High Interest Low Vocabulary Series

Compiled by Joan Pearce



The Heights

Interest Level: Gr. 5 to 8

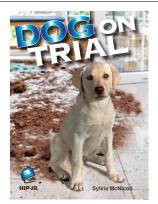
Reading Level: Gr. 1.0 to 2.0 (seems higher?)

Saddleback Educational Publishing (www.sdlback.com)
Series includes 20 stand alone high interest titles on

various themes.

Note: Around 53 pages, 17 short sentences per full

page. No illustrations.



HIP Jr.

Interest Level: Gr. 3 to 7

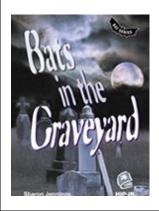
Reading Level: Gr. 1.8 to 2.4 (F & P levels L & M)

HIP Books (www.hip-books.com)

Series includes 18 titles with high action plots and middleschool problems but no romance and no real violence.

Note: Around 70 pages, 30 short sentences per full page.

Some B & W illustrations.



Bats Mystery from HIP Jr. Collection

Interest Level: Gr. 3 to 7

Reading Level: Gr. 2.0 to 3.4 (F & P levels L & M)

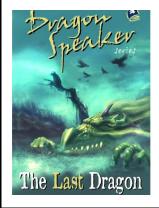
HIP Books (www.hip-books.com)

Follow junior detectives Sam and Simon through 6 stories

that are both funny and exciting.

Note: Around 70 pages, 30 short sentences per full page.

Some B & W illustrations.



Dragon Speaker from HIP Fantasy Collection

Interest Level: Gr. 5 to 10 Reading Level: Gr. 2.8 to 3.4 HIP Books (www.hip-books.com)

Contains three novels that form a single fantasy saga.

Note: Around 100 pages, with 30 short sentences per full

page. A few illustrations.

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Skinwalker from HIP Fantasy Collection

Interest Level: Gr. 5 to 10 Reading Level: Gr. 2.8 to 3.4 HIP Books (www.hip-books.com)

Contains three novels that are independent. Set in a world

of magic and shape-shifting.

Note: Around 100 pages, 30 short sentences per full page.

A few illustrations.



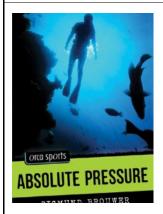
Orca Currents

Interest Level: Ages 10 to 14 Reading Level: Gr. 2.0 to 4.5 Orca Books (www.orcabook.com)

Short, high-interest novels with contemporary themes, written expressly for middle-school students..

Around 100 pages, 16 sentences per full page. No

illustrations.



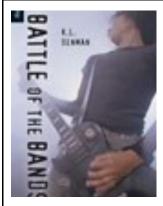
Orca Sports

Interest Level: Ages 10+ Reading Level: Gr. 2.0 to 4.5 Orca Books (www.orcabook.com)

Combine mystery and adventure with team sports. Engage young readers with exciting plots and easy-to-read lang..

Note: Around 100 pages, 30 short sentences per full page.

No illustrations.



Orca Soundings

Interest Level: Ages 12+ Reading Level: Gr. 2.0 to 4.5 Orca Books (www.orcabook.com)

Contemporary themes and exciting stores that reluctant

been readers want to read.

Note: Around 100 pages, 30 sentences per full page. No

illustrations.

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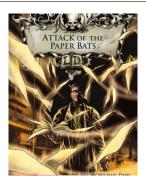


Faerieground by Beth Bracken and Kay Fraser

IL: Gr. 5 to 9 / RL: Gr. 1 to 3

Capstone—Stone Arch Books (www.capstonepub.com) Friends Soli and Lucy are drawn into the world of Faerieground where real fairies and dangers exist.

Note: Around 96 p., 7 to 10 sentences per page, lots of colour illustrations. (www.faerieground.com)



Library of Doom by Michael Dahl

IL: Gr. 4 to 8 / RL: Gr. 1 to 3

Capstone—Stone Arch Books (www.capstonepub.com)

Enter the Library of Doom, where the mysterious

Librarian, keeper of the world's most dangerous books,

does what it takes to keep his books out of the hands

of his sworn enemies.

http://capstonekids.com/characters/Library-of-



Return to the Library of Doom by Michael Dahl

IL: Gr. 4 to 8 / RL: Gr. 1 to 3

Capstone—Stone Arch Books (www.capstonepub.com)
The world's largest collection of deadly and dangerous
books just got better! More drama and adventure
await in these longer, scary stories.

Note: Around 72 p., colour illus.



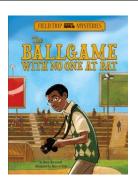
<u>Dragonblood</u> by Michael Dahl

IL: Gr. 4 to 8 / RL: Gr. 1 to 3

Capstone—Stone Arch Books (www.capstonepub.com)
A new Age of Dragons is about to begin. This time
they will have allies, some young humans who are making the discovery that they were born with dragonblood that gives them amazing powers.

Note: Around 32 p., 2 to 4 sentences per page, lots of colour illus.

