

# WordWeavers

## Decodable Novel Series

*9 Novels • 9 Companion Texts • 5 Reading Levels*

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A comprehensive literacy curriculum where every student finds their reading level,  
every story features characters who look like the kids reading them,  
and every chapter teaches the same phonics through genuinely different prose.

## What Is WordWeavers?

WordWeavers is a decodable novel series built for grades 5–9. Each of the nine novels tells a complete story in 20 chapters, and each chapter exists at five different reading levels — same characters, same plot beats, same vocabulary, but written at genuinely different complexity levels so every reader in a classroom can read the same book together.

Every novel has a nonfiction companion text that pairs chapter-by-chapter with the fiction. When the novel shows kids debugging reality with neurodivergent superpowers, the companion explains how real brains actually process information differently. When the novel depicts a memory marketplace, the companion explores the neuroscience of how memories form and fade. Fiction hooks them in. Nonfiction makes it stick.

The math: 9 novels + 9 companions = 18 books. Each book has 20 chapters at 5 levels = 100 chapters per book. That's 1,800 total chapters across the full curriculum. Every single one is phonics-validated for word count, sentence length, Flesch-Kincaid grade level, and high-frequency word percentage.

### The Five Reading Levels

Level	Lexile Range	Avg Sentence	Word Count	FK Grade	Comparable To
1	400–600L	~7 words	600–1,200	1.0–4.5	Grades 2–4
2	550–700L	~10 words	900–1,600	3.0–6.5	Grades 4–6
3	700–950L	~14 words	1,000–1,800	4.5–8.5	Grades 5–8
4	900–1,050L	~17 words	1,400–2,400	6.5–10.5	Grades 7–10
5	1,000–1,200L	~22 words	1,800–3,200	8.5–13.0	Grades 9–12+

### Series at a Glance

#	Novel	Companion	Core Theme
1	<b>MythKeepers Academy</b>	<i>MythKeepers Field Guide</i>	Mythological diversity
2	<b>Tomorrow Thieves</b>	<i>Neo-Avalon Archive</i>	Temporal justice
3	<b>Memory Merchants</b>	<i>Memory Market Guidebook</i>	Memory and identity
4	<b>Code Breakers</b>	<i>ChromaCity Codex</i>	Neurodiversity
5	<b>Thread Weavers</b>	<i>The Unity Web</i>	Authentic connection
6	<b>Branch Walkers</b>	<i>Decision Tree Encyclopedia</i>	Power of choice
7	<b>Echo Keepers</b>	<i>Resonance Files</i>	Cultural memory
8	<b>Potential Seekers</b>	<i>The Meridian Manual</i>	Multiple intelligences
9	<b>Legacy Builders</b>	<i>Future Atlas</i>	Intergenerational legacy

## Series 1: MythKeepers Academy

*Your heritage isn't a burden — it's your greatest power.*

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### Setting

MythKeepers Academy, a magical school where students awaken diverse mythological heritages. Four training zones, mystical creatures, and ancient powers merge with modern middle school life.

### Main Characters

Maya Chen (13, Dragon Voice, cerebral palsy), Jamal Williams (13, Reality Trickster, Anansi heritage), Sofia Delgado (13, Living Light, partially deaf), Kai Nakamura (13, Shapeshifter, nonbinary, autistic)

### Antagonist

The Void King (Erasmus Meridian) — seeks perfection and control through domination of all mythological power.

### Core Theme

Magical diversity as strength. Different mythological traditions, different abilities, different bodies — all equally powerful. Disability as a feature, not a limitation.

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### Companion Text: MythKeepers Field Guide

Nonfiction companion exploring real-world mythology, cultural traditions, disability studies, and the science behind the legends. Each chapter pairs with a novel chapter to connect fiction to fact.

## Series 2: Tomorrow Thieves

*They stole your future. Now steal it back.*

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### Setting

Year 2045, climate-collapsed Earth. Three temporal zones: Sky Cities (wealthy, slowed time), Flood Zones (accelerated time, impoverished), and Gray Zones (normal time, neutral buffer). Underground resistance networks fight temporal inequality.

### Main Characters

Zara Chen (28/appears 45, Temporal Engineer), Marcus Thompson (35, Timeline Navigator), Kai Nakamura (22, Quantum Hacker, they/them), Sofia Reyes (26, Temporal Medic), Amari Okafor (19/appears 30, Memory Keeper), Diego Vega (42, Temporal Fence)

### Antagonist

The Temporal Authority (Director Evelyn Sterling) — maintains inequality through temporal control, stealing time from the poor to give to the rich.

### Core Theme

Temporal and climate justice. Systemic inequality made literal through time theft. Resistance, solidarity, and the cost of stolen futures.

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### Companion Text: Neo-Avalon Archive

Nonfiction companion exploring climate science, social inequality, temporal physics, resistance movements, and how systems of power concentrate resources. Connects the novel's sci-fi premise to real-world injustice.

## Series 3: Memory Merchants

*Some things are worth more than any price.*

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### Setting

A world where memories can be extracted, commodified, and sold in the Memory Bazaar — a shifting marketplace in liminal space. Districts include the Grand Bazaar, Forgotten Quarter, Vault of Firsts, Gray Market, and Restoration Row.

### Main Characters

Jesse Chen-Martinez (Memory Keeper, crystallizes memories), Amara Okonkwo (Memory Weaver, sees multiple timeline perspectives), Terrell Washington (Memory Tracker, recovers “lost” memories), River Chen (Memory Economist, values everything but misses emotional worth)

### Antagonist

The Commodifier — believes everything has a price, cannot understand non-transactional love. Revealed as the first victim of memory commodification. Secondary threats: Memory Eaters (corrupted merchants) and Cultural Collectors (steal heritage memories).

