

### Read On Your Own

National Geographic Learning  
PreA1–A1

Read on Your Own phonics readers reinforce phonics and high-frequency words in Reach Higher. The readers feature decodable texts, including fiction and nonfiction, and cover a variety of science and social studies topics.

- ▶ 60 fiction and nonfiction reads are benchmarked to levels 1-3 of Reach Higher
- ▶ Thirty-six additional phonics readers are available for students needing more phonics support when they start learning with Reach Higher
- ▶ Audio recordings of each reader are available for teachers and students
- ▶ Teaching support is available on the Classroom Presentation Tool and Companion Site
- ▶ Each reader provides additional practice in a phonetic sound and introduces related words from the corresponding level of Reach Higher

Learn More



### Word Wisdom

Zaner-Bloser  
Grades 3–6

Available for grades 3–6, Word Wisdom is the only vocabulary program that teaches students to unlock word meanings in context, using vocabulary strategies. With these reliable, transferable strategies in hand, students can discover the meaning of unknown words in anything they read and expand their vocabulary over time. Word Wisdom incorporates the most effective, research-based approaches for vocabulary development, including activating prior knowledge, using context clues strategies, and analyzing roots and other word parts. Students build literacy skills that

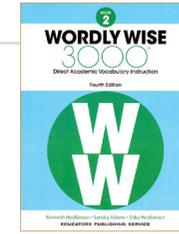
- ▶ increase reading fluency and comprehension.
- ▶ strengthen reading and writing across subject areas.
- ▶ improve overall academic success.

Learn More



### Wordly Wise 3000® (Fourth Edition)

Educators Publishing Service  
Grades K–12

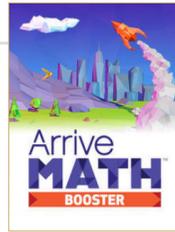


Wordly Wise 3000® 4th Edition provides direct academic vocabulary instruction to develop the critical link between vocabulary and reading comprehension.

- ▶ New engaging, research-based activities align with current state and national standards and assessments and provide a greater variety for students.
- ▶ Students engage with their peers during “Turn and Talk” activities by discussing and acting out word knowledge.
- ▶ Differentiated reading passages, and instructional support allow teachers to work with students performing below-grade-level.
- ▶ Wordly Wise 3000® partners with Quizlet. These study and game activities offer additional reinforcement for vocabulary words.

Learn More





## Arrive Math Booster

McGraw-Hill  
Grades K–8

The *Arrive Math Booster* can be flexibly used to target any standard from kindergarten through eighth grade. This supplemental intervention program provides teachers with resources to meet every student at their level and provide the appropriate amount of support or challenge they need to be successful.

- ▶ With access to multiple grade-level of content in one subscription, teachers can easily integrate Arrive Math with any core program and select appropriate resources to support approaching-level students and extend on-level instruction to challenge gifted and talented students.
- ▶ Teachers can easily assign a Take Another Look mini-lesson for individual students to complete during independent work time. Each student is supported with a three-part, gradual release activity that mitigates distraction and curbs potential frustration.
- ▶ Purposeful game play creates memorable learning experiences where students have fun and practice math with their peers. The Games Kit offers 54 unique, board or manipulative-based games that to build fluency of critical math skills.



## ALEKS

McGraw-Hill  
Grades 3–12

*ALEKS* is an adaptive, online math program that uses artificial intelligence and open-response questioning to identify precisely what each student knows and doesn't know. Through truly individualized learning and assessment, *ALEKS* delivers a personalized learning path on the exact topics each student is most ready to learn.

- ▶ Students begin with an Initial Knowledge Check. The results are summarized in the *ALEKS* Pie. Within each pie slice (topic area), the colored section shows what a student knows.
- ▶ As students work through their ready-to-learn topics, *ALEKS* provides them personalized learning with immediate feedback, detailed explanations, definitions, and other tools for building mastery.
- ▶ Real-time reporting allows educators to:
  - ↳ Measure progress at the student, class, school, and district levels.
  - ↳ View progress and ready-to-learn topics related to a specific math standard.
  - ↳ Gain insight on how students may perform on standardized assessments and remediate potential knowledge gaps.

## Redbird Mathematics

McGraw-Hill  
Grades K–7



*Redbird Mathematics* solutions share the same vision of accelerating learning through personalized instruction, and both draw from pioneering research in adaptive learning technology. Originally developed at Stanford University, together they provide a common set of user experiences and reporting that can help elevate students in Mathematics.

