multi-leveled & color coded reader’s theater
the only publisher that can give you fully colorized dialogue text along with multi-leveled roles with its patented format.

www.readerstheater.com

1-800-277-5285

unique reader’s theater stories for k-12
multi-story kits & classroom sets
costumes and games
reader’s theater, jr. for pre-k to kindergarten
staff development workshops & webinars

where literacy and theater arts become one™
Playbooks® Reader's Theater stories are unique because each character's dialogue text is presented in a different color throughout the story and more importantly, the roles are written at different reading levels. Most of the reader's theater materials currently available are not multi-leveled or well balanced, can require too much preparation by the teacher, and are designed for too many readers. If they are color-coded, only the character name in the margin appears in color, not the dialogue text. So, don't accept inferior imitations of our multi-leveled and color-coded reader's theater. Only Playbooks® have this patented advanced format that provides all these benefits for your students ... and more!

What is Reader's Theater?
Reader's theater (RT) provides easy-to-implement dramatic texts that don’t require memorization, props or a stage. Stories are written in a format similar to a play and read aloud by a small group of readers each assigned a character role. The dialogue is easy to read because it mimics natural speech patterns. No costumes are needed, but expressive voices and gestures enhance the experience!

Why Reader's Theater?
Research has shown that Repeated Guided Oral Reading is the most effective method for improving fluency (especially when it includes higher level role models). Research recommends four repetitions of the material. Reader’s theater becomes the most dynamic solution for including reading role models and keeping students engaged in repeated reading activities. By “performing” the story, the students are motivated to reread and improve upon their previous effort. Multi-Leveled RT allows struggling students to be grouped with higher level readers. Fluent readers provide models for struggling readers and both grow from the experience. Plays inherently come with built-in strategies to help students read better. The acting out of story dialogue compels readers to work more closely with the text to interpret and project meaning into the experience. As a result, students show improvement in vocabulary, comprehension, and retention. This expressive reading practice plays a powerful role in overall reading success. Researchers have found that students who habitually read with expression felt better able to focus on and understand books, gained a stronger sense of self-worth, and sharpened their decision-making skills!

Reader’s theater is a socially interactive activity, giving a practical way for students to read aloud together in small peer groups while engaging in conversational dialogue. Social interactive reading helps students to grow in confidence and self esteem, especially shy students and reluctant readers, and translates into positive changes in classroom performance and social skills. Reader’s theater allows students to laugh and interact with their peers, and can show students how reading can be social and fun!

Through “Cross Curricular Supplements,” Playbook® stories also incorporate content from other curriculum areas including math, social studies and science, thereby accomplishing more than one standard within a single lesson.
For more information on reader’s theater as research based instruction in reading, visit … www.ed.gov and www.readerstheater.com

As listed on… www.ed.gov/admins/lead/read/rb/edlite-slide019.html

Educators and researchers have been investigating new instructional approaches to address the problems of struggling readers in today’s classrooms. The U.S. Department of Education has identified strategies to help students become more fluent readers. Playbooks® employ all of these strategies. As listed on…

For more information on reader’s theater as research based instruction in reading, visit … www.ed.gov and www.readerstheater.com

Scholastic Instructor magazine featured, “The Power of Reader’s Theater,” in which studies showed 1-3 years growth in reading fluency in just ten weeks of using reader’s theater. Struggling readers showed the most growth.

Playbooks® are edited and leveled by credentialed teachers, providing dynamic and effective integration with today’s classroom that meet numerous state standards. For a list of the standards in your state aligned with Playbooks®, visit www.readerstheater.com/standards.html
There is an abundance of research supporting that “Repeated Guided Oral Reading” improves reading fluency and comprehension, especially when it includes reading role models. Research also shows four repeated readings sufficiently improve reading fluency.

Most traditional texts can NOT hold students’ attention for up to four separate readings. Reader’s Theater truly engages students and is the most popular form of “repeated guided oral reading.” Reader’s Theater provides an easy-to-implement dramatic text that does not require memorization, props or a stage.

According to the U.S. Department of Education’s Put Reading First, “Reader’s Theater provides readers with a legitimate reason to reread text and to practice fluency. Reader’s theater also promotes cooperative interaction with peers and makes the reading task appealing.”

For further research, visit: http://www.readerstheater.com/research.html

FREE Samples for Classroom Use

Download “Mini Versions” of these stories and more at www.readerstheater.com/samples.html

For Kindergarten - 3rd Grade

Ucky Duck - Mini Version
Multi-Level Format
In this modern twist of The Ugly Duckling, Spencer realizes that he does not fit in. His friends try to help him with many make-over attempts, but he simply does not look like the rest of his family! What will Spencer do?
Based on the classic story.

For 4th - 8th Grades

Multi-Level Format
In this silly twist of the classic tale, Rumplestiltskin, Sir Knight has a problem with getting things straight. Because of his mixed up messages, the beautiful maid is locked in the King’s cellar with a very mean little troll! How can one Knight confuse a whole kingdom?
Based on the classic story.
In order to assist teachers and facilitate the assigning of roles for reader's theater small group reading, Playbooks has developed a simplified series of reading levels. The following provides an approximate correlation between these levels and other reading level scales.

### Playbook® Reading Levels

#### Playbook® role written at this level have...

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<tr>
<th>Playbook® Reading Level</th>
<th>Approximate Correlation to Other Reading Scales</th>
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<tr>
<td></td>
<td>Fountas &amp; Pinnell/Guided Reading</td>
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<tr>
<td><strong>Stage 0</strong></td>
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<tr>
<td>Emerging Reader</td>
<td>short and simple sentences, 3-4 words per</td>
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<tr>
<td>Grades PK-1</td>
<td>sentence using vocabulary with &quot;hard&quot;</td>
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<tr>
<td></td>
<td>consonants and &quot;short&quot; vowels, including</td>
</tr>
<tr>
<td></td>
<td>some early sight words, and 1 sentence</td>
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<tr>
<td></td>
<td>per passage.</td>
</tr>
<tr>
<td></td>
<td>A-C</td>
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<tr>
<td><strong>Stage 1</strong></td>
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<tr>
<td>Early Reader</td>
<td>simple sentences and sight words or</td>
</tr>
<tr>
<td>Grades K-1</td>
<td>words introduced by another character</td>
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<tr>
<td></td>
<td>role, 3-4 words per sentence, and 1-2</td>
</tr>
<tr>
<td></td>
<td>sentences per passage.</td>
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<tr>
<td></td>
<td>C-F</td>
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<tr>
<td><strong>Stage 2</strong></td>
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<tr>
<td>Beginning Reader</td>
<td>simple sentence structure with slightly</td>
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<tr>
<td>Grades 1-2</td>
<td>longer passages and more high frequency</td>
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<tr>
<td></td>
<td>words, and 2-3 sentences per passage.</td>
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<td></td>
<td>F-K</td>
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<tr>
<td><strong>Stage 3</strong></td>
<td></td>
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<tr>
<td>Transitional Reader</td>
<td>some large chunks of texts with an</td>
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<tr>
<td>Grades 2-3</td>
<td>increase in vocabulary difficulty and</td>
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<tr>
<td></td>
<td>sentence structure, and 3-4 sentences per</td>
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<tr>
<td></td>
<td>passage.</td>
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<td>L-N</td>
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<tr>
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<td>sentences per passage.</td>
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<td>O-S</td>
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<tr>
<td><strong>Stage 5</strong></td>
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<td>concepts, more developed character</td>
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<td>dialogue and detailed text, and some</td>
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<tr>
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<tr>
<td></td>
<td>language.</td>
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This symbol indicates that a Playbook® story has been edited for multi-level readability by experts and each character role targets a specific reading level. Certain Playbooks® for secondary grades are available in Single-Level format.
### Stories by Topic and Content Themes

**Bullying**
- G1-3 The Klutz Kangaroo
- G2-6 Sundance and the Bully
- G5-12 The Bully Games

**Character Education**
- GK-2 Jake Can’t Fake It (responsibility)
- GK-2 - Surprise! Uh-Oh! Oh, No! (cooperation)
- G1-3 The Klutz Kangaroo (bullying)
- G2-6 Sundance and the Bully (bullying)
- GK-3 I Want My Room Back (responsibility)
- G3-6 The Fairy and the Frog (friendship)
- G2-4 The Cooperative Capers (compromise, getting along)
- G2-4 The Me They Hardly See (physical disabilities)
- G3-6 Send Me A Sign (sign language)
- G4-8 Soccer Stars (forgiveness, honesty)
- G2-4 Littles Princess and the Butterfly (being yourself)
- G3-6 An Unexpected Path (being different, growing up)
- G5-12 The Bully Games (bullying)

