WordWeavers

Companion Nonfiction Series

Content Map, Phonics Targets & Design Guide

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9 Companion Books × 5 Reading Levels × Real-World Knowledge

Building the Background Knowledge That Makes the Novels Click

The Concept: Nonfiction That Feels Like It Belongs to the Story

Your novels are going to build readers who care about dragons and dream thieves and memory markets. The companion nonfiction series takes that investment and turns it into real-world knowledge. Not because a teacher assigned it — but because a kid who just read about Maya's dragon heritage genuinely wants to know: do dragon myths actually show up in every culture? And if so, why?

That's the hook. You're not tricking kids into reading nonfiction. You're meeting a curiosity that the novel created. The novel builds the question. The companion answers it.

You've already built weekly nonfiction texts for Series 1–5 that do exactly this. What we're designing here is the leap from weekly classroom texts to standalone companion books — the kind of thing a kid grabs off the shelf because they just finished the novel and want more.

Format & Structure: Not a Textbook, Not a Workbook

These companions should feel like field guides, encyclopedias, or dossiers from inside the story world. Think about how kids devour the appendices in fantasy novels, the bestiary in a monster manual, the classified files in a spy thriller. That's the energy.

The Browsable Design Principle

Unlike the novels (which are read front to back), the companions are designed to be browsed. A kid can flip to any chapter based on what caught their attention in the novel. Each chapter is self-contained — no prerequisite reading required. This mirrors how strong nonfiction readers actually operate, and it's a skill struggling readers rarely develop because they're never given nonfiction interesting enough to browse.

Chapter Architecture

Every chapter in every companion follows the same structure, but the content stays fresh:

1. The Hook (100–200 words at Level 1): A question or mystery from the novel that this chapter answers. "Why do dragon myths show up in every culture on Earth, even ones that never talked to each other?"
2. The Real Science/History (core content, 400–800 words at Level 1): The actual subject matter, written at the appropriate decodable level. Real research, real examples, real data — presented in accessible language.
3. The Story Connection (100–150 words at Level 1): Explicitly links back to the novel. "This is exactly what Maya discovers when she realizes her dragon heritage isn't unique — it's universal."

4. Think About It (2–3 questions): Open-ended questions that push thinking beyond the text. Not comprehension checks — genuine thinking prompts.

5. Word Power Sidebar: The target vocabulary words from this chapter, with morphological breakdowns and usage examples.

Phonics Targets: How They Differ From the Novels

Nonfiction naturally runs heavier on specialized vocabulary and lighter on dialogue. That changes the phonics math. You can't lean on dialogue as your high-control zone the way you can in fiction. Instead, you lean on three different strategies:

Strategy 1: Visual Anchors Replace Dialogue

Where the novel uses dialogue for high-control, high-HFW text, the companion uses captions, labels, sidebars, and infographics. A labeled diagram of the brain's memory system gives you 15–20 short, decodable phrases ("short-term storage," "sleep helps memories stick") without requiring full paragraph-level control. At Level 1, visual elements should carry roughly 20–25% of the informational load.

Strategy 2: Domain Vocabulary as Anchor Words

In the novels, character names and location names become automatic through repetition. In the companions, domain-specific terms fill that role. A kid reading the MythKeepers companion encounters "mythology" maybe 40 times across 12 chapters. "Neuroplasticity" shows up 25 times in the brain science chapter and recurs throughout the book. These aren't sight words in the traditional sense — they're domain anchors that become automatic through investment.

Strategy 3: Glossary Sidebars for the Hard Words

Every time a word exceeds the syllable ceiling for a given level, it gets a sidebar treatment: the word is broken into syllables, defined in plain language, and used in a sentence connected to the novel. This lets you include necessary content vocabulary without breaking the decodability of the main text. The sidebar IS the phonics instruction — it's just disguised as world-building.

