

GROW & READ STORYTIME

Ages 5-7



- The Grow & Read book program was developed to instill confidence and a lifelong interest in books.
- These storytime activities strengthen the understanding of the books for emerging readers.
- Social and Emotional (SEL) skills addressed in this series include accepting differences in others, bullying prevention, empathy, friendship, kindness, good sportsmanship, respectful behavior, sharing, and teamwork.

TURNKEY ACTIVITY KIT INCLUDES:

- Brigade Mask Craft
- Coloring Pages
- SEL Listening Activity
- Sight Word Games
- Brigade Maze
- Story & Character Map

For more information visit growandread.com or email info@fabledfilms.com

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Grow & Read Early Reader Program Benefits!

GROW & READ

Developing Confidence for Success in Reading



Level 1: Starting to Read (Preschool-Grade 1)
Simple sentences and easy sight words for growing confidence



Level 2: Reading with Help (Grades 1-2)
Longer text, problem solving and growing vocabulary



Level 3: Reading Independently (Grades 2-3)
More complex plots, feeding imagination and growing information skills

- The Grow & Read book program was developed under the supervision of reading specialists to develop kids' reading skills while emphasizing the delight of storytelling.
- To complement the narrative, each book has captivating illustrations that strengthen the understanding of the story for new readers.
- The series can help children enjoy learning to read and is perfect for shared reading and reading aloud.
- The series features unusual animals and plants that invite kids to learn more about science.
- Our Grow & Read levels will help you choose the best book for every reader. Each book will have Lexile, Fountas & Pinnell guided reading levels and grade level equivalents.

Praise for the Grow & Read Book Program

“The Nocturnals does not disappoint...this tale uses plenty of important vocabulary words, easily decipherable within context.” —*Booklist*

“Hecht successfully set the stage for more adventurous outings down the road...” —*Publishers Weekly*

“Beginning readers will enjoy this tale and will cheer on the threesome who defeat a bully by using their words.” —*School Library Journal*

“Especially and unreservedly recommended for family, elementary school, and community library collections.” —*Midwest Book Review*

GROW & READ SIGHT WORD GAMES

What Are Sight Words?

Sight words are high-frequency words that can be difficult to “sound out.” By learning to recognize sight words, new readers can focus on decoding more complex sentences.

The Nocturnals Sight Word Cards are broken into sets so you can grow the deck as your emerging reader’s confidence grows. All the words appear in *The Nocturnals* Grow & Read titles and are based on the Fry and Dolch lists—the two sight word lists most widely used in early literacy instruction. Use these cards to play the games below, boosting literacy practice and family fun at the same time!

SILLY VOICES

Each player draws a card and reads the word aloud in a different silly voice, taking turns until the pile is finished.

Read words as Dawn, Tobin, Bismark, or another animal. Read with different emotions. Try reading as a pirate or while holding your tongue.



MEMORY

Place the cards facedown. A player turns over two cards and reads the words aloud.

If they match, the player keeps them. If not, the player turns them over and repeats with different cards, using memory to locate the pairs.



GO FISH

Deal five cards to each player and place the remaining in a “pond” pile.

Players read aloud from one of their cards and ask another player if he or she has a card with the same word. If so, the player must give over the card; if not, he or she has to “go fish,” drawing another card from the pond.

Continue until the pond is empty. The player with the most pairs wins.



NOCTURNAL BRIGADE

Add one Nocturnal Brigade card to the deck. Shuffle and deal all the cards.

Each player identifies the pairs he or she has, reading off the words and discarding the pairs. Each player takes turns taking a card from the player to the left, reading and discarding pairs as they form.

Continue until all cards are matched and one player has the Nocturnal Brigade card.