**Classic Literature**
- G1-2 The Three Little Pigs
- G1-3 Goldilocks and the Three Bears
- G1-3 Little Red Riding Hood
- G1-4 Jack and the Beanstalk
- G1-4 Ucky Duck
- G3-6 The Elves and the Shoemaker
- G4-6 Rumpel-Still-Who?
- G4-6 Rikki-Tikki-Tavi
- G4-8 A Sweet Escape
- G4-8 Peter Pan
- G4-8 Princess and the Pea
- G6-12 Rapunzel
- G6-12 Railway Children
- G7-12 Around the World in 80 Days
- G7-12 Comedy of Errors
- G7-12 Romeo and Juliet

**Community**
- G1-3 A Squirrel in Time
- G1-3 The Berry Pie Mystery
- G3-5 Stone Soup
- G3-5 One Thousand Stories/Watch a Blanket (passing down traditions)

**Courage**
- G1-3 How to Catch Monsters
- G3-5 A Tumblestone Tune

**Family**
- G5-8 Watchamacallit Wizardry
- G4-8 Jacob’s Magic Mittens
- G5-8 The Mustermill Project
- G5-8 Protecting the Magic

**Friendship**
- GK-1 Sam’s Secret
- G6-12 Sherman the Shy
- G3-6 Tiny Heroes of the Waves
- G3-6 The Fairy and the Frog

**Government/Order**
- G6-12 Mission Humanity

**Health/Nutrition**
- G1-5 Ick! I’m Sick! (spreading germs)
- G2-2 The Three Goats Gruff Go to the Greener Side (eating vegetables)
- PK-1 Water Works (hydration)
- PK-1 Save Your Smile (dental hygiene)
- G2-4 The Ice Cream Dream (over-eating)
- G3-6 Mini, the Super Watermelon (organic fruits and vitamins)
- G4-8 The Veggie Rap (vegetables, fruits, and grains)
- G4-6 The Hairless Bear (cancer)

**Math**
- K-2 Time Will Tell
- K-3 Coins for Me and You
- G4-6 The Baseball Equation
- G4-8 Engineer It Out (engineering process, alternative energy)
- G4-8 Please Excuse My Dear Aunt Sally (learning PEMDAS)

**Mystery Series**
- G4-8 Watchamacallit Wizardry (Book 1)
- G4-8 The Mustermill Project (Book 2)
- G4-8 Protecting the Magic (Book 3)

**Music/Practice**
- GK-3 Play a Song For Us
- G1-3 Doing the Dinosaur Dip
- G3-5 A Tumblestone Tune
- G3-6 Mini the Super Watermelon

**Non-Fiction**
- G3-6 The Great Rhyme Travel Machine I: Famous Americans
- G3-6 The Great Rhyme Travel Machine II: African American Heroes
- G3-6 The Great Rhyme Travel Machine III: Saving Planet Earth
- G5-8 Bound for Plymouth (the Pilgrims)
- G5-8 The Quest for the Eagle (the Aztecs)
- G6-9 Bats in the Belfry (the Great Fire of London)

**Other Cultures**
- G3-6 My Wide World of Sports (sports around the world)
- G3-6 An Unexpected Path (Native American)
- G5-8 Quest for the Eagle (Aztec legend)
- G4-9 Soccer Stars (Mexico)
- G5-8 Protecting the Magic (Native American)

**Physical Traits**
- G1-3 Dr. Fox and the Nosy Pig
- G2-4 The Me They Hardly See (physical disabilities)

**Religious/Spiritual Themes**
- G4-8 The Other Side of My Heart (Jesus Feeds the 5,000)
- G4-8 Jacob’s Magic Mittens
- G4-9 Soccer Stars (forgiveness)
- G4-8 The Lord’s Prayer
- G4-8 The 10 Commandments

**Responsibility**
- GK-3 I Want My Room Back
- G2-4 Jake Can’t Fake It
- G4-6 Armando and Amanda

**Rhymer/Poetry**
- GK-1 Babbles Bizarre
- G2-4 Bug Off!
- G4-8 The Veggie Rap

**Science**
- GK-2 Bug Off! (bugs and insects)
- GK-3 The Glub Club (tide pool ecology)
- G1-5 Ick! I’m Sick! (germs)
- PK-1 Water Works (hydration)
- PK-1 Save Your Smile (dental hygiene)
- G4-7 Planet Parade (STEM Content earth and space)
- G5-6 Ana Conda
- G4-8 The Great Rhyme Travel Machine I: Famous Americans
- G3-6 The Great Rhyme Travel Machine II: African American Heroes
- G3-6 The Great Rhyme Travel Machine III: Saving Planet Earth
- G4-8 Engineer It Out (STEM content alternative energy)
- G4-8 Who Gives a Hoot (owl pellets)
- G5-8 Protecting the Magic (sustainable energy)

**Social Studies/History**
- GK-4 Follow Your Feet (transportation)
- G3-6 The Great Rhyme Travel Machine I: Famous Americans
- G3-6 The Great Rhyme Travel Machine II: African American Heroes
- G3-6 The Great Rhyme Travel Machine III: Saving Planet Earth
- G3-6 Send Me A Sign (sign language)
- G5-8 Bound for Plymouth (the Pilgrims)
- G5-8 The Quest for the Eagle (the Aztecs)
- G6-9 Bats in the Belfry (the Great Fire of London)

**Shakespeare**
- G7-12 The Comedy of Errors
- G7-12 Romeo and Juliet

**Sports**
- G3-6 My Wide World of Sports
- G4-9 Soccer Stars
- G4-6 The Baseball Equation
- G4-7 How Sandy Got Her Spin (basketball)
- G6-9 Surfing at Sunrise
- G4-8 A Snail’s Pace Race
- G5-6 Ana Conda (ballet)

**STEM**
- G4-8 Planet Parade (Science Content earth and space)
- G4-8 STEM Game (Technology Game)
- G4-8 Engineer It Out (Engineering content, alternative energy)
- G4-8 Please Excuse My Dear Aunt Sally (Math learning PEMDAS)

**Teenage Smoking/Drinking**
- G7-9 Sundance Finds a Cigarette (smoking)
- G7-12 I’m Not With Them (drinking)

**Test-Taking Strategies**
- G4-12 Questionella and the Perfect Prince: A Fairytale of Multiple Choices

**Curriculum-Based Reader’s Theater Series for K-12**

**Coming Soon! Early 2017**

**www.readerstheater.com**
Water Works!
A Playbook® Original Story
Written by: Sharon Brinkerhoff

Water is everywhere. We can see it running down the street or watering lawns. We drink it and brush our teeth with it and wash our hands with it ... but do we ever think about how important it is for our bodies? Why do we need it? What does it do? This fast moving, funny story in rhyme will answer those questions and more. It explains why water is so much better for us than soda pop, and instills in children a desire to drink more water with a funny surprise ending!

Length of Story: 498 Words

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<th># of Books per Small Group Set</th>
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Saddle Stitch Books

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Spiral Bound Books

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<td>$ 6.00</td>
<td>$ 30.00</td>
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</table>

Save Your Smile
A Playbook® Original Story
Written by: Sharon Brinkerhoff

Siblings Mark, Emma, and Adam are afraid to go to the dentist. With Mark in the chair as the brave older brother, Dr. Lee shows all of them that they have nothing to fear. As she teaches the kids how to properly care for their teeth, they learn some surprising news about “good guys” (saliva) and “bad guys” (germs) living right in their mouths! With fun rhymes repeated throughout, the story teaches students how to keep the good guys strong and how to fight the bad guys to keep their smiles bright and healthy for a lifetime.

Length of Story: 1,170 Words

<table>
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<th>Content Level</th>
<th>Character roles written from…</th>
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<tbody>
<tr>
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Saddle Stitch Books

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Spiral Bound Books

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<tbody>
<tr>
<td>$ 10.10</td>
<td>$ 50.50</td>
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</table>
Babbles Bizarre
A Playbook® Original Story
Written by: Donna Williams
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

Talking on the phone is Babbles Bizarre’s favorite thing to do. She calls her friends near and far just to see how they are. She even calls aliens in the stars. Who will Babbles call today? It might be you! Babbles Bizarre is an “Early Reader” story presented in rhyme for Stage 1 and 2 readers.

Length of Story: 992 Words

Sam’s Secret
A Playbook® Original Story
Written by: Stephanie Comella
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

While Tom and his mom enjoy a sunny day at the beach with their loyal dog, Sam, some unusual things happen. Is Sam full of trouble, or does he have a bigger secret? Sam’s Secret is an “Early Reader” story ideal for Stage 1 and 2 readers.

