

# ALPHA Reading

Grades K1 & K2



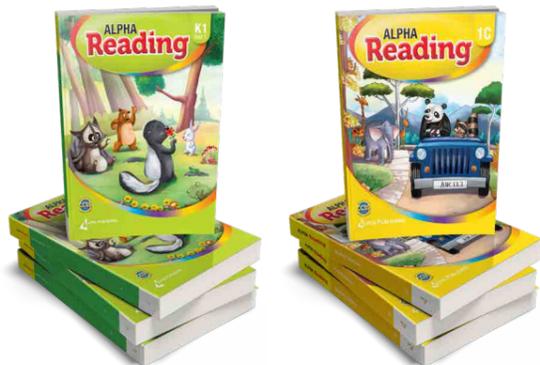
Alpha Publishing believes that children and adults have the right to a quality education. Continuous learning is the best means of improving the lives of individuals and enhancing the standards and quality of our communities.

Our mission is to provide educational materials and courses across Africa, Asia, the Middle East, and Latin America that meet international standards while also reflecting and incorporating the cultures and traditions of the region.

Our dedicated publishing teams are mindful of the different types of learners who come from various national and cultural backgrounds; therefore, our publishing strategy is driven by the motto: "We are in the Region, for the Region." We pay the utmost attention to the delivery of globally recognized and culturally appropriate content and innovative teaching tools not just in our books but through eAlpha, our digital CLMS platform.

## Our K-12 Collection

### English Language Arts (K-12)



### Mathematics (K-8)



### Science (1-8)



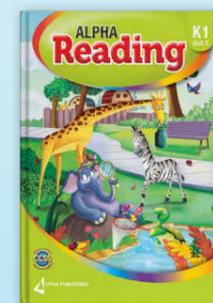
## PROGRAM HIGHLIGHTS

The Alpha K English Language Arts (ELA) program understands the importance of engaging children with the art of reading and setting them up for a lifelong love of literature. Alpha K ELA follows a carefully integrated, multimodal approach for introducing language arts skills and guiding students toward acquiring mastery of reading, writing, and speaking the English language.

### Key Features

- Fully aligned with the Common Core State Standards (CCSS)
- Beautifully illustrated with fun and educational activities
- Promotes cross-curricular learning and integrated reading instruction
- Phonological awareness and vocabulary building exercises in each chapter
- Age-appropriate instructions and engaging content
- Step-by-step, scaffolded teacher instructions
- CCSS codes for easy reference to the standards covered
- ExamView assessment generator for creating, assigning, and scoring tests, quizzes, and more
- Available both online and offline on eAlpha, your dynamic and interactive Learning Management System

### Program Components



Student Book



Sidekick



Teacher Guide



Ancillaries



eAlpha



# STUDENT BOOK

Unit 3

**Asking Questions**

**The Big Question**  
What would happen if...?

In this Unit, you will read:

- Time to Race
- If You Give a Moose a Muffin
- Who's on First?
- My Dog
- My Dog
- My Dog

## Unit Opener

Organize your thoughts and get ready to learn something new. Each unit opens with a Big Question children can reflect upon either individually or in small groups throughout the unit.

The list of stories helps learners realize they are starting something new and sets the context for the key reading skills covered. The paired text selections tie into the unit's theme and steer children towards completing the unit project.

### Time to Race

I can write a silly story. It will be funny. A panda and a cat will be in my story.

The panda asked, "What are you doing?" The cat said, "I am off to find rabbit. We will race."

## Second Story (paired selection)

Each story is paired with a shorter text that builds on the concepts and places introduced in the first story. This reflects the integrated model of literacy required by the CCSS.

## Story Cover

The main story begins with an introduction of the author and the illustrator. The brief descriptions provide a background on how the stories were created and help learners connect the stories to real-life experiences.

### IF YOU GIVE A MOOSE A MUFFIN

by Laura Numeroff  
illustrated by Felicia Bond

**Meet the Author**  
Laura Numeroff loved to write stories when she was a child. Laura kept reading and writing books as she got older. She also loves movies. She saw 72 in one year!

**Meet the Illustrator**  
Felicia Bond was born in Japan. She liked to look at the pictures in children's books. Now, she draws pictures and writes them. She uses her family's names in her stories.

## Text Connections

After each paired text selections is a set of three textual connections:

- Text-to-Text
- Text-to-Self
- Text-to-World

These connections help children develop the habit of reading critically and making connections to the world around them.

The cat won the race. It must be her new wheels. She can win any race now.