Adjusted Phonics Density: Companion vs. Novel

Metric	Novel L1	Companion L1	Novel L3	Companion L3
Avg HFW %	58–62%	50–56%	48–52%	42–48%
Avg Sentence Length	6–8 words	7–10 words	13–16 words	12–15 words
Visual Load	10–15%	20–30%	5–10%	15–20%
Domain Vocab Repeats	N/A (fiction)	15–25x per term	N/A (fiction)	10–15x per term
Glossary Sidebars/Chapter	0	3–5	0	1–3

The lower HFW% in companions is offset by higher visual support, more vocabulary repetition, and glossary sidebars. Net decodability stays comparable.

The Nine Companion Books: Content Map

Each companion aligns to its paired novel. The content draws directly from the real-world science, history, and social science that the novel's fantasy world is built on. Below is the full map — what each companion covers, how it connects, and what content areas it serves.

Year 1 Companions: Building the Foundation

Companion 1: The MythKeepers Field Guide

Paired with: MythKeepers Academy (Novel 1)

In-world framing: A field guide issued to all first-year MythKeepers students — the real science and history behind the Academy's teachings.

Ch	Title	Content	Content Area	Novel Connection
1	**Dragons Everywhere**	Why dragon myths appear in every culture independently. Fossils, genetic memory, the brain-dragon hypothesis.	Anthropology, Evolutionary Psych	*Maya's dragon heritage*
2	**How Your Brain Builds New Powers**	Neuroplasticity, myelination, why practice works. Sleep's role in learning.	Neuroscience	*Why training at the Academy works*
3	**Teamwork in the Wild**	Cooperation in nature: wolf packs, ant colonies, symbiosis, mycorrhizal networks.	Biology, Ecology	*Core Four's team dynamics*
4	**Tricksters Around the World**	Trickster archetypes across cultures: Anansi, Coyote, Loki, Hermes, Eshu.	Mythology, Literature	*Jamal's trickster heritage*
5	**Shape-Shifters: Science and Story**	Metamorphosis in nature, cultural shapeshifter myths, identity and transformation.	Biology, Anthropology	*Kai's shapeshifter abilities*
6	**Warriors of the Sun**	Solar mythology worldwide, Aztec and Inca sun worship, solar science.	Astronomy, Anthropology	*Sofia's sun warrior lineage*
7	**The Science of Fear**	Amygdala, fight-or-flight, why fear exists, facing fear vs. avoiding it.	Neuroscience, Psychology	*Characters facing the Void Cult*
8	**Hidden Worlds Throughout History**	Secret societies, hidden libraries, underground cities, coded languages.	History, Archaeology	*The hidden Academy concept*
9	**Different Kinds of Smart**	Howard Gardner's multiple intelligences, how schools measure only two.	Psychology, Education	*Core Four's different abilities*
10	**How Prophecies Actually Work**	Self-fulfilling prophecy in psychology, Oracle traditions, pattern recognition.	Psychology, History	*The central prophecy arc*
11	**When Cultures Collide**	Cultural exchange vs. appropriation, syncretism, respect and permission.	Social Studies, Ethics	*Cultural sensitivity themes*

| 12 | **The Power of Identity** | Identity formation in adolescence, code-switching, belonging and authenticity. | Psychology, Sociology | *Series resolution: identity themes* |

Book Dimensions by Level:

	Level 1	Level 2	Level 3	Level 4	Level 5
Total Word Count	8,000–10,000	12,000–16,000	18,000–24,000	26,000–32,000	32,000–40,000
Words Per Chapter	650–850	1,000–1,300	1,500–2,000	2,200–2,700	2,700–3,300
Target Lexile	350–550L	500–700L	650–900L	850–1100L	1000–1250L
Avg HFW %	54–58%	50–54%	42–48%	36–40%	28–33%
Illustrations/Diagrams	2–3 per chapter	1–2 per chapter	1 per chapter	Optional	Optional
Glossary Sidebars	4–5 per chapter	3–4 per chapter	2–3 per chapter	1–2 per chapter	0–1 per chapter

Companion 2: The Neo-Avalon Archive

Paired with: Tomorrow Thieves (Novel 2)

In-world framing: Declassified files from the Resistance — the science the Collectors don't want you to understand.