Length of Story: 1,772 Words
Jake Can’t Fake It! - Lessons in Character
A Playbook® Original Story
Written by: Linda Schwartz
Jake was a young dog who never did any of his chores. He didn’t feed his fish or do his homework or take out the garbage. It drove his parents and teachers crazy, not to mention making the fish hungry and the garbage smelly. Then Jake’s parents came up with a plan to help Jake be more responsible. It was simple to implement, and Jake loved it! His sloppy habits turned into a responsible routine. What did his parents do?
Length of Story: 1,023 Words

Surprise! Uh-Oh! Oh, No! - Lessons in Character
A Playbook® Original Story
Written by: Linda Schwartz
Mr. Fritz is a teacher who has a birthday coming up! His students want to give him a surprise party, but it seems like a lot of work for a class of young frogs to plan and put together a party. They soon learn, however, that by working together and pooling their ideas, the workload for each one becomes much less and the fun factor becomes much greater. Not only is it possible to carry out the plan, it's quite enjoyable! But when Mr. Fritz breaks his arm, will all their well-laid plans go to waste? Not to worry! These young frogs have become so good at thinking as a team and organizing themselves that they soon come up with a great idea to save the day. The last chapter of this story is written all in rhyme!
Length of Story: 908 Words

There’s No One Like You! - Lessons in Character
A Playbook® Original Story
Written by: Linda Schwartz
Many people are sensitive about some part of their bodies. In this cute story, all the characters have exactly the same problem! Geri the giraffe thinks her neck is too long, Ellie the elephant thinks her trunk is too big, and so forth. It’s a good thing Geri’s friends point out how lucky she is to have such a wonderful long neck that can reach leaves. It’s lucky Ellie has such good friends to tell her she’s fortunate to have a strong trunk for carrying logs! One by one the animals learn how marvelous it is to be different and how boring the world would be if we were all exactly the same. The story ends with a catchy rhyme containing parts for each animal to sum up what he or she learned! Length of Story: 714 Words

There’s No One Like You! - Lessons in Character
A Playbook® Original Story
Written by: Linda Schwartz
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<tr>
<th>Stage 0</th>
<th>Emerging Reader</th>
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<tr>
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Bug Off!

A Playbook® Original Story  
Written by: Sharon Brinkerhoff  
Edited for Multi-Level Readability by: Linda Helgevold, 3rd Grade Teacher

Matt didn’t like bugs! In fact, he wished they would all just bug off! One day, while Matt was trying to eat lunch in his backyard, four bugs came to visit him. They bugged him, of course, and worse than that, they wouldn’t leave! Matt had no choice but to listen to what they had to say and was quite surprised with what he learned!

Bug Off! is an "Early Reader" story presented in rhyme for Stage 1 and 2 readers.

Length of Story: 1,164 Words

The Three Goats Gruff Go to the Greener Side

A timeless tale adapted to Playbook® Format  
Retold by: Krista Lundgren

Most everybody knows the story of the Three Billy Goats Gruff. Well, this story presents a funny and healthy twist and a dose of green vegetables, too. The troll is the same, always hungry and not very bright, but there are only two billy goats because the third is a girl! Sister Gruff has a clever plan to teach the ugly troll a lesson or two. Not only does she trick him into letting herself and her brothers cross the bridge, she educates him and the readers about the value of eating vegetables and that they darker green they are, the healthier they become. With a surprise ending, kids will love the story and the nutrition lesson, too.

Length of Story: 1,706 Words
**Time Will Tell**

A *Playbook®* Original Story  
Written by: Sharon Brinkerhoff

Eva, Don, Jan, and Roy are always too late to catch the Ice Cream Man. If only there was a way to know when he was coming. Ah, but there is! The children learn that if they know how to tell time, they will be able to know just when the Ice Cream Man is on his way. It is always easier to learn about something if you have a rhyme to help you remember, and the children are taught rhymes to help them learn about hours and minutes. Diagrams in the story show a clock face with various times displayed and show the hour hand, minute hand, and second hand. Finally, it is time for the Ice Cream Man to arrive, and this time the children don’t miss him!  

**Length of Story:** 800 Words

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**Coins For Me and You**

A *Playbook®* Original Story  
Written by: Ayla Namisniak

In this story, readers learn about money, what different coins are worth and how to earn it. Sophia and her siblings do jobs around the house and earn money for each completed job. Sophia learns there are various things you can do with your money: save it, spend a little bit on a little thing, or more on something nicer. She also learns a lesson about generosity. After having saved up two dollars to buy her first purchase, a stuffed animal, she sees a box where toys can be donated to an orphanage, and decides those kids need her stuffed animal more than she does.  

**Length of Story:** 1,600 Words
Play a Song For Us!
A Playbook® Original Story
Written by: Dianna Cleveland

An enchanted group of musical instruments have arrived at a new unfamiliar place. As they look out from a stage into the dark, they hear a small voice asking them to play a song. Eager to please this little voice, each instrument tries to comply all at once, but only to become a group of separate and single off-key noises. As the little voice coaches them to each play more than one musical note, the instruments begin to learn their capacity for rhythm, melody, and even harmony. As they begin to work together, more voices and faces start to appear in the audience to encourage them. By the end, a full audience has appeared to listen to their magnificent concert!

Length of Story: 820 Words

I Want My Room Back!
A Playbook® Original Story
Written by: Sharon Brinkerhoff
Edited for Multi-Level Readability by: Linda Helgevold, 3rd Grade Teacher

Timmy’s room was a mess! It was dusty and dirty and cluttered with everything imaginable. His mother warned him what could happen if he continued to ignore the mess. But did Timmy care? Not one bit! In fact, when two dust bunnies showed up at the foot of his bed, Timmy wasn’t worried at all. Two little balls of dust certainly couldn’t do any harm. It was only when Stinky, Smelly, Lost, and Broken moved in that Timmy started to worry. By then, of course, it was too late. The unwelcome guests quickly took over his room. Would Timmy ever be able to get his room back?

Length of Story: 1,933 Words
The Three Little Pigs
A timeless tale adapted to Playbook® Format
Retold by: Stephanie Comella
Edited by: Johnna Sandor, 4th Grade Teacher, Linda Helgevold, 3rd Grade Teacher

The three little pigs know winter is coming and that they must build houses to be warm and comfortable. Big Brother and Sister Pig are lazy and want to do as little work as possible. They quickly build simple, flimsy shelters and run off to play. The youngest little pig decides he wants to build a big, strong house, not only to protect himself from the winter weather, but to be protected from the wolf he’s heard exists in the forest. The other little pigs think their younger brother is silly and wasting his time; they don’t even believe in the wolf! Big Brother and Sister Pig could be in for a nasty surprise.

Length of Story: 2,210 Words

The Glub Club
A Playbook® Original Story
Written by: Krista Lawson

Cousins, James and Joy arrive at the sea shore to find that something looks different than they remember! Strangely, there are more rocks and the beach looks larger. The kids soon learn that the reason for this is the changing tide—and that this area where the ocean comes and goes is filled with fascinating and unique animals! As the kids see various examples of tide pool life, they learn about special adaptations each one has to help it live in the difficult environment that is sometimes above and sometimes below water.

Length of Story: 1,352 Words
A Squirrel In Time
A Playbook® Original Story
Written by: AJ Namisniak
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers
Going to the park for a picnic was a nice, normal thing to do. Nothing ever happened at the park, especially at this old, rundown park in Appleton. But Nikki and Shawna were in for a very unusual surprise. A simple ride on a merry-go-round took them much farther than they ever could have imagined. It brought them to the future! Arriving at their strange destination, they encountered an extraordinary individual, a talking squirrel, who urgently needed their help. Nikki and Shawna agreed to make changes in their own time to save the squirrel family in the future, but they would need the help of the whole community. Would the community join together? If so, all they needed was time.

Length of Story: 3,211 Words

How To Catch Monsters
A Playbook® Original Story
Written by: Sharon Brinkerhoff
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers
It was Saturday and, as usual, Amanda ran out to play. On this particular Saturday, however, Amanda was in for a scary surprise! Three frightening monsters were in her yard - and they were hungry! From her hiding place behind the bushes, she heard them talking about eating and suspected she and her brother, Josh, might be the main course. Josh and Amanda needed help. Their dad always knew what to do, but when they told him about the monsters, he didn’t believe them. How could they possibly catch the monsters before being caught themselves? How can kids catch monsters, anyway?

Length of Story: 2,512 Words
The Klutzy Kangaroo

A Playbook® Original Story
Written by: Patricia Fine
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Kenny is a young kangaroo. As all kangaroos do, he attends school to learn important lessons like jumping and hopping. Kenny tries very hard to learn these necessary skills, but he is hampered by his rather large tail. Some students make fun of him. Poor Kenny feels as if he will never be good at anything, but then a new Karate class is introduced at school. Kenny finds that his overgrown tail can actually help him excel at Karate. Can Kenny change from the Klutzy Kangaroo to the Karate Kangaroo?

Length of Story: 2,300 Words

Doing the Dinosaur Dip

A Playbook® Original Story
Written by: Nancy D’Aleo-Russey
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

Rex T. Rex, Sammy Stegosaurus and Aria Allosaurus play in their own rock and roll band. Sammy and Aria keep telling Rex T. Rex that he needs to practice the band's new songs, but Rex seems to think he doesn't need practice. Rex would much rather watch TV and listen to his favorite rock star, Triple T. Triceratops. When the band performs at a sold-out show, will Rex be ready?

