

Adventures in Pine Hollow ↻ Milestones in Reading

Readers to Real Books

Language Arts

Increase
Reading Speed
and Grow Your
Reading
Comprehension



 Pine Hollow 

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Readers to Real Books Introduction

Welcome to your "Readers to Real Books" LA Program!

We expect that this program will be used for students who are about to begin, or just starting to read short chapter books. Your student may technically be in second grade if he or she began with WinterPromise and moved ahead with each LA program, or may be in second-and-a-half or even third grade when they hit this reading milestone.

Your child should really enjoy this program that takes them on even more woodland adventures with some old critter friends from "Stories to Short Chapters," and some new ones, too! Your child will progress from reading short chapter books to reading true chapter books this year. They will also learn basic principles in a variety of other language skills, like spelling, vocabulary development, and creative writing. **So what is included in the "Readers to Real Books" program?**

Your Instructor's Guide is pivotal to balancing the different resources you have this year. Not only will you use this as a daily guide for what to accomplish with your student, but your student will also benefit from the teaching advice and creative writing suggestions that are included each week.

The Silver Lake Write-In Readers follow the adventures of Acorn the Squirrel and his friends. Each of the stories reinforces one or more phonograms with carefully controlled and developing vocabulary. The stories are designed for practice with fluency in reading, for vocabulary building, for mastery of common words, and for increased reading comprehension. The write-in activities reinforce these skills as well, with a special focus on reading comprehension and phonics. Together, these readers offer hundreds of pages of stories, activities, phonics instruction, spelling and vocabulary work, and are the backbone of this year's student work and reading. Here are their titles:

- Book 1** - Ambush in the Aspens
- Book 2** - Skating on Silver Lake
- Book 3** - Treachery in the Timber
- Book 4** - Laughter at the Lodge

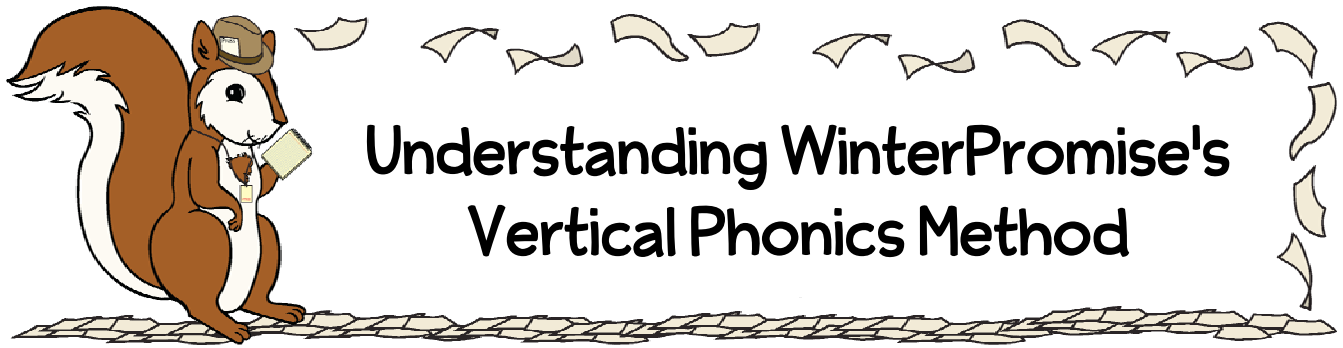
Language Activities provide active opportunities to learn and reinforce new language skills. Activities provide hands-on learning in areas such as using dictionaries and encyclopedias, how the library works, a basic understanding of nouns, verbs, and adjectives, as well as acquainting students with punctuation and capitalization. Many of these are active learning opportunities.

Creative Composition offers ideas that give your child a creative outlet for their imagination and encourage them to start to express their thoughts in writing, or in narration. These topics are pulled from WinterPromise's themed program options.

FROM "STORIES TO SHORT CHAPTERS," YOU WILL ALSO NEED:

Acorn's Game Set has four full-color game boards that will be used to reinforce phonics learning in a fun way. This game set includes playing cards, and characters to move around. Instructions for the games, and the phonics questions used to earn turns are both included in this guide.

The **Sneaky, Snacky Squirrel Game** is also included in this program, and should provide a lot of fun and motivation. Both of these were used for "Stories to Short Chapters," and we schedule games this year using these resources, as well.



Understanding Winter Promise's Vertical Phonics Method

What is Vertical Phonics and Why Does it Matter to a Student Who is Already Reading?

Vertical phonics is a specific reading methodology chosen by Winter Promise as the primary learning methodology for phonics. Although your second grader is now reading, this methodology is still influential in what we expect your second grader to know with proficiency, and how well he or she will be reading. Please read the following so that you know what to expect from this program, and how to adjust it so it meets the needs of your student, especially if you are transferring to "Readers to Real Books" from another program.

Fundamentals of Vertical Phonics

FUNDAMENTAL #1: Multiple Sound Introduction

Vertical phonics introduces all of the sounds of a letter at one time, rather than introducing "soft vowel sounds" then, later, introducing the "long sounds" and other sounds produced by vowels. In addition, multiple sounds may be introduced for consonants, such as the hard and soft sounds for letters like "c" and "g."

