



Early Reader Grade 3

Early Reader Grade 3 is a fully illustrated program of patterned stories that are designed to allow emergent readers to learn word decoding, recognition and comprehension at their own level and pace. The reading levels of the stories and their accompanying questions slowly increase over many stories as they gradually introduce new words and vocabulary. Each story provides opportunities for students to learn, practice, and apply phonetic rules and to develop word recognition and comprehension skills. More importantly, these stories invite children to read for interest and pleasure. An easy-to-use help system ensures that students can work independently without becoming stuck. Hundreds of stimulating graphics and animations ensure that **Early Reader Grade 3** will capture the minds of young students.

Targeted Skills

- Drawing Conclusions, Getting the Facts, Factual Recall & Predicting Outcomes
- Using Verbs, Contractions & Plurals
- Using Words in Context & Word Meanings
- Pronouns
- Phonics
- Working with Syllables
- Root Words & Compound Words

Teacher Dashboard

The Teacher Dashboard tracks student progress throughout each program and records the percentage score for every activity completed. This feature provides an overview of how well a student is progressing and allows the teacher to identify strengths and weaknesses.

- Records students' results automatically as they work.
- Prints reports quickly and easily for sharing with parents and staff.
- Provides summary reports by subject or detailed reports by activity.
- Allows teachers to print reports for individual students or an entire class.
- Stores student marks in one central location for all programs.

STORY LIST

Level A

Ting-A-Ling Squeak and a Bark, Dinner at Mabel's

Level B

Climb, Show and Tell, Why I Don't Count Sheep

Level C

Deep Sea Creeps, Flying Finish, Hanging Around Upside Down

Level D

The Final Match, The Washing Machine

(Every page of each story is accompanied by a colorful illustration that helps to explain what is happening in the text. Stories are 7-10 pages long.)

LEVEL A - "TING-A-LING, SQUEAK AND A BARK" - TEXT (pages 1-6 of 9)

One night, Jaimie couldn't sleep. She tried curling up on her right side. She tried lying flat on her stomach, then flopping onto her back. She even tried tucking two teddy bears and three dolls in beside her with the covers pulled up to their chins. But none of her tricks helped her sleep. Her room was too dark, too lonely, and too quiet.

Jaimie crawled out of her bed and tiptoed downstairs. She went to the living room where her parents were reading. "I can't sleep," she said, rubbing her eyes. "I've tried everything, but it's too quiet." Her mother and father looked up from their books. "Are you sure it's too quiet?" Dad asked. Jaimie nodded. "Well, I left some noises running when I tucked you in," Dad said with a wink. He lay his book down on the table and stood up. "Let's go see if we can find them."

Jaimie scampered back upstairs and scooted under her thick covers. "See?" she said. "It's too quiet." "What a minute...I think I hear something," said Dad. Jaimie looked around and listened hard. Everything was still. "I don't hear anything," she said. Her father pressed a finger to his lips. "Listen," he whispered. A faint tinkling sound was coming from her window. Jaimie's face lit up. "I can hear the wind chimes blowing outside!" she whispered. She liked the jangly song of the coppery tubes, dangling and dancing in the breeze. "Ting-a-ling, ting-a-ling, ting-a-ling."

"I gave those to your mother for her birthday," Dad said. "That was before you were born. I think about your mother whenever I hear them."

Jaimie smiled. Now she would think of Mom and Dad whenever she heard the wind chimes, too. "Can you hear anything else?" Dad asked. Jaimie hugged her knees to her chest and listened carefully. For a minute all she heard was the wind chimes. Then she heard a new noise. "Rickety squeaky rickety squeak." A strange noise was coming from her brother's room.

"I know!" Jaimie said excitedly. "That's Cocoa running on his exercise wheel!" She was going to get her own hamster when she was old enough. She liked their dark shiny eyes and the way their tiny claws tickled her skin. Jaimie and her father both laughed when they heard the next sound. It was easy to figure out. "ARF ARF BARK BARK ARF ARF BARK BARK!"

“TING-A-LING, SQUEAK AND A BARK” - VOCABULARY QUESTIONS - (pages 1-6 of 9)

1. Which two words go together to build the new word (contraction) “couldn’t”?

- a) cold and not
- b) could and not
- c) can and not

2. Which story word is not a compound word (made from two words)?

- a) downstairs
- b) running
- c) tiptoed

3. What signal do you make when you agree with someone?

- a) look
- b) blink
- c) nod

4. What story word means “ran playfully”?

- a) scampered
- b) tinkling
- c) pressed

5. Jaimie’s face [lit, litted, lighted] up when she heard the wind chimes.

6. The story word _____ is another word for “silent.”

7. Which story word is a compound word (made from two words)?

- a) mother
- b) birthday
- c) about

8. What is the root or base of the story word listened?

- a) listen
- b) listening
- c) list

9. What word rhymes with “noise”?

- a) nose
- b) toys
- c) nice

10. “High” and “low” are opposites. The story word _____ is the opposite or antonym of “calmly”

11. How is the story word “exercise” divided into syllables?

- a) e-x-erc-ise
- b) exer-cise
- c) ex-er-cise

"TING-A-LING, SQUEAK AND A BARK" - COMPREHENSION QUESTIONS - (pages 1-6 of 9)