Length of Story: 1,199 Words
The Coopersville Capers
A Playbook® Original Story
Written by: Emily Gail
Edited by: Linda Helgevold, 3rd Grade Teacher, Amanda Hayes, 1st Grade Teacher
What happens when playing tricks and pranks goes terribly wrong? Luke and his best friends discover that “getting even” with girls isn’t as much fun as they thought. Third grade has never been more exciting ... that is, until Miss Plum, the third grade teacher of Coopersville Elementary School, finds her way into the mischief. With more than just a few “tricks” up their sleeves, these 3rd-graders discover the true meaning of cooperation!
Length of Story: 2,975 Words

Goldilocks and the Three Bears
A timeless tale adapted to Playbook® Format
Retold by: Elaine Carlson
Edited by: Gail Gilpin, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher
Goldilocks knew she wasn’t supposed to sneak into other people’s houses. It was something a person should never, ever do. But her curiosity got the best of her. Worse yet, the house she picked just happened to belong to a family of bears. This was definitely not the place for a little girl. The bears didn’t think so either. How would they react to their uninvited guest? In this new twist of the timeless tale, Goldilocks meets a little bear who has trouble making friends. The other children of the forest think he is too big, or too furry, or that his ears are too small. But for Goldilocks, he’s just right.
Length of Story: 2,318 Words
Little Red Riding Hood
A timeless tale adapted to Playbook® Format
Retold by: Sue Cramer
Edited by: Johnna Sandor, 4th Grade Teacher, Linda Helgevold, 3rd Grade Teacher

If you were skipping through the forest on your way to your grandmother’s house carrying a basket of goodies, would you stop and talk to a big, bad wolf? Of course not! Little Red’s parents warned her not to talk to strangers, and talking to a wolf is about as strange as you can get! But Little Red didn’t pay attention. What do parents know anyway? Well, it turns out they know quite a bit. Little Red would soon find this out, but would it be a lesson learned too late? Who could possibly save her now? Based on the classic story.
Length of Story: 1,814 Words

Dr. Fox and the Nosy Pig
A Playbook® Original Story
Written by: Joanna Horn
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

This is the story of Pugsy Pig and his very big nose. Pugsy is very unhappy with his nose. At the suggestion of his animal friends, Pugsy visits Doctor Fox who tries several times to make the pig’s nose different. Pugsy’s first new nose looks like a chicken’s beak, and his second, like a goat's nose! Will Pugsy be happier if he looks like someone else, or is it better to be himself?
Length of Story: 2,561 Words
The Berry Pie Mystery
A Playbook® Original Story
Written by: Louise Shultz
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

Children like mysteries, and most children love pie. Imagine how much they’ll like a story with both! It was time for the Forest Festival, and all the forest animals were invited. Everyone was going to be there, and they all planned to bring their favorite pies to share. But someone was stealing the pies! How could a thing like that happen? Will the children be able to figure out WHO is stealing the pies, and, more importantly, WHY? Is there someone with a greedy appetite, or is it actually a wonderful surprise for everyone?

Length of Story: 2,910 Words

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Ucky Duck
A timeless tale adapted to Playbook® Format
Retold by: Elaine Carlson
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

In this modern twist of The Ugly Duckling, Spencer realizes that he doesn’t fit in. His friends try to help him with many make-over attempts, from braces to tattoos, but he simply doesn’t look like the rest of his family! What will Spencer do?

Based on the classic story.

Length of Story: 2,062 Words

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Saddle Stitch | Spiral Bound

Where Literacy and Theater Arts Become One™
## Follow Your Feet

**A Playbook® Original Story**
Written by: Mindee Lee Krymer

Trent travels to New York and gets to ride on all sorts of vehicles: a plane, a taxi, a subway, a boat, and a bike. He learns how the plane, boat, and bike work with children friendly explanations. After using all of these forms of transportation, Trent is very happy, and his parents ask him if he can remember all the ways he has traveled. He thinks he has named them all, but his parents assure him there is one other way he got around that day. What is it? Walking! Trent realizes that maybe he likes walking best of all!

**Length of Story:** 1,940 Words

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### Saddle Stitch Books
- **Price Each:** $7.20
- **Small Group Set:** $43.20
- **Classroom Set of 25:** $180.00
- **Classroom Set of 30:** $216.00
- **Classroom Set of 35:** $252.00

### Spiral Bound Books
- **Price Each:** $8.65
- **Small Group Set:** $51.90

## Jack and the Beanstalk

**A timeless tale adapted to Playbook® Format**
Retold by: Sue Cramer
Edited by: Johnna Sandor, 4th Grade Teacher, Linda Helgevold, 3rd Grade Teacher

After selling their only cow for a few beans, Jack climbs an enormous beanstalk, meets a fairy, encounters a giant, and saves the whole town on his quest to help his mother pay for food. How can a young boy take on so much responsibility and become such a hero? Based on the classic story.

**Length of Story:** 3,306 Words

### Content Level
- Grades 1-4
- Stages 2-4

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### Saddle Stitch Books
- **Price Each:** $9.60
- **Small Group Set:** $57.60
- **Classroom Set of 25:** $240.00
- **Classroom Set of 30:** $288.00
- **Classroom Set of 35:** $336.00

### Spiral Bound Books
- **Price Each:** $11.55
- **Small Group Set:** $69.30
The Coopersville Capers
A Playbook® Original Story
Written by: Emily Gail
Edited by: Linda Helgevold, 3rd Grade Teacher, Amanda Hayes, 1st Grade Teacher

What happens when playing tricks and pranks goes terribly wrong? Luke and his best friends discover that "getting even" with girls isn't as much fun as they thought. Third grade has never been more exciting ... that is, until Miss Plum, the third grade teacher of Coopersville Elementary School, finds her way into the mischief. With more than just a few "tricks" up their sleeves, these 3rd-graders discover the true meaning of cooperation!

Length of Story: 2,975 Words

The Littlest Princess and the Butterfly
A Playbook® Original Story
Written by: Michael Murray
Edited by: Linda Helgevold, 3rd Grade Teacher, Amanda Hayes, 1st Grade Teacher

It's hard to be different, especially if people can't accept you the way you are. Princess Kristina was very tiny, so tiny she could stand up in her father's hand. Her parents felt her size had to be a blessing that she would manifest itself in time. But the other children in the kingdom wouldn't play with her. In a land far distant, a butterfly named Willow had a similar problem. He was a plain butterfly in a world where all the butterflies were beautiful. One night, Princess Kristina made a desperate wish, a wish that by way of some special magic found its way to Willow. The wish gave Willow new courage, and he discovered a way to completely transform himself. Now he wished to make a difference in Kristina's life.

Length of Story: 2,902 Words
The Ice Cream Dream

A Playbook® Original Story
Written by: Patricia Fine
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Mr. MacRicee is a man who loves ice cream. He eats it every day and enjoys all different flavors. His favorite store is the Sweet Treat Shop where he goes after dinner for a single scoop cone. Things are about to change, though, because Mr. MacRicee likes ice cream a little too much. You could never imagine the kind of trouble that is just around the corner when three ice cream cones start talking to him and convincing him to buy more and more ice cream.

Length of Story: 2,721 Words

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The Me They Hardly See

A Playbook® Original Story
Written by: Krista Lundgren

Ten-year old Natalie Swift is a bright, confident girl just setting her goal of becoming a professional ballerina after speaking to a ballet dancer at her school’s Career Fair. Natalie also happens to have a disability, and when several classmates make fun of her and tell her she can’t be a dancer, she begins to think that maybe what they say is true! Fortunately, a new friend, Emma, steps up, hoping she can help Natalie rediscover her positive spirit and pursue her dream. Meanwhile, Emma’s little brother faces his own battle as his potential is overlooked. Can these two kids trust in their imaginations and give themselves a chance to shine? Story deals with having a disability.

Length of Story: 3,003 Words

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Ick! I’m Sick!

A Playbook® Original Story
Written by: Sharon Brinkerhoff
Edited for Multi-Level Readability by: Nicole Swanson, 5th Grade Teacher

Ah choo! This twisted tale about three children who get sick at school will show you what NOT to do when you’re sick. A mischievous cold bug named Spike tricks the children into thinking they can “give” their colds away, when they are actually spreading them. With every uncovered cough and sneeze, Spike and his fellow germs grow stronger and louder. When the whole school becomes infected with germs, the school nurse decides it is time to separate fact from fiction about viruses. Read this wildly entertaining story to teach kids about proper cold etiquette and prevention.

Length of Story: 2,433 Words

Sundance and the Bully

A Playbook® Original Story
Written by: Jan Abbott
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

Sundance, the new kitten in the family, has a lot to learn, especially since his unusual tail has come to the attention of the neighborhood bully cat. How can Sundance safely stop the endless taunting of nasty Bully Cat? In a story that deals with working together against bullying, these cats have some pretty smart ideas. Can they really make a difference?