**TALK** Why are these stories silly?

**DRAW** Think of a silly story. Draw a picture of your silly story.

**ACT** Act out your silly story.

**Discuss** Who are the characters in this story?

## Inside Pages

The beautifully illustrated stories help children to build on the skills developed at the pre-reading stage, such as decoding stories through images, and identifying characters, settings, and main events. The story lines make reading come alive when children recognize how the ideas in the texts connect to their own experiences.

If you give a moose a muffin,

### The Letter D

Listen to your teacher say each picture. Listen to the sound that the letter D makes.



### The Letter T

Listen to your teacher say each picture. Listen to the sound that the letter T makes.



## Phonics Page

The phonics page introduces phonological awareness through the phonics that children have just encountered in the two readings. Children learn the relationship between spoken and written English most effectively when the connection between the two are presented within a literary setting.



# SIDEKICK

**Comprehension**

**If You Give a Moose a Muffin**

**Time to Race**

The cat is on a red scooter.

Where are the boy and the moose in this story? Color the picture that shows this place.

What is a scooter? Circle the picture.

## Comprehension

Each text is accompanied by a reading comprehension activity. This will encourage children to look back at the text and critically analyze it.

## Use Your Book, Words and Word Parts, Phonics and Words

A variety of easy-to-follow exercises help children review, apply, and practice comprehension and reading skills.

**Use Your Book**

**Words and Word Parts**

Listen to your teacher read the title of the story. Then write the title of the story.

at

at

at

at

Look at each picture. Write the letter for the beginning sound.

## Handwriting Exercises

Handwriting enables children to physically create the sounds of each letter. These exercises guide them to a high level of reading and spelling achievement.

**Handwriting**

Trace the letter D. Practice writing the letter D. Trace the letter T. Practice writing the letter T.

**Writing in Action**

Is it funny  
to find that

What do you find funny? Trace the words. Then finish the sentence on your own. Draw a picture of your sentence.

## Writing in Action

Children are able to express themselves from an early age through scribbles and drawings. Using a combination of drawings and words, children will begin to become familiar and comfortable with writing.

## Language

Language arts and grammar are most effectively taught through seeing examples in written context. All of the activities and exercises relate to the paired texts, so children can learn through contextual clues.

**Language**

stop

walk

stand

sleep  
go  
smile  
run  
buy  
write  
sit  
talk  
eat

Listen to your teacher read each word. Circle the word that is the opposite.

**Fluency**

I  
I find  
I find dogs  
I find dogs that  
I find dogs that dance  
I find dogs that dance funny!

Read each line. Then draw a picture of the sentence.

## Fluency exercises

Fluency exercises encourage children to read with a purpose and understanding. This leads the children to eventually read sentences with expression.

**Funny to Find**

Let's make a book!  
1. Cut on the dotted lines. 2. Fold on the black lines. 3. Put the pages in order. 4. Ask your teacher to help you put it together.

Phonics: /f/ /t/  
High Frequency Words: find, funny, that

## Decodable Reader

Each week contains a consumable decodable reader that children can cut out to create their own book. These decodable readers allow children to practice their phonemic knowledge in a literary setting.

# TEACHER GUIDE

## Unit Opener

The Unit Opener provides a list of fun and educational activities to help the teacher present a preview of the upcoming unit. For example: Take a Picture Walk, Act It Out, Sing It, making up songs, discussing ideas and experiences, etc.

## The Big Question Project

The Big Question Project is an interactive exercise that helps students engage with the texts and skills presented in the unit, children develop the concept of completing projects over time.

## Instructional Support

- English Language Learners (ELL) tips and activities are heavily embedded throughout each unit. Teachers can select the activities that best fit the children's needs.
- Phonics and Multiple Intelligence Activities guide
- Sidekick Teaching Guide: Step-by-step scaffolded teacher instruction on how to approach the Sidekick with an easy-to-explain answer guide
- CCSS codes are annotated for each activity so teachers are always aware of the related standards.

## Pacing Plan

The illustrated Pacing Plan gives teachers a snapshot of what they will be reading and the materials required to teach the unit. The pacing plan can be revised based on the students' interests, needs, and individual ability levels.

## Teaching Tips

Teaching Tips provides the teachers with the tools and steps necessary for assessing and improving the areas where learners need additional help. Included are activities for children with different needs, learning styles, and interests.

## High-Frequency Words & Phonics

Easy step-by-step instructions are included for teaching high-frequency words, phonological awareness, and phonics.

