

# Pioneer Valley Books Library Grade-Level Chart

## FIRST GRADE

Book Title	SKU	Genre	Sight Word	Comprehension Focus	Related Word Study/Phonics Activity
Acorn the Pony	PW219	Fiction	one	Key Ideas and Details: Identifying Character Traits	Breaking Words: <i>brush, plush, blush</i>
All about Ants (Revised)	DOW-J11	Nonfiction	around	Key Ideas and Details: Identifying Main Idea and Using Key Details to Recount the Text	Make a Big Word: <i>compound</i>
Baby Animals of the Forest	PW303	Nonfiction	who	Key Ideas and Details: Identifying the Main Topic and Key Details	Analogy Charts: <i>hid hide</i> <i>pin pine</i> <i>sit white</i> <i>strip stripe</i> <i>grip gripe</i>
The Barrel Race	MP16	Fiction	that	Key Ideas and Details: Inferring from the Illustrations	Breaking Words: <i>fast, last, blast</i>
Baseball	NFG11	Nonfiction	are	Integration of Knowledge and Ideas: Using Text Features	Sound Boxes: <i>fun, bun, bat, bag</i>
Bedtime on the Farm	MP15	Fiction	are	Key Ideas and Details: Retelling Key Details Using Who-What	Making Words: <i>not, pot, pit, pig, pin</i>
Best Friends	CL15	Fiction	this	Integration of Knowledge and Ideas: Using Illustrations	Breaking Words: <i>best, crest, chest</i>
The Big Wave	SAM94	Fiction	don't	Key Ideas and Details: Recounting Beginning-Middle-End (B-M-E)	Making Words: <i>rid, ride, ripe, rip, grip</i>
The Boring Day	PS28	Fiction	come	Key Ideas and Details: Retelling Problem/Solution	Making Words: <i>with, wish, dish, dash, rash</i>
The Boy Who Cried Wolf	TR34	Fiction, Traditional/Myth	who	Key Ideas and Details: Retelling Story Elements to Determine Lesson Learned	Breaking Words: <i>himself</i>
Cats	NFS92	Nonfiction	large	Integration of Knowledge and Ideas: Compare-Contrast	Write a Big Word: <i>fastest, biggest, smallest</i>
Chap Is Lost	YM16	Fiction	went	Key Ideas and Details: Tracking the Character's Feelings	Picture Sorting: digraphs <i>ch</i> and <i>sh</i>
Crocodiles	PW314	Nonfiction	use	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>sharp, shark, bark, barn, born</i>
Dinnertime	GIL91	Fiction	didn't	Key Ideas and Details: Asking and Answering Who-What-Why Questions	Making Words: <i>met, meat, meal, seal, seat</i>



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A Dog to Walk	PS46	Fiction	want	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Analogy Charts: wed weed fed need get sleet leg sweep hen queen
Dogs	NFG13	Nonfiction	are	Key Ideas and Details: Making Personal Connections to the Text	Sound Boxes: <i>big, sip, dog, job</i>
Emily Can't Sleep	PS42	Fiction	want	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>want, went, sent, send, sand</i>
Flying Lessons	CL16	Fiction	want	Integration of Knowledge and Ideas: Using Illustrations	Breaking Words: <i>back, track, stack</i>
From Seed to Apple	NFB12	Nonfiction	where	Integration of Knowledge and Ideas: Using Text Features	Breaking Words: <i>look, book, shook</i>
Fun for Pickles	P92	Fiction	favorite	Key Ideas and Details: Retelling Problem/Solution	Breaking Words: <i>unhappy</i>
Garbage to Garden	ETW-G12	Nonfiction	now	Integration of Knowledge and Ideas: Explaining How Images Contribute to Text	Analogy Charts: rack rake pick pike stack stake shack shake lick like
Gilbert Goes on a Picnic	GIL23	Fiction	next	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Breaking Words: <i>good, wood, stood</i>
Gilbert in the Snow	GIL92	Fiction	nothing	Key Ideas and Details: Tracking the Character's Feelings	Making Words: <i>think, thing, sting, stink, blink</i>
Going to the Dentist	WF14	Nonfiction	of	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>brush, crush, crash, crab, grab</i>
Helicopters	ENF16	Nonfiction	here	Key Ideas and Details: Identifying the Main Topic and Key Details	Breaking Words: <i>fly, sky, shy</i>
Help for Lion	AF93	Fiction	of	Key Ideas and Details: Retelling Key Details	Breaking Words: <i>deep, steep, sleep</i>
How Plants Grow	WE12	Nonfiction	when	Key Ideas and Details: Retelling Key Details	Breaking Words: <i>grow, blow, slow</i>
How to Catch a Fish	ETW-F13	Nonfiction	want	Key Ideas and Details: Identifying the Main Topic and Key Details	Breaking Words: <i>just, trust, crust</i>
A Hungry Lion	AF94	Fiction	was	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>tall, mall, small, stall, fall</i>