Compiled by Joan Pearce



Field Trip Mysteries by Steve Brezenoff

IL: Gr. 3 to 6 / RL: Gr. 2 to 3

Capstone—Stone Arch books (www.capstonepub.com)
A Four fun kids find themselves in the middle of a
mystery on every school trip they take. Visual and
verbal clues are sprinkled throughout...

Note: Around 88 p., 10 to 15 sentences per page, some

colour illus.

http://www.capstonekids.com/characters/Field-Trip/



The Matt Merton Mysteries by Paul Blum

IL: Gr. 7 to 10—Age 10 to 14+/RL: Age 7 to 8
Scholastic (www.educationscholastic.ca)
Highly illustrated series that tells the continuing story
of Matt Merton, one man fighting to save the Earth
from annihilation in the aftermath of an alien invasion
Note: Around 46 p., 4 to 15 sentences per page, one B
and W illus. per 2 page spread.



<u>Jason Strange</u> by Steve Brezenoff, Jason Strange

IL: Gr. 3-6/RL: gr. 2—3

Capstone—Stone Arch books (www.capstonepub.com)

A town full of zombies, a creaky old movie theatre,
shadows in the night on a camping trip... These stories
will make you shiver. Spine-tingling suspense.

Note: Around 67 p., 17 sentences per page, a few B & W illustrations.



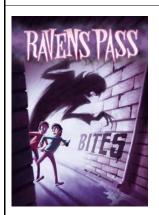
Troll Hunters by Michael Dahl

IL: Gr. 5-9/RL: Gr. 2-3

Capstone—Stone Arch books (www.capstonepub.com)
Follow the adventures of a group of contemporary teenagers who discover that their town, and ultimately the entire world, is under attack by fierce creatures beneath the earth.

Around 105 p.., 17 sentences per page, a few B & W ill.

Compiled by Joan Pearce



Ravens Pass by Steve Brezenoff

IL: Gr. 3 to 6 / RL: Gr. 2 to 3

Publisher: Capstone—Stone Arch books (www.capstonepub.com) From cursed toys to powerful witches to creepy aliens, the town of Ravens Pass isn't for the faint of heart. These thrilling titles pack the right amount of scary into spin-tingling stories that will make you shiver.

Note: Around 86p., 17 sentences per page, some B & W illus.,

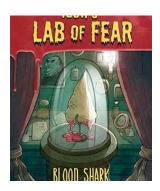


Dragonborn by Michael Dahl

IL: Gr. 1 to 3 / RL: Gr. 4 to 8 (Capstone)

All over the world, teenagers discover that they were born with dragon blood. Now, they must find each other. These dark, gritty stories for less-confident readers are almost twice as long as the original Dragonblood series.

Note: Around 72 pages, 3 to 5 sentences per page, some colour illus.



Igor's Lab of Fear by Michael Dahl

IL: Gr. 1 to 3 / RL: Gr. 4 to 8 (Capstone)

Welcome to my Laboratory of Fear! I'm Professor Igor. Yes, THAT Igor. Hehe. Each weird and unsettling specimen in my lab holds a story of science gone terribly, terribly wrong. Lucky for you, I have them locked up safe and sound, away from prying eyes, but maybe just this once I'll let you have a peak. Don't be shy, come downstairs to the world's most unusual science lab! And pay no attention to those teenagers working hard on that ancient equipment. Yes, those are chains on their feet, but they're quite happy to be here!

Note: Around 40 pages, 2 to 5 short sentences per page, some colour illus.



Spine Shivers by J. A. Drake

IL: Gr. 3 to 4 / RL: Gr. 4 to 6 up (Capstone)

Make sure you turn on a light, because these stories will chill you to the bone. From paranormal occurrences to downright horror, this book series has spooks to satisfy every reader. Includes non-fiction back matter, writing prompts, and discussion questions.

Note: Around 128 pages, 15 sentences per page, no ill.

Compiled by Joan Pearce



DC Super-Villains by Laurie S. Sutton

IL: Gr. 3 to 6 / RL: Gr. 2 to 3

Publisher: Capstone—Stone Arch books (www.capstonepub.com)
These DC Comics Chapter Books feature the arch-enemies of the
world's greatest super heroes. The Joker battles with Batman
etc. These and other DC super-villains tell their tales as they
battle the defenders of truth and justice.

Note: Around 56 pages, 12 short sentences per page, several

colour illustrations.



<u>CD Comics Super Heros Series</u> by Eric Stevens (Separate series for Superman, The Flash etc.)

IL: Gr. 3 to 6/RL: Gr. 2 to 3

Publisher: Capstone—Stone Arch books (www.capstonepub.com)
These DC Comics chapter books feature the world's greatest
super heroes. and examples of bravery, loyalty, and true heroism.
Full color chapter books with original art by DC illustrators.
Note: Around 56 pages, 15 short sentences per page, some

colour illustrations.



Dangerous Games

IL: Gr. 6 to 9/RL: Gr. 3 to 4

Publisher: Scholastic (www.education.scholastic.ca)

This exciting range of adventure stories features a trio of computer game designers testing out their work for real, entering new virtual worlds and encountering exciting and sometimes deadly situations. Set 1, bk 1 introduces the premise, but the titles can be enjoyed in any order.

Note: Around 48 pages per book.