



Red Apple Reading



**User Guide
for Parents
& Educators**

www.RedAppleReading.com

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Program Overview

Red Apple Reading was created to help children become successful readers. Many children have gaps in their learning – skills that are keeping them from being able to read fluently and learn how to read well by third grade. This program is intended to fill in those gaps with a series of animated videos and activities that keep children engaged while teaching them important reading concepts.

Phonics and high frequency words are taught explicitly with a unique, effective instructional method designed by education experts. Also covered are phonemic awareness, fluency, vocabulary, and some reading comprehension.

The online program is completely ad-free and offers a safe, wholesome environment for young children to learn. We hope Red Apple Reading becomes a fun supplement to your child’s reading curriculum!



Red Apple Reading – helping children become successful readers with serious learning that’s seriously fun!

Red Apple Reading is U.S. family owned and operated, with a mission to help improve child literacy rates all over the world. The complete Pre-K to 2nd grade reading program is available online at WWW.REDAPPLEREADING.COM. Future product development will include updated assessments, more content in current levels, more stories to read, and new levels for higher grades.

INTELLIGENT QUESTION LOGIC

Many of the activities in the Red Apple Reading program are designed to differentiate the practice questions and automatically adjust the question difficulty as a child plays, depending on his/her answers. This helps children feel successful and offers more of a challenge for students who are ready.



3 LEVELS FOR YOUNG LEARNERS

LEVEL A Carnival Fun

Pre-K and Kindergarten skills, recommended ages 4-5
(touch screen may be easier at this age)



Pre-reading skills, letters and sounds, exploratory format

BEST FOR: pre-readers and young children learning letter names and sounds, plus rhyming, patterns, sorting and more

LEVEL B Park Planet

Kindergarten and 1st grade skills, recommended ages 5-6



Phonics, sight words, short vowels, word families

BEST FOR: children beginning to put letters together to make words (short vowel sounds, digraphs, blends), emergent readers

LEVEL C Island Adventures

1st to 3rd grade skills, recommended ages 6-8



Advanced phonics, sight words, vocabulary, comprehension

Best for: early readers, children with beginning reading skills who are ready for more advanced phonics, plus vocabulary and comprehension skills (Note: Unit 1 is a review of Level B)

***Scope and Sequence with comprehensive list of specific lesson objectives, content and additional support can be found at the end of this user guide.**

Initial Account Setup

ACCOUNT TYPES

Family memberships: ***NEW Limited Access account to try before you buy**

- Monthly recurring, or 3-month, 6-month, or 12-month membership terms
- One or more child users (3 included if purchasing directly from website)
- Option to add more children at a reduced price after registering (up to 8 total)
- Purchase online and renew in account dashboard

Educator memberships:

- Free accounts offered to education professionals for single classroom use
- 10-50 students for single educators, 50+ students for school accounts
- Discounts and volume pricing available for schools

ALL memberships include:

- Online reading program access for children on account
- Dashboard access for managing the account, editing child access and optional features, extending membership, progress tracking, and access to extra resources
- Downloadable workbooks, flash cards, storybooks, reading tips, and more
- Digital magazine with a new story in each issue, literacy tips, and more
- Excellent customer support via email at support@redapplereading.com

ACCESSING DASHBOARD AFTER PURCHASE

[Log in](#) at the top of the Red Apple Reading website as the account holder (ACCOUNT LOGIN button) to access the account Dashboard. Use the email address and password created at registration.



Once child users are set up in the Dashboard, children [log in](#) online (CHILD LOGIN button) with a username and password to access the reading program.

Information about getting started is sent via email immediately after registration has been confirmed. Please verify emails are being received and check the Spam folder of the email account if the confirmation or welcome email isn't received soon after successful registration. If the password to the account is forgotten, click the [Forgot Password](#) link on the Account Login page to reset the password. If still having difficulty, please email support@redapplereading.com.

See **page 10** for more information about all Dashboard features.

ADDING CHILDREN AND ACCOUNT OPTIONS

For online access, child users can be added by clicking the Add Child button or Child Users/Students tab on the Home page of the account dashboard.



- 1) **Basic Information** – Only a first name and grade level are required.
- 2) **Username & Password** – Choose a unique login for each child to use.

Do NOT use an email address for child login.

- 3) **Level Access** – Default is to have all 3 levels open when a child logs in. Turn off access to any level and the child cannot go to that level when logged in.
- 4) **Locked Lessons** – In level A the default is access to all areas- turn off areas if desired. Default in levels B and C is lessons locked. Change if you want to move a child further into a level or the freedom to go to any lesson regardless of scores on review activities.
- 5) **Translation Language** – Option for activity direction support in Spanish and Mandarin (default is none). Great for English learners!
- 6) Click **Submit** and the user is ready for learning! The child can now log into the

A screenshot of the "Add Child" form. At the top right, it says "1 remaining authorized child users". The form includes fields for First Name, Last Name, Date of Birth (with a calendar icon), Gender (dropdown menu), Grade Level (dropdown menu), Child's Username, and Child's Password. Below these are "Level Access" options for Level A, B, and C, each with an "ON" toggle. There are also "Level A Sections" and "Level B/C Lessons" sections with "LOCK" toggles. At the bottom, there is a "Translation Language" dropdown and "Submit" and "Cancel" buttons.

Add Child Page for Online Access

reading program online with the username and password you created. (Log out of the dashboard first if using the same computer and web browser as the child.)

At the top of the Add Child page you will see the number of authorized child accounts you have left. See "Adding More Child Accounts" under the Dashboard section of this guide for more info about adding more child users.

Please note that the grade level and date of birth do NOT determine where the program begins for each child currently. Check page 5 of this guide or the Scope & Sequence to determine where you would like a child to begin.

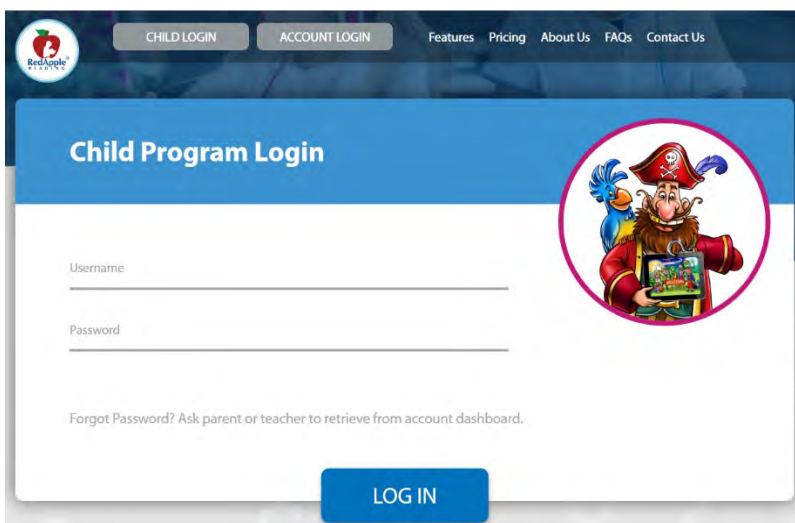
USERNAME TIP

Child usernames must be different from all other child users in the database and cannot be an email address, so get creative! Length does not matter, and the password does not matter either. Adding numbers, using initials, or using a superhero or favorite toy name are all ways to create a unique username for a child to log in with.

Child Log In

Children log in to the reading program at the top of the Red Apple Reading website using the CHILD LOGIN link at: <https://www.redapplereading.com/login> (after a child username and password have been created in the account dashboard).

Enter child username, password, and then either click the “LOG IN” button or press the ENTER key on a keyboard.

The image shows a screenshot of the Red Apple Reading website's login page. At the top, there is a navigation bar with the Red Apple Reading logo on the left, and links for "CHILD LOGIN", "ACCOUNT LOGIN", "Features", "Pricing", "About Us", "FAQs", and "Contact Us". The main heading is "Child Program Login". Below this, there are two input fields: "Username" and "Password". To the right of these fields is a circular illustration of a pirate character with a parrot on his shoulder, holding a tablet. Below the input fields, there is a link that says "Forgot Password? Ask parent or teacher to retrieve from account dashboard." At the bottom center, there is a blue button labeled "LOG IN".

The *account holder's* email and password will access the account dashboard, and the *child's* username and password will access the online reading program.

You can check and/or edit child usernames and passwords any time by clicking the Child Accounts tab in the dashboard and then clicking on the child's name to edit that account.

RETRIEVING A FORGOTTEN PASSWORD

The account holder must log in to the Dashboard with username (email) and password to access child account information and view or edit usernames and passwords. If the password to the main account is forgotten, click the [Forgot Password](#) link on the login page to get a reset email sent to the email account on file. If your email has changed or you don't receive the email (check your Spam folder!), email support@redapplereading.com – we are happy to help!

CHOOSING A LEVEL

When a child logs in, the first screen that appears allows the child to choose a level. The child clicks on a level and their reading program begins. (Visit **page 7** of this guide for information about restricting level access if needed.)

Please read the descriptions on page 5 or check the lesson details at the end of this user guide to determine where best to begin students in the program.

Entering the child's grade or date of birth does not automatically place the child in a level currently. With a wide range of reading skills found in children at these young ages, we leave it up to you to determine where best to begin in the program.

Scope and Sequence for planning and placement with comprehensive list of lesson objectives, content, and additional support can be found at the end of this user guide.

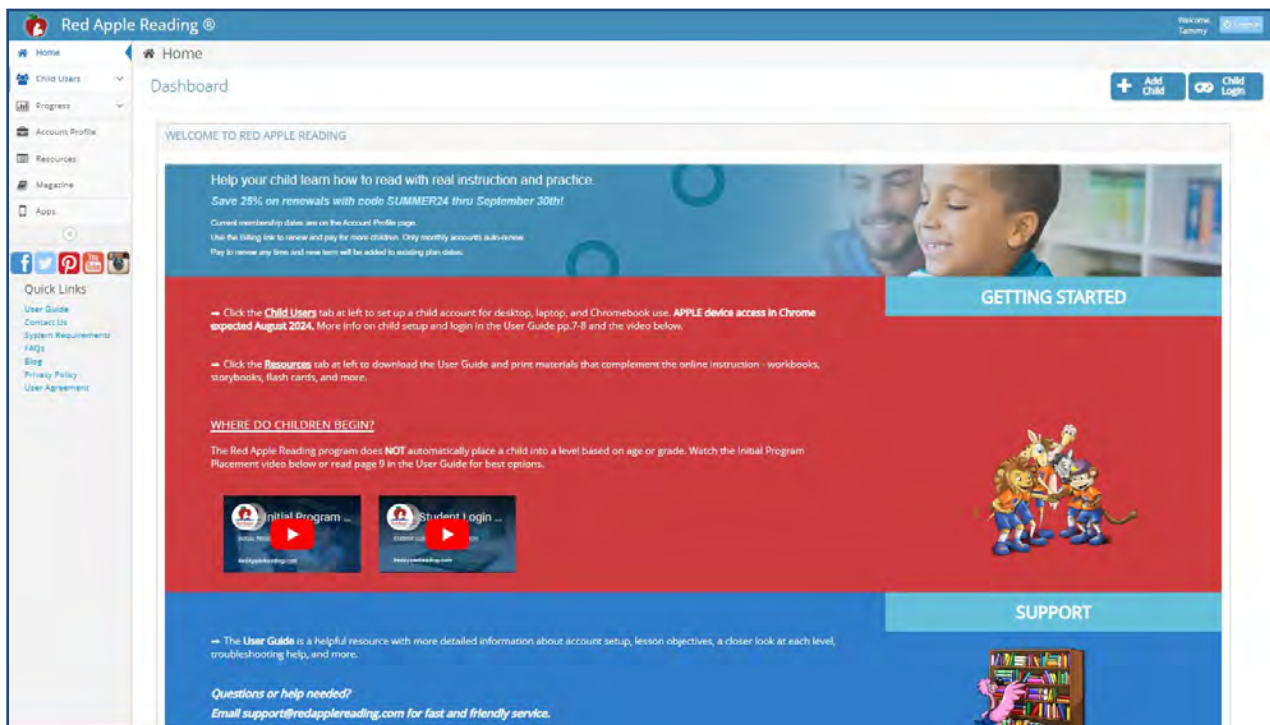
To change the level a child is currently working in, have the child press the Exit button until he/she returns to the Level Choice screen, then choose a different level. If the program or any activities do not load or the sounds seem to be off, please visit the Troubleshooting section of this guide on **page 16**.