Ch	Title	Content	Content Area	Novel Connection
1	**The Science of Sleep**	Sleep stages, 90-minute cycles, REM, why sleep deprivation is devastating.	Neuroscience	*Why dream extraction is dangerous*
2	**How Memory Actually Works**	Encoding, consolidation, retrieval. Memory isn't playback — it's reconstruction.	Cognitive Science	*Memory Merchants' trade*
3	**Dream Worlds**	Lucid dreaming, dream interpretation history, creativity and dreams.	Psychology, History	*Marcus's dream abilities*
4	**Building Cities That Work**	Urban planning, infrastructure, how cities serve (or fail) their people.	Engineering, Social Studies	*Neo-Avalon's three social layers*
5	**Nature's Shape-Shifters**	Metamorphosis: butterflies, frogs, cellular transformation, imaginal discs.	Biology	*Resistance transformation powers*
6	**The Physics of Flight and Motion**	Projectile motion, trajectories, forces, the Magnus effect.	Physics	*Action sequences in the novel*
7	**Parasites: Nature's Thieves**	Parasitic relationships, mind-controlling parasites, toxoplasma, cordyceps.	Biology	*Collectors as nightmare parasites*
8	**Healing From Hard Things**	Trauma science, resilience research, post-traumatic growth, neuroplasticity of recovery.	Psychology	*Theme: trauma doesn't define you*
9	**The History of Resistance**	Real resistance movements, nonviolent strategy, how small groups create change.	History, Social Studies	*The Resistance narrative*
10	**Your Brain on Fear vs. Courage**	Amygdala hijack, how courage is a skill, exposure therapy, brave vs. fearless.	Neuroscience, Psychology	*Characters overcoming fear*
11	**Sound, Frequency, and Vibration**	How sound travels, frequency and pitch, sound in nature, echolocation.	Physics, Biology	*Dream-frequency technology*
12	**What Makes You You**	Consciousness, the self, philosophical zombies, neuroscience of identity.	Philosophy, Neuroscience	*Series resolution: identity*

Companion 3: The Memory Market Guidebook

Paired with: Memory Merchants (Novel 3)

In-world framing: A guidebook for navigating the hidden bazaars — the real science of memory, time, light, and story.

Ch	Title	Content	Content Area	Novel Connection
1	**Your Brain's Filing System**	How memory stores, sorts, and retrieves. Episodic vs. semantic vs. procedural.	Cognitive Science	*How memory theft targets episodic*
2	**The Art of Remembering**	Memory palaces, mnemonics, oral traditions, memory championships.	Psychology, History	*Jesse's memory preservation powers*
3	**Photography: Capturing Light**	How cameras work, light physics, history of photography, digital vs. film.	Physics, Art	*PHOTO- root family in action*
4	**Writing Systems Through Time**	Pictographs to alphabets, cuneiform, hieroglyphs, how writing changed memory.	History, Linguistics	*GRAPH- root family*
5	**Keeping Time**	Sundials to atomic clocks, why humans measure time, cultural time concepts.	History, Physics	*CHRON- root family*
6	**Maps and the Shape of Earth**	Cartography history, GPS, how maps shape perception, indigenous mapping.	Geography, History	*GEO- root family*
7	**The Power of Stories**	Narrative psychology, why humans tell stories, stories as survival tools.	Psychology, Anthropology	*Why memories-as-stories matter*
8	**Markets and Trade**	History of bazaars, barter economies, what gives things value, trust in trade.	Economics, History	*The memory market setting*
9	**Forgetting on Purpose**	Healthy forgetting, emotional editing, PTSD and unwanted memories.	Neuroscience, Psychology	*Villain's "perfect memories" scheme*
10	**Real vs. Fake**	Deepfakes, false memories, misinformation, how to verify what's real.	Media Literacy, Psychology	*Authentic vs. manufactured memories*
11	**How Cultures Remember**	Memorials, monuments, oral histories, national narratives, collective memory.	Social Studies, History	*Themes of cultural preservation*
12	**Making New From Old**	Creativity science, remix culture, innovation through recombination.	Psychology, Art	*Resolution: creating new memories*

Year 2 Companions: Deepening the Transfer

By Year 2, the companions shift from pure "background knowledge" to "academic transfer." The nonfiction starts reading more like the kind of text students will encounter in content-area classrooms. The in-world framing stays engaging, but the content rigor increases.