- ▶ Redbird Mathematics solutions deliver what each individual student needs to accelerate math or writing skills.
- ▶ Empowering educators with data that is easy to understand.
- ▶ Redbird is easy to implement and is adaptive to the needs of any classroom.

Learn More



Arrive Math Booster

Learn More



ALEKS

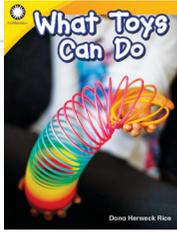
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Redbird Mathematics

## Smithsonian STEAM Readers

Teacher Created Materials  
Grades K–5

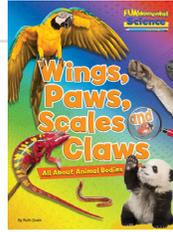


Created in collaboration with the Smithsonian Institution, this dynamic series engages students with high-interest readers that highlight all aspects of STEAM: science, technology, engineering, the arts, and mathematics. Through hands-on STEAM activities, students will learn how the engineering design process is used to solve real-world problems.

- ▶ Challenge students to explore, collaborate, and solve problems through hands-on, minds-on learning.
- ▶ Strengthen literacy skills and content-area knowledge with high-interest readers and easy-to-implement lessons.
- ▶ Apply the engineering design process to solve real-world problems.
- ▶ Engage in student-centered activities that support makerspaces and project- or problem-based learning objectives.
- ▶ Build skills to give, receive, and apply effective feedback and promote ongoing reflection.
- ▶ Make career connections with career advice from Smithsonian employees working in STEAM fields

## FUNDamental Science

Ruby Tuesday Books  
Key Stage 1



Fascinating explanations of natural phenomena and hands-on opportunities to observe and investigate the world around them, will have readers excited and curious to do more and more science!

Key Features:

- ▶ High-interest, accessible text
- ▶ Brings STEM to life for young students
- ▶ Striking and beautiful images
- ▶ Close picture and text match
- ▶ Age-appropriate, informative diagrams

Each book gives readers the opportunity to:

- ▶ Observe and experience
- ▶ Ask questions
- ▶ Use simple scientific equipment
- ▶ Use their math knowledge
- ▶ Collect, record and analyze data
- ▶ Communicate their ideas
- ▶ Build their scientific vocabulary

This series will be supported with free downloadable teacher resources. [www.rubytuesdaybooks.com/scienceKS1](http://www.rubytuesdaybooks.com/scienceKS1)

## Science Essentials

Ruby Tuesday Books  
Key Stage 2



Fascinating explanations of natural phenomena and hands-on opportunities to observe and investigate the world around them, will have readers excited and curious to do more and more science!

Key Features:

- ▶ Experiments and investigations
- ▶ Discussion topics & critical thinking questions
- ▶ Brings STEM to life for young students
- ▶ Beautiful images and a high impact design

Experiments and investigations

- ▶ Discussion topics & critical thinking questions
- ▶ Brings STEM to life for young students
- ▶ Beautiful images and a high impact design

Each book gives readers the opportunity to:

- ▶ Ask questions and use scientific enquiries and evidence to answer them
- ▶ Set up simple practical enquiries and tests
- ▶ Make observations, take measurements, use scientific equipment
- ▶ Gather, record, classify and present data using scientific language, drawings, labelled diagrams and charts
- ▶ Use results to draw conclusions, make predictions and ask new questions

The series is supported with free downloadable teacher resources and worksheets. [www.rubytuesdaybooks.com/scienceKS2](http://www.rubytuesdaybooks.com/scienceKS2)

Resources



Smithsonian STEAM Readers

Resources



FUNDamental Science

Resources



Science Essentials

## ONLINE READING PROGRAM

# LevelUp

Rosen Publishing  
Grades K–3

FROM LEARNING TO READ TO READING TO LEARN

*LevelUp* is a robust adaptive reading platform that brings PreK–3 educators and students to one engaging resource to foster students' literacy growth. Supporting small group and whole class instruction as well as individualized practice. Rosen *LevelUp* offers students both interactive online and printable activities to facilitate learning and encourage independent literacy growth.

Library of Over 2,400 Books include:

- ▶ Authentic fiction and nonfiction
- ▶ Actor narration to model fluency
- ▶ Engaging interactive phonics activities
- ▶ Adaptive personal libraries on interest and reading levels
- ▶ Engaging decodable books

### State-of-the-Art Interactive Phonics Resource

*LevelUp* follows a complete scope and sequence of phonics skills, including units on emergent letter-sound correspondence, multisyllabic words,

and more—all using 3D animation! The 250+ printable activities and writing practice sheets ensure mastery of these foundational skills.