Dashboard Access for Account Holders

Log in with the account email and password provided at registration to access the Dashboard of the account. If you forget your password, please visit the [Forgot Password](#) page (link on login page) and an email will be sent (check your Spam folder if needed).

Dashboard Home Page



DASHBOARD HOME PAGE FEATURES

On the home page of the Dashboard you will find:

- Tips and video links for getting started
- Progress overview at the bottom
- Tabs at left for Child/Student account info, progress, account profile, resources, magazines
- Billing/Renew link to update account or purchase additional child access
- Current renewal promotions and occasional program update alerts
- Quick Links to User Guide, System Requirements, FAQs, and more

SIDEBAR TABS AND LINKS

Child Users/Students – Add, edit, and delete online child users, restrict level access, or unlock lessons for more freedom in the program. Last name, date of birth, and gender are not required fields in the interest of maintaining confidentiality. Visit **page 7** of this guide for info on adding child users to the account.

-- Translation option puts an icon in the activity sidebar so a child can click to hear key activity directions in Spanish or Mandarin.

---The age and grade entered are used for internal research purposes; they do not determine where a child will begin in the program. Visit **page 5** of this guide to choose a level.

Progress – View, save, and print detailed online progress for each level. Reports can be automatically emailed by managing your choice on the Account Profile tab.

Account Profile – Edit account holder information, sign up for emailing progress reports (default is Never), and check current membership dates.

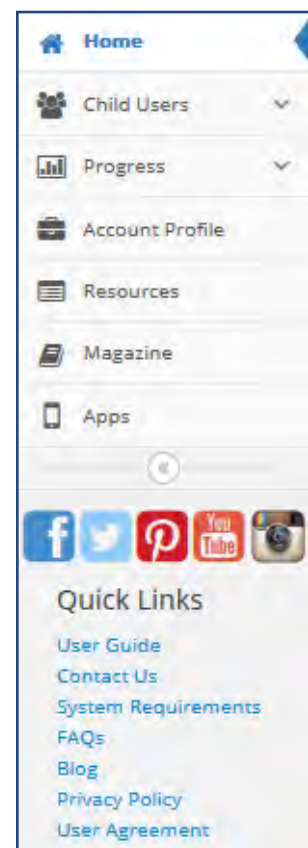
Resources – View or download the User Guide, Scope and Sequence, planning guides for each level, workbooks, magazines, flash cards, storybooks, activity ideas, and tips for helping young readers.

Magazine – A new story written at three reading levels, tips, articles, book reviews and learning games in every issue.

Program Training – in EDUCATOR ACCOUNTS only – videos and information to help get started.

Social Media links – Find educational content on one of our many media outlets and share the program with others.

Quick Links – Easily access our most helpful online pages with a quick link that opens in a new browser tab.



UNLOCK LESSONS & MOVE CHILD AHEAD IN A LEVEL

Unlock the lessons in Levels B or C to make the program more open-ended (and bypass the default pass rate of 80%) OR allow a child to begin on a more advanced lesson. The colors on the maps can show a child which lessons have been completed to help him keep track of his progress (instead of the locks).

To lock/unlock or restrict access in a level: go to the Child Users info in the dashboard, edit the Locked Lessons fields, and click Submit at the bottom of the page.

In Level A, choose which sections of the program you'd like to restrict access to – the default is for all areas open and accessible.

Level A - Carnival Fun - Access	
ABC Tent - alphabet skills	ON
Arcade - sounds, vocabulary	ON
Storytime - print concepts	ON
Ferris Wheel - learning videos	ON
Popcorn - sequencing	ON
Roller Coaster - attention	ON
Prize Tent	ON

In Levels B and C the lessons can be unlocked, then the child can complete a lesson further ahead in the level, and then the lessons can be locked again so the child can continue with 80% pass rate required from that point on.

Level B/C Lessons:	
LOCK	Level B - Park Planet
LOCK	Level C - Island Adventures

TRANSLATION FEATURE

Red Apple Reading includes the option of having key activity directions translated into either Spanish or Mandarin for English language support. If the translation option has been chosen on the Child Users tab in the Dashboard, then an icon will appear in the child's activity menu when logged in. This button can be clicked in activities when directions are given for extra support if a child is not sure what to do. All words and other speech remain in English to promote rapid language acquisition.

Translation Language:	No Translation
	No Translation
	Spanish
	Mandarin



PROGRESS REPORTS

The account dashboard has a Progress tab where individual (and class reports for educators) can be viewed and printed or saved as a PDF. Each student has separate reports for each level. Level A reports are minimal due to the exploratory nature of the level. Levels B and C provide data for each lesson and unit review, including the date a lesson was started and completed, the average percentage correct and total scores on activities, and the percentage and scores for the review activity (test for mastery) in each lesson.

When lessons are locked, 80% is the passing score for lesson and unit reviews. If a student scores less than 80% on the review activity, he/she will be shown the score and prompted at the end to review the lesson or unit before trying again. The review test activity must be revisited and passed to move forward.

Detailed Progress Report - G. Delaney

Lesson	Date Started	Date Completed	Activity Avg % Correct	Activity Score	Review % Correct	Review Score	Number of Retakes
Lesson 1 - Phonics Short A	Sep-25-2017	Dec-15-2017	83	34/41	80	8 / 10	8
Lesson 2 - Word Families: at, an, ad	Dec-08-2017	Feb-20-2018	90	38/42	80	8 / 10	6
Lesson 3 - Sight Words: the, of, and, a, to	Feb-27-2018	Mar-06-2018	93	28/30	80	8 / 10	3
Lesson 4 - Word Families: ap, ab, ag	Mar-06-2018	Apr-05-2018	89	33/37	80	8 / 10	2
Lesson 5 - Sight Words: in, is, you, that, it	Apr-05-2018	Apr-05-2018	84	30/32	80	8 / 10	0
Unit 1 Review: Lessons 1-5 Review Skills	Sep-25-2017	Nov-20-2017	72	18/25	77	10 / 15	6

Detailed Progress Report - Dodge Duke

Lesson	Date Started	Date Completed	Activity Avg % Correct	Activity Score	Review % Correct	Review Score	Number of Retakes
Lesson 1 - Phonics: Short Vowel Sounds	Sep-18-2017	Nov-18-2017	95	83/88	85	8 / 10	8
Lesson 2 - Phonics: Blends	Nov-18-2017	Nov-19-2017	99	55/56	100	10 / 10	0
Lesson 3 - Sight Words: over, new, sound, girl, only, little	Nov-19-2017	Nov-23-2017	94	47/50	100	10 / 10	0
Lesson 4 - Phonics: Digraphs	Nov-23-2017	Nov-30-2017	86	48/56	80	8 / 10	0
Lesson 5 - Sight Words: work, know, place, years, live, me	Dec-09-2017	Dec-09-2017	95	53/54	100	10 / 10	0
Unit 1 Review: Lessons 1-5 Review Skills	Dec-08-2017	Dec-08-2017	93	14/15	93	14 / 15	0
Lesson 6 - Phonics: -s and -es	Dec-05-2017	Jan-19-2018	94	60/64	80	8 / 10	0
Lesson 7 - Phonics: -ed and -ing	Jan-26-2018	Feb-05-2018	94	61/64	90	9 / 10	0
Lesson 8 - Sight Words: back, give, mind, very, after, bring	Feb-05-2018	Feb-05-2018	95	41/42	100	10 / 10	0
Lesson 9 - Phonics: Other Suffixes	Feb-20-2018	Feb-27-2018	95	53/54	100	10 / 10	0

NOTE: Sometimes the level B student report takes longer to load. Please be patient as this glitch isn't yet resolved!

There is also a Progress All page (and a chart at the bottom of the home page) with an overview of progress for all students on the account.

Name	Level	Lesson	Last Login	Points	Overall % Correct
Aiden	B	13	19-Mar-2019	11572	83%
Brady	B	16	07-Dec-2019	19032	80%
Bryce	B	28	19-Jun-2018	22612	84%

EDUCATORS also have Detailed Class Reports and Username/Password lists they can print from the home page.

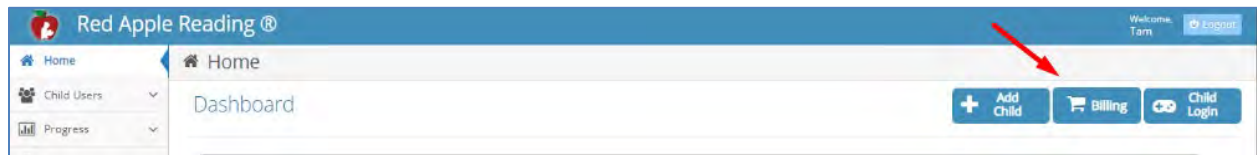
Total RED APPLE POINTS earned in the game are kept tallied in the Progress All and Detailed Class reports. These points can be used as desired for class competitions and rewards.

Detailed Class Report

Student	Grade	Gender	Level	Current Lesson	Date Started	Last Login	Points	Overall % Correct	Activity % Correct	Review % Correct	Total # Retakes
Cam	1	M	Park Planet	3	18-Sep-2017	19-Jun-2018	23312	74	79	3	18
Conner	1	M	Park Planet		25-Sep-2017	25-Jun-2018	15134	85	70	1	7
Emma	2	F	Park Planet	31	18-Sep-2017	12-Jun-2018	21456	76	81	2	23
Grace	2	F	Island Adventures	23	18-Sep-2017	19-Jun-2018	23270	72	77	82	42
Hayden	1	M	Island Adventures	Unit 2	18-Sep-2017	19-Jun-2018	18791	75	78	39	71
Mason	1	M	Park Planet	13	18-Sep-2017	19-Jun-2018	14824	82	80	6	19
Mya	2	F	Island Adventures	23	18-Sep-2017	19-Jun-2018	20066	80	90	86	38
Naomi	2	F	Island Adventures	18	18-Sep-2017	19-Jun-2018	20775	86	85	87	33
Tamitha	1	M	N/A	N/A	N/A	N/A	0	N/A	0	0	0
Xander	2	M	Circus		23-Nov-2017	12-Jun-2018	3397	85	82	28	19

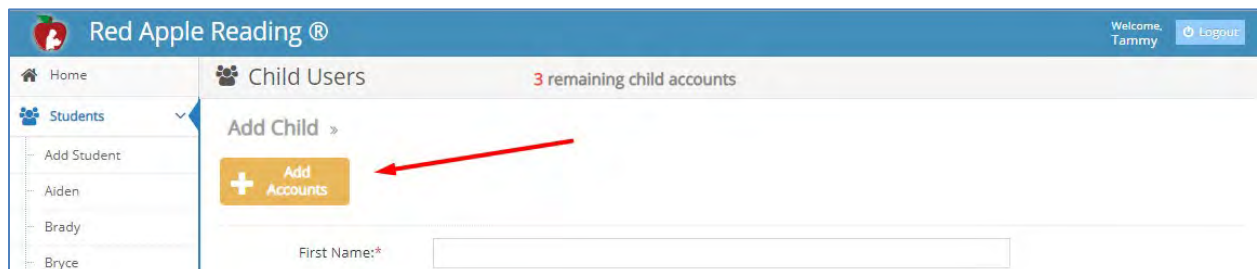
PURCHASING ADDITIONAL CHILD ACCOUNTS

Families can purchase and add additional child accounts any time after initial purchase from the Billing link in the account dashboard. Adding a child is a set price based on the current membership length.