Companion 4: The ChromaCity Codex

Paired with: Code Breakers (Novel 4)

In-world framing: A hacker's manual for understanding the code beneath reality — how technology, brains, and design actually work.

Ch	Title	Content	Content Area	Novel Connection
1	The Architecture of Code	How coding works, algorithms, patterns in nature that mirror code.	Computer Science	*Cyrus's coding abilities*
2	Brains That Work Differently	Neurodiversity: autism, ADHD, dyslexia as different processing, not deficits.	Neuroscience, Psychology	*Character abilities as strengths*
3	Hidden Women of Computing	Katherine Johnson, Ada Lovelace, Dorothy Vaughan, Grace Hopper.	History	*Representation in tech*
4	How Your Eyes Trick You	Optical illusions, AR/VR science, how the brain constructs visual reality.	Neuroscience, Technology	*ChromaCity's AR layers*
5	The Art of Encryption	Secret codes through history, Caesar cipher, Enigma, modern cryptography.	History, Mathematics	*Code-breaking plot elements*
6	Designing for Everyone	Universal design, accessibility, how exclusion happens through design.	Design, Social Justice	*Inclusive design themes*
7	When Machines Learn	AI basics, how machine learning works, bias in algorithms.	Computer Science, Ethics	*AI elements in ChromaCity*
8	Sound as Data	Sound waves, frequency, digital audio, cochlear implants, sound design.	Physics, Technology	*Taj's deaf experience*
9	The Psychology of Gaming	Flow state, motivation, game design psychology, healthy vs. unhealthy gaming.	Psychology	*Nova's gamer identity*
10	Your Digital Footprint	Privacy, data collection, digital citizenship, online identity.	Digital Literacy, Ethics	*Digital reality themes*
11	Network Effects	How networks grow, six degrees of separation, viral spread, tipping points.	Mathematics, Sociology	*Network plot elements*
12	The Future of Human + Machine	Transhumanism, brain-computer interfaces, ethical questions.	Technology, Philosophy	*Series resolution*

Companion 5: The Connection Handbook

Paired with: Thread Weavers (Novel 5)

In-world framing: A handbook on the invisible threads that connect all humans — what science actually knows about relationships, trust, and belonging.

Ch	Title	Content	Content Area	Novel Connection
1	**The Invisible Web**	Social network science, weak vs. strong ties, how connection maps work.	Sociology, Mathematics	*Seeing threads between people*
2	**Your Brain on Friendship**	Oxytocin, mirror neurons, attachment theory, why connection is biological.	Neuroscience	*Why threads exist at all*
3	**Lost in Translation**	Communication breakdown, body language, cross-cultural communication.	Linguistics, Psychology	*Bridging different groups*
4	**How Groups Work**	Group dynamics, social roles, conformity research, bystander effect.	Social Psychology	*Merged school dynamics*
5	**The Art of Listening**	Active listening science, empathy as skill, perspective-taking.	Psychology, Communication	*Building authentic connections*
6	**Why Trust Matters**	Trust biochemistry, game theory, reciprocity, rebuilding broken trust.	Psychology, Economics	*Trust themes in the novel*
7	**Power: The Hidden Force**	Power dynamics, status hierarchies, influence, systemic inequality.	Sociology, Political Science	*Power struggles at school*
8	**Emotions Are Contagious**	Emotional contagion, empathy neurons, mood spread in networks.	Neuroscience, Psychology	*Emotional thread connections*
9	**How Movements Move**	Social movements, collective action, tipping points, youth activism.	History, Sociology	*Students organizing together*
10	**Loneliness: The Hidden Epidemic**	Science of loneliness, health effects, social media paradox, solutions.	Public Health, Psychology	*Malcolm hiding loneliness*
11	**Finding Your People**	Belonging research, identity groups, chosen family, authentic community.	Psychology, Sociology	*Sage's belonging journey*
12	**Quality Over Quantity**	Dunbar's number, deep vs. shallow ties, meaningful connection.	Psychology, Sociology	*Resolution: authentic vs. performative*

Companion 6: The Decision Tree Encyclopedia

Paired with: Branch Walkers (Novel 6)

In-world framing: A guide to the science of choices — from quantum mechanics to cognitive biases to the butterfly effect.