Length of Story: 4,885 Words (Single-Level Version)
Length of Story: 4,746 Words (Multi-Level Version)
A Tumblestone Tune

A Playbook® Original Story
Written by: Kelli Casas

Yee-ha! Cowboys and cowgirls alike will be wrangled in to this tale of how it's never too late to make the right choices! The story begins when the mysterious “Quick Whip Cowboy” strolls into town and uses his handy musical lasso to change the famous trouble-makers of the town, Tumblestone, into upright singing citizens! Through his adventure, Quick Whip encounters a familiar face - Robbing Robby, the meanest, scariest and sneakiest bad guy of all! Will Quick Whip be able to use his gift to save the town? Kids will find out by reading this rip-roaring fun tale of decision making, character building, and integrity! (This story can also serve gang related issues, showing how gangs could change their purpose to something positive.)

Length of Story: 2,478 Words

Stone Soup

A Playbook® Adapted Classic
Written by: Kelli Casas

In this positive retelling of a classic tale, a cheerful young traveler comes upon a town facing a difficult depression. The townspeople are grumpy and worried about feeding their families, but the traveler has a secret he hopes can help them out in more ways than one! Nobody believes him when he says he can make a delicious soup using a stone as the main ingredient, but they are intrigued. As the traveler comments that adding extra ingredients such as carrots or onions would really make the best stone soup, the townspeople’s generosity begins to shine through! Can the townspeople set aside their fears and learn how to help one another as members of the community through the hard times?

Length of Story: 2,001 Words
Mini, the Super Watermelon

A Playbook® Original Story
Written by: Dianna Cleveland
Edited for Multi-Level Readability by: Nicole Swanson, 5th Grade Teacher

What comes to mind when you think of watermelons? You might think how sweet and delicious they are, or how large and heavy they are. But did you know watermelons are also super foods packed with vitamins, and they contain Lycopene, an anti-oxidant that helps rid the body of damaging substances? There are also miniature watermelons that are just as delicious and nutritious, but grow to a much more practical size? Well, this is just what Mini, the only miniature watermelon in her patch, learns when she decides to wander away from the vine all by herself. Even though the other watermelons make fun of her for being so little and round, Mini learns at a nearby Farmer's Market that small watermelons are what everyone wants! Discover Mini's superpowers and some interesting facts about watermelon in this adorable story about a powerful little heroine.

Length of Story: 3,064 Words

The Elves and the Shoemaker

A timeless tale adapted to Playbook® Format
Written by: Ken Brinkerhoff
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

A long time ago, there lived a shoemaker and his wife. The shoemaker was a gifted artist, but he was clumsy, and he had trouble sewing the fine stitches of his designs with his awkward, pudgy fingers. Consequently, the shoemaker wasn't very successful, and the couple was very poor. One night, three little elves came to visit, and seeing the plight of the shoemaker, decided to break their elvish code and help him out. They had delicate, nimble fingers, and although they weren't creative artists, they were very good at sewing. This story is based on the original Grimm tale, but is presented from a different perspective, and gives the reader a new view of the old classic.

Length of Story: 3,818 Words
An Unexpected Path

A Playbook® Original Story
Written by: Krista Lundgren

Namid is different from the other girls in the village, especially her own twin sister. She loves to run in the forest and doesn't like to worry about staying clean. While most Native American groups expected women strictly to be domestic mothers, some Native Americans, including the Ojibwe tribe, admired female hunters and warriors on the rare occasions when they appeared. In this story, Namid does not yet realize her people's attitudes toward women taking traditionally male roles. Soon it will be time for her to become an adult woman and learn her path in life. There is just one problem: she is sure that she will not be happy with the path she is given! To make things worse, her sister and father wish she wasn't so different. Can Namid and her sister learn to understand each other? Is there a place for Namid that will allow her to fit in and still be herself? Length of Story: 2,836 Words

Who Gives a Hoot!

A Playbook® Original Story
Written by: Dianna Cleveland

It's time for Outdoor Education camp and Sarah is anxious about being away from home for an entire week. So, her mother gives her a diary to write down her thoughts each day and she locks it with a tiny key each night. To make matters worse, a couple of icky boys from school end up in her hiking group. Luckily, Emily, a girl who'd much rather be in the mall, is also in the group and she and Sarah become friends over the mutual disgust for the troublesome boys. During one of the nature hikes, the students inadvertently discover some owl pellets, and Mr. Acorn, their guide, gives them a complete lesson on what they are and how they can determine what an owl ate by studying the skeletal remains inside the pellet. When the key to Sarah's diary goes missing, the students solve the mystery by determining that a mouse ate it, and then an owl ate the mouse. As they learn about the food chain, they become friends and Sarah discovers that going away to camp can be fun and isn't so scary after all. Length of Story: 3,700 Words
The Great Rhyme Travel Machine Series

The Great Rhyme Travel Machine Presents: Famous Americans
Written by: Gregory Brown, Reading Recovery Teacher
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

On the eve of the Summersville Elementary Invention Fair, twins, Melinda and Marcus, are still racing to finish a most unusual project. Their invention, The Great Rhyme Travel Machine, is designed to bring famous people from the past into the future! It may only be a cardboard box with aluminum foil and some lights, but it could hold a big surprise! The students know their machine doesn’t have to actually work to win the competition. Creativity and vision is what counts with the judges. When their favorite teacher, Miss Chalk, lets them stay after school to finish their invention, the twins begin to hear strange noises in their classroom. Mysteriously and magically, their machine works and out come two famous people, Amelia Earhart and Thomas Edison! This fun and creative story provides opportunities for students to use their imaginations in admiring and honoring famous people of the past. Great for Social Studies content.

Length of Story: 4,061 Words

The Great Rhyme Travel Machine Presents: African American Heroes
Written by: Gregory Brown

As Summersville students listen to their teacher, Miss Chalk, read from her long lost diary, they are deeply inspired. An entry detailing the famous “I Have A Dream” speech, leaves twelve year old Kelly spellbound. Motivated to do something important, she decides to run for Sixth Grade Class President! Unfortunately, her drive is short lived. Realizing there’s never been a historical president with green eyes, dark skin and pretty long braids, she feels defeated. Melinda and Marcus reactivate The Great Rhyme Travel Machine for some answers. What follows is a moving lesson that teaches kids what being a leader really means. Endearing childhood versions of George Washington Carver and Shirley Chisholm travel through time to motivate Kelly and her friends. This script not only promotes positive Character Education and Black History themes, but also mirrors some legacies! Using dialogue filled with Science and Social Studies themes, this script teaches a valuable lesson on practical ways kids can help our planet. Filled with meaningful rhymes and a catchy new song, it will have readers “Going Green” with pride!

Length of Story: 3,985 Words

The Great Rhyme Travel Machine Presents: Saving Planet Earth
Written by: Gregory Brown

Miss Chalk’s elementary students are about to become true caretakers of Planet Earth. They’re in route to their very first ocean field trip! Twins, Melinda and Marcus, along with their best friend Kelly, can hardly wait! Following close behind their activity bus is Mr. Scrubit, the school custodian. His old pickup truck carries a special surprise…courtesy of Miss Chalk. However, things don’t go as planned. Upon arrival to their destination, the classmates discover that the beach has been trashed. Marcus witnesses more disrespectful visitors tossing garbage on the sand, and he is disappointed. To renew his faith in saving the planet, Miss Chalk reveals a secret: The Great Rhyme Travel Machine and the silver rhyme book are close at hand! Excitement escalates when childhood versions of Rachel Carson and John Denver are transported through time to motivate Kelly and her friends. This script not only promotes positive Character Education and Black History themes, but also mirrors the excitement of present day elections. Vote “YES” for another exciting adventure in rhyme!

Length of Story: 5,864 Words
My Wide World of Sports
A Playbook® Original Story
Written by: Francesca Passudetti

Michael wasn’t interested in sports. The only things he really liked to do were play video games and eat snacks. Then one day, his TV stopped working. Instead of video games, he could only see his pudgy reflection in the dark glass. When one of his friends invited him to watch his soccer practice, he reluctantly went along out of lack of something better to do. Out on the soccer field, Michael met up with his friends who each practiced a favorite sport, popular in his or her own culture. It was fun to learn about sports from around the world, but unfortunately, Michael wasn’t good at any of them. When the kids decided to cool off in the pool, however, things were about to change! Amazingly, once Michael hit the water, his awkwardness turned into agility, and he was a stronger and faster swimmer than any of the other kids. Was it possible that one day Michael would not only be good at a sport, but would excel?

Length of Story: 3,077 Words

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Send Me a Sign:
Making Friends With the Deaf
A Playbook® Original Story
Written by: Jennifer Magee

When Faith approaches a new student on the first day of school and gets no response, she thinks she is being ignored. As she soon finds out, Shanti is actually deaf, and is in the same class as Faith! Daily lessons in sign language and Miss Sybil’s inspiring art projects launch a powerful friendship, as well as class-wide awareness on student diversity and how to make friends with the deaf. Readers will learn several words in sign language with instructional pictures throughout the story, and will also learn a poem at the end of the story teaching complete phrases in sign language they would wish to say to a deaf person they meet.