HOW THIS BENEFITS THE STUDENT

This methodology is viewed as helpful for reducing the confusion a student may feel when told for weeks or months that "a," for example, says /a/, and only find that it also says its name (long sound) and the "aah" sound in father. The methodology also provides solid decoding skills that get students decoding with confidence quite quickly.

FUNDAMENTAL #2: Multiple-Letter Phonograms

Vertical phonics also provides sounds for multiple-letter phonograms such as "dge," or "ai." These additional phonograms the child learns add an even more broad and solid system of sounds that are reliable for decoding.

HOW THIS BENEFITS THE STUDENT

The reliability of the multi-letter phonograms means the system does not depend upon phonics rules that seem made to be broken as often as they are kept, such as "when two vowels go walking, the first one does the talking," which is as often not true as it is true. It also gets students decoding much more difficult words with ease, as he or she would see the word *sweater* as a combination of five phonograms: **s w ea t er**.

FUNDAMENTAL #3: Writing & Speaking as You Learn Phonograms

Each letter or phonogram that is introduced to a student is written, and its sound spoken aloud by the student as they write it repeatedly for handwriting practice. Hearing the sound aloud accesses a student's oral learning center, while the act of writing it accesses the student's kinesthetic learning center, and seeing it as it is written accesses a student's visual learning processes.

HOW THIS BENEFITS THE STUDENT

This triple-redundancy in accessing each learning center is proven to imprint well on the student's mind.



Week 1

Resources	Day 1	Day 2	Day 3	Day 4
WRITE-IN READERS:				
READING: <i>Ambush in the Aspens</i>	Stories to Find Pages 7-10	An Angry Owl Pages 16-18	Silver Shore Ice Cream Pages 24-25	More Stories Pages 32- top 35
PHONICS: <i>Ambush in the Aspens</i>	Page 11-12	Page 20-21	Page 26-27	Page 36
LANGUAGE BASICS: <i>Ambush in the Aspens</i>	Page 14	Page 22	Page 28-29	Page 37
READING COMPREHENSION: <i>Ambush in the Aspens</i>	Page 15	Page 23	Page 31	Page 35
SPELLING & VOCABULARY				
SPELLING: <i>Ambush in the Aspens</i>	Page 13	Page 19	Page 30	Page 38
ACTIVITIES				
<i>Acorn's Game Set & Language Activities</i>	None this week. Begin next week.			
<i>A Mink, A Fink and a Skating Rink: What is a Noun?</i>	None this week. Begin next week.			
SELF-EXPRESSION SKILLS				
CREATIVE COMPOSITION: <i>Assignment in Weekly Notes</i>	None this week. Begin next week.			
HANDWRITING: <i>Silver Lake Handwriting Set</i>			Silver Lake Handwriting 1: Bird Story	Silver Lake Handwriting 2: Romeo Bert & Lily

Notes

Ambush in the Aspens: Phonics Focus

Review of Vowel A

**Introduction to Ambush in the Aspens**

We are going to jump right in here! This year in the "Write-In Readers," you will be studying phonograms in words that will be both familiar and unfamiliar. These will expand your student's vocabulary.

The "Write-In Readers" include reading, reading comprehension activities, focused phonics study and practice pages, as well as basic English skills, such as alphabetization, capitalization, capital letters, and more.

Important Note: Ambush in the Aspens

Please read the parent note in the front of "Ambush in the Aspens." It is on page 3. Before student begins, read aloud the passage "Return to Pine Hollow" starting on page 4 to page 6.

Spelling Notes

Spelling words are taken from each week's phonics focus and given to the student in the Scoot's Spelling sections of their Write-In Readers.

Acorn's Game Set

Instructions for assembly of these games are included in the game set. It would be helpful if these were made up before the year began. You will re-use the games throughout the year, and even into next year, if you continue with WP. The instructions for playing the games are in Appendix 4.

Handwriting Pages

Handwriting is not scheduled for every day, but space is provided for you to check it off when you complete it. There is one suggestion listed per week with details on how to complete it. There are reproducible sheets to use for handwriting practice included in Appendix I. You will need to write out an example for the student to follow in some cases.

What to do for additional handwriting practice? Look for a comprehensive list of ideas in the introductory notes of this program guide. These are used throughout the year, but could be done more than once. Additional writing ideas are sometimes offered throughout the year in the weekly notes. Again, do not feel you must practice handwriting every day. There is a lot of handwriting required in the other workbooks.



