

TITLE	MA STANDARDS ADDRESSED	GR LEVEL	LEXILE LEVEL	BOOK SUMMARY
<b>In the Garden</b> ISBN 0022858334 6 PK ISBN 0022865365	Life # 2	B	30	<i>In the Garden</i> contrasts living and nonliving things and identifies some of the characteristics of living things, such as growth and change.
<b>A World of Animals</b> * ISBN 0022846093 6 PK ISBN 0022864016	Life # 8	E	600	<i>A World of Animals</i> describes adaptations of dolphins, polar bears, elephants, beavers, woodpeckers, and camels.
<b>Amazing Animals</b> ISBN 0022846115 6 PK ISBN 0022864024	Life # 8	G	300	<i>Amazing Animals</i> describes adaptations of animals and relates adaptations to specific environments.
<b>Animal Homes</b> ISBN 0022858466 6 PK ISBN 0022865403	Life # 8	G	190	<i>Animal Homes</i> identifies the environments, such as deserts, oceans, and forests, in which various animals make their homes.
<b>Boats Float</b> ISBN 0022846220 6 PK ISBN 0022864121	Earth/Space # 2, Physical # 1, Physical # 2	B	BR	<i>Boats Float</i> describes solids, liquids, and gases, and defines the term <i>float</i> . It also identifies that solids have a definite shape, but liquids do not.
<b>Bryce Canyon</b> ISBN 0022858474 6 PK ISBN 0022865438	Earth/Space # 1, Earth/Space # 2	H	240	<i>Bryce Canyon</i> explains how wind and water have shaped Bryce Canyon over time, and that similar processes shape other rocks.

\* - Also available in an English Language Learner version

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<b>Dolphin Sounds</b> ISBN 0022858385 6 PK ISBN 0022865551	Life # 6, Life # 8	B	120	<i>Dolphin Sounds</i> illustrates how echolocation works, and describes how dolphins use echolocation to find food.
<b>Forces At Play</b> ISBN 0022861653 6 PK ISBN 0022865543	Physical # 4, Tech/Eng # 2.2	H	240	<i>Forces at Play</i> defines force as a push or pull, defines the term <i>work</i> , and identifies how forces are involved in baseball, basketball, and tug-of-war.
<b>Fun With Magnets</b> ISBN 0022858377 6 PK ISBN 0022865527	Physical # 1, Physical # 4, Tech/Eng # 1.2	B	270	<i>Fun With Magnets</i> explains how magnets attract metal objects and can attract or repel one another. It also describes some uses of magnets.
<b>Good to Eat *</b> ISBN 0022858393 6 PK ISBN 0022865373	Life # 8	E	230	<i>Good to Eat</i> identifies plant parts (stems, leaves, flowers, roots, fruits, and leaves) that humans use for food. The book uses lettuce, celery, broccoli, carrots, cantaloupe, and strawberries as examples.
<b>How Does Matter Change?</b> ISBN 0022846271 6 PK ISBN 0022864172	Physical # 2, Tech/Eng # 1.1	G	240	<i>How Does Matter Change?</i> describes physical changes of matter, such as changes of shape and changes of state. It also defines the term <i>matter</i> and describes solids, liquids, and gases.
<b>Ice Hotels</b> ISBN 0022858512 6 PK ISBN 0022865519	Physical # 2, Tech/Eng # 1.2	G	270	<i>Ice Hotels</i> uses pictures and descriptions of an ice hotel to highlight the differences between solids and liquids. It also points out the role of temperature change in melting.
<b>Land All Around</b> ISBN 0022858342 6 PK ISBN 0022865411	Earth/Space # 1	B	BR	<i>Land All Around</i> describes the characteristics of mountains, valleys, and plains.

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<b>Let's Bake a Cake!</b> ISBN 0022846255 6 PK ISBN 0022864156	Physical # 2	B	270	<i>Let's Bake a Cake</i> uses a discussion of baking to introduce the terms <i>melt, solid, liquid, and mixture.</i>
<b>Look for Rocks *</b> ISBN 0022858407 6 PK ISBN 002286542X	Earth/Space # 1	E	90	<i>Look for Rocks</i> explains that rocks can be found in many places, such as yards, parks, and beaches, and uses photos to illustrate the characteristics of sandstone, slate, and granite.
<b>Make It New *</b> ISBN 0022858415 6 PK ISBN 0022865454	Tech/Eng # 1.2	F	BR	<i>Make It New</i> shows that paper, glass, and cans can be recycled to make new products.
<b>Mars</b> ISBN 0022858490 6 PK ISBN 0022865497	Earth/Space # 1, Earth/Space # 4	H	230	<i>Mars</i> compares and contrasts characteristics, such as size, position, temperature, and presence of water, of Earth and Mars.
<b>Parts of Plants</b> ISBN 0022858458 6 PK ISBN 0022865381	Life # 1, Life # 3, Life # 8	H	250	<i>Parts of Plants</i> describes leaves, flowers, stems, roots, fruits, and seeds and identifies the function of each.
<b>Pond Life</b> ISBN 0022861645 6 PK ISBN 0022864032	Life # 2, Life # 8	D	390	<i>Pond Life</i> identifies some of the living things found in ponds, including plants, fish, frogs, and insects and points out that a pond is a freshwater environment.

