

## Readorium Alignment with NYS Common Core State Standards: Informational Text Grades 5-12

**Readorium Instruction and Content:** Readorium's instruction, content, and activities are aligned to the Common Core State Standards for Informational Text. The following chart shows the instruction based on the CCSS Informational text standards as well as specific books, multimedia resources, and printable strategy Lessons aligned to those standards. NYS Common Core Standards for Informational Text (grades 5-12) are summarized in the left-hand column.

<b>Readorium Alignment with Common Core State Standards: Informational Text Grades 5-12</b>		
<b>Common Core State Standards: Informational Text (summarized)</b>	<b>Online Strategy Lessons), Videos Class Lessons by CCSS Informational Text Standards</b>	<b>Readorium's Interactive Online Books by CCSS Informational Text Standards Taught</b>
<b>Key Ideas and Details</b>		
<p><b>Key Idea and Details</b></p> <ul style="list-style-type: none"> <li>• Quote text accurately</li> <li>• Cite textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.</li> <li>• Determine main ideas of a text and explain how they are supported by key details.</li> <li>• Summarize text.</li> <li>• Explain relationships or interactions between individuals, events, ideas, or concepts in a historical, scientific, or technical text based on specific information in the text.</li> <li>• Analyze interactions, connections and distinctions between individuals, events, and ideas in a text</li> </ul>	<ul style="list-style-type: none"> <li>• Main Idea Rap (Video and Karaoke Rap)</li> <li>• Main idea in Life (Animated video Lesson)</li> <li>• Main Idea in Reading (Humorous Video Lesson)</li> <li>• Main Idea Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Main Idea Universal Graphic Organizers (to be used with any text)</li> <li>• Main Idea Classroom Unit- Monkeys and Galaxies</li> <li>• Main Idea Classroom Unit- Flight</li> <li>• Main Idea Classroom Unit- Camel, Cricket, Geese</li> <li>• Main Idea Classroom Unit- Sneezing, Yawning, Turning Grey</li> <li>• Determining Importance Rap (Video and Karaoke Rap)</li> <li>• Determining Importance in Life (Humorous Video Lesson)</li> <li>• Determining Importance in Reading (Humorous Video Lesson)</li> <li>• Determining Importance Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Determining Importance Universal Graphic Organizers (to be used with any text)</li> <li>• Determining Importance Classroom Unit- A Place with Many Levels</li> <li>• Determining Importance Classroom Unit- Dragonflies- Flying Aces of the World</li> <li>• Determining Importance Classroom Unit- An Anchor in the Storm</li> <li>• Making Connections Rap (Video and Karaoke Rap)</li> <li>• Making Connections in Life (Animated video Lesson)</li> <li>• Making Connections in Reading (Humorous Video Lesson)</li> <li>• Making Connections Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Making Connections Universal Graphic Organizers (to</li> </ul>	<p><b>Main Idea/Supporting Details</b></p> <ul style="list-style-type: none"> <li>• Deadliest Creatures</li> <li>• Exploring Ecosystems</li> <li>• Dependency of Life</li> <li>• Invasive Species</li> <li>• Our Planet Earth</li> </ul> <p><b>Determining Importance</b></p> <ul style="list-style-type: none"> <li>• Formation of Mountains and Deserts</li> <li>• Total Lunacy</li> <li>• Scientists Who Changed the World</li> <li>• Desert Biomes</li> <li>• Fizz, Pop, Boom and Beyond: Understanding Chemistry 2</li> </ul> <p><b>Making Connections/Synthesizing</b></p> <ul style="list-style-type: none"> <li>• Character Traits of Good Scientists</li> <li>• Space Race</li> <li>• Becoming and Staying Healthy</li> <li>• Our Bodies</li> <li>• Inner and Outer Planets</li> </ul>

	be used with any text) <ul style="list-style-type: none"> <li>• Making Connections Classroom Unit- Monkeys and Galaxies</li> <li>• Making Connections Classroom Unit- A Marsupial for Every Occasion</li> <li>• Making Connections Classroom Unit- Tamarins Make a Great Day in the Forest</li> <li>• Making Connections Classroom Unit- The Lynx and the Horseshow Hare</li> </ul>	
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**Craft and Structure:**