Educators with a single class account can click the Add Accounts link on the Add Students page. (For school accounts the admin on file can email us to add more student licenses.)

Educators with a free account can email us to change the number of student accounts they have available.



NOTE FOR EDUCATOR ACCOUNTS

Educators, please note that most of the information found in this guide is applicable to both family and educator accounts, however there may be some slight differences in dashboard appearance, features, and resources. Please do not hesitate to email support@redapplereading.com if you have any questions about program use or access.

Students can access the online reading program from any desktop, laptop, Chromebook computer, and most mobile devices in or outside of the classroom. Any online use will track in your educator account.

RENEWALS, CANCELLATIONS & REFUNDS

Membership dates and info can be viewed on the Account Profile page of the dashboard when logged in as the account holder.

Term accounts: 3, 6 and 12-month term accounts expire at the end of the term and can be renewed from the BILLING link on the dashboard. Term accounts do NOT automatically renew. Reminder email notices are sent before and after the account expires.

Recurring accounts: Monthly recurring accounts are automatically billed for renewal via the payment method on file. Cancel at any time by emailing support@redapplereading.com.

Child login info is deactivated on the date of expiration. Limited dashboard access remains for up to 180 days after the account expires, after which the account and all data will be set for deletion if the account is not renewed.

Cancellations & Refunds: Accounts can be cancelled at any time by emailing support@redapplereading.com – the time remaining on an existing membership will not be refunded. Refunds are available to customers within 30 days of purchase who have purchased from the Red Apple Reading website directly. Review the [Refund Policy here](#) or on the Contact Us page of the website.

***We do not issue refunds on discounted subscriptions or codes purchased or obtained through other companies or websites (Groupon, Living Social, etc.). Refunds are subject to their terms and conditions – visit their website for a refund.

System Requirements

Due to the online nature of the Red Apple Reading program and the ever-expanding and changing variety of hardware and software, there are several factors that can affect a user's experience in the online reading program. Please read through the following information to maximize program performance.

The online program can be accessed from desktops, laptops, Chromebooks, and most Android and iOS tablets [using the Google Chrome web browser](#).

ENSURING BEST PERFORMANCE (TROUBLESHOOTING)

1) An *updated web browser* is needed to access the online version of Red Apple Reading. We recommend **Google Chrome** web browsers to access the reading program when a child logs in.

NOTE: some browsers (including Firefox) no longer allow automatic playing of videos and sounds on websites unless you change the browser permission preferences to allow them. We strongly recommend using **Google Chrome** browser for the best web experience.

2) A *minimum internet download speed of 10mbps* is recommended on a computer for the program to be fully functional (this program is full of graphics and sounds being sent to the computer as a child plays).

Above are the most common barriers to successful program play. Here are a few more items to check on the computer if you notice issues:

3) Verify that the web browser is set to accept "cookies." The reading program requires that cookies are enabled to keep track of a child's progress.

4) Clear the cache in the web browser to delete recent browsing history if you are having an issue that's not resolving with a refresh.

5) Check the firewall or security settings for a possible block or add the Red Apple Reading website as an approved or safe website to visit.

6) When logging into a child's reading program, close any unnecessary tabs or other programs on the computer and refrain from hopping back and forth to other tabs or programs when using Red Apple Reading.

*****Email support@redapplereading.com with any questions or issues. Give as much information as possible about the system being used and the issue.**

SOUND

Instructional videos and directions for all activities are given verbally in the Red Apple Reading program, so it is necessary to either turn up the computer volume or speakers to a level easily heard by the child or use headphones with volume adjusted as needed. The volume button within the reading program will adjust the background sound volume for users who prefer not to have music in the background while playing or are easily distracted by it.

Level A – Carnival Fun

Carnival Fun has an open-ended game format with phonemic awareness activities, rhyming, basic vocabulary, letter-sound correspondence, memory and sequencing activities, 10 fun storybooks, and more. Under the big top, children will find a world of fun-filled alphabet games and learning waiting for them. Made for ages 3-5, this level is sure to be a hit with preschoolers!

BEST FOR: preschoolers, pre-K, and young children who are learning letters and sounds, not yet ready to begin putting sounds together to make words. May require parent support for navigation and game play.

ACTIVITY STRUCTURE

There are 7 main areas to access on the Main Screen of Carnival Fun:

ABC TENT: 7 activities that focus on learning letter names and sounds

ARCADE: 6 activities practicing essential pre-reading skills

STORYTIME WAGON: 10 original pop-up storybooks children will enjoy listening to

FERRIS WHEEL: 8 instructional videos to watch

POPCORN STAND: pattern practice with numbers, letters, shapes, and colors

ROLLER COASTER: attention skills practice

PRIZE TENT: use tickets earned in games for rewards to add to personal prize shelf

(See **pages 18-20** for more details)

Level A Main Screen



ACTIVITY NAVIGATION

Once a child logs in and clicks on Level A at the Level Choice screen, Carnival Fun begins with a quick intro video from Ringmaster Ryan as he takes you to the carnival.

After clicking on an area on the main screen, a sidebar is displayed next to the activities that allows a child to navigate. Here are some of the sidebar features explained:

- The **GO BACK button** is at the top of the sidebar under a child's username. Clicking on this button exits the child out of an activity and back to the previous screen. Clicking **EXIT** on the Main Screen exits the child back to the level choice screen and the Logout button.
- The **purple MUSIC button** adjusts the background sound volume in activities.
- The **blue REPLAY AUDIO button** replays directions or words in an activity.
- The **REFRESH** button starts an activity over and/or refreshes the activity in case it doesn't load properly.
- The **CHANGE LETTER** buttons only appear in the ABC tent. They are a quick way to continue playing an activity and change the letter being practiced, instead of exiting back to the balloons at the ABC Tent entrance.



ABC Tent Entrance

Choose a letter to practice before going inside.



Highlighted balloons are recommended letters to practice.

Activities inside ABC Tent



Activities inside Arcade



If there are certain areas you want your child to focus on, you can change the child's access to each area by visiting the Child Account page in your dashboard. Each area can be turned on or off for access for any child – by default all areas are open. See page 12 for more information about access.

ACTIVITIES and OBJECTIVES

ABC TENT



ABC Tent - Videos

Letter names and sounds, vocabulary, phonemic awareness



ABC Tent - Songs

Letter names and sounds, phonemic awareness



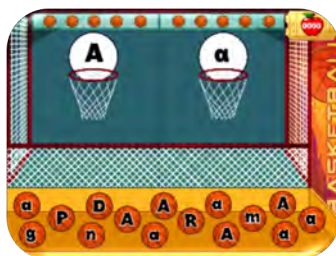
ABC Tent - Slideshows

Letter sounds, beginning sounds, vocabulary, phonemic awareness



ABC Tent - Letter Art

Letter shape and formation, writing



ABC Tent - Basketball

Letter names, letter recognition, discrimination



ABC Tent - Whack-a-Letter

Letter names, recognition, discrimination



ABC Tent - Prize Claw

Letter sounds, beginning sounds, vocabulary, phonemic awareness

ARCADE



Arcade - Ducks

Rhyming, ending sounds, word families, vocabulary



Arcade - Spin to Win

Beginning and ending sounds, phonemic awareness, vocabulary



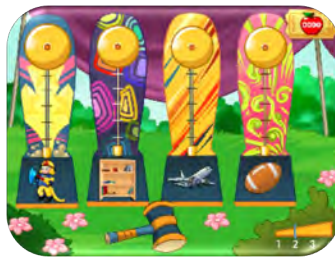
Arcade - Ring Toss

Categorizing, sorting, vocabulary



Arcade - Darts

Vocabulary, words in context, sentence structure



Arcade - High Striker

Blending sounds, syllables, vocabulary, word building



Arcade - Ring Toss

Phonics, word building, CVC words, short vowel sounds

OTHER



Ferris Wheel - 8 Learning Videos

- 1) ABC Song - alphabet letter recognition
- 2) Cotton Candy - phonemic awareness
- 3) Clowning Around - blending sounds, phonemic awareness, phonics
- 4) Rhyme Time - rhyming, word families, phonemic awareness
- 5-8) Clouds - sight words, context, sentence structure



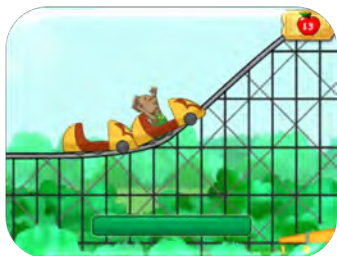
Storytime Wagon - 10 Storybooks - Print Concepts

- | | |
|-----------------------------|----------------------------|
| 1) Bella Bear Makes Cookies | 6) A Furry Friend for Ryan |
| 2) The Big Soccer Game | 7) Marcus Learns to Share |
| 3) Ellie Rides a Bike | 8) A Beautiful Beach |
| 4) Three Friends Go Camping | 9) George Plants a Garden |
| 5) Bella's First Day | 10) Leo in the City |



Popcorn Stand - Patterns

Recognizing and repeating patterns



Roller Coaster - Attention

Time on task, paying attention

[This activity will be changed in a future update]



Prize Tent - Reward Center

Motivational rewards, redeem tickets earned in other activities for prizes

Level B – Park Planet

PHONICS & SIGHT WORD LESSONS

50 phonics and sight word lessons can be accessed from the child's 2 **Progress Maps** when the child logs into Level B. The phonics lessons cover short vowels, word families, digraphs, blends, an introduction to long vowel sounds, and instruction on blending and segmenting words. Lesson Details are at the end of this user guide.

"Red Apple Points" are incentive points for children to do well and are used at the end of every unit in a special optional reward game called *Ant Invaders*.



BEST FOR: children who are beginning to know how to put letters together to make words and are starting to read simple words.

LESSON STRUCTURE

Each unit (10 total) consists of 5 lessons, 3 of which are phonics lessons and 2 that are sight word lessons. Each lesson begins with a short instructional video, followed by 2 or 3 practice activities, and ends with a review of the concept and a 10-question quiz at the skate park. At the end of each unit is a unit review, which includes an online storybook to read, a coloring book activity, a 15-question cumulative quiz, and the optional reward game: *Ant Invaders*.

There are also three optional 35-question assessments included in Park Planet. The first is on map 1 and recommended before a user begins Lesson 1 on the Progress Map, the 2nd is recommended before Lesson 26, and the last is on Map 2 and recommended when a child finishes all 50 lessons. Each assessment takes about 5 to 10 minutes, so please encourage your child to stick with it and do their best!

LESSON NAVIGATION

Once a child logs in and clicks on Level B at the Level Choice screen, Park Planet begins with a quick intro from Professor Bookworm as he whisks you away to Progress Map 1.

The current lesson will be flashing if the lessons are locked, or a child can revisit previous lessons for review. Completed/passed lessons have a white in number on the map. The recommended next lesson will show a flashing background. See **page 12** to find out how to unlock the lessons if you would like to start a child further into the level. The sidebar menu on the left controls navigation.



All lessons in Level B require an 80% pass rate to advance to the next lesson, otherwise the child must redo the lesson test until he/she passes it. This ensures that the child masters the concepts needed for later lessons. Lessons can be unlocked so a child can either start further in the program if needed or move ahead to the next lesson if they are unable to pass the current lesson (to avoid frustration). See **Unlocking Lessons** on **page 12**.

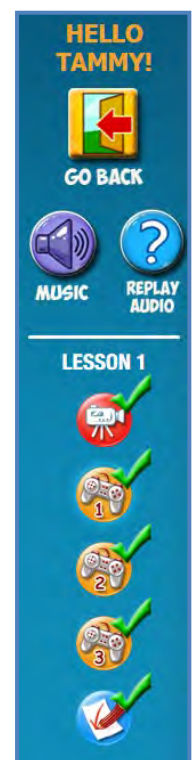
The **child's name** is visible at the top of the menu to help distinguish between multiple users. An adult can easily glance at the screen to see that a child is using his/her own account.