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In the Forest	ETW-D13	Nonfiction	see	Key Ideas and Details: Identifying the Main Topic and Key Details	Breaking Words: <i>black, shack, pack</i>
Keeping Fit	WD13	Nonfiction	this	Key Ideas and Details: Making Personal Connections to the Text	Making Words: <i>keep, seep, sheep, sheet, meet</i>
Lily Wants to Fly	CL13	Fiction	come	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>not, got, get, bet, beg</i>
Little Monkey Is Brave	AF91	Fiction	will	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Breaking Words: <i>wake, take, shake</i>
The Little Red Hen	PW217	Fiction, Traditional/Myth	help	Key Ideas and Details: Retelling Story Elements to Determine Lesson Learned	Making Words: <i>duck, tuck, stuck, shuck, shack</i>
Lulu Wants to Play	LO13	Fiction	play	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Sound Boxes: <i>can, cap, pan, pup</i>
Marshmallow Makes a New Friend	MP93	Fiction	from	Key Ideas and Details: Character's Feelings (B-M-E)	Making Words: <i>cow, bow, brow, brown, frown</i>
Martin Luther King, Jr. (Revised)	DOW-I13	Nonfiction, Biography	many	Key Ideas and Details: Asking and Answering Literal Questions	Breaking Words: <i>right, bright, slight</i>
Mud Pies	PW309	Fiction	other	Key Ideas and Details: Tracking the Character's Feelings	Making Words: <i>car, tar, star, start, started</i>
My House	AH16	Fiction	look	Key Ideas and Details: Making Personal Connections to the Text	Sound Boxes: <i>cat, bag, duck, tug</i>
A Naughty Rabbit	PW214	Fiction	then	Key Ideas and Details: Describing Character Traits	Breaking Words: <i>chew, blew, stew</i>
The New Girl	MP92	Fiction	mother	Integration of Knowledge and Ideas: Compare and Contrast Characters	Making Words: <i>farm, charm, harm, harp, sharp</i>
Oliver the Musician	PW404	Fiction	play	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Breaking Big Words: <i>apartment</i>
Otis Gets Jealous	LO16	Fiction	new	Key Ideas and Details: Retelling Problem/Solution	Making Words: <i>soft, loft, lift, drift, draft</i>
Our Senses	NFS52	Nonfiction	with	Key Ideas and Details: Identifying the Main Topic and Key Details	Breaking Words: <i>smell, spell, shell</i>
A Perfect Dog	P91	Fiction	supposed	Key Ideas and Details: Retelling Problem/Solution	Making Words: <i>chair, stair, flair, fair, unfair</i>
Petting Gilbert	GIL25	Fiction	didn't	Key Ideas and Details: Problem/Solution	Make a Big Word: <i>scratched</i>
Porcupines	PW210	Nonfiction	has	Key Ideas and Details: Identifying the Main Topic and Key Details	Picture Sorting: initial digraphs <i>th</i> and <i>sh</i>
Riding Acorn	PW317	Fiction	why	Key Ideas and Details: Asking and Answering Inferential Questions	Sound Boxes: <i>barn, yard, corn, pork</i>



