

# Pioneer Valley Books Library Grade-Level Chart

## SECOND GRADE

Book Title	SKU	Genre	Sight Word	Comprehension Focus	Related Word Study/Phonics Activity
Animals at School	ET93	Fiction	there's	Key Ideas and Details: Tracking the Character's Feelings	Making Words: <i>boot, toot, tool, stool, school</i>
A Backpack Surprise	PW301	Fiction	don't	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Analogy Charts: <i>back      bake</i> <i>snack     snake</i> <i>stack     stake</i> <i>track     brake</i> <i>black     awake</i>
The Best Pumpkin	SC16	Fiction	think	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Write a Big Word: <i>proudly, sadly, sickly</i>
The Big Flood	PW310	Fiction	now	Key Ideas and Details: Retelling Using Story Elements	Breaking Big Words: <i>raining, training, strainer</i>
The Big Game	LD93	Fiction	between	Craft and Structure: Problem/Solution Text Structure	Make a Big Word: <i>excited</i>
Big Machines	ETW-L11	Nonfiction	another	Key Ideas and Details: Asking and Answering Literal Questions	Breaking Big Words: <i>aircraft, airplane, airport</i>
A Bike Ride for Jack	JD92	Fiction	don't	Key Ideas and Details: Tracking the Character's Feelings	Analogy Charts: <i>bit        bite</i> <i>tick      bike</i> <i>hip        ripe</i> <i>fin        fine</i> <i>strip     stripe</i>
Birds	WF12	Nonfiction	now	Integration of Knowledge and Ideas: Using Text Features	Breaking Words: <i>seed, feed, weed</i>
Brandon's New School	PS44	Fiction	new	Key Ideas and Details: Tracking the Character's Feelings	Making Words: <i>meet, meek, seek, seep, sweep</i>
The Broken Wing	QU36	Fiction	keep	Key Ideas and Details: Tracking the Character's Feelings	Breaking Words: <i>bunch, crunch, lunch</i>
Chip the Robot	RUS32	Fiction	beautiful	Key Ideas and Details: Retelling Using Story Elements	Write a Big Word: <i>wonderful, joyful, helpful</i>
The Contest	PW323	Fiction	laugh	Key Ideas and Details: Identifying the Very Important Parts (V.I.P.) (Fiction)	Analogy Charts: <i>tag        tagged</i> <i>brag      bragged</i> <i>trip      tripped</i> <i>run        running</i> <i>chat      chatting</i>



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Creepy, Crawly Caterpillars	ETW-J12	Nonfiction	might	Key Ideas and Details: Asking and Answering Inferential Questions	Analogy Charts: <i>cry</i> <i>cries</i> <i>fly</i> <i>flies</i> <i>butterfly</i> <i>butterflies</i> <i>baby</i> <i>babies</i> <i>body</i> <i>bodies</i>
The Derby Race	YM25	Fiction	instead	Key Ideas and Details: Asking and Answering Literal Questions	Write a Big Word: <i>excite, exclaim, except</i>
The Detective Business	GE91	Fiction, Mystery	anyone	Key Ideas and Details: Retelling Using Story Elements	Write a Big Word: <i>business, illness, goodness</i>
The Elephant Orphanage	PW408	Nonfiction	similar	Key Ideas and Details: Asking and Answering Inferential Questions	Write a Big Word: <i>naturally, freely, shortly</i>
Elephants (Revised)	DOW-M13	Nonfiction	important	Key Ideas and Details: Turning Headings into Questions	Write a Big Word: <i>largest, biggest, fastest</i>
Emma and Acorn Jump	PW319	Fiction	next	Key Ideas and Details: Asking and Answering Literal Questions	Write a Big Word: <i>wooden, deepen, weaken</i>
The Fisherman and the Golden Fish	PW401	Fiction, Traditional/Myth	nothing	Key Ideas and Details: Recounting Story Elements Using Fairy-Tale Characteristics	Make a Big Word: <i>enchanted</i>
Fishing in the City	PW409	Fiction	used	Key Ideas and Details: Identifying the Very Important Parts (V.I.P.) (Fiction)	Write a Big Word: <i>pointed, spoiled, boiled</i>
Fishing with Grandfather	YM23	Fiction	would	Key Ideas and Details: Asking and Answering Literal Questions	Breaking Words: <i>bright, slight, night</i>
A Friend for Jasper	J92	Fiction	thought	Key Ideas and Details: Tracking a Character's Feelings in Response to Story Elements	Breaking Big Words: <i>scratched, patched, catcher</i>
Gilbert the Special Pig	GIL26	Fiction	would	Key Ideas and Details: Tracking the Character's Feelings	Breaking Words: <i>bread, spread, tread</i>
Glasses for Nutmeg	PW307	Fiction	there	Key Ideas and Details: Problem/Solution	Make a Big Word: <i>afternoon</i>
Gorillas	NFN11	Nonfiction	forward	Key Ideas and Details: Asking and Answering Literal and Inferential Questions	Write a Big Word: <i>intruder, interest, informed</i>
Guinea Pigs (Revised)	DOW-L11	Nonfiction	different	Craft and Structure: Using Vocabulary Strategies	Make a Big Word: <i>especially</i>
Helen Keller (Revised)	DOW-L12	Nonfiction, Biography	thought	Key Ideas and Details: Asking and Answering Who-What-Why Questions	Write a Big Word: <i>motion, fiction, portion</i>
The Ice Cream Line	PW403	Fiction	beneath	Key Ideas and Details: Asking and Answering Who-What-Why Questions	Make a Big Word: <i>station</i>