<p><b>Craft and Structure</b></p> <ul style="list-style-type: none"> <li>• Determine the meaning of general academic and domain-specific words</li> <li>• Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings.</li> <li>• Analyze the impact of specific word choices on meaning and tone, including analogies or allusions to other texts.</li> <li>• Compare and contrast the overall structure (e.g., chronology, comparison, cause/effect, problem/solution) of events, ideas, concepts, or information in two or more texts.</li> <li>• Analyze the structure an author uses to organize a text, including how the major sections contribute to the whole and to the development of the ideas.</li> <li>• Analyze in detail the structure of a specific paragraph in a text, including the role of particular sentences in developing and refining a key concept.</li> <li>• Analyze multiple accounts of the same</li> </ul>	<ul style="list-style-type: none"> <li>• How do You Know What it Means? Rap (Video and Karaoke Rap)</li> <li>• Word Learning in Life (Animated video Lesson)</li> <li>• Word Learning in Reading (Humorous Video Lesson)</li> <li>• Word Learning Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Word Learning Classroom Unit- Archeology</li> <li>• Word Learning Classroom Unit- The Birds</li> <li>• Organization of Informational Text (Video and Karaoke Rap)</li> <li>• Organization of Informational Text in Life (Animation Video Lesson)</li> <li>• Organization of Informational Text in Reading (Humorous Video Lesson)</li> <li>• Organization of Informational Text Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Organization of Informational Text Universal Graphic Organizers (to be used with any text)</li> <li>• Organization of Informational Text Classroom Unit- Satellites</li> <li>• Organization of Informational Text Classroom Unit- Dragonflies- Diseases</li> <li>• Author's Purpose (Video and Karaoke Rap)</li> <li>• Author's Purpose in Life (Animation Video Lesson)</li> <li>• Author's Purpose in Reading (Humorous Video Lesson)</li> <li>• Author's Purpose Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Author's Purpose Universal Graphic Organizers (to be used with any text)</li> <li>• Author's Purpose Classroom Unit- The Weather</li> <li>• Author's Purpose Classroom Unit- Dragonflies- Healthy Eating</li> <li>• Print Features (Video and Karaoke Rap)</li> <li>• Print Features in Life (Humorous Video Lesson)</li> <li>• Print Features in Reading (Humorous Video Lesson)</li> <li>• Print Features Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Print Features Universal Graphic Organizers (to be used with any text)</li> </ul>	<p><b>Word Learning Techniques</b></p> <ul style="list-style-type: none"> <li>• Natural Hazards</li> <li>• Unbalanced Forces</li> <li>• The Changing Face of Earth</li> <li>• Technology Changes Medicine</li> <li>• Deep Space</li> </ul> <p><b>Organization of Informational Text</b></p> <ul style="list-style-type: none"> <li>• Earth Systems</li> <li>• Weather Around the World</li> <li>• Beetlemania</li> <li>• Science- What's it All About?