Sight Words Set #1

was

my

mean

all

not

it

the

up

at

big

out

of

yes

you

but

Nocturnal Brigade



Print x 2

Cut out cards

Sight Words Set #2

had

sun

from

back

will

let

him

tree

put

this

too

day

why

her

good

down



Print x 2

Cut out cards

Sight Words Set #3

night

what

small

right

both

hand

head

late

again

feet

animal

time

very

took

brown

sleep



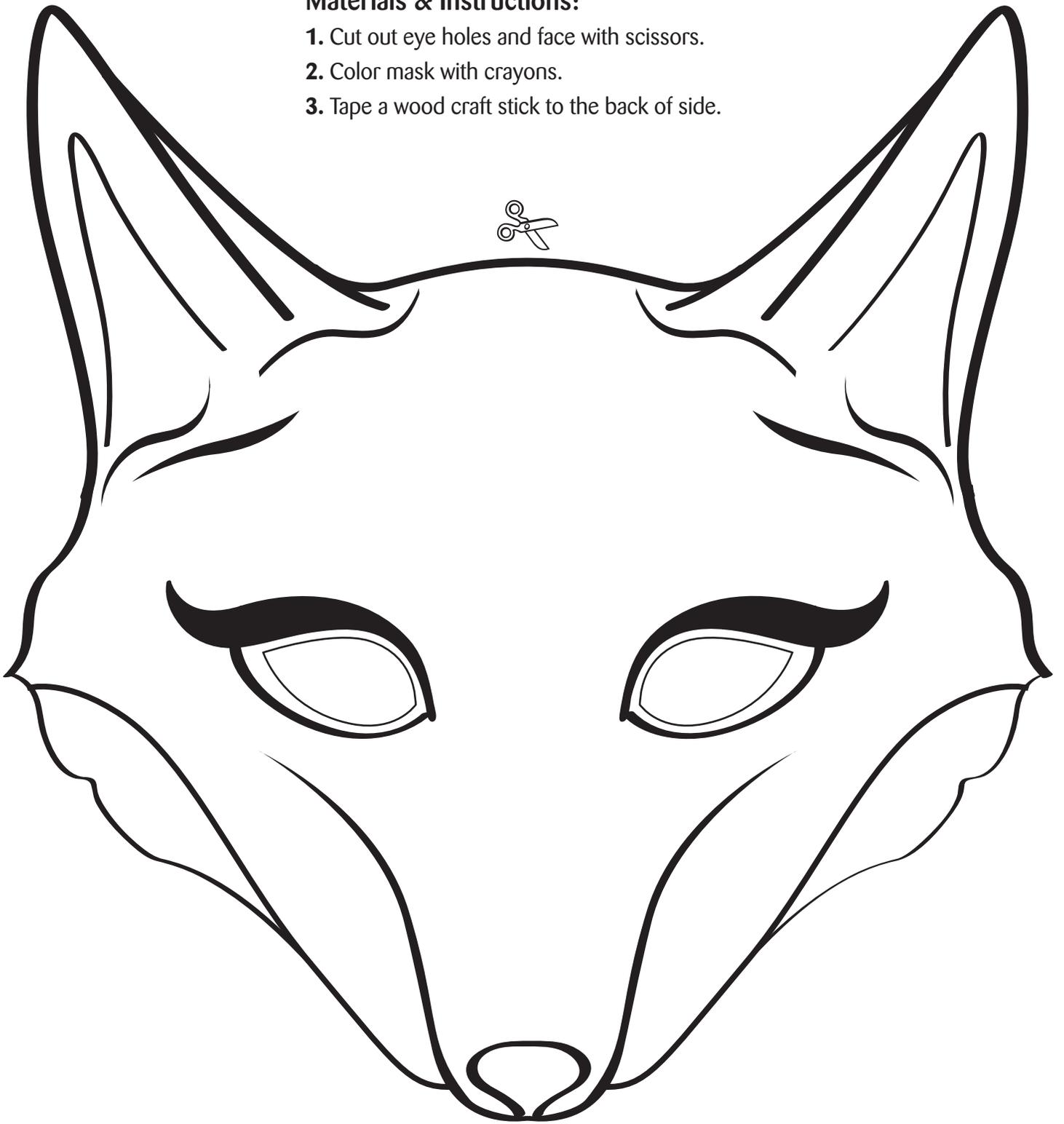
