

# Dangerous Games Set 1

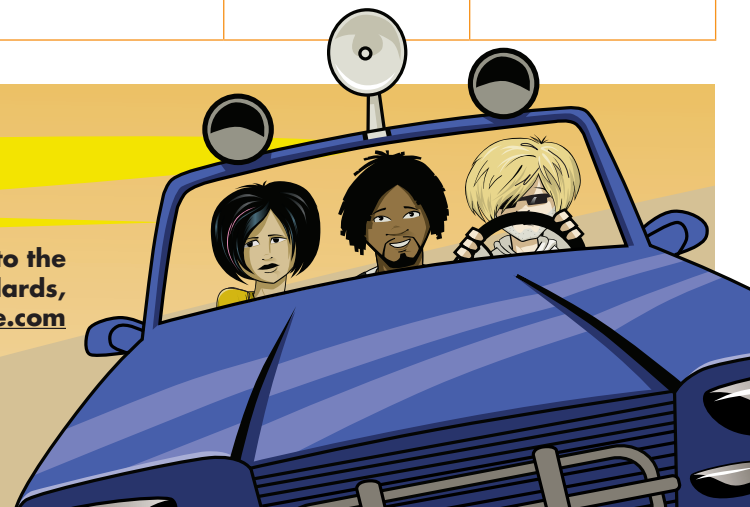
Correlations to the Grades 4, 5, and 6  
Common Core State Standards  
for English Language Arts are listed



Title	Comprehension Skill	Vocabulary	Comprehension Strategy	Language Focus	Literary Focus	Fluency
<b>Street Wars</b> GRL N/390L	Text and Graphic Features RL.5.7	design, fade, mutter, program, shiver, snarl, test, unbolt L.4.6, L.5.6, L.6.6	Monitor/Clarify RL.4.10, RL.5.10, RL.6.10	Nouns L.4.1, L.5.1, L.6.1	Character RL.4.3, RL.5.3	Expression RF.4.4, RF.5.4
<b>Avalanche!</b> GRL N/410L	Cause and Effect RL.4.10, RL.5.10, RL.6.10	frantically, glare, hurl, massive, narrowly, prop, trigger, urgently L.4.6, L.5.6, L.6.6	Predict and Infer RL.4.1, RL.5.1, RL.6.1	Prepositions L.4.1, L.5.1, L.6.1	Setting RL.4.3, RL.5.3	Appropriate Rate RF.4.4, RF.5.4
<b>Deadly Ocean</b> GRL N/420L	Form Opinions RL.4.1, RL.5.1, RL.6.1	beckon, corrupt, doubtful, fault, flooded, plunge, session, surface L.4.6, L.5.6, L.6.6	Summarize RL.4.2, RL.5.2, RL.6.2	Verbs L.4.1, L.5.1, L.6.1	Plot: Beginning, Middle, End RL.4.3, RL.5.3	Expression RF.4.4, RF.5.4
<b>Krakatoa</b> GRL O/510L	Main Idea RL.4.1, RL.5.1, RL.6.1	boulder, cushion, erupt, escape, explosion, ledge, shelter, stumble L.4.6, L.5.6, L.6.6	Ask Questions RL.4.10, RL.5.10, RL.6.10	Connectives L.4.1, L.5.1, L.6.1	Plot: Problem/Solution RL.4.3, RL.5.3	Intonation RF.4.4, RF.5.4
<b>Asteroid Attack</b> GRL O/530L	Draw Conclusions RL.4.10, RL.5.10, RL.6.10	bewildered, dismay, expand, hurtling, option, target, wail, witness L.4.6, L.5.6, L.6.6	Make Connections RL.4.10, RL.5.10, RL.6.10	Contractions L.4.1, L.5.1, L.6.1	Plot: Problem/Solution RL.4.3, RL.5.3	Intonation RF.4.4, RF.5.4
<b>Tornado Terror</b> GRL O/520L	Compare and Contrast RL.4.3, RL.5.3	accelerator, brake, flash, grate, grumble, improve, plain, track L.4.6, L.5.6, L.6.6	Make Connections RL.4.10, RL.5.10, RL.6.10	Adjectives L.4.1, L.5.1, L.6.1	Setting RL.4.3, RL.5.3	Phrasing RF.4.4, RF.5.4
<b>Robot Invasion</b> GRL P/550L	Sequence RL.4.1, RL.5.1, RL.6.1	active, complicated, disable, hollow, hunch, outwit, rudeness, scene L.4.6, L.5.6, L.6.6	Summarize RL.4.2, RL.5.2, RL.6.2	Phrasal Verbs L.4.1, L.5.1, L.6.1	Character RL.4.3, RL.5.3	Change Voice—Characters RF.4.4, RF.5.4
<b>Jungle Eye</b> GRL P/550L	Note Details RL.4.1, RL.5.1, RL.6.1	breeze, compass, crept, duck, enormous, gloomy, humid, survive L.4.6, L.5.6, L.6.6	Visualize RL.4.10, RL.5.10, RL.6.10	Adjectives L.4.1, L.5.1, L.6.1	Genre: Science Fiction RL.4.10, RL.5.10, RL.6.10	Accuracy RF.4.4, RF.5.4