The **GO BACK/EXIT button** is at the top of the menu under a child's username. Clicking this button exits the child out of the lesson and takes him back to the Progress Map, then back to the Level Choice screen, and finally out of the program.

The **purple MUSIC button** adjusts the background sound volume in activities.

The **blue REPLAY AUDIO button** replays directions or words in an activity.

The lower half of the menu has links to the activities in each lesson. Icons turn full color once the activity has been started. Green check marks show activities that have already been completed. Clicking on an activity icon in the sidebar allows a user to return to the activity last played or refreshes the activity if needed.





The yellow square with the apple at the top right of the activity screen keeps track of **Red Apple Points** earned in the unit. More points are given for correct first answers in activities, with less points earned after incorrect choices. These points can be used at the end of every unit review for the reward game *Ant*

Invaders.

UNIT REVIEWS: If the next lesson in a new unit does not unlock for a child, it is due to the child not passing the unit review soccer game with at least 80%. A child must return to the test and pass the soccer game to unlock the next unit. The reward game (Ant Invaders) is optional and does not have to be played to move forward in the lessons.

LEVEL B ASSESSMENTS

There are three 35-question optional assessments available, with one located on the volcano of each progress map in this level and labeled Test 1, 2, or 3. These are a great way to keep track of a child's improving reading skills. Recommended timetables for taking these tests are below. The results will be viewable on the Detailed Progress Report accessible from the Parent/Teacher Dashboard.

TEST 1: Have a child take this test before starting the lessons, or before finishing Unit 1, to use as a baseline assessment and starting point.

TEST 2: The child takes this test at some point after finishing Unit 6 or 7 as a midpoint.

TEST 3: The child takes this test after completing all 15 units in the Level B program.

The tests take about 10-15 minutes, so please encourage your child to stick with it and do their best! The Help button can be clicked at any time to repeat directions and sounds.

***The assessments will be updated soon to more accurately track progress across all three levels of the program.**

PARK PLANET LEARNING VIDEOS



Magic Show
Phonics, blending



Treehouse
Phonics, word families



Clowns
Phonics, segmenting



Skate Park
Sight words, word context



Fish Pond
Sight words, word context

ACTIVITIES and OBJECTIVES



Word Wheel
Phonics, phonemic awareness, vocabulary



Sandcastle
Phonics, phonemic awareness, audio discrimination



Slide
Phonics, word families, rhyming, vocabulary



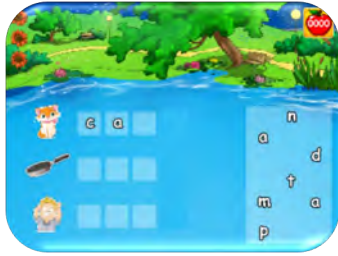
Toy Boats
Phonics, sentence structure, words in context



Maze
Phonics, sound discrimination



Monkey Bars
Sight word recognition and discrimination



Pond
Spelling, phonics,
vocabulary



Lily Pads
Sight word
recognition
and discrimination



Marbles
Phonics, word
families, word parts



Tug of War
Sight word spelling

REVIEW ACTIVITIES



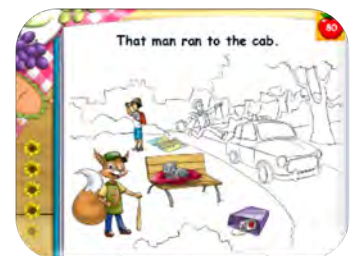
Skate Park

Review at the end of each
lesson – 10 questions -
80% pass rate to continue



Storybook

In unit review – reading and
fluency practice, words in
context, print concepts



Coloring Book

In unit review - practice
reading words in context



Soccer

Review at the end of each
unit – 15 questions – 80%
pass rate to continue



Ant Invaders

Motivational reward
game at the end of
each unit – uses points
earned in activities



Test 1, 2, 3

Assessments to help
measure overall progress in
the program in key areas.

Level C – Island Adventures

Island Adventures covers foundational reading skills for Grades 1-3. The 75 lessons include a quick review of Level B concepts (in Unit 1), advanced phonics skills (long vowel patterns, r-controlled vowels, diphthongs, silent letters), prefixes and suffixes, syllables, compound words, contractions, vocabulary (homophones, homographs, abbreviations, synonyms, antonyms), and comprehension skills. Lesson details are at the end of this user guide.

All online progress from these lessons is tracked and available on a Detailed Progress Report, accessible from the Parent/Educator Dashboard. "Red Apple Points" are incentive points for children to do well and are used at the end of every unit in a special reward game called *Crab Attack*.

BEST FOR: children with basic beginning reading skills who are ready for more advanced phonics instruction to tackle larger and more complicated words, as well as instruction in fundamental vocabulary and reading comprehension skills.

LESSON STRUCTURE

Each unit (15 total) consists of 5 lessons, 3 of which are phonics, vocabulary, or comprehension lessons, and 2 that are sight word lessons. Each lesson begins with a short instructional video (most are about 2 minutes), followed by 3 or 4 practice activities, and ends with a review of the concept and a 10-question quiz. At the end of each unit is a unit review, which includes an online storybook to read, a 15-question cumulative quiz, and the optional reward game *Crab Attack*, where the Red Apple Points earned throughout the unit are used.



LESSON NAVIGATION

Once a child logs in and clicks on Level C at the Level Choice screen, Island Adventures begins with a quick intro from Pete Pirate as he takes you to Island Map 1.

Map 1 has the first 5 units (25 lessons) of the program. Clicking the “Next Map” sign allows access to the other 2 maps. Clicking the “Start” sign on Maps 2 or 3 returns a child to the previous map.

After clicking on a lesson number on the map, a menu is displayed next to the activities that allows a child to keep track of progress in the lesson. Here are some of the menu features explained:

The **GO BACK/EXIT button** is at the top of the menu under a child’s username. Clicking this button exits the child out of the lesson and takes him back to the Progress Map, then back to the Level Choice screen, and finally out of the program.

The **purple MUSIC button** adjusts the background sound volume in activities.

The **blue REPLAY AUDIO button** replays directions or words in an activity.

The lower half of the menu has links to the activities in each lesson. Icons turn full color once the activity has been started. Green check marks show activities that have already been completed. Clicking on an activity icon in the sidebar allows a user to return to the activity last played or refreshes the activity if needed.



The yellow square with the apple at the top right of the activity screen keeps track of **Red Apple Points** earned in the unit. More points are given for correct first answers in activities, with less points earned after incorrect choices. These points can be used at the end of every unit review for the reward game *Crab Attack*.

Audio prompts after each lesson and unit review tell the child if she is ready to move forward, or if she should replay the lesson to ensure mastery of the concept. **The pass rate for all review activities is set at 80%**. Unlocking the lessons from the Parent/Teacher Dashboard allows a child to access any lesson regardless of pass rate or order played.

If the beginning lessons are too easy, since Unit 1 is a quick review of Level B concepts, we recommend unlocking the lessons (see **page 12**) and moving forward to Unit 2 or 3.

UNIT REVIEWS: If the next lesson in a new unit does not unlock for a child, it is due to the child not passing the unit review pier game (with fish and eel) with at least 80%. A child must return to the test and pass the pier game to unlock the next unit. The reward game (Crab Attack) is optional and does not have to be played to move forward in the lessons.



ASSESSMENTS

There are three 35-question optional assessments available, with one located on the volcano of each progress map in this level and labeled Test 1, 2, or 3. These are a great way to keep track of a child's improving reading skills. Recommended timetables for taking these tests are below. The results will be viewable on the Detailed Progress Report accessible from the Parent/Teacher Dashboard.

TEST 1: Have a child take this test before starting the lessons, or before finishing Unit 1, to use as a baseline assessment and starting point.

TEST 2: The child takes this test at some point after finishing Unit 6 or 7 as a midpoint.

TEST 3: The child takes this test after completing all 15 units in the Level C program.

The tests take about 5-10 minutes, so please encourage your child to stick with it and do their best! The Help button can be clicked at any time to repeat directions and sounds.

**The assessments will be updated in the future to more accurately track progress across all three levels of the program.*

ACTIVITIES and OBJECTIVES

PHONICS & VOCABULARY



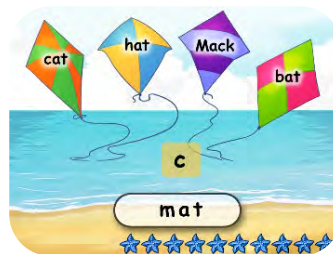
Lighthouse

Spelling, vocabulary



Crabs

Word recognition, vocabulary



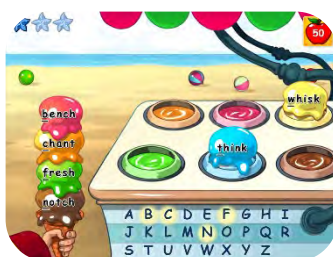
Kites

Changing letter sounds in words



Crossword

Context clues, word reading



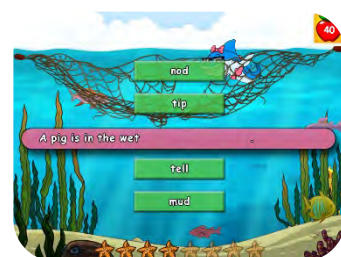
Ice Cream

Alphabetical order, word reading



Beach Balls

Sentence structure, using words in context



Under the Sea

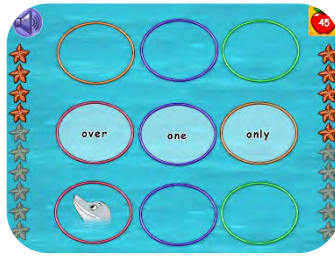
Sentence structure, using words in context

SIGHT WORDS



Sandcastle

Sight word matching and word discrimination



Dolphin Rings

Sight word discrimination



Driftwood

Sentence structure, using sight words in context



Pirate Ship

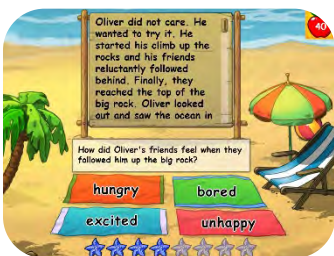
Using sight words in context



Volcano

Spelling

READING COMPREHENSION



Beach Towels

Fluency, reading practice, reading comprehension



Jet Ski

Fluency, reading practice, reading comprehension



Frisbee

Fluency, reading practice, reading comprehension

REVIEW ACTIVITIES



Sunset

Review at the end of each lesson
10 questions
80% pass rate



Pier

Review at the end of each unit
15 questions
80% pass rate



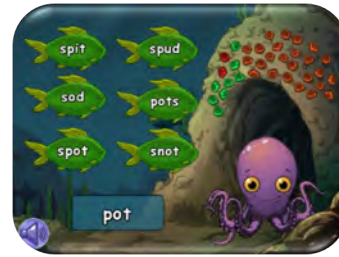
Storybook

In unit review – reading and fluency practice, words in context



Crab Attack

Motivational reward game at the end of each unit – uses points earned in activities



Test 1, 2, 3

Assessments to help measure overall progress in the program in key areas.

Resources

The Red Apple Reading program comes with more than online access. There are several valuable support resources just a click away, available on the **RESOURCES** tab on the left sidebar of the account dashboard. Included at this time are:

WORKBOOKS/ ACTIVITY PAGES

More practice for each lesson taught online in Levels A, B and C, plus comprehension questions for each unit storybook and word lists for spelling and reading practice.

DIGITAL MAGAZINES

Literacy tips, articles, games, and a new story in every issue.

STORYBOOKS

Smaller versions of the unit review and magazine stories to print and practice reading.

FLASH CARDS

Printable full-color cards to reinforce important concepts.

BONUS MATERIAL

Sequencing mats, flip books, activity ideas, and helpful info for parents.