Print x 2

Cut out cards

Dawn the Fox Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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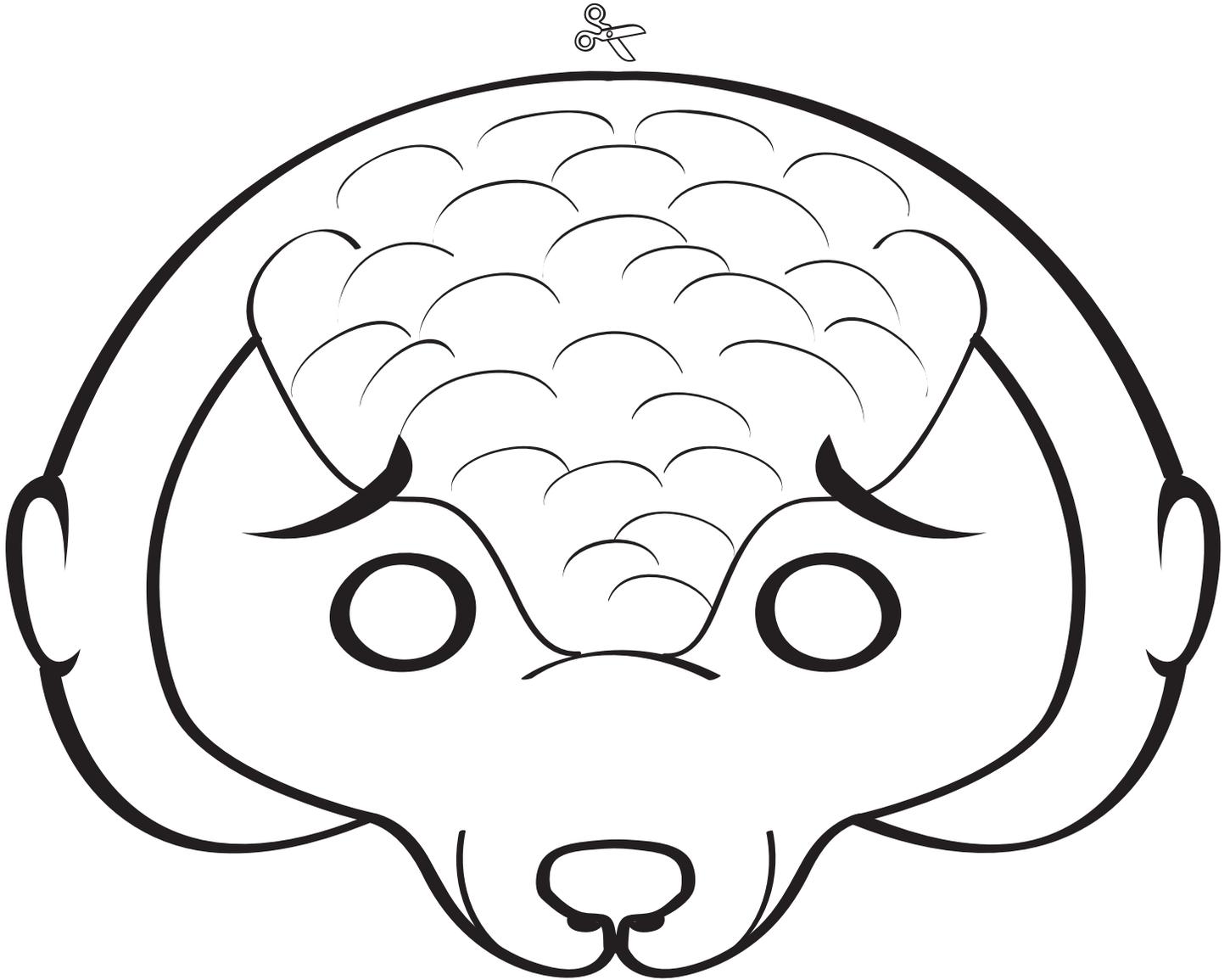
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Tobin the Pangolin Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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Bismark the Sugar Glider Mask

Materials & Instructions:

1. Cut out eye holes and face with scissors.
2. Color mask with crayons.
3. Tape a wood craft stick to the back of side.



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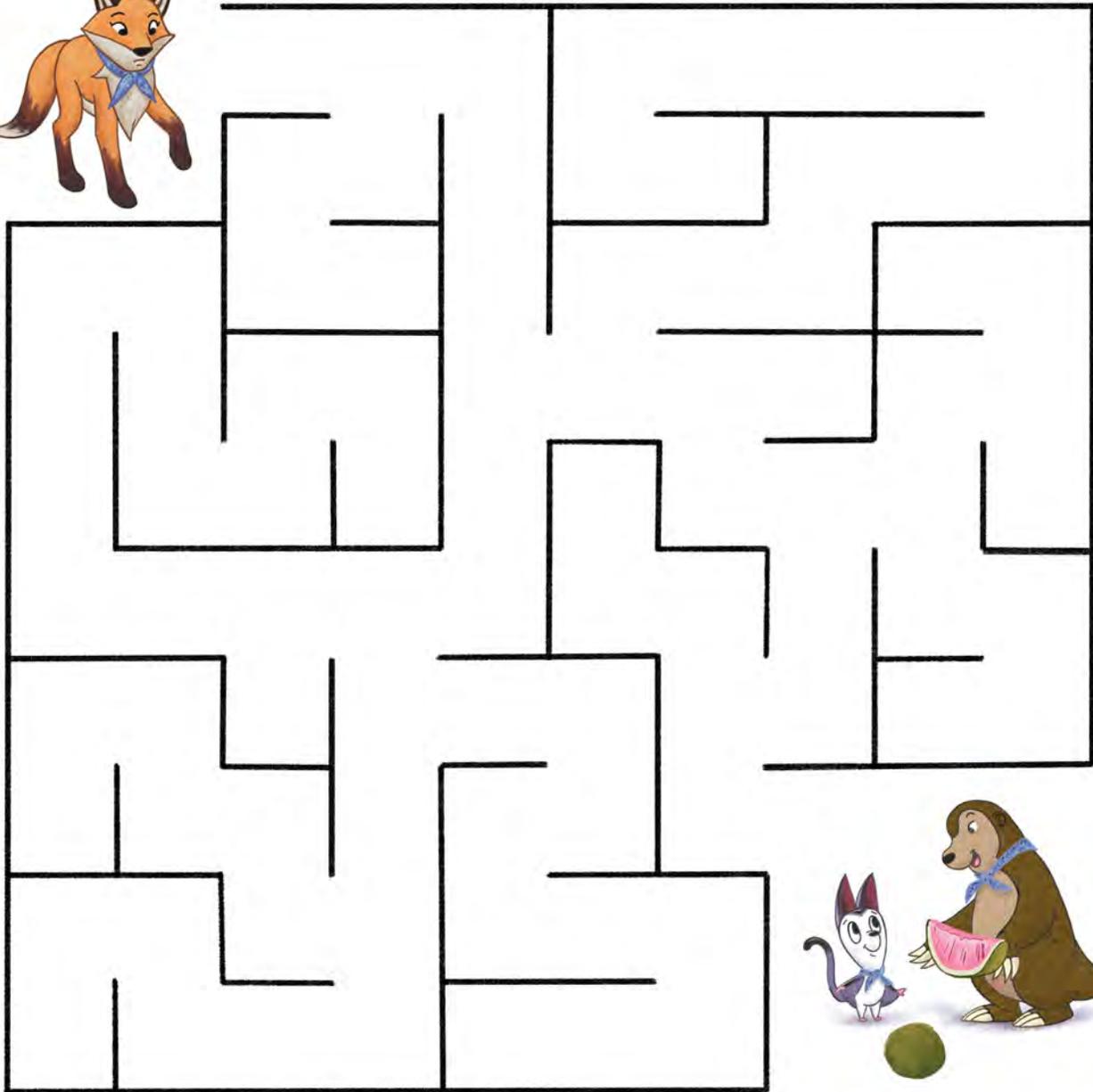
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Help Dawn find Tobin and Bismark!