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Ice Skating (Revised)	DOW-H12	Nonfiction	many	Integration of Knowledge and Ideas: Using Text Features	Analogy Charts: make making skate skating like liking strike striking joke joking
Jasper Goes Camping	J26	Fiction	began	Key Ideas and Details: Problem/Solution	Make a Big Word: <i>peaceful</i>
John Henry	TR52	Fiction, Traditional/Myth	through	Key Ideas and Details: Identifying the Very Important Parts (V.I.P.) (Fiction)	Make a Big Word: <i>marvelous</i>
Making Cupcakes	WG11	Nonfiction	many	Key Ideas and Details: Asking and Answering Literal and Inferential Questions	Analogy Charts: at ate back bake strap scrape stack skate cap cupcake
Marine Mammals	PW320	Nonfiction	usually	Key Ideas and Details: Asking and Answering Literal Questions	Analogy Charts: win winner swim swimmer flip flippers pup puppy sum summer
Marvin Plays a Trick	PW302	Fiction	along	Key Ideas and Details: Analyzing Character Traits	Analogy Charts: ran rain pan paint trap train Stan stain clam claim
Michelle Kwan (Revised)	DOW-G12	Nonfiction, Biography	after	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>star, start, tart, part, party</i>
The Moon	W114	Nonfiction	very	Integration of Knowledge and Ideas: Using Text Features	Make a Big Word: <i>orbits</i>
Mrs. Warren's House/Bird Beaks (Paired Reader)	BF12				
Mrs. Warren's House		Fiction	sighed	Craft and Structure: Determining Point of View	Make a Big Word: <i>captured</i>
Bird Beaks		Nonfiction	different	Integration of Knowledge and Ideas: Asking and Answering Questions to Compare and Contrast Ideas	Write a Big Word: <i>screech, speech, breech</i>