PLANNING GUIDES

Keep track of the skills your child is learning in the program.

LESSON PLANS (great for educators and homeschool!)

Detailed objectives, video transcript, and activities for every online lesson.

MORE RESOURCES FOR EDUCATORS

Scope and Sequence for each level, lesson plans with details for every digital lesson, award certificate, reward charts, username and password cards, and parent letter to send home.

PROGRAM PACING

The recommended pacing for the Red Apple Reading program is one to two online lessons per day, four or five days a week, plus additional time for supplementary offline content using the support materials whenever possible.

See **page 12** for directions to unlock the lessons and move a child ahead in the program or allow for a more open play format.

Contact Red Apple Reading

Our family company greatly values customer service and feedback. We are best contacted via email for all inquiries, troubleshooting, and feedback.

support@redapplereading.com

Check your email account's Spam folder if needed, as emails sometimes go there.

Add donotreply@redapplereading.com to an email contact list to ensure delivery of important email updates about the Red Apple Reading program.

PROGRAM UPDATES

Red Apple Reading is committed to keeping its members updated on new offerings, support, and changes to the reading program. Here's how to get updates:

- 1) Keep the email address on the account updated. Add donotreply@redapplereading.com to an email contact list or address book so that important emails sent out can be delivered and don't end up in a Spam folder.
- 2) Log into the Dashboard with the email and password for the account and check the Home page - updates and common issues are posted there when needed to help keep members informed. Site-wide issues are also posted on the [Contact Us page](#) of the website.
- 3) Updates and promotions are regularly posted on the company's [Facebook](#) & [Instagram](#) pages, in addition to the Contact Us page and account dashboard.

FINANCIAL ASSISTANCE AND DONATIONS

Red Apple Reading's mission is to help as many children as possible, and the company is committed to providing help and support when it is needed. Please email [Customer Support](#) and we will share our best online offers for you or friends and family.

Since 2020 we continue to provide free educator accounts for all schoolteachers.

Organizations who are seeking a donation for a fundraiser or event can email with "Donation Request" in the subject line.

SOCIAL MEDIA

Follow any of our Social pages by clicking the icons below. Visit the Red Apple Reading [blog](#) for early education information and follow the company's Facebook or Instagram page for additional program updates and promotions. @RedAppleReading



Appendix

Level A Activity Details / Scope & Sequence

pages 34-35

Level B Lesson Details / Scope & Sequence

pages 36-40

Level C Lesson Details / Scope & Sequence

pages 41-48

Scope and Sequence



Serious Learning. Seriously Fun!



Red Apple Reading Level A - Carnival Fun

Activities - ABC Tent	Objectives	Description	Support Materials
Alphabet Videos	Letter-sound knowledge Initial sounds of words Phonemic awareness	1-2 minute long videos include the letter, sound(s), and words that start with the letter.	Workbook-A: pages 1-80 Alphabet Flash Cards Game Ideas: Collage, Scrapbook, Alphabet Race, Memory, BINGO
Alphabet Songs	Letter-sound knowledge Initial sounds of words Phonemic awareness	Short song clips focus on the main sound that the letter makes.	
Alphabet Slideshows	Letter-sound knowledge Initial sounds of words	Common words with images that begin with the letter (except the letter X - it has words with X in it).	
Letter Art	Letter shape recognition Uppercase and lowercase letter writing	Tracing of capital and lowercase letters correctly with a variety of pattern fills.	
Basketball	Letter shape recognition Uppercase and lowercase letter discrimination	Identify and sort capital and lowercase letters between two baskets.	
Whack-a-Letter	Letter shape recognition Rapid recognition of uppercase & lowercase letters	Quickly identify the target letters as they appear until the timer runs out.	
Prize Claw	Letter-sound knowledge Initial sounds of words	Choose the 4 images/words that begin with the target sound (the letter X has words with X in it).	
Activities - Arcade	Objectives	Description	Support Materials
Ducks	Match rhyming words Phonemic awareness	Memory-style game of turning over ducks to find the pairs that rhyme.	Workbook-A: Rhyming - pages 81-84 Sorting - pages 85-88 Matching - pages 89-92 Word Family Flip Books Game Ideas: Memory, Spelling Fun, Word Building
Ring Toss	Sort common objects into groups Build vocabulary	Classify and sort 10 objects into 2 different groups.	
Spin to Win	Match initial and final sounds of words Phonemic awareness Build vocabulary	Find words with the same beginning or ending sound.	
Darts	Match sentences to pictures Build vocabulary	Listen to the sentence and choose the picture that most accurately reflects it.	
High Striker	Blend sounds to read and identify words Build vocabulary	4 levels allow for practice blending compound words, syllables, onset-rime and separate phonemes.	
Milk Jug Toss	Build 3-letter CVC (consonant-vowel-consonant) words Phonemic awareness	Word-building activity allows for spelling of any regular CVC word.	

- Level A is an open game format with different areas for young children to explore and learn.
- Recommended pacing is one letter per day in the ABC Tent, plus free play in other areas, three to five days per week.
- Total recommended online time per day is 15-25 minutes.
- Support materials are in the Resources section of the dashboard.

Scope and Sequence



Serious Learning. Seriously Fun!



Red Apple Reading Level A - Carnival Fun

Activities - Other	Objectives	Description	Support Materials
Storytime Wagon	Develop print concepts Build vocabulary and fluency	1-2 minute long videos include the letter, sound(s), and words that start with the letter.	Printable Storybooks Level A (with comprehension questions at the end of each story) Workbook-A: Patterns - pages 93-96 Sight Words - pages 97-108 Game Ideas: Scavenger Hunt, Memory, BINGO, Pass the Story, Say that Sight Word, Pattern Building
Popcorn Stand	Identify and continue patterns	Short song clips focus on the main sound that the letter makes.	
Ferris Wheel Videos	Learn and practice alphabet letters, phonemic awareness, blending, rhyming and sight words	Common words with images that begin with the letter (except the letter X - it has words with X in it).	
Roller Coaster	Develop time on task	Tracing of capital and lowercase letters correctly with a variety of pattern fills.	
Prize Tent	Non-educational reward center	Identify and sort capital and lowercase letters between two baskets.	

Ferris Wheel Instructional Videos	Objectives	Description	Support Materials
Alphabet Song (2:09)	Letter-sound knowledge Phonemic awareness	Introduction to alphabet letters with a few nursery rhymes mixed in	Workbook-A: Letter sounds - pages 1-80 Rhyming - pages 81-84 Sight Words - pages 97-108 Alphabet Flash Cards Word Family Flip Books Game Ideas: Memory, Word Building, BINGO, Say that Sight Word, Spelling Fun
Cotton Candy (2:16)	Letter-sound knowledge Phonemic awareness	Leo Lion teaches the viewer how letters represent sounds	
Clown Show (2:43)	Blend letter sounds to read words Phonemic awareness	Two clowns teach the viewer how to blend letter sounds with simple VC and CVC words	
Rhyme Time (2:00)	Recognize rhyming words Phonemic awareness	Two clowns teach the viewer about rhyming words and how to recognize rhymes	
Sight Words 1 (1:48)	Recognize common high frequency words	Teaches how to recognize, spell, and use the sight words: the, I, to, like	
Sight Words 2 (1:41)	Recognize common high frequency words	Teaches how to recognize, spell, and use the sight words: a, is, and, you	
Sight Words 3 (1:47)	Recognize common high frequency words	Teaches how to recognize, spell, and use the sight words: see, me, go, with	
Sight Words 4 (1:42)	Recognize common high frequency words	Teaches how to recognize, spell, and use the sight words: my, for, am, are	

- Level A is an open game format with different areas for young children to explore and learn.
- Recommended pacing is one letter per day in the ABC Tent, plus free play in other areas, three to five days per week.
- Total recommended online time per day is 15-25 minutes.
- Support materials are in the Resources section of the dashboard.

Scope and Sequence



Serious Learning. Seriously Fun!



Red Apple Reading Level B1 - Park Planet

Unit 1	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 1	Phonics: Short A	Use phonetic analysis and blending to read and spell short A words.	Lesson 1 Magic Show (1:43)	Word Wheel - match words to images Sandbox - match sounds to letters Pond - spell words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 8-9 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 2	Word Families: at, an, ad	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 2 Treehouse (2:22)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 10-11 Flash cards: Short Vowels Word Family Flip Books
Lesson 3	Sight Words: the, of, and, a, to	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 3 Skate Park (2:06)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 12-13, 161 Flash cards: Sight Words B p.2 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 4	Word Families: ap, ab, ag	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 4 Treehouse (2:07)	Word Wheel - match words to images Pond - spell short A words Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 14-15 Flash cards: Short Vowels Word Family Flip Books
Lesson 5	Sight Words: in, is, you, that, it	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 5 Pond (1:55)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 16-17, 161 Flash cards: Sight Words B p.2 Game Ideas: Memory, Sight Word Buckets
Unit 1 Review	Review: Short A	Check for understanding and mastery of concepts in Lessons 1-5.	N/A	Story - Sam's Cat - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 18-21, 153 Printable Story: Sam's Cat Game Ideas: BINGO, Spelling Fun Award Certificate
Unit 2	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 6	Phonics: Short E	Use phonetic analysis and blending to read and spell short E words.	Lesson 6 Magic Show (1:55)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 22-23 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 7	Word Families: ed, en, et	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 7 Treehouse (2:13)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 24-25 Flash cards: Short Vowels Word Family Flip Books
Lesson 8	Sight Words: he, was, for, on, are	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 8 Skate Park (2:02)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 26-27, 161 Flash cards: Sight Words B p.3 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 9	Word Families: ell, est	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 9 Treehouse (1:57)	Word Wheel - match words to images Pond - spell short A words Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 28-29 Flash cards: Short Vowels Word Family Flip Books
Lesson 10	Sight Words: as, with, his, they, I	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 10 Pond (1:55)	Tug-of-War - spell high frequency words Frog Jump - identify high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 30-31, 161 Flash cards: Sight Words B p.3 Game Ideas: Memory, Say That Sight Word
Unit 2 Review	Review: Short E	Check for understanding and mastery of concepts in Lessons 6-10.	N/A	Story - Tess is the Best - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 32-35, 154 Printable Story: Tess is the Best Game Ideas: BINGO, Collage Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 1, Test 2 after Lesson 25, Test 3 after Lesson 50.

Scope and Sequence



Serious Learning. Seriously Fun!



Red Apple Reading Level B1 - Park Planet

Unit 3	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 11	Phonics: Short I	Use phonetic analysis and blending to read and spell short I words.	Lesson 11 Magic Show (1:50)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 36-37 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 12	Word Families: ig, in, ill	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 12 Treehouse (2:26)	Marble Sort - match sounds to letters Slide - match beginning sounds to images Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 38-39 Flash cards: Short Vowels Word Family Flip Books
Lesson 13	Sight Words: at, be, this, have, from	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 13 Skate Park (2:02)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 40-41, 161 Flash cards: Sight Words B p.4 Game Ideas: Bottle Bowling, Sight Word Buckets
Lesson 14	Word Families: ip, it, ick	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 14 Treehouse (2:22)	Word Wheel - match words to images Marble Sort - match sounds to letters Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 42-43 Flash cards: Short Vowels Word Family Flip Books
Lesson 15	Sight Words: or, one, had, by, words	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 15 Pond (1:55)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 44-45, 161 Flash cards: Sight Words B p.4 Game Ideas: Memory, Say That Sight Word
Unit 3 Review	Review: Short I	Check for understanding and mastery of concepts in Lessons 11-15.	N/A	Story - Finn is Quick - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 46-49, 155 Printable Story: Finn is Quick Game Ideas: BINGO, Spelling Fun Award Certificate
Unit 4	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 16	Phonics: Short O	Use phonetic analysis and blending to read and spell short O words.	Lesson 16 Magic Show (1:50)	Sandbox - match sounds to letters Word Wheel - match words to images Pond - spell words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 50-51 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 17	Word Families: og, op, ob	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 17 Treehouse (2:13)	Marble Sort - match sounds to letters Maze - identify words with target sound Slide - match beginning sounds to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 52-53 Flash cards: Short Vowels Word Family Flip Books
Lesson 18	Sight Words: but, not, what, all, were	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 18 Skate Park (2:00)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 54-55, 161 Flash cards: Sight Words B p.5 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 19	Word Families: ot, ock, od	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 19 Treehouse (2:09)	Word Wheel - match words to images Marble Sort - match sounds to letters Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 56-57 Flash cards: Short Vowels Word Family Flip Books
Lesson 20	Sight Words: we, when, your, can, said	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 20 Pond (1:55)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 58-59, 161 Flash cards: Sight Words B p.5 Game Ideas: Memory, Say That Sight Word
Unit 4 Review	Review: Short O	Check for understanding and mastery of concepts in Lessons 16-20.	N/A	Story - Dot and Roz Jog - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 60-63, 155 Printable Story: Dot and Roz Jog Game Ideas: BINGO, Collage Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 1, Test 2 after Lesson 25, Test 3 after Lesson 50.