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<p><b>Ready, Set, Go! *</b></p> <p>ISBN 0022858423 6 PK ISBN 0022865489</p>	<p>The motion of the space shuttle depicted in this book can be used to introduce a discussion that meets standard Physical # 3 or Physical # 4</p>	E	330	<p><b>Ready, Set, Go</b> explores how astronauts prepare for a flight on the space shuttle. It describes a sequence of steps using the words <i>first</i>, <i>next</i>, <i>then</i>, and <i>finally</i>.</p>
<p><b>Solids, Liquids, and Gases *</b></p> <p>ISBN 0022846239 6 PK ISBN 002286413X</p>	<p>Earth/Space # 2, Physical # 2</p>	E	370	<p><b>Solids, Liquids, and Gases</b> discusses the properties of solids, liquids, and gases and gives everyday examples of each.</p>
<p><b>Sun Power</b></p> <p>ISBN 0022858520 6 PK ISBN 0022865578</p>	<p>Earth/Space # 4</p>	G	350	<p><b>Sun Power</b> describes energy and explains that some energy comes from the Sun. It also discusses ways that solar energy can be used, such as heating homes and powering vehicles.</p>
<p><b>The Four Seasons</b></p> <p>ISBN 0022846182 6 PK ISBN 0022864091</p>	<p>Earth/Space # 3, Life # 7</p>	B	330	<p><b>The Four Seasons</b> describes spring, summer, fall, and winter by picturing the weather, activities, and clothing associated with each.</p>
<p><b>The Story of Water</b></p> <p>ISBN 0022846247 6 PK ISBN 0022864148</p>	<p>Earth/Space # 1, Earth/Space # 4, Earth/Space # 5, Life # 1, Life # 8, Physical # 2</p>	G	370	<p><b>The Story of Water</b> identifies the importance of water, discusses the water cycle, and explains the role of the Sun's energy in the water cycle.</p>
<p><b>The Tallest Tree *</b></p> <p>ISBN 0022846069 6 PK ISBN 0022863974</p>	<p>Life # 3, Physical # 1</p>	E	470	<p><b>The Tallest Tree</b> explains that some seeds germinate and develop into trees, such as the General Sherman Sequoia. Illustrations allow students to compare the height of the General Sherman to other objects.</p>

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TITLE	MA STANDARDS ADDRESSED	GR LEVEL	LEXILE LEVEL	BOOK SUMMARY
<b>Things Change *</b> ISBN 0022846263 6 PK ISBN 0022864164	Life # 3, Physical # 2	E	300	<i>Things Change</i> identifies changes such as boiling, freezing, melting, mixing, and growing and illustrates everyday examples of these changes.
<b>Two Trees</b> ISBN 0022846077 6 PK ISBN 0022863982	Earth/Space # 1, Life # 1, Life # 8	H	430	<i>Two Trees</i> compares and contrasts trees found at the coast with trees found in the desert. Adaptations to each environment are pictured and identified.
<b>Watch It Grow</b> ISBN 0022846050 6 PK ISBN 0022863966	Earth/Space # 4, Life # 1, Life # 3, Life # 8	B	70	<i>Watch It Grow</i> identifies what seeds and plants need to grow and develop. The germination and growth of a tomato seed illustrates this process.
<b>Water Fun</b> ISBN 0022858350 6 PK ISBN 0022865446	Life # 1	B	BR	<i>Water Fun</i> identifies recreational uses of water, points out that humans need water to drink, and explains that water should not be wasted.
<b>What Goes Around?</b> ISBN 0022858369 6 PK ISBN 0022865470	Earth/Space # 4, Physical # 3	B	120	<i>What Goes Around?</i> explains the motion of the Earth and Moon relative to the Sun and to one another. Diagrams show Earth's orbit around the Sun and the Moon's orbit around Earth.
<b>What Is Wool?</b> ISBN 0022858482 6 PK ISBN 0022865462	Earth/Space # 3, Tech/Eng # 1.1, Tech/Eng # 1.2	H	330	<i>What Is Wool?</i> explains that wool is produced by sheep and used by humans. The process of producing clothing using wool is described.