Length of Story: 2,150 Words

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The Fairy and the Frog

A Playbook® Original Story
Written by: Stephanie Ireys
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Frogs had disliked fairies for a very long time, and fairies absolutely never talked to frogs. That was just the way things were, until one young fairy’s curiosity changed things. Pixie Lou, the daughter of the Fairy Queen, didn’t understand why fairies and frogs couldn’t get along, so she disguised herself as a dragonfly and flew over to meet some frogs and find out for herself. She came across George, who just happened to be a frog prince, lying in the sun. And he wasn’t bad at all! In fact, he was quite nice and very funny, and the two became fast friends. So what was the big deal? Well, there was something Pixie Lou didn’t know. There was a reason fairies and frogs didn’t get along, a horrible secret hidden amongst the beautiful flowers of the tranquil river valley. Pixie Lou would soon discover what caused the separation, but can she change it?

Length of Story: 4,507 Words

Rumple-Stilt-Who?

A timeless tale presented in Playbook® Format
Retold by: Elaine Carlson
Edited by: Amanda Hayes, 1st Grade Teacher, Linda Helgevold, 3rd Grade Teacher

In this silly twist of the classic tale, Rumplestiltskin, Sir Knight has a problem with getting things straight. Because of his mixed up messages, the beautiful maid, Gwendolyn, is locked in the King’s cellar with a very mean little troll! How can just one Knight befuddle a whole kingdom? Based on the classic story.

Length of Story: 5,182 Words (Single-Level Version)
Length of Story: 4,508 Words (Multi-Level Version)
Tiny Heroes of the Waves

A Playbook® Original Story
Written by: Sharon Brinkerhoff
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

What can five little sea creatures, some of them barely more than an inch long, possibly do against two large, fierce, and powerful sharks? You’d be surprised! When these five little friends set off on a fantastic adventure in the warm waters off the coast of Brazil, not only do they encounter strange mysteries and objects of great beauty, they find themselves involved in something much greater and more dangerous than they ever imagined possible. Will they be able to face their fears and get the help they need? After all, once the full moon rises above the waves at midnight, it will be too late.

Length of Story: 4,212 Words

The Baseball Equation

A Playbook® Original Story
Written by: Kyle Namisniak
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Tyler was great at math. In fact, he was great at all school subjects. But what he really wanted to do was play baseball. His friends tried to help him, his coach encouraged him, but he just couldn’t get it. Some of the kids at school made fun of him, and he would dread having to go out onto the field when it was time to play. One Saturday, he was determined he would practice until he played well, but even with his best efforts, he couldn’t make any progress. Luckily for Tyler, the school janitor had been watching, and together they figured out a formula that would use Tyler’s strengths to his advantage. For the first time, Tyler saw baseball from a new angle. But would this information help his game? Would Tyler ever be good at baseball?

Length of Story: 3,752 Words
Rikki-Tikki-Tavi
A timeless tale presented in Playbook® Format
Retold by: Stephanie Comella
Edited by: Nancy Eschen, 4th Grade Teacher, Tammy Turley, 2nd Grade Teacher

Rikki-Tikki-Tavi is the story of a brave, young mongoose who saves his garden from two evil cobras. Rikki-Tikki makes many friends in the garden, but two fierce cobras want him to leave ... and they aren't going to ask nicely. Will Rikki-Tikki leave quietly, or will he stay and protect his new family? Based on the classic story.
Length of Story: 4,754 Words

Armando & Amanda
A Playbook® Original Story
Written by: Patricia Fine
Edited for Multi-Level Readability by: Patricia and John Fine, Retired Teachers

Armando Armadillo is a master at inventing exciting games, but he never knows when to stop! Soon after his family moves to South America, he is challenged to create ten new games in ten days, and in order to do that, he lets his enthusiasm and imagination run wild. This time, he inadvertently puts himself, his family, and his friends in danger of armadillo poachers! Will Armando be able to think his way out of this escapade?
Length of Story: 5,355 Words
Fabulous Food Detectives

A Playbook® Original Story
Written by: Susan Ingebretson

There’s always something cooking at Kayley and Madison’s house. Their father is ‘The Zesty Chef’ on his own TV show, which features healthy cooking with whole foods. He creates the tastiest recipes on the planet! The whole family loves to experiment—with science and with food. With their project for the school science fair, the Zest girls may have discovered a way to do both at once! Experiments are all about trying new things, even if you don’t know what will happen. Will everything go as planned or will everyone learn something new?

Length of Story: 3,398 Words

How Sandy Got Her Spin

A Playbook® Original Story
Written by: Sandy Slade

It is a typical school morning, but when the principal, Mrs. Johanson, makes a special announcement about a surprise assembly program, everything changes. Students energetically file into the multi-purpose room, chattering about what or who might be involved in the exciting assembly. When a certain boy sees a woman sitting on stage with several basketballs, he’s skeptical as to what a woman might teach him about basketball ... but when he sees what Sandy Spin can do, his only question is, “Can boys do that, too?” Students in this story make up a rapping basketball handling routine that readers actually get to perform in a group with a “mini-basketball” that comes with this story set. This charming, funny, and motivating story is based on and written by real-life, famous sports entertainer Sandy "Spin" Slade who has been a professional basketball handling performer for over 20 years. Sandy has performed halftime shows for numerous NBA games across the country and other basketball events around the world. She also inspires students in school assemblies across America and encourages them to overcome their fears, learn from their mistakes, and never give up practicing!

Length of Story: 6,317 Words
**Watchamacallit Wizardry**

A Playbook® Original Story  
Written by: Louis Shultz  
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

Billy loved anything that was unusual or mysterious. He would often go on adventures and would pretend to be a wizard seeking the answers to life’s funny riddles. Little did he know his curiosity was about to lead him into a truly magical world, far beyond anything he had ever imagined. Only this world wasn’t make believe, this time it was for real. Billy would find himself in a truly wonderful place, filled with the mystery and adventure he had always longed for. Even better, for reasons beyond human comprehension, he was meant to enter this special realm. Why he was led there, however, would prove to be the greatest mystery of all.

Length of Story: 7,726 Words

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**Planet Parade**

A Playbook® Original Story  
Written by: Sharon Brinkerhoff

The planets in our solar system have been moving around the sun along the same paths, for billions of years! That’s a lot of time to keep doing the same thing in the same place. Some planets have started to get bored, and even lonely! They are grumbling about their places in the solar system. After all, it can get a little too toasty if you are near the sun, but downright freezing if you’re too far away from it. When the planets contemplate trading their spots in the planet parade, will the solar system continue to operate like normal or will our planetary friends spin into chaos?

Length of Story: 3,080 Words

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**Content Level**  |  Character roles written from...  |  # of Books per Small Group Set
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Grades 4-7  |  Stages 2-6  |  7

**Saddle Stitch Books**

Price  
Each  
Small Group Set  
Classroom Set of 25  
Classroom Set of 30  
Classroom Set of 35
$13.20  
$92.40  
$330.00  
$396.00  
$462.00

**Spiral Bound Books**

Price  
Each  
Small Group Set
$15.85  
$110.95

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**Content Level**  |  Character roles written from...  |  # of Books per Small Group Set
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Grades 4-7  |  Stages 2-5  |  10

**Saddle Stitch Books**

Price  
Each  
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Classroom Set of 25  
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$8.40  
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$210.00  
$252.00  
$294.00

**Spiral Bound Books**

Price  
Each  
Small Group Set
$10.10  
$101.00

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Also available: Planet Blasters (marshmallow shooting tubes) for “Blast From the Sun” game included with story. $19.95 each, or included in Costume Kit.
A Snail’s Pace Race

A Playbook® Original Story
Written by: Patricia Fine
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

It is the day of the great race, and all the snails are excited. Many of the runners have trained hard, followed special diets, and bought new equipment. They all want to win. But some snails think they can depend on their reputations and fancy equipment and clothes without bothering to train, and rely on their popularity with the crowd to achieve first place. But will popularity win this race? A dynamic read aloud, complete with a screaming fan, roaring crowd, and interesting commentary-like dialogue from reporters Robin Bailey and Chris Cole. All the readers together form the “Crowd” and participate by cheering, booing, and expressing excitement throughout the race. If the costume kit is purchased, each member of the “Crowd” is given a pom pom to shake, in addition to character mini-costumes.

Length of Story: 4,329 Words

Princess and the Pea

A timeless tale adapted to Playbook® Format
Retold by: Margaret Ann Webber
Edited for Multi-Level Readability by: Patricia and John Fine, Retired Teachers

What happens when you mix one cold, soggy, yet self-confident princess, one eccentric, cunning queen with a good dose of common sense, one intelligent, yet extremely sarcastic royal servant, and 15 different ways to say the word “pea”? You end up with the perfect recipe for an incredibly funny and delightful twist to the classic story, “The Princess and the Pea.” This story will charmingly catch you off guard. It’s modern, it’s silly, it’s fast-paced, and there’s even a surprise ending! Will you see it coming?

