

Program Components

For a deeper look at what makes up CKLA, please refer to the Program Guides available on the Teacher Resource site. The Program Guides detail the philosophy of instruction used in the creation of CKLA.

They serve as succinct introductions to the program and its design.

The different components at each grade level are shown below to give an overview of the program structure.



Kindergarten

Knowledge Strand



12 Teacher Guides



2 Activity Books



12 Flip Books



12 Image Card Sets

Skills Strand



10 Teacher Guides



10 Activity Books



5 Readers



5 Big Books



Sound Cards



Large Letter Cards



Sound Posters



Blending Picture Cards



Chaining Folder



Picture Reader



Small Letter Card Box

Grade 1

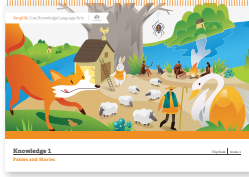
Knowledge Strand



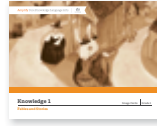
11 Teacher Guides



2 Activity Books



11 Flip Books



11 Image Card Sets

Skills Strand



7 Teacher Guides



7 Activity Books



7 Readers



3 Big Books



Spelling Cards



Large Letter Cards



Consonant Code Flip Book



Vowel Code Flip Book



Individual Code Chart

Grade 2

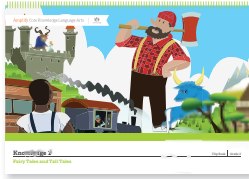
Knowledge Strand



12 Teacher Guides



2 Activity Books



12 Flip Books



11 Image Card Sets

Skills Strand



6 Teacher Guides



6 Activity Books



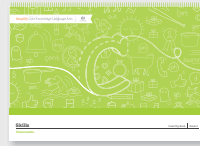
6 Readers



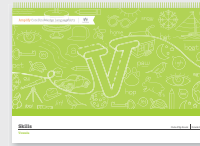
Timeline Cards



Spelling Cards



Consonant Code Flip Book



Vowel Code Flip Book



Individual Code Chart

Grade 3

Single Strand



11 Teacher Guides



11 Activity Books



11 Readers



8 Image Card Sets



Spelling Cards

Quests for the Core®



Far From Home: A Viking's Journey

A five-lesson Reading, Writing, and Speaking and Listening experience. Students are immersed in history, acting out the adventures of the Vikings and discussing the details of Norse society.

Grade 4

Single Strand



8 Teacher Guides



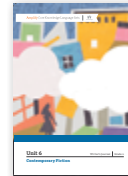
6 Activity Books



6 Readers



Student Poet's Journal



Student Writer's Journal

Quests for the Core®



The Contraction

A multi-unit Writing and Speaking and Listening experience. Students interact with a strange device that is fueled by their writing. The class establishes a regular writing routine over many weeks.



Eureka! Student Inventor

Students must save the game show Eureka! by working in teams, combining research, writing, and presenting skills to become "master inventors."

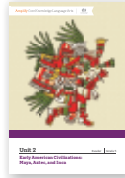
Single Strand



9 Teacher Guides



8 Activity Books



8 Readers



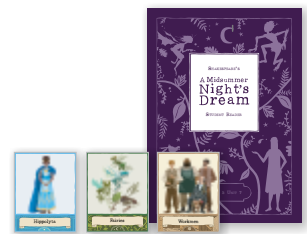
Student Poet's Journal

Quests for the Core



The Robot

A multi-unit Writing and Speaking and Listening experience. Students interact with a classroom pet that can learn and grow using their writing. The class establishes a regular writing routine over many weeks.



A Midsummer Night's Dream

Students are immersed in the mystery and magic of Shakespeare's comedy, analyzing character and language and bringing the play to life.