

How to Use Your Level 2 Teacher's Manual (Third Edition, ISBN 978-1-935197-57-7) with the Color Edition Activity Book, Word Cards, and Readers

Are you using a Third Edition *All About*[®] *Reading* Level 2 Teacher's Manual? Good news! It is compatible with the Color Edition activity book, word cards, and readers. You'll just need to make a few small changes to your older Teacher's Manual.

To use with the Color Edition Activity Book pages 2	2-4
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How to Use Your Level 2 Teacher's Manual (Third Edition, ISBN 978-1-935197-57-7) with the Color Edition Activity Book

Follow these steps to coordinate your Third Edition Teacher's Manual with the Color Edition Activity Book:

Turn to this page in your Teacher's Manual	and update this information
Page 34	The activity called "Open or Closed?" has been replaced with a new activity called "Party Monsters Go Shopping." Cut out the box below and add it before the fluency sheets.
	Party Monsters Go Shopping
	Remove pages 15-18 from the activity book. Place page 15 in front of your student. Cut out the monster cards on page 17 and place them in a pile with the words facing down.
	"These Party Monsters are planning a party and need to buy some supplies at the store. Let's see if the store is open or closed when the monsters get there."
	Have your student select the monster cards one at a time and read the word on the back. If the word is a Closed syllable, she should put the monster by the closed door. If the word is an Open syllable, put the monster by the open door.
	Once all the monster cards have been sorted, have your student count how many monsters were at the store when it was open and how many were at the store when it was closed.
Page 61	In the section called "Complete the Activity Sheet," change the page number reference to pages 49-51.
Page 62	In the section called "Practice Fluency," change the page number reference to pages 53-54.
Page 107	In the section called "Complete Activity Sheet," change the page number reference for the Word Flippers to pages 113-119.

Page 107	Cut out the box below and add it after the Word Flippers.
	Party Monsters Play the Name Game
	Remove pages 111-112 from the Leap into Reading activity book. Cut out the two syllable type strips and lay them on the table. Cut out the monster cards and place them in a pile with the words facing down.
	Have your student select a monster card and read the word on the back. If the word is a Closed syllable, he should put the monster by the closed door. If the word is a Name Game syllable, put the monster by the party hat.
	Continue until all the monster cards have been read and sorted.
Page 108	In the section called "Practice Fluency," change the page number reference to pages 121-124.
Page 158	Cut out the box below and add it after the "Wake the Sheep" activity.
	Party Monsters Form Teams
	Remove pages 185-186 from the activity book. Cut out the four syllable type cards and lay them on the table. Cut out the monster cards and place them in a pile with the words facing down.
	Have your student select a monster card and read the word on the back. He should then decide if the word is a Closed, Open, Name Game, or Vowel Team syllable and put the monster on the appropriate syllable type card.
	Continue until all the monster cards have been read and sorted.
Page 159	In the section called "Practice Fluency," change the page number reference to pages 187-188.

Page 191	The activity called "What's for Dinner?" has been replaced with a new activity called "Party Monsters Make Dinner." Cut out the box below and add it before the fluency sheets.
	Party Monsters Make Dinner
	Remove pages 217-221 from the Leap into Reading activity book.
	Place the refrigerator and menu pages in front of your student. Cut out the Bossy R strip and place it next to the refrigerator. Cut out the word cards and place them in a pile in the refrigerator with the words facing down.
	Have your student select two word cards from the refrigerator and place them on one of the pairs of empty spaces on the menu. He can then read aloud the recipe title that he has created. Possible menu items include a radish and cracker sandwich or a hot dog and jam cake. Next, ask Bossy R if he would like to eat this menu item. But be forewarnedhe will only eat it if it has a Bossy R syllable type in the menu item! If it's an item that Bossy R will eat, your student may move the word cards to the Bossy R strip.
	Continue playing until the refrigerator has been emptied.

How to Use Your Level 2 Teacher's Manual (Third Edition, ISBN 978-1-935197-57-7) with the Color Edition Word Cards (cards indicate "Color Edition" in the header)

Follow this step to coordinate your Third Edition Teacher's Manual with the Color Edition Word Cards:

Turn to this page in your Teacher's Manual	and update this information
Page 72	In the section called "Practice Reading Words," add a word card for the word SCRAM. Insert it after the word SPLASH.
	In the section called "Teach Two Leap Words," delete the word card for DO.

How to Use Your Level 2 Teacher's Manual (Third Edition, ISBN 978-1-935197-57-7) With the Color Edition Readers (What Am I? and Queen Bee)

Follow these steps to coordinate your Third Edition Teacher's Manual with the Color Edition readers:

Turn to this page in your Teacher's Manual	and update this information
Page 54	Near the bottom of the page, change "After page 28" to "After page 29."
Page 77	Near the bottom of the page, change "After page 57" to "After page 56."
Page 134	Near the top of the page, change the reference from "Cake the Crab" to "Wade the Crab."
Page 152	Near the top of the page, delete the paragraph that begins "After page 147." Change "After page 148" to "After page 149." Change "After page 150" to "After page 155."
Page 172	Near the top of the page, change "After page 181" to "After page 178."