Length of Story: 3,737 words
A Sweet Escape
A timeless tale adapted to Playbook® Format
Retold by: Sue Cramer and Stephanie Comella
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

 Everybody knows fairy tales aren’t real, right? But what if you found yourself in the middle of one anyway? Take “Hansel and Gretel,” for example. The house made of the most delicious candies and cookies and cakes you could imagine would be absolutely marvelous, wouldn’t it? But what about the witch? What if she were real too? This is exactly the situation in which Greg and Heidi find themselves. They can hardly believe it, but there’s no time for amazement … it’s already too late.

A modern twist of the timeless tale.

Length of Story: 5,514 Words

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The Veggie Rap
A Playbook® Original Story
Written by: Samuel Chen

In this story a young, meat-eating boy learns the benefits of becoming a vegetarian in a strange, magical way. After being sent to his room without dinner, the young boy is taken by a dream to a magical vegetarian island where he meets an unusual genie and learns about nutrition. This story is presented in rhyme and is fun to RAP to a rap beat. Story includes a Mini-Rap at the end that students can memorize and perform.

Length of Story: 1,758 Words

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### Content Level | Character roles written from... | # of Books per Small Group Set
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Grades 4-8 | Stages 3-6 | 7

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Story includes Audio CD with the Mini-Rap performed by teens and a music track for students to use when practicing and performing the Mini-Rap.

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Grades 4-8 | Average Stage 4 | 7

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Where Literacy and Theater Arts Become One™
Peter Pan
A timeless tale adapted to Playbook® Format
Retold by: Margaret Ann Webber
Edited for Multi-Level Readability by: Jan Abbott, Retired School Teacher

Peter Pan, the boy who refuses to grow up, has become the hero of every child’s imaginary adventures, and Neverland has become the destination of every child’s dream. Voyaging through the starry night with Tinker Bell to a magical island becomes a distinct possibility in this story. Can ordinary children experience such flights of fancy? Can they conjure up visions of loyal friendship and black-hearted treachery? They can, of course, but then will they want to remain in this fantastic land, refusing to return to their normal lives once they have realized such experiences? Based on the classic tale. Length of Story: 4,329 Words

Jacob’s Magic Mittens
A Playbook® Original Story
Written by: Susan Ingebretson

Jacob’s family is poor, and his life is hard, but this doesn’t stop him from dreaming! He wishes his family didn’t have to accept charity, and he desperately wants life to change. He feels ashamed and powerless. When he receives a pair of bright red, overly large hand-made mittens for his birthday, he only feels worse, but suddenly unexplained and strange things begin to happen! And when danger strikes, Jacob discovers he needs all the help he can get. Will the mysterious gift give Jacob the confidence to act before time runs out? This heartwarming story reminds readers of what is truly important when life is not going how you would choose. Sometimes the best gifts are the ones you don’t wish for!
Length of Story: 5,743 Words
Please Excuse My Dear Aunt Sally

A Playbook® Original Story
Written by: Kari Namisniak

Dylan has loved math as long as he’s been in school. Even though the subject was becoming a little more complicated than it used to be, he is sure that his studying paid off and that he did great on his last math test. Imagine his surprise when the red numbers scribbled at the top of his test were the lowest he’d ever received! His teacher had written "PEMDAS!" alongside his score. What does that mean? When Dylan visits his wacky Aunt Sally for the weekend she devises a plan to help him understand the mathematical Order of Operations through an "equation" of her own. She needs Dylan’s help to finalize preparations for the town festival, and Dylan discovers how solving problems in the right order makes all the difference in success!

Length of Story: 4,329 Words

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Engineer It Out!

A Playbook® Original Story
Written by: Patricia Fine

Everyone knows engineers are all a little zany, right? Well, maybe that’s not all there is to it! Follow Chris and his buddies as they are faced with a town crisis and realize that it’s up to them—the young people—to keep their dreams alive and find a practical solution. With the impending closure of Batsford’s old, damaged dam, life long residents are threatened with the loss of their jobs and homes, and the teenagers discover how innovation, entwined with the engineering process, offers hope. They brainstorm, research, organize, and refine their ideas for bringing clean, sustainable energy to Batsford, and along the way, they might just find that engineering saves the day!

Length of Story: 4,427 Words
Soccer Stars
A Playbook® Original Story
Written by: Dianna Cleveland
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Luis loves soccer, as does everyone in Mexico! But for Luis, it was his life, and his greatest dream was to someday play for Mexico in the World Cup. He believed he was the best player on the team, but no one else seemed to notice! His coach, his teacher, and everyone in town only seemed to be interested in Alejandro. Alejandro’s grandfather had been a great soccer player—so what! And Alejandro had invented a special kick—big deal! Luis was jealous so Luis did something drastic to take the attention off Alejandro. But he caused more damage than he could have imagined and his envy was replaced with a horrible sense of guilt. His grandmother talked to him about forgiveness, but Luis was certain that this time there was no way out. How could the townspeople, and especially Alejandro, ever forgive him?

Length of Story: 4,229 Words

Questionella and the Perfect Prince:
A Fairy Tale of Multiple Choices
A Playbook® Original Story
Written by: Dianna Cleveland
Edited for Multi-Level Readability by: Pat and John Fine, Retired Teachers

Long ago, in the enchanted kingdom of Think-a-lot, lived a young girl named Questionella. Her loving stepmother dreamed her stepdaughter might one day have a chance for a better life, and she knew that going to college was the way towards fulfilling those hopes. As fate would have it, King Tassel decides to throw a ball so he can select one lucky lass to study with his son at the Royal University! Questionella is elated about this opportunity for a scholarship … until s he discovers she will have to pass a test to have a chance! Still, with the help of her bookworm friend, Lil’ Confidence, a wacky unemployed Tooth Fairy, and a Town Crier who really cries, Questionella makes it to the palace. Will our heroine learn how to choose the correct multiple choice answer when ALL of the four choices say “choose me?” Can Questionella really pick the perfect prince in her final multiple choice challenge? Readers will not only have fun answering these questions … they will also learn definitive test-taking strategies as this fairy tale unfolds. Students (and their teachers) will learn proven ways to ease test anxiety while tackling that ever present dark cloud … the multiple choice test. The whole class will get caught up in a “hip hoppity” original Multiple Choice Rap, written and recorded especially for this Playbook® script. Warning … test-taking might actually become fun!

Length of Story: 6,280 Words
The 10 Commandments Playbook®
A Playbook® Original Story
Written by: Dianna Cleveland

In this fun and entertaining fictional story, five modern-day characters encounter each other as they show up first in line for a big event. Several agree that what, or who, they are waiting for is extremely important to them and definitely on their "Top 10" list in life. When one of the characters, who is simply tagging along to help a friend, reminds them of God’s Top 10 — The 10 Commandments, they realize they could be breaking two of the commandments just by being there. What follows is a riveting discussion and interpretation of the 10 most important laws of the Bible. Together they explore and interpret each commandment and learn a fun mnemonic to help remember them. With contemporary and amusing dialogue, this story makes an inspiring and engaging performance. The story comes with discussion questions and includes more than 30 Bible references, making it a perfect Bible study project for teens and adults. Look for more Roleplay Readers™ in this series including The Lord’s Prayer Playbook®.

Length of Story: 6,033 Words

The Lord’s Prayer Playbook®
A Playbook® Original Story
Written by: Dianna Cleveland

This creative reader’s theater story of The Lord’s Prayer mirrors Pastor Rick Warren’s sermons on the Lord’s Prayer and helps readers appreciate the meaning behind this profound prayer. With modern dialogue from characters interwoven within the seven powerful messages that make up this prayer, this script brings a practical perspective to which readers of all ages can relate. Presenting “Our father who art in heaven...” as a prayer of connection to God, “Your kingdom come, your will be done...” as a prayer of surrender, and ending with “For thine is the kingdom and the power and the glory forever,” as a prayer for a hopeful future, readers will discover that everything in their lives is covered by The Lord’s Prayer. Five modern-day fictional characters find themselves in a crisis and realize they need to pray. As they say the Lord’s Prayer together, they become vocal about their own personal worries, hurts, guilt, regrets, and uncontrollables interrupting the prayer all along the way. As they try to interpret the seven most powerful messages of the prayer together, they realize by the end they can find God’s solutions to all their struggles entrenched in the prayer.

Length of Story: 7,861 Words
The Mustermill Project
A Playbook® Original Story
Written by: Louise Shultz
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher

Billy is back, and the marvels he encounters are more fabulous than ever! In "The Mustermill Project," which is the sequel to "Watchamacallit Wizardry," Billy and his friend, Casey, dedicate themselves to researching the mysteries surrounding old Mac Vervill's farm. The strange phenomena never cease, and the more they learn, the more they want to know. As they study the incredible magical waterfall, the gigantic plants, the exploding flower bulbs, and the glowing gold rocks, they feel they are on the verge of making a big discovery. If they could just fit all the pieces together, they think they just might find out what's behind it all. If you want to discover the meaning of "Weejee to a Mustermill," introduced in the first book, you won't want to miss this fascinating sequel.