Ch	Title	Content	Content Area	Novel Connection
1	**The Butterfly Effect**	Chaos theory, sensitive dependence, weather prediction, small causes—big effects.	Physics, Mathematics	*Branching timelines concept*
2	**How Your Brain Decides**	Decision neuroscience, prefrontal cortex, emotional vs. rational decisions.	Neuroscience	*Jaylen's decision paralysis*
3	**The Paradox of Choice**	Too many options, decision fatigue, satisficing vs. maximizing.	Psychology, Economics	*Carmen's ADHD as asset*
4	**Game Theory for Real Life**	Strategic thinking, cooperation vs. competition, Nash equilibrium.	Mathematics, Economics	*Strategic choices in the plot*
5	**Probability and Luck**	How probability works, randomness, the gambler's fallacy, risk assessment.	Mathematics	*Branch probability mechanics*
6	**When Choices Are Taken Away**	Poverty and choice architecture, systemic barriers, learned helplessness.	Social Science, Economics	*Dimitri's limited choices*
7	**Cultural Expectations**	Family pressure across cultures, collectivism vs. individualism, duty vs. freedom.	Anthropology, Sociology	*Nia's family expectations*
8	**The Science of Regret**	Counterfactual thinking, regret aversion, growth from mistakes.	Psychology	*Perfectionism and fear of choosing*
9	**Multiple Paths in Nature**	Evolutionary branching, biodiversity, convergent evolution, many solutions.	Biology, Evolution	*Multiple valid paths theme*
10	**Time in Physics**	Relativity basics, spacetime, time's arrow, the block universe theory.	Physics	*Timeline mechanics*
11	**Growth Mindset and Resilience**	Carol Dweck's research, neuroplasticity of attitude, bouncing forward.	Psychology, Education	*Learning from wrong choices*
12	**Designing Your Own Future**	Goal science, implementation intentions, identity-based choices.	Psychology	*Resolution: owning your choices*

Year 3 Companions: Independence and Transfer

Year 3 companions read like genuine popular science books for young adults. The phonics scaffolding is minimal — mostly visible only at Level 1, and even there it's light. These books should stand alone as great nonfiction, completely independent of the novels if needed.

Companion 7: The Resonance Files

Paired with: Echo Keepers (Novel 7)

In-world framing: Research files from Resonance Academy — the science of emotions, empathy, and why feelings matter more than we think.

Ch	Title	Content	Content Area	Novel Connection
1	**The Science of Feelings**	Basic emotion theory, how emotions work in the brain, the limbic system.	Neuroscience	*Emotions as literal echoes*
2	**Emotional Vocabulary**	Why naming emotions matters, emotional granularity, expanding your feeling words.	Psychology, Linguistics	*Precision in emotional language*
3	**Empathy: Feeling With Others**	Mirror neurons, cognitive vs. affective empathy, empathy fatigue.	Neuroscience, Psychology	*DeShawn absorbing emotions*
4	**When Feelings Get Big**	Emotional regulation science, the window of tolerance, healthy coping.	Psychology	*Luna's explosive emotions*
5	**Grief and Loss**	Stages of grief (updated science), complicated grief, meaning-making.	Psychology	*River's preserved echoes*
6	**Emotional Intelligence at Work**	Goleman's framework, EQ vs. IQ, emotional skills in leadership.	Psychology, Business	*Practical applications*
7	**The Body Keeps the Score**	Somatic experience, embodied emotion, body-based healing approaches.	Psychology, Medicine	*Physical manifestation of feelings*
8	**Music, Art, and Feeling**	Why music moves us, art therapy, creative expression as emotional processing.	Neuroscience, Art	*Emotional resonance through art*
9	**Numbness: When Feelings Disappear**	Emotional blunting, dissociation, depression, anhedonia.	Psychology	*Echo Thieves stealing emotions*
10	**Collective Emotion**	Mass joy, collective grief, emotional atmospheres, stadium effects.	Sociology, Psychology	*Echoes lingering in spaces*
11	**Emotional First Aid**	Self-compassion, emotional triage, when to get help, being there for friends.	Psychology, Health	*Supporting each other*
12	**All Feelings Are Data**	Emotions as information, radical acceptance, emotional wisdom.	Psychology, Philosophy	*Resolution: all emotions valid*