1. How many different tricks did Jaimie try so she could sleep?

- a) four tricks
- b) two tricks
- c) three tricks

2. What wasn't wrong with Jaimie's room?

- a) her room is too dark
- b) her room is too quiet
- c) her room is too crowded
- d) her room is too lonely

3. What is Dad going to look for to help Jaimie get to sleep?

- a) a good book
- b) warm milk
- c) noises
- d) noses

4. The tinkling sound was coming from:

- a) outside
- b) Dad's room
- c) Jaimie's room

5. The wind chimes were a _____ gift.

6. How do you think Jaimie feels now?

- a) she feels happy
- b) she feels sad
- c) she feels angry

7. Where was the next noise coming from?

- a) downstairs
- b) Jaimie's room
- c) Jaimie's brother's room

8. Jaimie's brother had a hamster named _____.

9. What do you think the next sound is made by?

- a) birds
- b) dogs
- c) cats

LEVEL D - "THE FINAL MATCH" - TEXT (pages 1-6 of 9)

It was the final match. Garry Kasparov would battle IBM's computer for the last time. Would the world's greatest chess player in history win? Or would a computer become the new shining star?

This wasn't their first battle. Garry Kasparov had played against IBM's first chess playing machine almost ten years ago in 1989. It was as big as a bookcase and weighed 1.5 tons. IBM named it "Deep Blue" because of its blue color. They named the chess program, "Deep Thought."

Garry won two quick games easily. No one was surprised. Garry was a chess genius as a child growing up in Russia. By the time he was 11 years old, a former world title winner said that "The future of chess lies in the hands of this young man."

The world title winner was right. Two years later, Garry was playing chess against the best players in the world. When he was 22 years old, he won against the current world winner. He kept his title for the next twelve years. Chess masters said that Garry was special. He could quickly know all the possible moves on the board and change his plan of attack. Garry had the highest chess score in history.

But IBM wasn't ready to roll Deep Blue back into a closet over the loss of two short games. Over the next seven years, IBM made Deep Blue even better. They hired full-time chess experts and added hundreds of faster chess chips. When they finished, Deep Blue could study 100 million moves per second. Then, Deep Blue was ready.

Garry and Deep Blue faced each other for the second time on a cold February day in 1996. This time they would play an entire match of six games. Garry and the rest of the world were shocked when Deep Blue won the first game. What had happened? Was it just a strange mistake?

"THE FINAL MATCH" - VOCABULARY QUESTIONS - (pages 1-6 of 9)

1. The story word _____ means "compete against."
2. Which word sounds the same as "weighed" when you read it?
 - a) wade
 - b) wait
 - c) weed
3. Which story word is a compound word (made from two words)?
 - a) bookcase
 - b) machine
 - c) program
4. What is the root or base word of the story word "easily"?
 - a) ease
 - b) easy
 - c) easier
5. Someone who is very smart or good at something is called a _____.
6. The story word _____ sounds exactly like the word bored.
7. Which word drops its final letter before "ing" is added?
 - a) know
 - b) change
 - c) play
8. Which story word has the most syllables?
 - a) especially
 - b) experts
 - c) million
9. What is a "chess chip"?
 - a) a type of snack
 - b) part of the computer program
 - c) a piece from a chess board
10. "High" and "low" are opposites. The story word _____ is the opposite or antonym of "partial."

"THE FINAL MATCH" - COMPREHENSION QUESTIONS - (pages 1-6 of 9)

- 1. The final match was between:**
 - a) a person and a computer
 - b) two computers
 - c) two people

- 2. The final match was a game of _____.**

- 3. IBM's first computers were [dark, big, small] and [heavy, dense, light].**

- 4. What was the name of Garry's chess rival?**
 - a) IBM
 - b) Deep Blue
 - c) Kasparov

- 5. When did Garry win two games easily?**
 - a) during his childhood
 - b) during his first match with Big Blue
 - c) during his final match with Big Blue

- 6. What does it mean that the future of chess lay in Garry's hands?**
 - a) Garry would be a bad player
 - b) Garry would stop playing
 - c) Garry would be a great player

- 7. Which statement is not true?**
 - a) Garry won the world chess title for ten years straight.
 - b) Garry had the highest chess score in history.
 - c) Garry became the world's best chess player when he was 22 years old.

- 8. What was Garry's special strategy?**
 - a) He could read his opponent's mind.
 - b) He could see all the possible moves on the chess board.
 - c) He could see into the future.

- 9. How did IBM feel about Garry's wins?**
 - a) It made them want to make their program better.
 - b) It made them want to give up their program.
 - c) It made them want to copy all of Garry's moves.

- 10. Deep Blue could study [10 million, 1 million, 100 million] moves per [second, minute, hour].**

- 11. Deep Blue won the [first, second, third] game out of [six, three, four].**

- 12. Why was everyone shocked?**
 - a) Garry had lost to Deep Blue before.
 - b) Garry had tied Deep Blue before.
 - c) Garry had beaten Deep Blue before.

Early Reader Grade 3

Games - For Each Story

GAME	INSTRUCTIONS
Word Search	Click on all the first letter of each word you find in the word search, then click on the last letter.
Challenge Crossword	Fill in the crossword puzzle by determining which word is missing from the given sentences.