Length of Story: 10,612 Words

### Content Level

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Protecting the Magic
A Playbook® Original Story
Written by: Louise Shultz

In this intriguing sequel following "Watchamacallit Wizardry" and "The Mustermill Project," Billy and his best friend, Casey, are growing up and helping old Mac with chores at his farm. When Mac's dog uncovers a Native American artifact out in the cornfield, the boys jump back into the mystery of the magical waterfall, the gigantic plants, the exploding flower bulbs, and the glowing rocks. With new clues at every turn, Billy and Casey are more excited than ever to find out the origin of the magic they've encountered. Meanwhile, Billy's father has joined the project and is working on experiments that could lead to amazing scientific advances! When a nosy stranger shows up at Mac's farm, Casey, Billy, and his father realize the importance of protecting the secret from discovery and misuse. Why is Douglas McKenzie so interested in Mac's farm? Will the ideas Billy's father has amounted to anything useful? In this series finale, some magical history that was nearly lost may be saved as they explore their American Indian roots, and those of the farm, too! Note to Educators: This story contains themes of energy conservation and alternative fuel development. Length of Story: 8,473 Words

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The Bully Games
A Playbook® Original Story
Written by: Krista Lawson
Filled with the most up to date anti-bullying ideologies, this story shows through the experiences of average teenagers how bystanders have the power to stop a bully in a matter of seconds simply by standing up for the victim with a few words! It also addresses the growing problem of cyber bullying. In a mysterious journey through cyberspace, five teenagers from across the country are sucked into their smart phones and transported to a small, white room, with only one object: a gigantic cell phone. Bewildered, they soon discover they are playing a real life video game! As they select options from the phone’s menu, they are sent into five different bullying scenarios, where each person finds him or herself playing a different part: bystander, victim, or bully. As they decipher the meaning behind the game, the characters learn how becoming a forstander destroys the “Bully Games.” Length of Story: 7,955 Words

Surfing at Sunrise
A Playbook® Original Story
Written by: Eric Namisniak
Edited for Multi-Level Readability by: Jan Abbott, 5th Grade Teacher
Tensions are high in the beach-city of San Pedro. Surfers are practicing for the upcoming surf competition where the best surfers could possibly receive sponsorships. This story is about one particular surfer named Cody. He and his best friend, Kristie, have been practicing for quite some time in hopes of winning the competition. Derek and Chad, a couple of bullies, are the only two people standing in their way. Because of the rivalry and bad feelings that exist between these two pairs, they can’t even stand to be at the same beach together. Cody desperately wants to win the competition. Then Cody’s uncle, Kana, teaches him the family surfing motto. It certainly gives Cody a new outlook on surfing, but will it help him win the competition? This story contains fun surfing lingo and slang, which appear in bold throughout the story, as well as a glossary at the end defining these cool words. Length of Story: 4,178 Words
Bats in the Belfry
A Playbook® Original Story
Written by: Patricia Fine

Middle School students who love Batman will enjoy going back to the original "Bat Men" (and Bat Women) by portraying these characters, including Barnabus, a Count Dracula look-alike, in a creative story with Social Studies content. The excitement begins when a group of bats join forces to prevent their home from going up in flames during the Great Fire of London (1666). It is on historic record that St. Botolph’s, Aldersgate was one of the few important buildings left standing after this major disaster, which destroyed over thirteen hundred dwellings and other buildings in the city, including St. Paul’s Cathedral. This story imaginatively tells what might have happened when the bats of London, who were despised and suspected of spreading diseases, came together, cooperated, and saved the day. Readers will love going "bats" with these interesting characters. Is Barnabus really a vampire? Your students can decide! Length of Story: 5,691 words

Sundance Finds a Cigarette
A Playbook® Original Story
Written by: Jan Abbott

Sundance, that curious yellow-striped kitten, is back. He's growing up, and so is his master and friend, Ryan, who is now thirteen. Ryan is small for his age, just like Sundance, and he wishes he looked older. When Ryan's friend, Jimmy, tries to get him to smoke, telling him it will make him look more mature, Ryan decides to try it. Of course, Sundance also gets involved and the drama begins. With a little creative help from the other two cats in the family, both cat and boy not only come to understand the dangers of cigarettes, but also learn important truths about the process of growing up. Length of Story: 6,292 Words
Mission Humanity
A Playbook® Original Story
Written by: Elizabeth Burke

Mission Humanity is a futuristic science fiction story about a family living on Planet Luna in the year 2084 under the rule of a dictator who has outlawed the ideas of family identity, individuality, and even names! People are to be known by letters and numbers only and to function as members of a governmental machine. One family dares to oppose this tyranny, but it’s a dangerous undertaking. Worse yet, it seems that the younger members of the family have already been indoctrinated into this sterile and heartless form of existence. Will the family be able to pull together to overcome this oppression, or is it already too late? Does the younger generation still retain enough of their humanity to want to join their family against this cruel dictator? Length of Story: 11,113 Words

Content Level | Character roles written from... | # of Books per Small Group Set
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Grades 6-12 | Average Stage 6 | 8

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**Sherman the Shy**

A Playbook® Original Story  
Written by: Pat Fine

It’s time for Prince Sherman to choose a bride, but that’s actually the last thing he wants to do. In the first place, he’s horribly shy. He can’t even talk to girls, let alone think about marrying one. Also, the girls who are always flocking around him are only interested in him because he’s a handsome prince. He wishes he could find a girl he could talk to who would like him for who he is, but apparently that sort of girl just doesn’t exist. To get away from it all, he heads out by himself to go camping in the woods. Unfortunately, he’s not a very good camper and ends up falling down a deep hole. It seems like his life only goes from bad to worse until he’s rescued by the very girl he’d always hoped to find. Except, of course, he can’t marry her because she’s not royalty. Will Prince Sherman ever find happiness? They say love always finds a way!

Length of Story: 13,029 Words

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**Rapunzel**

A funny modern twist of a timeless tale adapted to Playbook® Format  
Retold by: Margaret Ann Webber

Same old, same old … a wicked witch who wants revenge, a beautiful girl with long, blonde braids imprisoned in a tower, and a handsome prince who climbs up to rescue her. Right? Wrong!!! In this modern adaptation, you’ll find out how computers and a spunky hairdresser can thwart true love’s path.

Length of Story: 4,862 Words
I'm Not With Them

A Playbook® Original Story
Written by: Sharon Brinkerhoff

Life had never been easy for Carlos. His father died early, falling victim to the alcoholism that plagued his life. His mother and her five children were left in poverty. Carlos looked up to his brother, Diego, and wanted to fit in with his crowd, but he found himself in situations where the peer pressure was too great. Fortunately, Carlos had a gift, a rare and special talent that always helped him deal with difficult times. He was an artist, and through his abstract painting, he not only found a release for his emotions, but had already started to gain the respect and admiration of the art world. Would Carlos give in to the urge to follow the crowd, or would his artistic drive be strong enough to help him say, "I'm not with them." This story deals with teenage drinking and includes some graphic detail.

Length of Story: 11,328 Words

Around the World in 80 Days

A timeless tale adapted to Playbook® Format
Retold by: Margaret Ann Webber

This story chronicles the adventures of an Englishman, Phileas Fogg, who takes on a seemingly impossible wager: traveling around the world in 80 days. The year is 1872, and Fogg, along with his helpful and loyal sidekick, Passepartout, uses every form of transportation imaginable to aid in his quest. As he races around the world, he's pursued relentlessly by a determined private detective who somehow manages to track his every move. Join Fogg as he visits Egypt, India, Hong Kong, the American West, and many other colorful locations by way of railroad, carriage, steamer, pilot-boat, and other even more unusual conveyances. Based on the classic story.

Length of Story: 11,317 Words
Romeo and Juliet
A play by William Shakespeare adapted to Playbook® Format
Adapted/Written by: Dianna Cleveland

This Playbook® adaptation presents authentic Shakespearean text in current spelling and punctuation, while at the same time provides a modern, engaging, and relatable reading and literary experience for students. As the famous play occurs in the late 1500's, modern-day Romano and Julia interact with the events through a little magical transportation. They then become helpful guides to understanding the story as they watch it unfold.

Length of Story: 14,917 Words

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The Comedy of Errors
A play by William Shakespeare adapted to Playbook® Format
Adapted by: Margaret Ann Webber  
With contributions by: Danielle Birkitt

This merry mix-up employs the classic ruse of mistaken identity. Not one, but two sets of identical twins, separated shortly after birth, and totally unaware of one another, romp through the ancient city of Ephesus causing mass confusion and hilarity. To these four basic characters, add a doddering father, an irate wife, and an incompetent witch-doctor, among others, and you have a Shakespearean comedy of epic proportions.

Length of Story: 10,226 Words