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Nap Time for Sally	SC14	Fiction	there's	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Breaking Big Words: <i>drifting, lifting, shifted</i>
A New Home for Kwan	YM22	Fiction	could	Key Ideas and Details: Retelling Problem/Solution	Breaking Big Words: <i>showed, slowed, blowing</i>
A New House for Clarence	CL91	Fiction	were	Key Ideas and Details: Retelling Problem/Solution	Making Words: <i>cave, cape, cap, tap, tape</i>
Oliver Makes a Mess	PW223	Fiction	next	Key Ideas and Details: Retelling Using Story Elements	Making Words: <i>crash, brash, brag, brat, drat</i>
The Pajama Party	LSG13	Fiction	quiet	Key Ideas and Details: Describing Character Motivation	Write a Big Word: <i>unkind, unhappy, unlock</i>
A Pesky Class for Ms. Lesky	LSG11	Fiction	through	Key Ideas and Details: Five-Finger Retelling	Make a Big Word: <i>fighting</i>
Pickles and the Hole	P93	Fiction	know	Key Ideas and Details: Retelling Using Story Elements	Make a Big Word: <i>yesterday</i>
The Pigeons and the Crow: An Indian Folk Tale (2nd ed.)	TR66-2	Fiction, Traditional/Myth	straight	Key Ideas and Details: Identifying the Very Important Parts (V.I.P.) (Fiction)	Write a Big Word: <i>expected, excited, exclaim</i>
The Pirate Treasure	JD94	Fiction	think	Key Ideas and Details: Asking and Answering Inferential Questions	Make a Big Word: <i>driveway</i>
A Playdate with Tucker	JD72	Fiction	thought	Key Ideas and Details: Recounting Story Elements to Determine Central Message	Make a Big Word: <i>remember</i>
Porcupine's Kite	PW406	Fiction	beautiful	Craft and Structure: Problem/Solution Text Structure	Write a Big Word: <i>faster, winter, thinner</i>
Princess Pig and the Pink Purse	PW416	Fiction	usually	Key Ideas and Details: Analyzing Character Traits	Make a Big Word: <i>sweater</i>
Puppies	ETW-F12	Nonfiction	when	Key Ideas and Details: Asking and Answering Literal Questions	Make a Big Word: <i>nursing</i>
Quack and the Eggs	QU35	Fiction	why	Key Ideas and Details: Retelling Problem/Solution	Breaking Big Words: <i>pouted, scouted, shouting</i>
Reginald Goes to the Fair	RG92	Fiction	weren't	Key Ideas and Details: Retelling Using Story Elements	Make a Big Word: <i>attention</i>
Reginald the Stinky Dog	RG91	Fiction	decided	Craft and Structure: Using Vocabulary Strategies	Make a Big Word: <i>horrible</i>
Ricky and Buster	RB91	Fiction	special	Key Ideas and Details: Identifying the Very Important Parts (V.I.P.) (Fiction)	Make a Big Word: <i>reminded</i>
Rosa Parks (Revised)	DOW-H13	Nonfiction, Biography	change	Key Ideas and Details: Asking and Answering Literal and Inferential Questions	Write a Big Word: <i>belong, because, became</i>



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Rusty Rakes	RUS31	Fiction	were	Key Ideas and Details: Tracking the Character's Feelings	Making Words: <i>hunt, stunt, stun, stub, stab</i>
Rusty's Big Move	RUS15	Fiction	carry	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>load, toad, toast, roast, road</i>
Rusty's School Day	RUS26	Fiction	good	Key Ideas and Details: Asking and Answering Literal Questions	Making Words: <i>rode, rod, cod, code, cope</i>
Sally's Bad Mood	SC15	Fiction	might	Key Ideas and Details: Retelling the Story	Making Words: <i>mood, moon, soon, soot, root</i>
Saving the Baby Turtles	JD73	Fiction	toward	Key Ideas and Details: Recounting Story Elements to Determine Central Message	Write a Big Word: <i>harmless, endless, helpless</i>
The Scavenger Hunt	LD94	Fiction	found	Key Ideas and Details: Retelling the Story	Analogy Charts: <i>sit sitting</i> <i>rot rotting</i> <i>chat chatting</i> <i>bet betting</i> <i>splat splatting</i>
Sea Stars	ETW-F14	Nonfiction	most	Key Ideas and Details: Identifying the Main Topic and Key Details	Making Words: <i>clam, clamp, clump, bump, stump</i>
The Sky Is Falling	TR13	Fiction, Traditional/Myth	with	Integration of Knowledge and Ideas: Using Illustrations to Describe Key Details	Making Words: <i>king, sing, thing, think, stink</i>
A Snow Day for Rusty	RUS14	Fiction	made	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Breaking Big Words: <i>deeper, steeper, weeping</i>
The Three Billy Goats Gruff	PW318	Fiction, Traditional/Myth	little	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Making Words: <i>green, greet, street, sleet, sleep</i>
A Weekend with Mari	YM24	Fiction	probably	Key Ideas and Details: Retelling Beginning-Middle-End (B-M-E)	Make a Big Word: <i>suitcase</i>
What Is a Fraction?	WG14	Nonfiction	piece	Key Ideas and Details: Identifying the Main Topic and Key Details	Making Words: <i>pea, peach, beach, beat, heat</i>
Where Do Raisins Come From?	DCF11	Nonfiction	different	Key Ideas and Details: Identifying the Main Topic and Key Details	Make a Big Word: <i>vineyard</i>
Where Does Peanut Butter Come From?	DCF15	Nonfiction	surprise	Craft and Structure: Using Vocabulary Strategies	Write a Big Word: <i>removed, return, react</i>
The Wright Brothers (Revised)	DOW-J14	Nonfiction, Biography	straight	Craft and Structure: Sequential Text Structure	Make a Big Word: <i>movable</i>

