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**Sam**  
Unit 8 Reader

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Sam and the Fish

This is Sam.
Sam and his dad fish in a pond.
Sam’s dad brings a rod.
Sam brings a net.
Sam and his dad sit and sit.
Then, zap!
Sam’s dad gets a fish.
The fish jumps.
The fish twists and swims.
Sam’s dad tugs on the rod.
The fish swims past Sam.
Sam swings his net.
Sam lifts up the net.
The fish is in the net!
Sam and his dad grin.
Fun at the Pond

Sam is at the pond with his pals. Six frogs rest in the wet mud. Sam runs at the frogs. The frogs all hop in the pond.
Sam’s pal, Chad, digs up a crab.
The crab gets mad at Chad.
The crab snips at Chad’s hands.
Chad drops the crab.
Jen lifts up a log and spots a bug.
The bug is long with lots of legs.
The bug runs and digs in the sand.
The pond is lots of fun.
Sam’s Pets

Sam has pets.

One of his pets is a dog.

One of his pets is a cat.

One of his pets is a bug.
This is Sam’s dog, Max.
Max runs and jumps.
Max digs in the mud.
Max rubs mud on Sam.
Max yelps at the cat.
This is Sam’s cat, Tim.
Tim sips milk from a dish.
Tim naps on Sam’s bed.
Tim runs from Max.
This is Sam’s bug, King Tut.

King Tut hops from plant to plant.

King Tut chomps on plants.

King Tut runs from Tim.
Tasks

Sam has a long list of tasks.

Sam must scrub a bunch of cups.

Sam must help his dad trim shrubs.

Sam must mop the steps.
- Mop
- Scrub cups
- Sam's tasks
Sam scrubs all of the cups.

Scrub, scrub, scrub.
Sam helps his dad trim shrubs.

Snip, snip, snip.

The sun is hot.

Sam gets hot.
Sam spots a fan on the rug.

Sam flops on the rug and naps.

Then his mom spots him.

Sam’s mom taps him with the mop.

Sam jumps up. Sam picks up the mop.
The Van

Sam’s mom has a van.

Sam is in the van.
Sam and his mom got his pal, Chad.

Then the van hit a big bump.
The van will jump up, up, up.
Then, slam!
The van hit the land.
Crash!
Smash!
Crunch!
Snap!
Pop!
The van was bent.
The van had lots of dents.
The van did not run.
Sam’s mom got a fix-it man.
The fix-it man had a big fix-it kit.
The fix-it kit did not help much.
The fix-it man did not fix the van.
Sam’s mom got a cab.
The kids got in the cab.
Sam’s mom was sad.
Sam held his mom’s hand.
Then Sam sang his mom a song.
“Mom,” Sam sang,
“a van is just a van!”
On the Bus

The van is in the fix-it shop.

Sam’s mom must get on the bus.

The bus pulls in at the bus stop.

Sam’s mom gets on and sits in back.

The bus bumps up the hill.

Sam’s mom hangs on with one hand.
Sam’s mom rings the bell.
The bus stops at the next stop.
Sam’s mom gets off.
Sam in Class

Sam sits in Miss Mack’s class.
The kids will print till class ends.
Then the bell will ring.
Sam will run and jump in the pond.
Miss Mack has the class print.
The kids print black cat.
Miss Mack checks Sam’s print.
“That’s a mess!” quips Miss Mack.
“Fix it!”
The bell rings.

Sam jumps up and grabs his bag.

Miss Mack tells Sam,

“Sit and print!”
Sam sits and prints.

Will Miss Mack let him swim?

Sam can’t tell.
Miss Mack tells Sam,

“Print one last thing.
Print splash in the pond.”

Sam grins at Miss Mack.
Miss Mack grins back at him.
Sam prints splash in the pond.
Then Miss Mack sends him off.
Sam yells, “Miss Mack is the best!”
The Chills

Sam met Chad at the pond.
Chad left his pants on the sand.
Sam left his pants on a big rock.
Chad got in.
Splash!
Then Sam got in.
Splish!
Sam and Chad go swimming in the pond.

The sun was hot,

but the pond was not.

Chad and Sam got the chills.
Sam ran up on the rock and got his pants.
Chad ran up on the sand, but Max, the dog, had his pants.
Chad ran and got his pants back from Max.
Stop That Bus!