Scope and Sequence



Serious Learning. Seriously Fun!



Red Apple Reading Level B1 - Park Planet

Unit 5	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 21	Phonics: Short U	Use phonetic analysis and blending to read and spell short U words.	Lesson 21 Magic Show (1:49)	Sandbox - match sounds to letters Word Wheel - match words to images Pond - spell words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 64-65 Flash cards: Short Vowels Game Ideas: Build-a-Word
Lesson 22	Word Families: ub, ug, um	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 22 Treehouse (2:16)	Slide - match beginning sounds to images Marble Sort - match sounds to letters Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 66-67 Flash cards: Short Vowels Word Family Flip Books
Lesson 23	Sight Words: there, use, an, each, which	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 23 Skate Park (2:01)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 68-69, 161 Flash cards: Sight Words B p.6 Game Ideas: Sight Word Buckets, Scavenger Hunt
Lesson 24	Word Families: un, ut, uck	Use structural analysis (e.g. word endings) to decode unfamiliar words.	Lesson 24 Treehouse (2:20)	Maze - identify words with target sound Marble Sort - match sounds to letters Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 70-71 Flash cards: Short Vowels Word Family Flip Books
Lesson 25	Sight Words: she, do, how, their, if	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 25 Pond (1:54)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 72-73, 161 Flash cards: Sight Words B p.6 Game Ideas: Memory, Bottle Bowling
Unit 5 Review	Review: Short U	Check for understanding and mastery of concepts in Lessons 21-25.	N/A	Story - Russ Gets Pups - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 74-77, 156 Printable Story: Russ Gets Pups Game Ideas: BINGO, Spelling Fun Award Certificate

Red Apple Reading Level B2 - Park Planet

Unit 6	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 26	Phonics: Digraph TH	Use phonetic analysis and segmenting to read and spell words with digraph TH.	Lesson 26 Clowns (2:37)	Word Wheel - match words to images Sandbox - match sounds to letters Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 78-79 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 27	Phonics: Digraph SH	Use phonetic analysis and segmenting to read and spell words with digraph SH.	Lesson 27 Clowns (1:59)	Pond - spell words with target sound Slide - match beginning sounds to images Marble Sort - match sounds to letters	Skate Park Review - check for lesson mastery	Workbook-B: pages 80-81 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 28	Sight Words: will, up, other, about, out	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 28 Pond (1:54)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 82-83, 161 Flash cards: Sight Words B p.7 Game Ideas: Memory, Scavenger Hunt
Lesson 29	Phonics: Digraph CH, TCH	Use phonetic analysis and segmenting to read and spell words with digraph CH.	Lesson 29 Clowns (2:08)	Sandbox - match sounds to letters Boats - use context to complete sentences Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 84-85 Flash cards: Digraphs Game Ideas: Build-a-Word
Lesson 30	Sight Words: many, then, them, these, so	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 30 Skate Park (2:01)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 86-87, 161 Flash cards: Sight Words B p.7 Game Ideas: Say That Sight Word, Bottle Bowling
Unit 6 Review	Review: Digraphs TH, SH, CH	Check for understanding and mastery of concepts in Lessons 26-30.	N/A	Story - Finn and Dot Catch - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 88-92, 154, 156, 158 Printable Story: Finn and Dot Catch Game Ideas: BINGO, Collage Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 1, Test 2 after Lesson 25, Test 3 after Lesson 50.

Scope and Sequence



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Red Apple Reading Level B2 - Park Planet

Unit 7	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 31	Phonics: Beginning L Blends	Use phonetic analysis and segmenting to read and spell words with beginning L blends.	Lesson 31 Magic Show (2:03)	Pond - spell words with target sound Marble Sort - match sounds to letters Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 93-94, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 32	Phonics: Beginning R Blends	Use phonetic analysis and segmenting to read and spell words with beginning R blends.	Lesson 32 Clowns (2:08)	Maze - identify words with target sound Slide - match beginning sounds to images Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 95-96, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 33	Sight Words: some, her, would, make, like	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 33 Pond (1:54)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 97-98, 161 Flash cards: Sight Words B p.8 Game Ideas: Memory, Scavenger Hunt
Lesson 34	Phonics: Beginning S Blends	Use phonetic analysis and segmenting to read and spell words with beginning S blends.	Lesson 34 Clowns (2:09)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 99-100, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 35	Sight Words: him, into, time, has, look	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 35 Skate Park (2:01)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 101-102, 161 Flash cards: Sight Words B p.8 Game Ideas: Sight Word Buckets, Say That Sight Word
Unit 7 Review	Review: Beginning Blends	Check for understanding and mastery of concepts in Lessons 31-35.	N/A	Story - Sam Has Skills - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 103-107, 153-157 Printable Story: Sam Has Skills Game Ideas: Bag of Blends, Collage Award Certificate
Unit 8	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 36	Phonics: Ending Blends ct, ft, ld, lk, lp, lt, mp	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 36 Magic Show (2:01)	Maze - identify words with target sound Marble Sort - match sounds to letters Pond - spell words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 108-109, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 37	Phonics: Ending Blends nd, nk, nt	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 37 Clowns (2:07)	Word Wheel - match words to images Boats - use context to complete sentences Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 110-111, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 38	Sight Words: two, more, write, go, see	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 38 Pond (1:52)	Monkey Bars - match high frequency words Frog Jump - identify high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 112-113, 161 Flash cards: Sight Words B p.9 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 39	Phonics: Ending Blends pt, sk, sp, st, ng	Use phonetic analysis and segmenting to read and spell words with ending blends.	Lesson 39 Clowns (2:03)	Pond - spell words with target sound Marble Sort - match sounds to letters Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 114-115, 153-157 Flash cards: Blends Game Ideas: Build-a-Word
Lesson 40	Sight Words: number, no, way, could, people	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 40 Skate Park (2:01)	Tug-of-War - spell high frequency words Frog Jump - identify high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 116-117, 161 Flash cards: Sight Words B p.9 Game Ideas: Memory, Sight Word Buckets
Unit 8 Review	Review: Ending Blends	Check for understanding and mastery of concepts in Lessons 36-40.	N/A	Story - Camp Champs - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 118-122, 153-157 Printable Story: Camp Champs Game Ideas: Spelling Fun, Guess the Secret Word

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 1, Test 2 after Lesson 25, Test 3 after Lesson 50.

Scope and Sequence



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Red Apple Reading Level B2 - Park Planet

Unit 9	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 41	Phonics: Long A	Use phonetic analysis and segmenting to read and spell words with the long A sound.	Lesson 41 Magic Show (2:01)	Slide - match beginning sounds to images Maze - identify words with target sound Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 123-124, 158 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 42	Phonics: Long E	Use phonetic analysis and segmenting to read and spell words with the long E sound.	Lesson 42 Clowns (1:56)	Sandbox - match sounds to letters Pond - spell words with target sound Word Wheel - match words to images	Skate Park Review - check for lesson mastery	Workbook-B: pages 125-126, 159 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 43	Sight Words: my, than, first, water, been	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 43 Pond (1:52)	Monkey Bars - match high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 127-128, 161 Flash cards: Sight Words B p.10 Game Ideas: Bottle Bowling, Say That Sight Word
Lesson 44	Phonics: Long I	Use phonetic analysis and segmenting to read and spell words with the long I sound.	Lesson 44 Clowns (2:04)	Marble Sort - match sounds to letters Boats - use context to complete sentences Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 129-130, 159 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 45	Sight Words: called, who, am, its, now	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 45 Skate Park (2:01)	Frog Jump - identify high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 131-132, 161 Flash cards: Sight Words B p.10 Game Ideas: Memory, Scavenger Hunt
Unit 9 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 41-45.	N/A	Story - Russ and Sam in First Grade decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 133-137, 153-157 Printable Story: Russ & Sam in First Grade Game Ideas: Pass the Story, Guess the Secret Word / Award Certificate
Unit 10	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 46	Phonics: Long O	Use phonetic analysis and segmenting to read and spell words with the long O sound.	Lesson 46 Magic Show (1:57)	Slide - match beginning sounds to images Word Wheel - match words to images Maze - identify words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 138-139, 160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 47	Phonics: Long U	Use phonetic analysis and segmenting to read and spell words with the long U sound.	Lesson 47 Clowns (2:02)	Sandbox - match sounds to letters Boats - use context to complete sentences Pond - spell words with target sound	Skate Park Review - check for lesson mastery	Workbook-B: pages 140-141, 160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 48	Sight Words: find, long, down, day, did	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 48 Pond (1:52)	Tug-of-War - spell high frequency words Monkey Bars - match high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 142-143, 161 Flash cards: Sight Words B p.11 Game Ideas: Bottle Bowling, Sight Word Buckets
Lesson 49	Phonics: Long Vowel Review	Use phonetic analysis and segmenting to read and spell words with long vowel sounds.	Lesson 49 Magic Show (1:48)	Marble Sort - match sounds to letters Maze - identify words with target sound Boats - use context to complete sentences	Skate Park Review - check for lesson mastery	Workbook-B: pages 144-145, 158-160 Flash cards: Long Vowels Game Ideas: Build-a-Word
Lesson 50	Sight Words: get, come, made, may, part	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 50 Skate Park (2:01)	Frog Jump - identify high frequency words Tug-of-War - spell high frequency words	Skate Park Review - check for lesson mastery	Workbook-B: pages 146-147, 161 Flash cards: Sight Words B p.11 Game Ideas: Memory, Scavenger Hunt
Unit 10 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 46-50.	N/A	Story - My Week in June - decodable reading Coloring - read and match text to images	Soccer Review - check for unit mastery Reward Game: Ant Invaders	Workbook-B: pages 148-152, 153-157 Printable Story: My Week in June Game Ideas: Pass the Story, 16 Squares Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 1, Test 2 after Lesson 25, Test 3 after Lesson 50.