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Riding Bicycles	NFS81	Nonfiction	should	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>slow, glow, grow, grew, flew</i>
Rusty and the Tree Fort	RUS25	Fiction	help	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>for, fort, port, pork, short</i>
Rusty Learns a New Word	RUS16	Fiction	helped	Key Ideas and Details: Asking and Answering Inferential Questions	Making Words: <i>eat, beat, beach, teach, team</i>
Rusty's Missing Beep	RUS13	Fiction	one	Key Ideas and Details: Retelling Key Details	Breaking Words: <i>beep, sweep, creep</i>
Sally Wants to Play	SC11	Fiction	can't	Key Ideas and Details: Retelling Key Details	Breaking Words: <i>play, sway, gray</i>
Seasons	NFS83	Nonfiction	change	Key Ideas and Details: Retelling Key Details	Breaking Big Words: <i>seasons</i>
A Show Pony	MP91	Fiction	then	Key Ideas and Details: Describing Character Traits	Analogy Charts: <i>can cane</i> <i>man mane</i> <i>bat bate</i> <i>pat plate</i> <i>ham shame</i>
Skateboarding	C26	Fiction	who	Key Ideas and Details: Identifying the Main Topic and Key Details	Analogy Charts: <i>cap cape</i> <i>clap tape</i> <i>sat skate</i> <i>plan plane</i> <i>glad glade</i>
Space Shuttle, The	NFS54	Nonfiction	back	Craft and Structure: Using Text Features	Making Words: <i>space, pace, lace, lice, mice</i>
The Story of the Three Bears	TR15	Fiction, Traditional/Myth	there	Key Ideas and Details: Retelling Key Details	Breaking Big Words: <i>upstairs</i>
Super Sam and the Bullies	SAM93	Fiction	after	Key Ideas and Details: Retelling Story Elements	Analogy Charts: <i>back bake</i> <i>rack rake</i> <i>stack stake</i> <i>pock poke</i> <i>sick pike</i>
A Surprise Party for Clarence	CL92	Fiction	next	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>eat, each, beach, teach, teacher</i>
Swimming (Revised)	DOW-J13	Nonfiction	use	Key Ideas and Details: Identifying the Main Topic and Key Details	Make a Big Word: <i>favorite</i>



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The Thorn	PW405	Fiction	should	Key Ideas and Details: Retelling Problem/Solution	Make a Big Word: <i>scampered</i>
Turtles	WH14	Nonfiction	many	Craft and Structure: Using Text Features	Breaking Words: <i>chew, grew, blew</i>
The Twins	ET91	Fiction	know	Key Ideas and Details: Asking and Answering Literal Questions	Analogy Charts: <i>for car</i> <i>fort cart</i> <i>fork chart</i> <i>short park</i> <i>story party</i>
Wait for Me	JD22	Fiction	after	Key Ideas and Details: Tracking the Character's Feelings	Breaking Words: <i>cold, sold, told</i>
A Walk at the Farm	GIL94	Fiction	surprise	Key Ideas and Details: Tracking the Character's Feelings	Make a Big Word: <i>interesting</i>
Welcome to the Farm	SC13	Fiction	small	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>curl, hurl, hurt, blurt, spurt</i>
Where Is Elephant?	PW218	Fiction	play	Key Ideas and Details: Retelling Problem/Solution	Sound Boxes: <i>trick, trap, brag, brick</i>
Working Dogs	PW312	Nonfiction	these	Key Ideas and Details: Asking and Answering Literal Questions	Analogy Charts: <i>bed bead</i> <i>sled read</i> <i>bet team</i> <i>pen clean</i> <i>step stream</i>
You Can Save Energy	ETW-E14	Nonfiction	what	Key Ideas and Details: Identifying the Main Topic and Key Details	Sound Boxes: <i>close, slap, blot, plan</i>