## Assessment Rubric

Included are differentiated rubrics of skills and concepts that children learned throughout the unit so the teacher knows exactly what skills each child needs assistance and guidance with.

## Home-School Connection

Letters to the parents that teachers can photocopy and send home help parents understand what their child is learning and how to encourage them at home.

### Unit 3 THE BIG QUESTION

What would happen if...?

**Take a Picture Walk**  
Describe Hold up the anthology. Say: Let's turn the pages of our book and look at the pictures together. If you were one of the characters in a story, what would you do? How would you act? What would you say? Show students the pictures and ask them to describe the animals and other characters in the scenes and what they are doing. Encourage them to make predictions. Ask: What do you think might happen next? If you were a character in the story, what would you do next? Ask children to turn the pages of the anthology, encourage children to act themselves in each character's "place" or experience each character's first hand!

**Act It Out**  
Read: Say: Before we read our book, let's act out the story. Show students the pictures and ask them to describe the animals and other characters in the scenes and what they are doing. Encourage them to make predictions. Ask: What do you think might happen next? If you were a character in the story, what would you do next? Ask children to turn the pages of the anthology, encourage children to act themselves in each character's "place" or experience each character's first hand!

**Sing It**  
Sing: Gather children around you. Tell them that throughout the unit, they will be singing and dancing what it would be like to be the characters in the story. Before reading each section, invite children to sing the following words to the tune of "The Farmer in the Dell":  
It's time to read our book!  
What would happen if I read it?  
It's time to read our book!  
What would happen if I read it?  
It's time to read our book!

**Unit 3 Big Question Project**  
The Big Question Project is an interactive activity that helps students engage with the Big Question and the Unit Theme. Encourage them to make predictions about what will happen next. Encourage them to make predictions about what will happen next. Encourage them to make predictions about what will happen next. Encourage them to make predictions about what will happen next. Encourage them to make predictions about what will happen next.

### Pacing Plan

Each unit contains an overview of the unit's pacing plan plus a Unit Big Question Project and Unit Game. The pacing plan can be revised based on your child's interests, needs, and abilities. For the first three parts, children read, discuss, and explore the related stories. They also complete the Sidekick pages: Comprehension, Use Your Book, and Unit Game.

### Teaching Tips

Teaching Tips provides the teachers with the tools and steps necessary for assessing and improving the areas where learners need additional help. Included are activities for children with different needs, learning styles, and interests.

### Lesson Plans and Resources

Lesson plans provide easy step-by-step instructions and include resources for guiding learners through the lessons.

- About the Story: Provides a brief summary and background
- Story Question: Introduces children to the theme and subject of the story
- Close Reading Routine: Provides prompts to help children become comfortable with analyzing and interpreting critical analysis
- Make Connections: Places reading skills in a broader context

### Instructional Support

English Language Learners (ELL) tips and activities are heavily embedded throughout each unit. Teachers can select the activities that best fit the children's needs.

Phonics and Multiple Intelligence Activities guide

Sidekick Teaching Guide: Step-by-step scaffolded teacher instruction on how to approach the Sidekick with an easy-to-explain answer guide

CCSS codes are annotated for each activity so teachers are always aware of the related standards.

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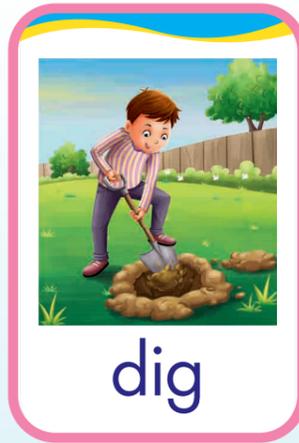
Included are differentiated rubrics of skills and concepts that children learned throughout the unit so the teacher knows exactly what skills each child needs assistance and guidance with.



# ANCILLARIES

## Classroom Ancillary Pack K1 Flash Cards

- Visual Vocabulary
- What's the Story?
- Chant and Sing



## Classroom Ancillary Pack K2 Flash Cards

- Visual Vocabulary
- What's the Story?
- Chant and Sing



## Classroom Ancillary Supplemental Pack (goes with both K1 & K2) Flash Cards

- Alphabet
- Grammar and Language
- High-Frequency Words
- Numbers
- Phonics

# eALPHA

Mobile eLearning Platform

Alpha's Content Learning Management System for both students and teachers gives access to premium interactive lessons and resources to create virtual classrooms for all students both online and offline. eAlpha makes learning a personalized, exciting and enriching experience.