Sam’s mom runs in and yells,

“Sam, get up!”

Sam jumps up.
Sam’s mom hands him his pants.
Sam jumps in his pants.
Sam’s mom hands him his pack.
Sam slips the pack on his back.
Sam’s mom hands him his lunch.
Sam grabs it.
Sam and his mom run fast.

“That’s the bus!” Sam yells.

Sam’s mom huffs and puffs.

“Stop the bus!” Sam yells.
The kids on the bus spot Sam.

One of them yells, “That’s Sam. Stop the bus!”

The bus stops.

Sam is in luck.

Sam gets on the bus.
Sam and the Duck

Sam’s class is on a trip.
The class is at the dock.
Miss Mack spots Ken, the fish man.
“Ken,” Miss Mack asks,

“Can the kids dig in the sand?”

Ken nods.

“Yes, the kids can dig in the sand, but the kids must not pet the duck.

That duck is a bad duck.

That duck pecks at kids.”
Miss Mack tells the kids,

“Class, let’s not pet the duck.”

Sam and Chad dig in the sand.

Chad digs up a ring.

Sam lifts the ring up.

The ring glints in the sun.
The duck spots the ring.
The duck quacks and runs at Sam.

“Sam!” Miss Mack yells,
“It’s that bad duck, the one that pecks!”
The duck runs up and pecks at Sam’s hand.

Then it runs off with the ring.

“Man!” yells Chad.

“That is one bad duck!”
Max in the Mud

Max tracks mud on the deck.

Sam’s mom yells, “Bad dog!”
Sam’s mom has Sam get a mop.
Sam gets a mop
and mops up the mud.
Sam’s mom sniffs Max.

Ug!

The dog smells bad!
Sam gets Max in the bath tub.
Sam’s mom scrubs him.
Then, at last, Max smells fresh!
The Band

Sam’s dad is in a jazz band.

That’s him in the back.

Chad’s dad is in the band with him.

That’s him on the drums.

Chad’s boss is in the band, as well.

That’s him on the left, in the hat.
Sam’s dad plucks at his strings.
Chad’s dad bangs on his drums.
The kids clap and yell.
The band is a big hit!
The Chick

Sam and Chad got up on a rock.

On top of the rock was a gull’s nest.

The gull had a chick.

The gull fed the chick a bit of fish.

Then the gull left.
The chick fell from its nest.

Plop!

The chick got stuck in a crack.

Sam and Chad got the chick.

Then Chad set it back in its nest.
About this Book

This book has been created for use by students learning to read with the Core Knowledge Reading Program. Readability levels are suitable for early readers. The book has also been carefully leveled in terms of its “code load,” or the number of spellings used in the stories.

The English writing system is complex. It uses more than 200 spellings to stand for 40-odd sounds. Many sounds can be spelled several different ways, and many spellings can be pronounced several different ways. This book has been designed to make early reading experiences simpler and more productive by using a subset of the available spellings. It uses only spellings students have been taught to sound out as part of their phonics lessons, plus a handful of tricky words, which have also been deliberately introduced in the lessons. This means the stories will be 100% decodable if they are assigned at the proper time.

As the students move through the program, they learn new spellings and the “code load” in the decodable readers increases gradually. The code load graphic on this page indicates the number of spellings students are expected to know in order to read the first story of the book and the number of spellings students are expected to know in order to read the final stories in the book. The columns on the inside back cover list the specific spellings and Tricky Words students are expected to recognize at the beginning of this reader. The bullets at the bottom of the inside back cover identify spellings, tricky words, and other topics that are introduced gradually in the unit this reader accompanies.

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SCHOOLS

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Writers
Matt Davis, Core Knowledge Staff

Illustrators
All illustrations by Dustin Mackay
**Code Knowledge assumed at the beginning of this Reader:**

- Beginning with “Sam and the Fish”: tricky words *the* and *a*
- Beginning with “Fun at the Pond”: tricky words *of* and *all*
- Beginning with “Sam’s Pets”: tricky words *one* and *from*
- Beginning with “The Van”: tricky word *was*

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**Code Knowledge added gradually in the unit for this Reader:**