

Riverdeep Correlations

Correlation of Bailey's Book House[®]
to California State Standards
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Standards	Bailey's Book House
Grade Kindergarten	
R1.0 Reading Word Analysis, Fluency, and Systematic Vocabulary Development	
R1.1 Identify the front cover, back cover, and title page of a book.	
R1.2 Follow words from left to right and from top to bottom on the printed page.	Letter Machine
	Make-A-Story
	Read-A-Rhyme
	Kid Cards
	My Friend
	Silly Songs
R1.3 Understand that printed materials provide information.	Kid Cards
R1.4 Recognize that sentences in print are made up of separate words.	
R1.5 Distinguish letters from words.	
R1.6 Recognize and name all uppercase and lowercase letters of the alphabet.	Letter Machine
R1.7 Track (move sequentially from sound to sound) and represent the number, sameness/difference, and order of two and three isolated phonemes (e.g., /f, s, th/, /j, d, j/).	

R1.8 Track (move sequentially from sound to sound) and represent changes in simple syllables and words with two and three sounds as one sound is added, substituted, omitted, shifted, or repeated (e.g., vowel-consonant, consonant-vowel, or consonant-vowel-consonant).	
R1.9 Blend vowel-consonant sounds orally to make words or syllables.	
R1.10 Identify and produce rhyming words in response to an oral prompt.	Three-Letter Carnival
	Read-A-Rhyme
R1.11 Distinguish orally stated one-syllable words and separate into beginning or ending sounds.	Three-Letter Carnival
R1.12 Track auditorily each word in a sentence and each syllable in a word.	Letter Machine
	Make-A-Story
	Read-A-Rhyme
	Kid Cards
	My Friend
	Silly Songs
R1.13 Count the number of sounds in syllables and syllables in words.	
R1.14 Match all consonant and short-vowel sounds to appropriate letters.	Letter Machine
R1.15 Read simple one-syllable and high-frequency words (i.e., sight words).	Three-Letter Carnival
R1.16 Understand that as letters of words change, so do the sounds (i.e., the alphabetic principle).	

R1.17 Identify and sort common words in basic categories (e.g., colors, shapes, foods).	My Friend
R1.18 Describe common objects and events in both general and specific language.	
R2.0 Reading Comprehension	
R2.1 Locate the title, table of contents, name of author, and name of illustrator.	
R2.2 Use pictures and context to make predictions about story content.	
R2.3 Connect to life experiences the information and events in texts.	
R2.4 Retell familiar stories.	
R2.5 Ask and answer questions about essential elements of a text.	
R3.0 Literary Response and Analysis	
R3.1 Distinguish fantasy from realistic text.	
R3.2 Identify types of everyday print materials (e.g., storybooks, poems, newspapers, signs, labels).	
R3.3 Identify characters, settings, and important events.	Make-A-Story
W1.0 Writing Strategies	
W1.1 Use letters and phonetically spelled words to write about experiences, stories, people, objects, or events.	
W1.2 Write consonant-vowel-consonant words (i.e., demonstrate the alphabetic principle).	

W1.3 Write by moving from left to right and from top to bottom.	
W1.4 Write uppercase and lowercase letters of the alphabet independently, attending to the form and proper spacing of the letters.	
WO1.0 Written and Oral English Language Conventions	
WO1.1 Recognize and use complete, coherent sentences when speaking.	
WO1.2 Spell independently by using pre-phonetic knowledge, sounds of the alphabet, and knowledge of letter names.	My Friend
LS1.0 Listening and Speaking Strategies	
LS1.1 Understand and follow one-and two-step oral directions.	Edmo & Houdini
	Letter Machine
	Make-A-Story
	Three-Letter Carnival
	Read-A-Rhyme
	Kid Cards
	My Friend
	Silly Songs
	Compound Word Machine

LS1.2 Share information and ideas, speaking audibly in complete, coherent sentences.	
LS2.0 Speaking Applications (Genres and Their Characteristics)	
LS2.1 Describe people, places, things (e.g., size, color, shape), locations, and actions.	Make-A-Story
LS2.2 Recite short poems, rhymes, and songs.	Three-Letter Carnival
	Read-A-Rhyme
LS2.3 Relate an experience or creative story in a logical sequence.	
Grade One	
R1.0 Reading Word Analysis, Fluency, and Systematic Vocabulary Development	
R1.1 Match oral words to printed words.	Edmo & Houdini
	Letter Machine
	Make-A-Story
	Three-Letter Carnival
	Read-A-Rhyme
	Kid Cards
	My Friend

	Silly Songs
	Compound Word Machine