Easy to Use



Engaging Audio



Informative Videos



Online / Offline Resources



Online Reporting



Interactive Content

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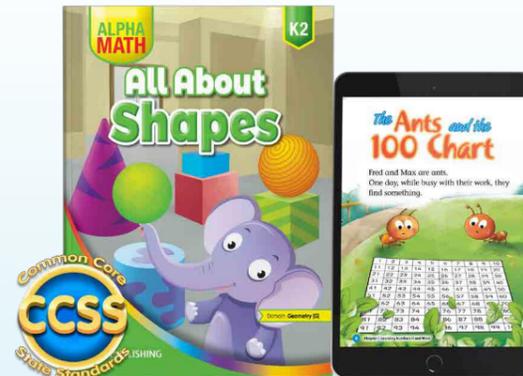


# THE ALPHA SERIES



## Alpha K English Language Arts

The Alpha K English Language Arts (ELA) program understands the importance of engaging children with the art of reading and setting them up for a lifelong love of literature. Alpha K ELA follows a carefully integrated, multimodal approach for introducing language arts skills and guiding students toward acquiring mastery of reading, writing, and speaking the English language.



## Alpha K Math

Alpha Math for Grades K1 and K2 is a comprehensive, CCSS-based approach to teaching math readiness skills to children in their first and second years of Kindergarten.

K1 is made up of four volumes that each cover one of the four K1 CCSS math domains. They teach numbers, addition and subtraction, size of objects, and shapes.

K2 has five volumes that each cover one of the five K2 CCSS math domains. They continue teaching numbers and delve deeper into addition and subtraction, measurements, and identification of shapes.

## Alpha English Language Arts (1-5)

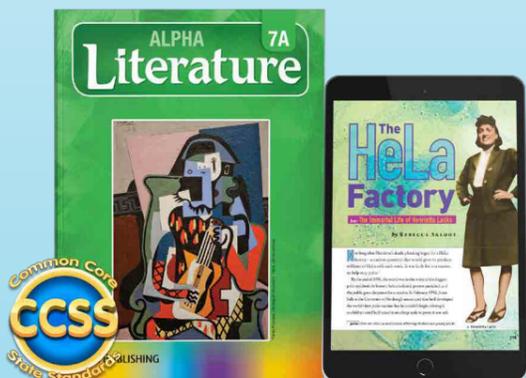
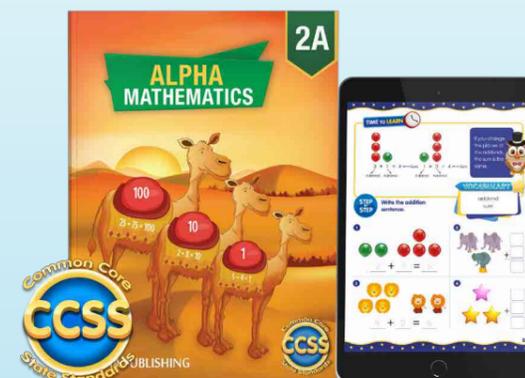
Alpha English Language Arts (ELA) Grades 1-5 is a comprehensive program designed to provide solid foundational skills while inspiring young students to develop a lifelong joy of reading. The program is fully aligned with CCSS and proven Reading/Language Arts instructional methods, all within a structure that provides ease-of-use for teachers, fun and engaging material, and a high level of interest for students.



## Alpha Math (1-5)

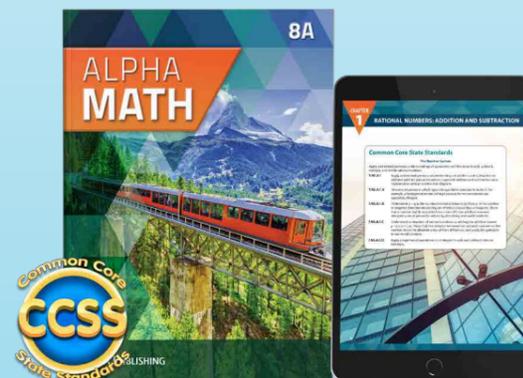
Alpha Math Grades 1-5 promotes the importance of mathematical literacy and differentiated learning. Teachers can personalize their instructional approach to how each student learns most effectively by using the fun and engaging Multiple Intelligence Activities, Differentiated Practices, Multiple Mathematical Strategies, Games, Projects, and Activities.