Resources	Day 1	Day 2	Day 3	Day 4
WRITE-IN READERS:				
READING: <i>Laughter in the Lodge</i>	A Vicious Bird Pages 105-108	Coconut Disappears Pages 112-114	Wet Critters in Pine Hollow Page 118- top of Page 121	New Squirrels Pages 124- top of Page 127
PHONICS: <i>Laughter in the Lodge</i>	Page 110	Pages 116-117		Page 128
LANGUAGE BASICS: <i>Laughter in the Lodge</i>		Page 115	Page 122	
READING COMPREHENSION: <i>Laughter in the Lodge</i>	Page 109		Bottom of Page 121	Bottom of Page 127
SPELLING & VOCABULARY				
SPELLING: <i>Laughter in the Lodge</i>	Page 111		Page 123	Page 129
ACTIVITIES				
<i>Acorn's Game Set & Language Activities</i>		LANGUAGE ACTIVITIES: Find the . . . Look Below.	OTHER ACTIVITY IDEA: Spelling Activity Look Below.	ACORN'S GAME SET: Burrows & Tunnels
SELF-EXPRESSION SKILLS				
CREATIVE COMPOSITION: <i>Assignment in Weekly Notes</i>	Choose Weekly Assignment From below			
HANDWRITING: <i>Silver Lake Handwriting Set</i>			Silver Lake Handwriting 33: Write Something about Mom	

Notes

Laughter in the Lodge: Phonics Focus

AI, AY, CI, SI, TI, & Word Endings



Creative Composition:

Language Activities

Find the Missing Capital Letters

Complete this week's Language Activity, from Appendix 2, with your student to learn more about capitalization. The answers are: 1) Chirp, Whir, Sir Finch, Christmas, Chirp's; 2) Acorn, "Pirates & Pirate Treasure;" 3) Acorn, Captain Kidd; 4) The, "American Presidents;" 5) Acorn, President Lincoln, Springfield, Illinois; 6) Dash, Illinois, Grand Canyon; 7) Acorn, Lincoln Memorial.

Other Activity Idea

Spelling Activity

Choose a spelling activity from the "Spelling Activities" page in the front of this guide. This activity will help your student practice this week's words. This week's spelling words are on page 111 of your student's Write-In Reader "Laughter in the Lodge."

HIDEAWAYS: New Weapons & Technology

This week your student has learned about the weapons and technology of World War I from "Let's Hideaway in History." They learned about airplanes, battleships, submarines, machine guns, cannons, spies, radios, and tanks. Have them draw one or more of these new weapons and write what they learned about them. How were these weapons used? What did these weapons look like? What did these new weapons do in the war? Which new technology do you like best and why?

AMERICAN STORY 1: Wagon Train Story

Encourage your student to write a paragraph or two about a pretend wagon train. If they can write more, great! Encourage them to write more by asking questions like, "What happened first? Was there any danger? How did they feel?" etc?

AMERICAN STORY 2: Complete Last Week's Assignment

Have your student look carefully over his report for any mistakes, then rewrite the report, if needed.

CHILDREN & ANIMALS IDEAS - see guide page 2.



A series of horizontal lines for writing practice, consisting of solid top and bottom lines with a dashed midline. There are 12 sets of these lines, providing a template for handwriting practice.

Appendix 2:

Instructions for Acorn's Games





Introduction

How to Use Acorn's Games to Reinforce Phonics Learning

Each week your student will play either the "Sneaky, Snacky Squirrel" game, or one of the games WinterPromise includes in the "Acorn's Games Set." Each are designed to include learning activities to reinforce phonics learning or grammatical concepts.

To do that, each student must "earn" a turn in the games by correctly answering a language arts question. Instructions on your weekly focus and question lists are found in this section. After the student correctly answers a question, they may proceed with their turn, according to game directions. You, the parent, will pick out questions from the correct week below. When playing the games, if you run out of questions before finishing the game, you can use questions from previous weeks as review.

A sibling may join the fun, but he or she, too, should answer questions to earn turns. If the student is quite advanced, you may want to cut his or her advancement a bit to level the playing field, or allow each student to try again until they get the right answer, so no one has the advantage.

Supplies needed for the games include the game boards themselves, and the supplies for "Sneaky Snacky Squirrel," plus the cards and character markers that will be used for moving through the games. You'll also need dice and a way to write out game questions. We recommend a small write-on/wipe-off board or chalkboard, although you can write the questions or words on paper, as well. Please follow preparation directions on page five of this guide for each of Acorn's Games.

Page 11 - Compound Words

axeman notepad
backwoods campfire
woodland salesman
newspaper baseball

"Ambush in the Aspens"

Page 12 - Circle It!

1st Row: axeman, glass
2nd Row: branch, notepad
3rd Row: baby, glasses
4th Row: balloon, animal

Page 13 - Write Words Alphabetically

1. animal
2. branch
3. castle
4. glass
5. metal
6. plant
7. space

Page 14 - List the Nouns

<u>Person</u>	<u>Place</u>	<u>Thing</u>
salesman	bank	branch
fireman	attic	wave
pirate		album
		glass

Page 15 - Who Did What?

Scout - waved his paw.
 bounced.
 was frozen stiff.
Acorn - banged on the door.
 had to write an article.
Dash - cleared his throat.
 yanked on Scout's paw.

Page 19 - Fill In!

Answers from top to bottom.

camel animal
metal glasses
space plant
branch balloon
castle camera

Page 19 - Match the Meanings

1. c 2. d 3. e 4. a 5. b

Page 20 - Yes or No?

1. yes 3. no 5. yes
2. no 4. yes 6. no