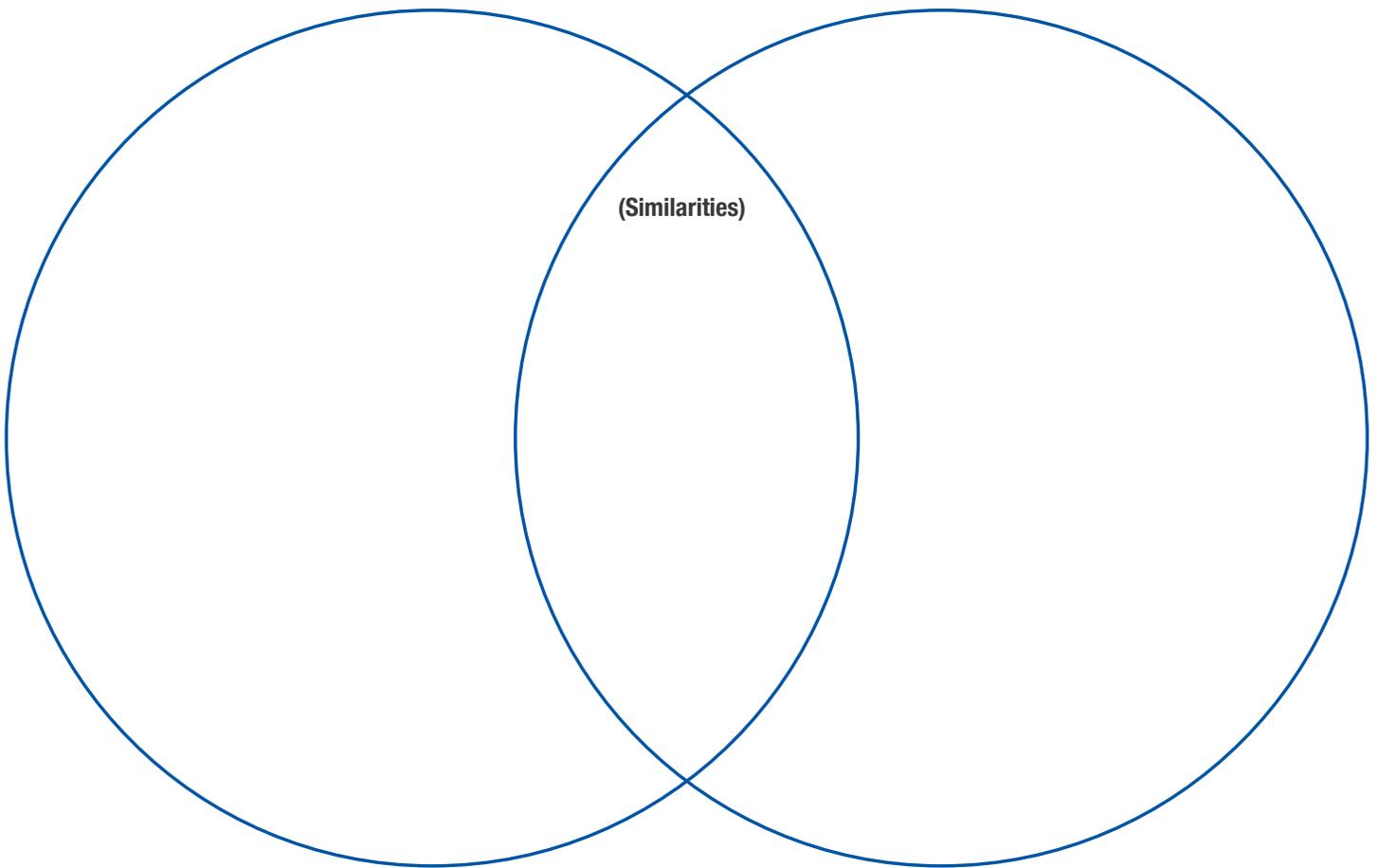
Compare and Contrast Venn Diagram

Pick two *Nocturnals* books. Compare and contrast the stories using the Venn diagram below. *How are the stories similar? Different? What is the theme or central message in each book? What can the reader learn from the characters or events?* Use examples from the book to support your answers.



Book Title

Book Title



Identify a Problem in *The Nocturnals*

What is the problem? How does each character feel about the problem? How do the characters identify a solution? Use the graphic organizer below to use illustrations and writing to describe a problem and its solution from *The Nocturnals*. Use examples from the book to support your answers.



PROBLEM What went wrong?

SOLUTION How was the issue fixed?

(Create an Illustration)

(Create an Illustration)



(Describe a Problem)

(Describe a Solution)

Write one character trait in each of the ovals. Write one supporting detail in each of the rectangles.