Companion 8: The Potential Index

Paired with: Potential Seekers (Novel 8)

In-world framing: A directory of human capabilities — the science of talent, intelligence, creativity, and what "potential" actually means.

Ch	Title	Content	Content Area	Novel Connection
1	What Is Intelligence, Really?	History of IQ testing, its problems, cultural bias, what tests miss.	Psychology, History	*Who decides what's "smart"*
2	The Myth of the Gifted Kid	Fixed vs. growth mindset, burnout, the pressure of being labeled.	Psychology, Education	*Marcus's burnout arc*
3	Imposter Syndrome	Why high achievers feel fake, the research, strategies for overcoming it.	Psychology	*Aaliyah's imposter syndrome*
4	The Funny Brain	Neuroscience of humor, why laughter matters, comedy as intelligence.	Neuroscience, Psychology	*Kai's comic genius*
5	Bodies That Know Things	Kinesthetic intelligence, muscle memory, the athlete's brain, recovery.	Sports Science, Neuroscience	*Sofia's post-injury identity*
6	Hidden Talents	Late bloomers, talent vs. practice debate, 10,000 hours myth.	Psychology	*Discovering untapped potential*
7	The Science of Creativity	Divergent thinking, default mode network, creativity as process not magic.	Neuroscience, Psychology	*Creative potential as power*
8	Redemption and Change	Can people change? Neuroplasticity of personality, restorative justice.	Psychology, Ethics	*Jayden's redemption arc*
9	Multiple Intelligences Revisited	Gardner updated, Sternberg's triarchic theory, emotional intelligence.	Psychology	*Different intelligences = equal value*
10	Potential vs. Performance	Choking under pressure, test anxiety, why performance ≠ ability.	Psychology, Education	*Why tests don't capture potential*
11	Collective Intelligence	Groups smarter than individuals, cognitive diversity, team genius.	Organizational Psychology	*Team > individual potential*
12	Defining Success for Yourself	Intrinsic motivation, values-based goals, redefining achievement.	Psychology, Philosophy	*Resolution: own definition of success*

Companion 9: The Future Atlas

Paired with: Legacy Builders (Novel 9)

In-world framing: Maps of possible futures — the science of how today's actions shape tomorrow's world.

Ch	Title	Content	Content Area	Novel Connection
1	**Climate Science for Real**	Greenhouse effect, carbon cycle, what's actually happening, what's still possible.	Environmental Science	*Maya's environmental futures*
2	**The History of Justice Movements**	Abolition, civil rights, labor rights, disability rights, LGBTQ+ rights.	History, Social Justice	*Jamal's social justice futures*
3	**Technology and Tomorrow**	AI futures, biotech, space, renewable energy — realistic predictions.	Technology, Science	*Ana's technological futures*
4	**Art Changes the World**	Propaganda and protest art, muralism, music movements, art as activism.	Art History, Social Studies	*Marcus's artistic futures*
5	**What Makes Communities Work**	Community organizing, mutual aid, placemaking, civic engagement.	Sociology, Political Science	*Phoenix's community futures*
6	**Hope Is a Strategy**	Psychology of hope, learned optimism, realistic hope vs. toxic positivity.	Psychology	*Fighting nihilism in the plot*
7	**Systems Thinking**	Feedback loops, unintended consequences, leverage points, systems change.	Systems Science	*Understanding future timelines*
8	**Youth Who Changed History**	Real stories of young activists and innovators who shaped the world.	History	*Students as legacy builders*
9	**The Ethics of the Future**	Intergenerational justice, long-term thinking, the moral weight of tomorrow.	Philosophy, Ethics	*Why protecting futures matters*
10	**Failure Is Fuel**	Famous failures, iteration, the science of persistence, failing forward.	Psychology, History	*Nihilists as people who gave up*
11	**Your Legacy Starts Now**	Identity-based action, values alignment, small actions—big ripples.	Psychology, Philosophy	*Present actions shaping futures*
12	**Letters to the Future**	Time capsule tradition, writing to future selves, generational knowledge.	History, Literature	*Series capstone and resolution*