</li> <li>• Spider Stories</li> </ul> <p><b>Author's Purpose</b></p> <ul style="list-style-type: none"> <li>• Polluting Our Earth</li> <li>• Science Girls</li> <li>• Life and Death in the Wild</li> <li>• Food Chemistry</li> <li>• Powering Our Lives with Energy</li> </ul> <p><b>Using Print Features</b></p> <ul style="list-style-type: none"> <li>• Volcanic Expeditions</li> <li>• Coral Reefs</li> <li>• Prairie Ecosystems</li> <li>• Natural Disasters</li> <li>• Life on a Research Ship</li> </ul> <p><b>Using Graphic Features</b></p> <ul style="list-style-type: none"> <li>• Surviving in Nature</li> <li>• Genetics</li> <li>• Mitosis and Meiosis</li> <li>• Sports Physics</li> <li>• The Scientific Method</li> <li>• The Computer Revolution</li> </ul>
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<p>event or topic, noting important similarities and differences in the point of view they represent.</p> <ul style="list-style-type: none"> <li>• Determine an author's point of view or purpose in a text and analyze how the author distinguishes his or her position from that of others.</li> <li>• Determine an author's point of view or purpose in a text and analyze how an author uses rhetoric to advance that point of view or purpose.</li> </ul>	<ul style="list-style-type: none"> <li>• Print Features Classroom Unit- Bats</li> <li>• Print Features Classroom Unit -Living Together and Loving it</li> <li>• Print Features Classroom Unit -Home Sweet Home: Dens and Other Shelters</li> <li>• Graphic Features (2 Video and Karaoke Raps)</li> <li>• Graphic Features in Life ((Humorous Video Lesson)</li> <li>• Graphic Features in Reading (Humorous Video Lesson)</li> <li>• Graphic Features Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Graphic Features Universal Graphic Organizers (to be used with any text)</li> <li>• Graphic Features Classroom Unit- A Science Mystery</li> <li>• Graphic Features Classroom Unit- Getting Ready for High School Track</li> <li>• Graphic Features Classroom Unit- Rainforest Precipitation</li> <li>• Graphic Features Classroom Unit- Climate Change</li> <li>• Graphic Features Classroom Unit- War Machines, Brains at Sleep and Head Lice</li> <li>• Using Context Clues (Video and Karaoke Rap)</li> <li>• Using Context Clues in Life (Humorous Video Lesson)</li> <li>• Using Context Clues in Reading (Humorous Video Lesson)</li> <li>• Using Context Clues Games and Challenges (picture puzzler, Quiz Bowl, Fill-in Challenge, Hang-Man)</li> <li>• Using Context Clues Universal Graphic Organizers (to be used with any text)</li> <li>• Using Context Clues Classroom Unit- Life Inside Deep Caves</li> <li>• Using Context Clues Classroom Unit -Life at the Top</li> <li>• Using Context Clues Classroom Unit -Things That Go Boom</li> </ul>	<ul style="list-style-type: none"> <li>• The Weird and Wonderful World of Plants</li> <li>• Inheritance - It's All in the Genes</li> <li>• Olympics Champs - it's Not Just Luck- It's Physics</li> <li>• Improving lives with Assistive Technology</li> </ul> <p><b>Using Context Clues</b></p> <ul style="list-style-type: none"> <li>• Caves</li> <li>• Life in the Tundra</li> <li>• Fizz, Pop, Boom and Beyond: Understanding Chemistry 1</li> <li>• Artificial Satellites</li> <li>• Space Rocks</li> </ul>
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**Integration of Knowledge and Ideas:**