CHARACTER MAP

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Animal Type

Appearance

Hero or Villain

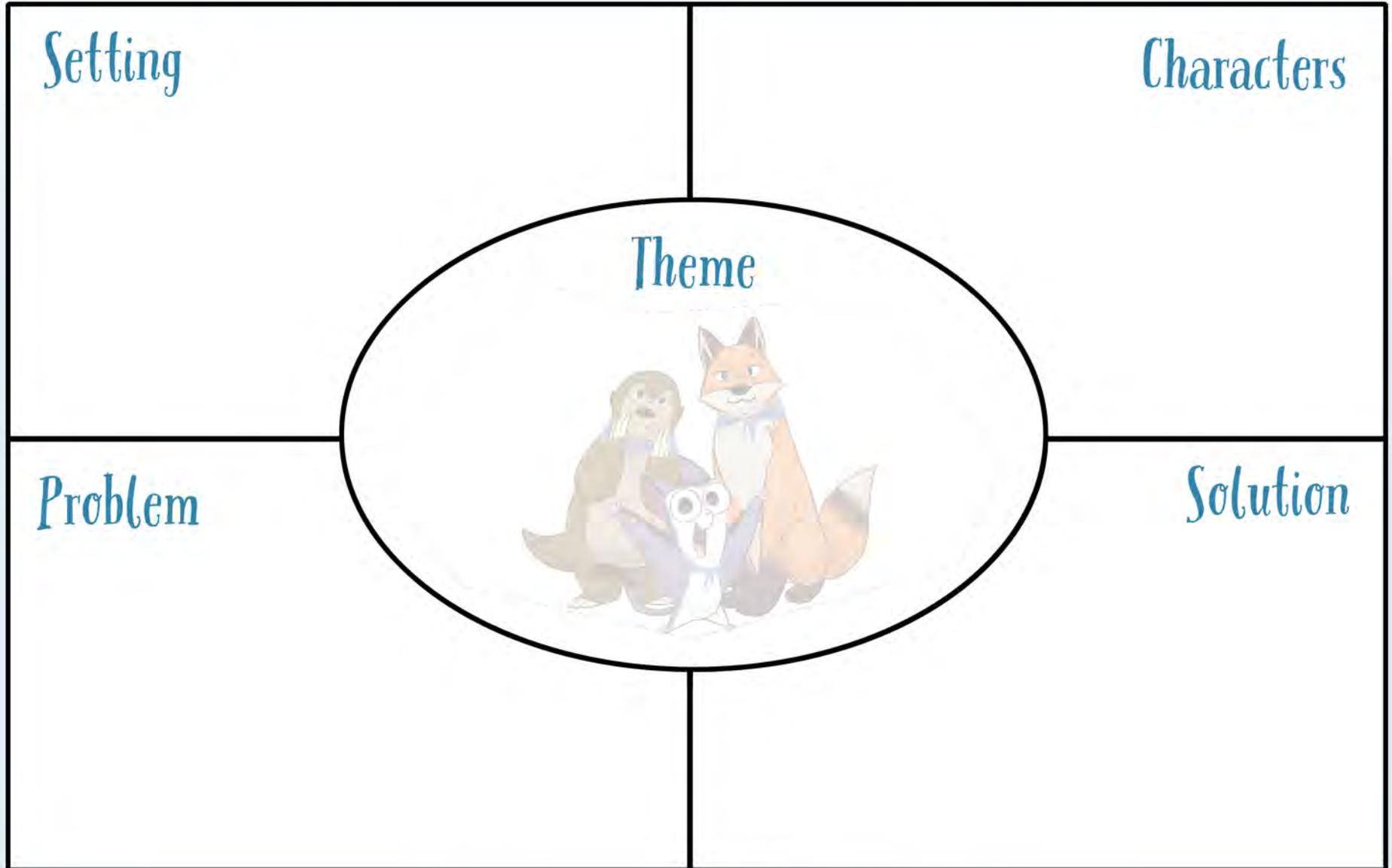
Personification
(How does this animal seem like a person?)

Actions
(What is the character doing?)