### Evaluations Made Easy

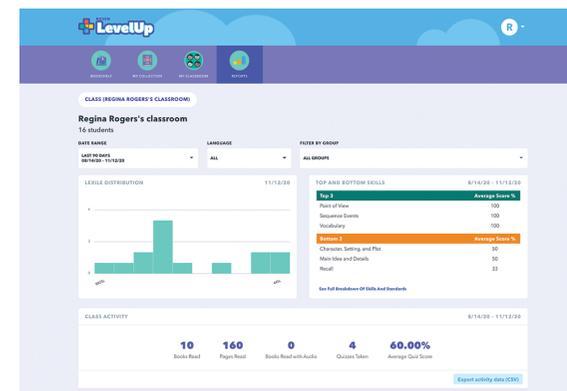
*LevelUp* incorporates low-stakes progress monitoring assessments and provides intuitive reporting for analysis. By incorporating the Lexile Framework® for Reading, students can meet standard grade and age level benchmarks.

### Engaging Student Gaming Environment

*LevelUp* Land's gaming environment maximizes student engagement without distracting from learning goals.

### Find Titles Correlated to ELA/CEFR Standards

*LevelUp* recognizes ELA/CEFR standards correlations. Teachers can filter over 2,400 authentic texts to find those that tie to a particular standard and enrich their instruction.



Learn More



# Highlights Library

Highlights for Children  
Grades K-8

## DISCOVER A LOVE OF READING

*Highlights Library* gives children instant access to thousands of stories and videos across a variety of genres that support their many interests. Spanning 10 content areas and 30 reading levels, the Library lets children choose what they read.

*Highlights Library* supports children's many interests through stories, videos, rewards and so much more!

### Learning Management System

A comprehensive Learning Management System that makes supporting student reading journeys simple, customized, and fun.

### Student Progress Tracking

Detailed reports for individual students or whole classes provide more insight so educators can identify areas of improvement and celebrate student successes.

### Assignments Made Easy

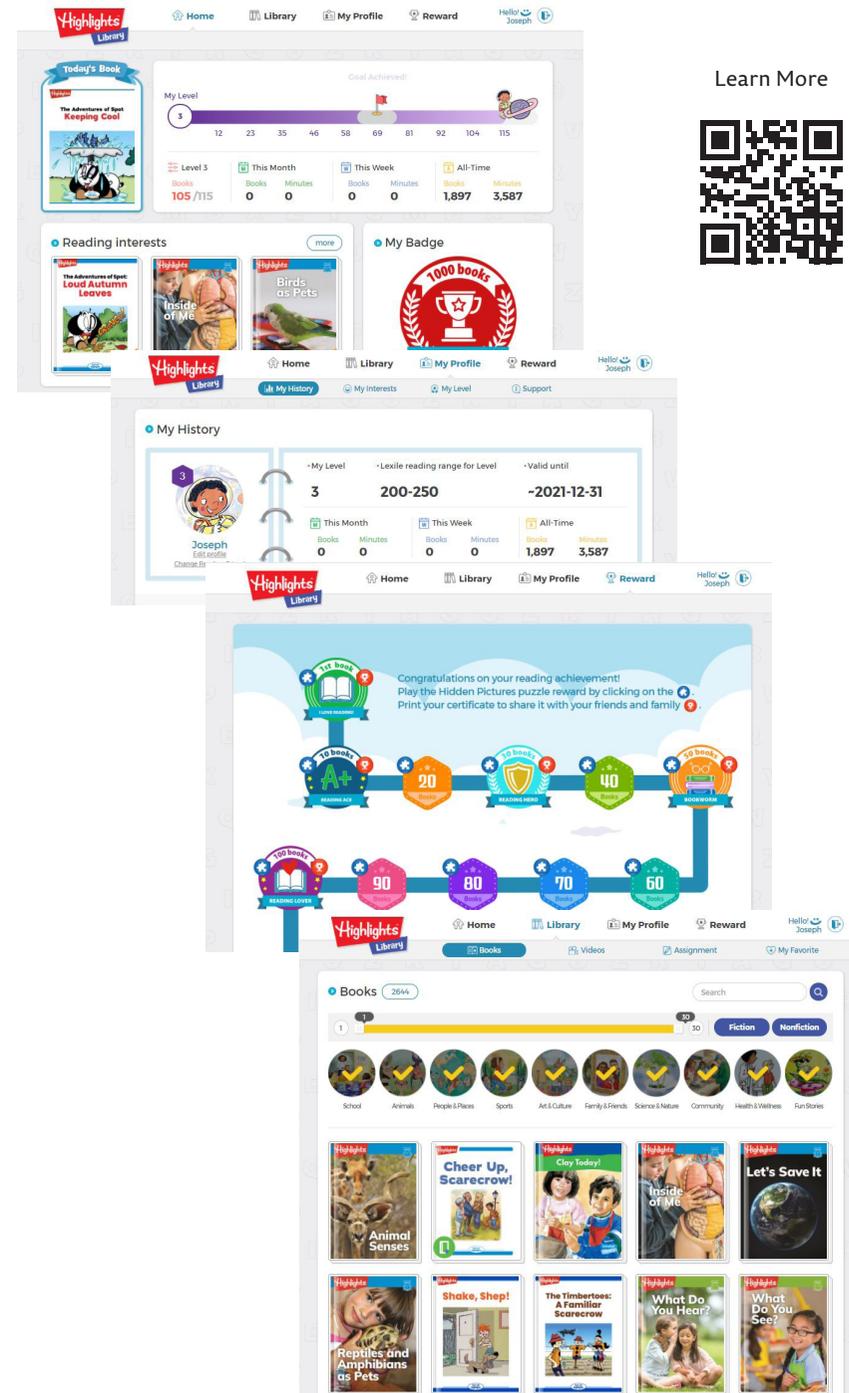
Curate assignments by theme and reading level or search by keywords to create a personal collection made just for your students.