<ul style="list-style-type: none"> <li>• Draw on information from multiple print or digital sources, demonstrating the ability to locate an answer to a question quickly or to solve a problem efficiently</li> <li>• Integrate information presented in different media or formats</li> <li>• Evaluate the advantages and disadvantages of using different mediums</li> <li>• Cite strong and thorough textual evidence to support</li> </ul>	<ul style="list-style-type: none"> <li>• Click or Clunk Rap (Video and Karaoke Rap)</li> <li>• Click or Clunk in Life (Animated video Lesson)</li> <li>• Click or Clunk in Reading (Humorous Video Lesson)</li> <li>• Click or Clunk Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Click or Clunk Classroom Unit- Rainforests, Video Games, and Submarines</li> <li>• Click or Clunk Classroom Unit- Illegal Wildlife Trade, Garbage Island, and Venomous Sea Wasps</li> <li>• Monitoring for Meaning Rap (Video &amp; Karaoke Rap)</li> <li>• Monitoring for Meaning in Life (Humorous Video Lesson)</li> <li>• Monitoring for Meaning in Reading (Humorous Video Lesson)</li> <li>• Monitoring for Meaning Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea</li> </ul>	<p><b>Click or Clunk</b></p> <ul style="list-style-type: none"> <li>• On the Move with Transportation Technology</li> <li>• Smarter than You Think - Animals that Amaze</li> <li>• Making Movie Magic</li> <li>• The Science of Music</li> <li>• Living in Space</li> </ul> <p><b>Monitoring for Meaning</b></p> <ul style="list-style-type: none"> <li>• Continental Drift</li> <li>• Newton's Law</li> <li>• Light Sound Action</li> <li>• Weather</li> <li>• Lives of Stars</li> </ul>
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<p>analysis of what the text says.</p> <ul style="list-style-type: none"> <li>• Explain how an author uses reasons and evidence to support particular points in a text, identifying which reasons and evidence support which point(s).</li> <li>• Trace and evaluate the argument and specific claims in a text, distinguishing claims that are supported by reasons and evidence from claims that are not.</li> <li>• Compare and contrast one author's presentation of events with that of another</li> <li>• Analyze how two or more authors writing about the same topic shape their presentations</li> </ul>	<p>Fill-in Challenge, Main Idea Hang-Man)</p> <ul style="list-style-type: none"> <li>• Monitoring for Meaning Classroom Unit- Lizard Lifestyles</li> <li>• Monitoring for Meaning Classroom Unit- The Great Barrier Reef</li> <li>• Monitoring for Meaning Classroom Unit- Foundation of the Food Web</li> <li>• Making Sensory Images Rap (Video and Karaoke Rap)</li> <li>• Making Sensory Images in Life (Animated video Lesson)</li> <li>• Making Sensory Images in Reading (Humorous Video Lesson)</li> <li>• Making Sensory Images Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Making Sensory Images Classroom Unit- The Rainforest Awakens My Senses</li> <li>• Making Sensory Images Classroom Unit- The Call of the Tinamou</li> <li>• Making Sensory Images Classroom Unit-Night Walk</li> <li>• Inferring Meaning 2 Raps (Video and Karaoke Rap)</li> <li>• Inferring Meaning in Life (Animated and humorous video Lessons)</li> <li>• Inferring Meaning in Reading (Humorous Video Lesson)</li> <li>• Inferring Meaning Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Inferring Meaning Classroom Unit- In the Night</li> <li>• Inferring Meaning Classroom Unit- Sloth Stories</li> <li>• Inferring Meaning Classroom Unit-Meet a Scientist</li> <li>• Inferring Meaning Classroom Unit- Seasons and Planets</li> <li>• Inferring Meaning Classroom Unit- Animals and Chemistry</li> <li>• Questioning Text in Life (Humorous Video Lesson)</li> <li>• Questioning Text in Reading (Humorous Video Lesson)</li> <li>• Questioning Text Games and Challenges (Main Idea picture puzzler, Main Idea Quiz Bowl, Main Idea Fill-in Challenge, Main Idea Hang-Man)</li> <li>• Questioning Text Classroom Unit- Rain Forest Animals</li> <li>• Questioning Text Classroom Unit- Crazy Careers in Science and Vampires in Nature</li> </ul>	<p><b>Making Sensory Images</b></p> <ul style="list-style-type: none"> <li>• On the Move: Plate Tectonics</li> <li>• Big Delicious Earth</li> <li>• Earthquakes</li> <li>• Sea Floor Spreading</li> <li>• Earth in Motion</li> </ul> <p><b>Inferring Meaning</b></p> <ul style="list-style-type: none"> <li>• Superstition or Science?</li> <li>• Pollution</li> <li>• Nature's Weird Surprises</li> <li>• Rainforests</li> <li>• Microscopes</li> <li>• Exploring the Ocean Depths</li> <li>• How We Learn</li> <li>• Deep Sea Creatures</li> <li>• Amusement Park Physics</li> <li>• Solving Crimes with Forensics</li> </ul> <p><b>Questioning Text</b></p> <ul style="list-style-type: none"> <li>• Buzzing About Bees</li> <li>• The Secret Languages of Animals</li> <li>• Our Gross World</li> <li>• Birds of a Feather</li> <li>• Good Vibes- Making Waves with Sounds</li> </ul>
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**Range of Reading and Level of Text Complexity:**

<ul style="list-style-type: none"> <li>• By the end of each grade, students should be able to read and comprehend literary nonfiction at the appropriate grade level</li> </ul>	<p>All Readorium books stress specific proficient reading strategies and have higher-level thinking questions that are based on specific CCSS standards. Students learn how to construct meaning from the grade-appropriate content, and gain skill in comprehension, because the instruction, readability levels of the text and the supports they receive automatically adjust to their individual needs as they read. Teachers can log into the <b>Teacher Resource Center</b> to view student data and download resources and lessons based on this data.</p>
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