Scope and Sequence



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Red Apple Reading Level C1 - Island Adventures

Unit 1	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 1	Phonics: Review Short Vowel Sounds	Use phonetic analysis to read and spell words with short vowel sounds.	Lesson 1 Scuba Diver (3:01)	Crab Shells - match words to images Kites - change sounds to make new words Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 1-2 Flash Cards: Short Vowels Game Ideas: Build-a-Word
Lesson 2	Phonics: Review Blends	Use phonetic analysis to read and spell words with beginning and ending blends.	Lesson 2 Pirate Ship (2:47)	Kites - change sounds to make new words Crab Shells - match words to images Beach Balls - use word order to make sentences	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 3-4 Flash Cards: Blends Game Ideas: Bag of Blends, Word Building
Lesson 3	Sight Words: over, new, sound, girl, only, little	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 3 Snorkel Reef (1:58)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 5-6, 221 Flash Cards: Sight Words C p.2 Game Ideas: BINGO, Scavenger Hunt
Lesson 4	Phonics: Review Digraphs	Use phonetic analysis to read and spell words with digraphs TH, SH, CH, PH, GH.	Lesson 4 Dolphins (2:27)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 7-8 Flash Cards: Digraphs Game Ideas: Build-a-Word, Collage
Lesson 5	Sight Words: work, know, place, years, live, me	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 5 Surfing (1:57)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Dolphin Rings - identify high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 9-10, 221 Flash Cards: Sight Words C p.3 Game Ideas: Memory, Sight Word Buckets
Unit 1 Review	Review: Skills Review	Check for understanding and mastery of concepts in Lessons 1-5.	N/A	Story - A Fun Lunch decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 11-14, 221 Printable Story: A Fun Lunch Award Certificate
Unit 2	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 6	Phonics: Plural -s, -es	Use phonetic analysis to read and spell words with common suffixes.	Lesson 6 Volcano (2:54)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Beach Balls - use word order to make sentences	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 15-16, 218 Game Ideas: Build-a-Word, Keep it Up!
Lesson 7	Phonics: Suffixes -ed, -ing	Use phonetic analysis to read and spell words with common suffixes.	Lesson 7 Scuba Diver (2:25)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 17-18, 218-219 Game Ideas: Build-a-Word, Keep it Up!
Lesson 8	Sight Words: back, give, most, very, after, thing	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 8 Lighthouse (2:22)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 19-20, 221 Flash Cards: Sight Words C p.4 Game Ideas: Bottle Bowling, BINGO
Lesson 9	Phonics: Suffixes -er, -est, -ly, -y	Use phonetic analysis to read and spell words with common suffixes.	Lesson 9 Pirate Ship (2:42)	Ice Cream - choose target words in ABC order Pirate Ship - use context to complete sentences Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 21-22, 219 Game Ideas: Build-a-Word, Keep it Up!
Lesson 10	Sight Words: our, just, name, good, sentence, boy	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 10 Dolphins (2:14)	Driftwood - use context to complete sentences Sand Castle - match high frequency words Dolphin Rings - identify high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 23-24, 221 Flash Cards: Sight Words C p.5 Game Ideas: Memory, Say That Sight Word
Unit 2 Review	Review: Suffixes	Check for understanding and mastery of concepts in Lessons 6-10.	N/A	Story - The Big Fish Bash decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 25-28, 221 Printable Story: The Big Fish Bash Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

Scope and Sequence



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Red Apple Reading Level C1 - Island Adventures

Unit 3	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 11	Phonics: Silent E Words	Use phonetic analysis to read and spell long vowel words with a final E.	Lesson 11 Beach (2:38)	Crab Shells - match words to images Kites - change sounds to make new words Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 29-30, 211-213 Flash Cards: Long Vowels Game Ideas: Guess the Secret Word
Lesson 12	Phonics: Long A ai, ay	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 12 Volcano (2:15)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 31-32, 211 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 13	Sight Words: say, think, great, help, where, through	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 13 Surfing (1:59)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Dolphin Rings - identify high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 33-34, 221 Flash Cards: Sight Words C p.6 Game Ideas: BINGO, Sight Word Buckets
Lesson 14	Phonics: Long E ea, ee	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 14 Scuba Diver (2:31)	Crab Shells - match words to images Beach Balls - use word order to make sentences Kites - change sounds to make new words	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 35-36, 212 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Scrapbook
Lesson 15	Sight Words: much, line, too, right, before, means	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 15 Dolphins (2:14)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 37-38, 221 Flash Cards: Sight Words C p.7 Game Ideas: Memory, Say That Sight Word
Unit 3 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 11-15.	N/A	Story - When Will Pete Leave? decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 39-42, 221 Printable Story: When Will Pete Leave? Award Certificate
Unit 4	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 16	Phonics: Long I ie, igh, y, -ind, -ild	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 16 Lighthouse (2:30)	Kites - change sounds to make new words Ice Cream - choose target words in ABC order Under Sea - use context to complete sentences	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 43-44, 212 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 17	Phonics: Long O o, oa, ow	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 17 Pirate Ship (2:33)	Crab Shells - match words to images Kites - change sounds to make new words Beach Balls - use word order to make sentences	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 45-46, 213 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Scrapbook
Lesson 18	Sight Words: old, any, tell, same, woman, following	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 18 Snorkel Reef (1:56)	Sand Castle - match high frequency words Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 47-48, 221 Flash Cards: Sight Words C p.8 Game Ideas: Bottle Bowling, BINGO
Lesson 19	Phonics: Long U ue, ew	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 19 Beach (1:41)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Kites - change sounds to make new words	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 49-50, 213 Flash Cards: Long Vowels Game Ideas: Build-a-Word, Collage
Lesson 20	Sight Words: came, also, want, show, around, farm	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 20 Lighthouse (2:31)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 51-52, 221 Flash Cards: Sight Words C p.9 Game Ideas: Memory, Say That Sight Word
Unit 4 Review	Review: Long Vowel Sounds	Check for understanding and mastery of concepts in Lessons 16-20.	N/A	Story - Pete's Blue Boat decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 53-56, 221 Printable Story: Pete's Blue Boat Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

Scope and Sequence



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Red Apple Reading Level C1 - Island Adventures

Unit 5	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 21	Phonics: Short and Long OO	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 21 Scuba Diver (2:02)	Crab Shells - match words to images Ice Cream - choose target words in ABC order Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 57-58, 215 Game Ideas: Build-a-Word
Lesson 22	Phonics: R Controlled Vowels ar, or	Use phonetic analysis to read and spell words with R-controlled vowels.	Lesson 22 Volcano (2:05)	Kites - change sounds to make new words Crab Shells - match words to images Beach Balls - use word order to make sentences	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 59-60, 214 Game Ideas: Build-a-Word, 16 Squares
Lesson 23	Sight Words: set, put, end, three, small, does	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 23 Snorkel Reef (1:54)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 61-62, 221 Flash Cards: Sight Words C p.10 Game Ideas: Sight Word Buckets, BINGO
Lesson 24	Phonics: R Controlled Vowels er, ir, ur	Use phonetic analysis to read and spell words with R-controlled vowels.	Lesson 24 Beach (1:54)	Ice Cream - choose target words in ABC order Crossword - read clues to complete word puzzle Lighthouse - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 63-64, 214 Game Ideas: Build-a-Word, 16 Squares
Lesson 25	Sight Words: well, must, big, large, another, even	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 25 Surfing (1:44)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Dolphin Rings - identify high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 65-66, 221 Flash Cards: Sight Words C p.11 Game Ideas: Memory, Bottle Bowling
Unit 5 Review	Review: More Vowel Sounds	Check for understanding and mastery of concepts in Lessons 21-25.	N/A	Story - Good Food for Flora decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 67-70, 221 Printable Story: Goog Food for Flora Award Certificate

Red Apple Reading Level C2 - Island Adventures

Unit 6	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 26	Phonics: Diphthongs oi, oy, ou, ow	Use phonetic analysis to read and spell words with common vowel teams.	Lesson 26 Pirate Ship (2:40)	Crab Shells - match words to images Under Sea - use context to complete sentences Kites - change sounds to make new words	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 71-72, 215 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 27	Phonics: Schwa and Broad O	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 27 Snorkel Reef (2:31)	Ice Cream - choose target words in ABC order Beach Balls - use word order to make sentences Lighthouse - spell words with target sound	Kites - change sounds to make new words Sunset Review - check for lesson mastery	Workbook-C: pages 73-74, 216 Game Ideas: Build-a-Word, Collage
Lesson 28	Sight Words: such, turn, here, why, went, asked, because	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 28 Dolphins (2:26)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 75-76, 221 Flash Cards: Sight Words C p.12 Game Ideas: Memory, Scavenger Hunt
Lesson 29	Phonics: Rule Breakers	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 29 Beach (2:02)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Under Sea - use context to complete sentences	Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 77-78 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 30	Sight Words: men, read, need, land, home, us, different	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 30 Lighthouse (2:32)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 79-80, 221 Flash Cards: Sight Words C p.13 Game Ideas: Say That Sight Word, BINGO
Unit 6 Review	Review: More Phonics Rules	Check for understanding and mastery of concepts in Lessons 26-30.	N/A	Story - Noisy Friends at the Canyon decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 81-84, 221 Printable Story: Noisy Friends at the Canyon / Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

Scope and Sequence



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Red Apple Reading Level C2 - Island Adventures

Unit 7	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 31	Phonics: Soft G and C	Use phonetic analysis to read and spell words with a soft G or C sound.	Lesson 31 Scuba Diver (2:28)	Crab Shells - match words to images Beach Balls - use word order to make sentences Kites - change sounds to make new words	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 85-86 Game Ideas: Build-a-Word, Collage
Lesson 32	Phonics: S Making /z/ Sound	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 32 Volcano (2:04)	Ice Cream - choose target words in ABC order Under Sea - use context to complete sentences Crossword - read clues to complete word puzzle	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 87-88 Game Ideas: Build-a-Word
Lesson 33	Sight Words: move, try, kind, hand, again, picture, change	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 33 Surfing (1:58)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Sand Castle - match high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 89-90, 221 Flash Cards: Sight Words C p.14 Game Ideas: Memory, Scavenger Hunt
Lesson 34	Phonics: Silent Letters	Use phonetic analysis to read and spell words with inconsistent but common spelling-sound correspondences.	Lesson 34 Pirate Ship (2:32)	Ice Cream - choose target words in ABC order Crab Shells - match words to images Beach Balls - use word order to make sentences	Crossword - read clues to complete word puzzle Sunset Review - check for lesson mastery	Workbook-C: pages 91-92, 216 Game Ideas: Build-a-Word, Scrapbook
Lesson 35	Sight Words: off, play, spell, air, away, animals, house	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 35 Snorkel Reef (2:12)	Dolphin Rings - identify high frequency words Volcano - spell high frequency words Driftwood - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 93-94, 221 Flash Cards: Sight Words C p.15 Game Ideas: BINGO, Say That Sight Word
Unit 7 Review	Review: Consonant Confusion	Check for understanding and mastery of concepts in Lessons 31-35.	N/A	Story - Coral Reefs Are Alive! decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 95-98, 221 Printable Story: Coral Reefs Are Alive! Award Certificate
Unit 8	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 36	Phonics: Suffixes -tion and -sion	Use phonetic analysis to read and spell words with common suffixes.	Lesson 36 Beach (1:31)	Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences Ice Cream - choose target words in ABC order	Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 99-100, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up
Lesson 37	Phonics: Suffixes -able and -ible	Use phonetic analysis to read and spell words with common suffixes.	Lesson 37 Scuba Diver (1:43)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Volcano - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 101-102, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up
Lesson 38	Sight Words: point, page, letters, mother, answer, found, study	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 38 Lighthouse (2:42)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 103-104, 221 Flash Cards: Sight Words C p.16 Game Ideas: BINGO, Scavenger Hunt
Lesson 39	Phonics: Other Suffixes -ness, -ment, -ous, -ful, -less	Use phonetic analysis to read and spell words with common suffixes.	Lesson 39 Volcano (1:50)	Ice Cream - choose target words in ABC order Crossword - read clues to complete word puzzle Beach Balls - use word order to make sentences	Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 105-106, 220 Game Ideas: Build-a-Word, Suffix Spinner, Keep it Up!
Lesson 40	Sight Words: still, learn, high, should, America, world, every	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 40 Dolphins (2:26)	Driftwood - use context to complete sentences Sand Castle - match high frequency words Dolphin Rings - identify high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 107-108, 221 Flash Cards: Sight Words C p.17 Game Ideas: Memory, Sight Word Buckets
Unit 8 Review	Review: Suffixes	Check for understanding and mastery of concepts in Lessons 36-40.	N/A	Story - Dominic's Incredible Performance decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 109-112, 221 Printable Story: Dominic's Incredible Performance / Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

Scope and Sequence



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Red Apple Reading Level C2 - Island Adventures