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<b>What People and Animals Need</b> ISBN 0022846085 6 PK ISBN 0022863990	Life # 1, Life # 8	B	310	<i>What People and Animals Need</i> identifies that both people and animals need food, water, air, and shelter to live. The terms <i>breathe</i> , <i>energy</i> , and <i>shelter</i> are defined.
<b>What Sounds Say *</b> ISBN 002285844X 6 PK ISBN 002286556X	Life # 6	F	130	<i>What Sounds Say</i> explains that sounds can be used to communicate and that some sounds, such as sirens and train whistles, are used to indicate danger.
<b>What Would We Do Without Bees? *</b> ISBN 0022846131 6 PK ISBN 0022864040	Life # 8	E	430	<i>What Would We Do Without Bees?</i> describes the role of bees in pollination of plants and in honey production. The process of pollination of an apple tree is illustrated.
<b>When the Weather Changes *</b> ISBN 0022846190 6 PK ISBN 0022864105	Earth/Space # 3, Earth/Space # 5, Life # 7	E	230	<i>When the Weather Changes</i> describes the weather, activities, and clothing commonly associated with each season.
<b>Where Are They? *</b> ISBN 0022858431 6 PK ISBN 0022865535	The pictures in the book can be used to initiate a discussion that meets standard Life # 8	F	100	<i>Where Are They?</i> uses position words, such as <i>on</i> , <i>under</i> , <i>behind</i> , <i>in</i> , and <i>inside</i> to describe the position of animals relative to objects.

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# Massachusetts Science and Technology/Engineering Curriculum Framework

<b>Standard</b>	<b>Earth and Space Science, Grade 1</b>
	<b>Earth's Materials</b>
Earth/Space # 1	Recognize that water, rocks, soil, and living organisms are found on the earth's surface.
Earth/Space # 2	Understand that air is a mixture of gases that is all around us and that wind is moving air.
	<b>The Weather</b>
Earth/Space # 3	Describe the weather changes from day to day and over the seasons.
	<b>The Sun as a Source of Light and Heat</b>
Earth/Space # 4	Recognize that the sun supplies heat and light to the earth and is necessary for life..
	<b>Periodic Phenomena</b>
Earth/Space # 5	Identify some events around us that have repeating patterns, including the seasons of the year, day and night.
<b>Standard</b>	<b>Life Science (Biology), Grade 1</b>
	<b>Characteristics of Living Things</b>
Life # 1	Recognize that animals (including humans) and plants are living things that grow, reproduce, and need food, air, and water.
Life # 2	Differentiate between living and nonliving things. Group both living and nonliving things according to the characteristics that they share.
Life # 3	Recognize that plants and animals have life cycles, and that life cycles vary for different living things.

**Heredity**

Life # 4 Describe ways in which many plants and animals closely resemble their parents in observed appearance.

**Evolution and Biodiversity**

Life # 5 Recognize that fossils provide us with information about living things that inhabited the earth years ago.

**Living Things and Their Environment**

Life # 6 Recognize that people and other animals interact with the environment through their senses of sight, hearing, touch, smell, and taste.

Life # 7 Recognize changes in appearance that animals and plants go through as the seasons change.

Life # 8 Identify the ways in which an organism's habitat provides for its basic needs (plants require air, water, nutrients, and light; animals require food, water, air, and shelter).

**Standard****Physical Sciences (Chemistry and Physics), Grade 1****Observable Properties of Objects**

Physical # 1 Sort objects by observable properties such as size, shape, color, weight, and texture.

**States of Matter**

Physical # 2 Identify objects and materials as solid, liquid, or gas. Recognize that solids have a definite shape and that liquids and gases take the shape of their container.

**Position and Motion of Objects**

Physical # 3 Describe the various ways that objects can move, such as in a straight line, zigzag, back-and-forth, round-and-round, fast, and slow.

Physical # 4 Demonstrate that the way to change the motion of an object is to apply a force (give it a push or a pull). The greater the force, the greater the change in the motion of the object.

Physical # 5

Recognize that under some conditions, objects can be balanced.

**Standard****Technology/Engineering, Grade 1****Materials and Tools**

Tech/Eng # 1

Identify and describe characteristics of natural materials (e.g., wood, cotton, fur, wool) and human-made materials (e.g., plastic, Styrofoam).

Tech/Eng # 2

(Identify and explain some possible uses for natural materials (e.g., wood, cotton, fur, wool) and human-made materials (e.g., plastic, Styrofoam).

Tech/Eng # 3

Identify and describe the safe and proper use of tools and materials (e.g., glue, scissors, tape, ruler, paper, toothpicks, straws, spools) to construct simple structures.

**Engineering Design**

Tech/Eng # 4

Identify tools and simple machines used for a specific purpose, e.g., ramp, wheel, pulley, lever.

Tech/Eng # 5

Describe how human beings use parts of the body as tools (e.g., teeth for cutting, hands for grasping and catching), and compare their use with the ways in which animals use those parts of their bodies.