Companion Book Dimensions: Year-Over-Year Growth

The companions grow alongside the novels. Word counts increase, HFW density drops, and visual support decreases as readers gain independence. By Year 3, these companions read like genuine popular science books for teens.

Level 1 Targets	Year 1 (Books 1–3)	Year 2 (Books 4–6)	Year 3 (Books 7–9)
Total Word Count	8,000–10,000	10,000–14,000	14,000–18,000
Words Per Chapter	650–850	850–1,100	1,100–1,500
Target Lexile	350–550L	500–700L	650–850L
Avg HFW %	54–58%	48–54%	44–50%
Avg Sentence Length	7–10 words	9–12 words	10–14 words
Visual Support	25–30% of info load	20–25% of info load	15–20% of info load
Glossary Sidebars/Ch	4–5	3–4	2–3
Text Structures	Compare/contrast, cause/effect	+ problem/solution, argument	All structures, mixed within chapters

Level 5 Targets	Year 1	Year 2	Year 3
Total Word Count	32,000–40,000	38,000–48,000	45,000–55,000
Target Lexile	1000–1250L	1100–1350L	1200–1400L
Avg HFW %	28–33%	24–28%	20–25%
Visual Support	Optional	Optional	Minimal

Content Area Coverage Across the Full Series

One of the most powerful things about this companion series: by the time a student has read all nine books, they've built background knowledge across virtually every content area they'll encounter in middle and high school. And they built it through curiosity, not compliance.

Content Area	Bk 1–3	Bk 4–6	Bk 7–9	Total Chapters	HS Course Link
Neuroscience	✓✓✓	✓✓	✓✓✓	**25+**	Biology, AP Psych
Psychology	✓✓	✓✓✓	✓✓✓	**30+**	AP Psychology
Biology/Ecology	✓✓✓	✓	✓	**12+**	Biology
Physics	✓✓	✓	✓	**8+**	Physics
History	✓✓	✓✓	✓✓	**15+**	World/US History
Social Studies	✓✓	✓✓✓	✓✓	**18+**	Government, Sociology
Computer Science	✓	✓✓✓	✓	**8+**	CS, AP CS
Economics	✓	✓✓	✓	**6+**	Economics
Philosophy/Ethics	✓	✓✓	✓✓✓	**12+**	Philosophy, Ethics
Art/Music	✓	✓	✓✓	**6+**	Art History
Mathematics		✓✓	✓	**6+**	Statistics, Logic
Health/Wellness	✓	✓	✓✓✓	**10+**	Health

The Product Vision

Here's what the full WordWeavers library looks like on a shelf: nine novels and nine companion nonfiction books. Eighteen books across three years. A kid picks up the MythKeepers novel because it looks cool. Finishes it and grabs the Field Guide because they want to know more about dragon myths. Reads the companion and suddenly has background knowledge in anthropology, neuroscience, ecology, and psychology — without ever feeling like they were being "taught."

The novels build readers. The companions build scholars. Together, they build kids who walk into high school with the vocabulary, background knowledge, decoding skills, and reading confidence to handle anything.

And here's the thing that matters most: nobody has to know the books are decodable. The covers look like real books. The stories read like real stories. The nonfiction reads like the popular science books smart kids pass around. The intervention is invisible. The reading is real.