Guided Reading Level/Lexile measure

For a complete correlation to the  
Common Core State Standards,  
visit [SundanceNewbridge.com](http://SundanceNewbridge.com)



# Dangerous Games Set 2

Correlations to the Grades 4, 5, and 6  
Common Core State Standards  
for English Language Arts are listed



Title	Comprehension Skill	Vocabulary	Comprehension Strategy	Language Focus	Literary Focus	Fluency
<b>White Water</b> GRL N/500L	Note Details RL.4.1, RL.5.1, RL.6.1	batter, footing, heap, nervously, rapidly, residue, sputter, suspiciously L.4.6, L.5.6, L.6.6	Predict and Infer RL.4.1, RL.5.1, RL.6.1	Adverbs L.4.1, L.5.1, L.6.1	Plot: Beginning, Middle, End RL.4.3, RL.5.3	Change Voice—Character RF.4.4, RF.5.4
<b>Ice Age Escape</b> GRL O/520L	Main Idea RL.4.1, RL.5.1, RL.6.1	assemble, cope, ferocious, layer, promising, recent, strike, unearth L.4.6, L.5.6, L.6.6	Monitor/Clarify RL.4.10, RL.5.10, RL.6.10	Adjectives L.4.1, L.5.1, L.6.1	Setting RL.4.3, RL.5.3	Appropriate Rate RF.4.4, RF.5.4
<b>The Maze</b> GRL P/550L	Sequence RL.4.1, RL.5.1, RL.6.1	bellow, communicate, embed, gaping, gush, peer, straightforward, strategy L.4.6, L.5.6, L.6.6	Summarize RL.4.2, RL.5.2, RL.6.2	Connectives L.4.1, L.5.1, L.6.1	Plot: Problem/Solution RL.4.3, RL.5.3	Intonation RF.4.4, RF.5.4
<b>The Nightmare Knight</b> GRL P/530L	Draw Conclusions RL.4.10, RL.5.10, RL.6.10	arena, basis, exhausted, gruesome, historical, interfere, stride, vivid L.4.6, L.5.6, L.6.6	Make Connections RL.4.10, RL.5.10, RL.6.10	Verbs L.4.1, L.5.1, L.6.1	Character RL.4.3, RL.5.3	Accuracy RF.4.4, RF.5.4
<b>Midnight Manor</b> GRL Q/570L	Compare and Contrast RL.4.3, RL.5.3	blare, corridor, echo, error, gasp, judge, passage, portrait L.4.6, L.5.6, L.6.6	Summarize RL.4.2, RL.5.2, RL.6.2	Adjectives L.4.1, L.5.1, L.6.1	Plot: Problem/Solution RL.4.3, RL.5.3	Expression RF.4.4, RF.5.4
<b>Lockdown</b> GRL Q/580L	Cause and Effect RL.4.10, RL.5.10, RL.6.10	convert, gorgeous, measures, rare, safe, signal, situation L.4.6, L.5.6, L.6.6	Ask Questions RL.4.10, RL.5.10, RL.6.10	Nouns L.4.1, L.5.1, L.6.1	Character RL.4.3, RL.5.3	Phrasing RF.4.4, RF.5.4
<b>Trapped</b> GRL Q/560L	Text and Graphic Features RL.5.7	attention, chip, gradually, slump, suggestion, surreal, wedge L.4.6, L.5.6, L.6.6	Visualize RL.4.10, RL.5.10, RL.6.10	Contractions L.4.1, L.5.1, L.6.1	Setting RL.4.3, RL.5.3	Expression RF.4.4, RF.5.4
<b>Superhero Mission</b> GRL Q/590L	Form Opinions RL.4.1, RL.5.1, RL.6.1	eager, extract, grave, parallel, region, resist, shimmer, success L.4.6, L.5.6, L.6.6	Make Connections RL.4.10, RL.5.10, RL.6.10	Phrasal Verbs L.4.1, L.5.1, L.6.1	Genre: Science Fiction RL.4.10, RL.5.10, RL.6.10	Intonation RF.4.4, RF.5.4

Guided Reading Level/Lexile measure



For a complete correlation to the  
Common Core State Standards,  
visit [SundanceNewbridge.com](http://SundanceNewbridge.com)