Photo or Drawing

STORY MAP

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All Books
Include Bonus
Nocturnals
Fun Facts



The Tasty Treat

Problem Solving, Sharing

Dawn can't find her friends! Where is Tobin, her scaly pangolin friend? And Bismark, the silly sugar glider? One by one, Dawn's friends appear, as does a juicy pomelo fruit from a tree above, which the three friends share.

Grow & Read Level 1
Lexile Ranking: 380L
Fountas & Pinnell: L
Hardcover ISBN: 978-1-944020-29-3
Paperback ISBN: 978-1-944020-30-9
On Sale: October 1, 2019

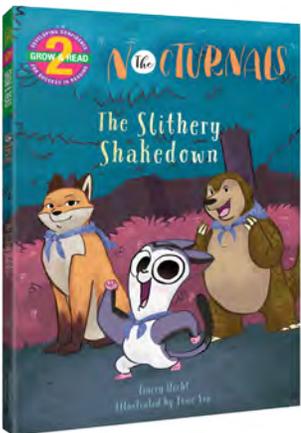


The Moonlight Meeting

Themes: Friendship, Sharing

Tobin finds a tasty pomelo that Bismark thinks he stole from his pomelo tree. Dawn meets both animals as they are discussing who should get the pomelo. She convinces Bismark and Tobin to share the pomelo, and a friendship is formed.

Grow & Read Level 2
Lexile Ranking 480L
Fountas & Pinnell L
Hardcover ISBN: 978-1-944020-15-6
Paperback ISBN: 978-1-944020-14-9



The Slithery Shakedown

Themes: Bullying Prevention, Bravery, Teamwork

The Brigade comes across a big bully snake who wants to eat Bismark for breakfast! Bismark is frightened, but he, Tobin, and Dawn stand up to the big bully snake using their words. In the process, they find themselves some spec-tac-u-lar snakeskin capes!

Grow & Read Level 2
Lexile Ranking 440L
Fountas & Pinnell M
Hardcover ISBN: 978-1-944020-17-0
Paperback ISBN: 978-1-944020-16-3

**All Books
Include Bonus
Nocturnals
Fun Facts**



The Peculiar Possum

Themes: Accepting Differences, Empathy, Kindness

Dawn, Tobin, and Bismark encounter strange sounds and smells in the valley. When an unfamiliar animal appears, Bismark is not pleased! But soon Bismark and the Brigade learn that being peculiar is also a reason to be proud.

Grow & Read Level 2
Lexile Ranking 470L
Fountas & Pinnell P
Hardcover ISBN: 978-1-944020-19-4
Paperback ISBN: 978-1-944020-20-0

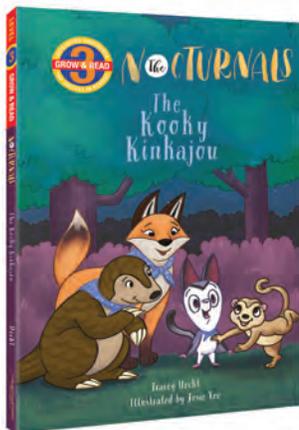


The Chestnut Challenge

Themes: Good Sportsmanship, Playing Games for Fun, Forgiveness

The Brigade are playing a game of Chestnuts when Chandler, a conniving chinchilla, challenges Tobin for the title of Chestnut Champion. However, after a series of strange distractions occur, the Brigade begins to suspect that something is not quite right. Chandler is a competitive chinchilla...but could he also be a cheater?

Grow & Read Level 3
Lexile Level 520L
Fountas & Pinnell N
Hardcover ISBN: 978-1-944020-22-4
Paperback ISBN: 978-1-944020-23-1



The Kooky Kinkajou

Themes: Using Your Imagination, Accepting New Ideas

Bismark's bored! The sugar glider complains to his friends—Dawn and Tobin—that there's nothing to do! So when Karina the kinkajou comes along, Bismark and the rest of the Nocturnal Brigade get a lesson on using their imaginations. Soon the three nocturnal friends are following Karina and a "sparkle sprite" aka firefly over rivers, under waterfalls, and to the end of a rainbow.

Grow & Read Level 3
Lexile Ranking 500L
Fountas & Pinnell L
Hardcover ISBN: 978-1-944020-25-5
Paperback ISBN: 978-1-944020-24-8
On Sale: September 3, 2019