Unit 9	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 41	Phonics: Prefixes un- and re-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 41 Pirate Ship (2:16)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Volcano - spell words with target sound	Under Sea - use context to complete sentences Sunset Review - check for lesson mastery	Workbook-C: pages 113-114, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 42	Phonics: "Not" Prefixes dis-, non-, im-, in-, ir-, ill-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 42 Scuba Diver (1:57)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences	Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 115-116, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 43	Sight Words: near, add, food, below, own, country, between	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 43 Surfing (2:07)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 117-118, 221 Flash Cards: Sight Words C p.18 Game Ideas: BINGO, Say That Sight Word
Lesson 44	Phonics: Other Prefixes mis-, over-, sub-, pre-, inter-, fore-	Use phonetic analysis to read and spell words with common prefixes.	Lesson 44 Beach (1:32)	Beach Balls - use word order to make sentences Crossword - read clues to complete word puzzle Under Sea - use context to complete sentences	Volcano - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 119-120, 217 Game Ideas: Build-a-Word, Prefix Spinner, Keep it Up
Lesson 45	Sight Words: last, keep, plants, school, father, trees, never	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 45 Snorkel Reef (2:12)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Sand Castle - match high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 121-122, 221 Flash Cards: Sight Words C p.19 Game Ideas: Memory, Scavenger Hunt
Unit 9 Review	Review: Prefixes	Check for understanding and mastery of concepts in Lessons 41-45.	N/A	Story - Scuba Diving Safety decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 123-126, 221 Printable Story: Scuba Diving Safety Award Certificate
Unit 10	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 46	Splitting Syllables / Closed Syllables	Recognize and read words with closed syllables. Follow basic patterns of breaking words into syllables.	Lesson 46 Volcano (3:05)	Under Sea - use context to complete sentences Crab Shells - match words to images Crossword - read clues to complete word puzzle	Lighthouse - spell words with target sound Sunset Review - check for lesson mastery	Workbook-C: pages 127-128 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 47	Open Syllables	Recognize and read words with open syllables.	Lesson 47 Pirate Ship (2:16)	Beach Balls - use word order to make sentences Crab Shells - match words to images Crossword - read clues to complete word puzzle	Ice Cream - choose target words in ABC order Sunset Review - check for lesson mastery	Workbook-C: pages 129-130 Game Ideas: Build-a-Word, Guess the Secret Word
Lesson 48	Sight Words: city, light, head, started, earth, eyes, thought	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 48 Lighthouse (2:38)	Dolphin Rings - identify high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 131-132, 221 Flash Cards: Sight Words C p.20 Game Ideas: Bottle Bowling, BINGO
Lesson 49	Multisyllabic Words	Use phonetic analysis to decode multisyllable words.	Lesson 49 Surfing (2:08)	Crab Shells - match words to images Lighthouse - spell words with target sound Under Sea - use context to complete sentences	Ice Cream - choose target words in ABC order Sunset Review - check for lesson mastery	Workbook-C: pages 133-134 Game Ideas: Build-a-Word, Scrapbook
Lesson 50	Sight Words: saw, under, left, story, don't, few, while	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 50 Dolphins (2:25)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 135-136, 221 Flash Cards: Sight Words C p.21 Game Ideas: Memory, Scavenger Hunt
Unit 10 Review	Review: Syllables	Check for understanding and mastery of concepts in Lessons 46-50.	N/A	Story - The Science of Volcanoes decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 137-140, 221 Printable Story: The Science of Volcanoes Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

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Red Apple Reading Level C3 - Island Adventures

Unit 11	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 51	Vocabulary: Compound Words	Determine the meaning of, read and spell compound words.	Lesson 51 Scuba Diver (1:36)	Crab Shells - make compound words Lighthouse - spell words with target sound Crossword - read clues to complete word puzzle	Sunset Review - check for lesson mastery	Workbook-C: pages 141-142 Game Ideas: Build-a-Word
Lesson 52	Vocabulary: Contractions with Not	Determine the meaning of, read and spell common contractions.	Lesson 52 Beach (1:37)	Crab Shells - match words to contractions Volcano - spell words with target sound Under Sea - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 143-144 Game Ideas: Build-a-Word
Lesson 53	Sight Words: next, hard, along, might, close, something, seemed	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 53 Surfing (2:09)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 145-146, 221 Flash Cards: Sight Words C p.22 Game Ideas: BINGO, Scavenger Hunt
Lesson 54	Vocabulary: Pronoun Contractions	Determine the meaning of, read and spell common contractions.	Lesson 54 Volcano (2:09)	Beach Balls - use word order to make sentences Crab Shells - match words to contractions Under Sea - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 147-148 Game Ideas: Build-a-Word
Lesson 55	Sight Words: open, life, both, always, example, beginning, those	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 55 Snorkel Reef (2:16)	Dolphin Rings - identify high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 149-150, 221 Flash Cards: Sight Words C p.23 Game Ideas: Memory, Sight Word Buckets
Unit 11 Review	Review: Compounds & Contractions	Check for understanding and mastery of concepts in Lessons 51-55.	N/A	Story - Something Seemed Strange decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 151-154 Printable Story: Something Seemed Strange / Award Certificate
Unit 12	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 56	Vocabulary: Abbreviations	Determine the meaning of, read and spell common abbreviations.	Lesson 56 Beach (2:30)	Ice Cream - choose target words in ABC order Crab Shells - match words to abbreviations Under Sea - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 155-156 Game Ideas: Spelling Fun
Lesson 57	Vocabulary: Homophones	Determine the meaning of, read and spell common homophones.	Lesson 57 Pirate Ship (2:11)	Crab Shells - match words to images Lighthouse - spell words with target sound Beach Balls - use word order to make sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 157-158 Game Ideas: Spelling Fun, Scrapbook
Lesson 58	Sight Words: paper, often, seven, body, group, together, important	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 58 Lighthouse (2:33)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Pirate Ship - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 159-160, 221 Flash Cards: Sight Words C p.24 Game Ideas: Bottle Bowling, BINGO
Lesson 59	Vocabulary: Homographs	Determine the meaning of, read and spell common homographs.	Lesson 59 Scuba Diver (2:22)	Ice Cream - choose target words in ABC order Lighthouse - spell words with target sound Crossword - read clues to complete word puzzle	Sunset Review - check for lesson mastery	Workbook-C: pages 161-162 Game Ideas: Spelling Fun, Collage
Lesson 60	Sight Words: until, side, feet, car, miles, night, children	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 60 Dolphins (2:26)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 163-164, 221 Flash Cards: Sight Words C p.25 Game Ideas: Memory, Say That Sight Word
Unit 12 Review	Review: Vocabulary	Check for understanding and mastery of concepts in Lessons 56-60.	N/A	Story - A Super Sale decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 165-168 Printable Story: A Super Sale Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

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Red Apple Reading Level C3 - Island Adventures

Unit 13	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 61	Vocabulary: Synonyms	Determine the meaning of, read and spell common synonyms.	Lesson 61 Volcano (1:52)	Lighthouse - spell words with target sound Crab Shells - match words to abbreviations Under Sea - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 169-170 Game Ideas: Spelling Fun, Scrapbook
Lesson 62	Vocabulary: Antonyms	Determine the meaning of, read and spell common antonyms.	Lesson 62 Beach (1:43)	Crab Shells - match words to images Crossword - read clues to complete word puzzle Beach Balls - use word order to make sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 171-172 Game Ideas: Spelling Fun, Scrapbook
Lesson 63	Sight Words: sea, white, began, grow, took, river, walked	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 63 Surfing (2:04)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 173-174, 221 Flash Cards: Sight Words C p.26 Game Ideas: BINGO, Sight Word Buckets
Lesson 64	Reading Comp: Using Context Clues and Inference	Understand and use context clues and inference to answer questions.	Lesson 64 Pirate Ship (2:43)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 175-176
Lesson 65	Sight Words: four, state, book, hear, stop, once, carry	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 65 Snorkel Reef (2:08)	Dolphin Rings - identify high frequency words Volcano - spell high frequency words Driftwood - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 177-178, 221 Flash Cards: Sight Words C p.27 Game Ideas: Memory, Say That Sight Word
Unit 13 Review	Review: Vocabulary	Check for understanding and mastery of concepts in Lessons 61-65.	N/A	Story - Sea Turtles decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 179-182, 221 Printable Story: Sea Turtles Award Certificate
Unit 14	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 66	Reading Comp: Main Idea and Details	Understand and identify the main idea and key details in a text to answer questions.	Lesson 66 Dolphins (2:22)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 183-184
Lesson 67	Reading Comp: Character and Setting	Identify and describe the main characters and setting in a story.	Lesson 67 Surfing (1:49)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 185-186
Lesson 68	Sight Words: miss, eat, idea, later, second, enough, without	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 68 Lighthouse (2:32)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Pirate Ship - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 187-188, 221 Flash Cards: Sight Words C p.28 Game Ideas: Bottle Bowling, Scavenger Hunt
Lesson 69	Reading Comp: Sequence of Events	Understand and identify the sequence of events in a text.	Lesson 69 Scuba Diver (2:07)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 189-190
Lesson 70	Sight Words: face, watch, far, water, really, almost, music	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 70 Dolphins (2:27)	Sand Castle - match high frequency words Driftwood - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 191-192, 221 Flash Cards: Sight Words C p.29 Game Ideas: Memory, Say That Sight Word
Unit 14 Review	Review: Comprehension Skills	Check for understanding and mastery of concepts in Lessons 66-70.	N/A	Story - Dominic's Band decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 193-196, 221 Printable Story: Dominic's Band Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.

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Red Apple Reading Level C3 - Island Adventures

Unit 15	Title	Objectives	Video Lesson	Instructional Activities	Instructional Activities (continued)	Support Materials
Lesson 71	Reading Comp: Problem and Solution, Plot	Identify and describe the problem, solution and plot in a text.	Lesson 71 Volcano (1:27)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 197-198
Lesson 72	Reading Comp: Cause and Effect	Identify and describe cause and effect in a text.	Lesson 72 Snorkel Reef (1:32)	Jet Ski - short read and answer questions Frisbee - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 199-200
Lesson 73	Sight Words: take, above, color, young, sometimes, talk, mountains	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 73 Surfing (2:19)	Sand Castle - match high frequency words Pirate Ship - use context to complete sentences Volcano - spell high frequency words	Sunset Review - check for lesson mastery	Workbook-C: pages 201-202, 221 Flash Cards: Sight Words C p.30 Game Ideas: Sight Word Buckets, BINGO
Lesson 74	Reading Comp: Compare and Contrast	Compare and contrast features in a text.	Lesson 74 Lighthouse (2:25)	Frisbee - short read and answer questions Jet Ski - short read and answer questions Beach Towels - long read and answer questions	Sunset Review - check for lesson mastery	Workbook-C: pages 203-204
Lesson 75	Sight Words: soon, list, song, area, being, leave, family	Recognize, read, and spell phonetically irregular, high frequency words.	Lesson 75 Dolphins (2:28)	Dolphin Rings - identify high frequency words Sand Castle - match high frequency words Driftwood - use context to complete sentences	Sunset Review - check for lesson mastery	Workbook-C: pages 205-206, 221 Flash Cards: Sight Words C p.31 Game Ideas: Memory, Bottle Bowling
Unit 15 Review	Review: Comprehension Skills	Check for understanding and mastery of concepts in Lessons 71-75.	N/A	Story - Celebration! decodable reading	Fish Review - check for unit mastery Reward Game: Crab Attack	Workbook-C: pages 207-208, 221 Printable Story: Celebration! Award Certificate

- Recommended pacing is one lesson per day, three to five days per week.
- Approximate total online time for each lesson is 20-30 minutes.
- Support materials are in the Resources section of the dashboard.
- Assessments: Test 1 before Lesson 10, Test 2 after Lesson 30, Test 3 after Lesson 65.