### Additional Educator Resources

Educators have access to hundreds of instructional resources to incorporate into lessons, in-class activities, or at-home reading support.

### Motivational Reading Tools

Highlights' most popular Hidden Pictures puzzles are unlocked along each child's personal reward path. As children reach reading milestones, they also earn reading badges and printable certificates to reward their progress!



Learn More



## OTHERS

**I Read to Write**

Zaner-Bloser  
Grades 2-6



*I Read to Write* is a simple, flexible solution that helps students master the skills needed for close reading and responding to multiple sources on writing assessments.

With *I Read to Write*, students learn to

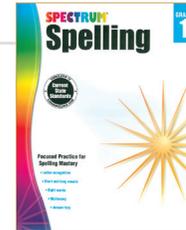
- ▶ read closely to analyze text structures and acquire a deeper understanding of content.
- ▶ cite text evidence as they respond to multiple sources in writing.
- ▶ write across content areas: Science, Social Studies, and Math.
- ▶ write within three text types: Narrative, Informative/Explanatory, and Opinion.
- ▶ practice skills essential to success on writing assessments.

Read, Think and Write Across Content Areas

Learn More

**Spectrum Series  
(New Edition)**

Carson-Dellosa Publishing Group  
Grades K-8



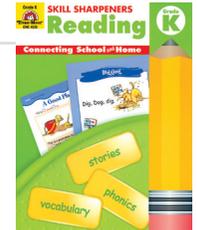
Proven instructional method teaches and reinforces concepts as students' progress towards mastery. Updated and optimized for today's college- and career-ready classroom.

- ▶ **Math:** Systematic instruction to help students master grade-specific math skills.
- ▶ **Language Arts:** Challenge students to be clear communicators and confident readers.
- ▶ **Science:** Encourage a love for science with fascinating facts and compelling passages.
- ▶ **Phonics:** This best-selling language arts workbook uses progressive lessons, strategies, and practice to help children form words with letter sounds, and blends.

Learn More

**Skill Sharpeners Series**

Evan-Moor  
Grades PreK-6



*Skill Sharpeners series* motivates children to practice curriculum-based skills to get ready for the next grade level. These colorful activity books present must-know skills in fun thematic activities.

*Skill Sharpeners series* includes:

- ▶ **Reading** focuses on improving reading comprehension through fiction and non-fiction passages.
- ▶ **Math** targets math essentials like numbers, operations, data, measurement and geometry.
- ▶ **Spell & Write** incorporates reading and writing practice while reinforcing spelling, punctuation and grammar.
- ▶ **Critical Thinking** builds critical thinking skills with fun cross-curricular activities, puzzles, word and more.
- ▶ **Science** focuses on physical, life and earth science concepts and activities that also help to refine reading skills.
- ▶ **Geography** engages students in exploring the world while learning important map skills and geography concepts.
- ▶ **Grammar & Punctuation** helps students improve their writing with engaging stories and word games while learning important grammar and punctuation rules.
- ▶ **STEAM** to engage children in empathizing, thinking critically, collaborating, and coming up with solutions to solve real-world problems.