The problem-solving questions in Alpha Math require students to justify their answers in complete sentences, thus reinforcing math literacy. Each chapter contains a problem-solving lesson that revolves entirely around problem-solving skills and strategies.



## Alpha Literature (6-12)

Alpha Literature provides up-to-date pedagogy and instruction in English Language Arts (ELA) with a focus on Literature and Informational Texts. The program follows the CCSS for English Language Arts and Literacy.



## Alpha Math (6-8)

Alpha Math Grades 6-8 (Middle School) continues to extend math beyond the walls of the classroom and builds upon the skills and content covered by Alpha Math Grades 1-5. Its lessons provide a real-world context that engages the mind of the global learner while fulfilling international educational standards.

Alpha Math Grade 6 fully covers the Grade 6 CCSS. Alpha Math Grade 7 is an accelerated Grade 7 course that fully covers the Grade 7 CCSS and includes some Grade 8 standards. Alpha Math Grade 8 covers the remaining Grade 8 CCSS and all Algebra 1 standards.

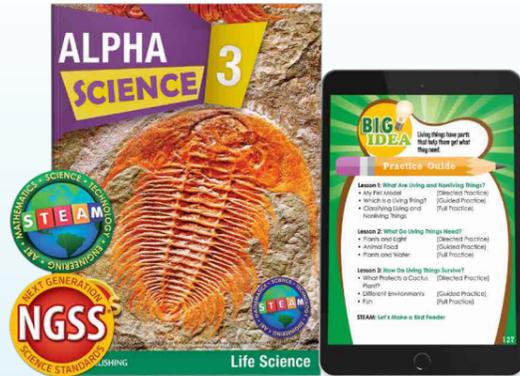


## THE ALPHA SERIES



## Ongoing Teacher Support

### Alpha Science (1–5)



Alpha Science Grades 1–5 has four volumes each based on one of four Next Generation Science Standards (NGSS) domains: Science, Engineering & Technology; Life Science; Earth & Space Science; and Physical Science. Teachers can select the order in which they teach the domains. Each NGSS domain has its color-coded volume with vibrant visuals.

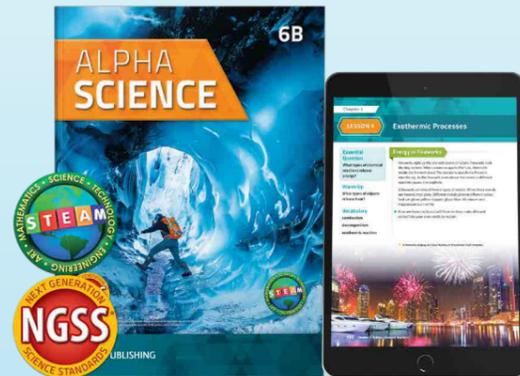
Each lesson contains three practices that move from the Directed Practice (teacher guided) to the Guided Practice (a bit more student driven) to the Full Practice (fully student-driven learning). At the end of each lesson, students will have a deep understanding of the lesson's objective and content.

### Alpha Science (6–8)

Alpha Science Grades 6–8 (Middle School) is a fully integrated and immersive science experience in which the student is surrounded by Life, Earth, Space, and Physical Sciences, and Engineering and Technology in all three grades.

Hands-on, student centered learning is delivered through powerful STEAM laboratories and lessons that achieve all three dimensions of the NGSS. The program is written to fully align with the NGSS while also building strong cross-curricular connections.

Alpha Science brings international science standards to the classrooms and homes of students around the world. It introduces students to doing science from a twenty-first century global perspective within a context that makes sense to them.



## Professional Development & Product Training

Providing ongoing professional development for educators is one of the most critical success factors for better learning and teaching outcomes.

Alpha Publishing, in partnership with KDSL Global and a careful selection of independent trainers, provides tailored program support, PD sessions, school and campus conferences, and leadership and school management courses.

Our professional development programs are ongoing, include training, practice, and feedback, and are tailored to the needs and requirements of the teachers and institutions.

For more information and PD resources, please email [askme@alphapublishing.com](mailto:askme@alphapublishing.com).

## Meet the Editors

**Tressa Sanders**  
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Tressa Sanders is an English Language Arts Editor for the US Schools division of Alpha Publishing. Tressa has 29 years of experience working in both the classroom and in educational publishing in a variety of roles.



**Lorraine McCombs**  
Editor, English Language Arts  
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Lorraine McCombs is an English Language Arts Editor for the US Schools division of Alpha Publishing. Lorraine has 28 years of experience working in both the classroom and in educational publishing in a variety of roles.



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