### Core Theme

Memory as identity. The difference between price and value. Personal vs. collective history. Some things — love, belonging, cultural heritage — are beyond transaction.

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### Companion Text: Memory Market Guidebook

Nonfiction companion exploring the neuroscience of memory, cultural preservation, identity, grief, and how communities protect shared histories. Connects the fantasy marketplace to real science of how brains store and lose memories.

## Series 4: Code Breakers

*Your brain isn't broken. It's the most powerful debugger in the system.*

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### Setting

ChromaCity, a near-future city where AR and physical reality merge. Five neurodivergent teenagers form the Debug Squad to fight a conformity virus that erases cognitive difference.

### Main Characters

Cyrus Chen (13, autistic, pattern architect), Luna Castillo (13, ADHD/synesthesia, visual debugger), Taj Singh (14, partially deaf, sonic debugger), River Morgan (13, nonbinary, dyspraxia, movement debugger), Nova Martinez (13, anxiety, predictive debugger)

### Antagonist

Dr. Ellis Sterling (the Architect) — a neurodivergent creator who built the conformity virus out of self-hatred, unable to accept their own difference. Binary — the virus itself, which gains consciousness. Principal Sterling.

### Core Theme

Neurodiversity as superpower. Different brains see different things — and the world needs all of them. The danger of forced conformity. Internalized oppression and self-acceptance.

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### Companion Text: ChromaCity Codex

Nonfiction companion exploring real neuroscience, computer science, social psychology, disability rights, AI consciousness, acoustics, and universal design. Each chapter connects the novel's cyberpunk world to real scientific research.

## Series 5: Thread Weavers

*Sensitivity isn't weakness — it's the power to see what everyone else misses.*

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### Setting

Confluence High, a newly merged school combining three fractured communities (Northridge Prep, Riverside High, Meadowbrook Academy). The Thread Realm overlays physical reality, making all human connections visible as colored threads.

### Main Characters

Dante Williams (14, Performance Seer, former influencer), Priya Patel (13, Obligation Navigator, family pressure), Malcolm Torres (14, Humor Healer, hiding grief), Sage Hawkins (15, Universal Observer, nonbinary), Keiko Tanaka (14, Distance Weaver, military kid)

### Antagonist

Jordan Chen (Thread Cutter → Thread Healer) — betrayed by her entire friend group, cuts connections because “if no one's connected, no one gets hurt.” Dr. Morgan Hartley — true antagonist, socially anxious architect who designed the school merger to enforce isolation. Mrs. Worthington — principal who manipulates obligation threads.

### Core Theme

Authentic connection over performance. Social sensitivity as essential empathy. Healing over hiding. Chosen family. Systems change through collective vulnerability.

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### Companion Text: The Unity Web

Nonfiction companion exploring social psychology, network science, empathy, conformity, communication, and the science of human connection. Pairs each novel chapter with real research on how relationships work.

## Series 6: Branch Walkers

*Every choice creates a universe. Protect the right to choose.*

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### Setting

Crossroads Middle School by day, the Decision Tree by night — a multiverse of possibility branches where every human choice creates new timelines. Hidden portals connect the school to branching realities.

### Main Characters

Jaylen Brooks (Analysis Branch Vision, sees 50+ decision paths), Carmen Reyes (Impulse Branch Vision, ADHD, speed navigator), Dimitri Volkov (Constraint Branch Vision, turns limits into opportunities), Nia Okonkwo (Collective Branch Vision, seven-generation awareness), Quinn Chen (Temporal Fluidity, maintains multiple possibilities)

### Antagonist

The Pruners (led by Helena Wright, Head Gardener) — systematically limit human choices, believing that cutting possibilities protects people from pain. Well-intentioned extremists who would rather have safety than freedom.

## Core Theme

The power and burden of choice. Diverse decision-making styles (analytical, impulsive, constrained, collective, fluid) as complementary strengths. Free will as a right worth fighting for.

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### Companion Text: Decision Tree Encyclopedia

Nonfiction companion exploring decision science, behavioral economics, choice architecture, game theory, and the psychology of how humans make decisions. Connects the multiverse premise to real research on choice.

## Series 7: Echo Keepers

*Forgotten histories matter most. Different processing reveals different truths.*

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### Setting

The Memory Archive — an Art Deco meets digital age underground repository of human memory. Five districts: Central Repository, Forgotten Wing, Recording Studios, Community Centers, and Silence Zones. Memory crystals store history.

### Main Characters

Adrian Chen (Sound Weaver, auditory processing disorder as gift), Ling Rodriguez (Bridge Builder, democratic memory activist), Jasper Washington (Pattern Keeper, NVLD, exceptional pattern recognition), Malik Torres (Truth Seeker, OCD drives systematic searching), Keiko Tanaka (Memory Artist, synesthesia), Aria Okonkwo (Silence Reader, detects deliberate erasures)

### Antagonist

The Silence Bureau — systematically erases inconvenient memories. Director Sterling — school control. The Void — accumulated erased pain consuming histories. A system that weaponizes forgetting.

### Core Theme

Memory as power. Who controls the past controls the future. Neurodivergent processing as archival superpower. Cultural memory preservation. Intergenerational trauma and healing.

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### Companion Text: Resonance Files

Nonfiction companion exploring cultural memory, archival science, oral history traditions, intergenerational trauma, and how different cognitive processing styles reveal hidden truths in historical records.

## Series 8: Potential Seekers

*Every form of genius matters. Comparison kills potential; collaboration reveals it.*

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### Setting

Meridian Prep, a modern school with hidden depths. A shimmering overlay of potential threads visible to certain students. Dark zones where potential drains. Thread highways between buildings connect to unseen dimensions of possibility.

### Main Characters

Marcus Chen (Academic Recovery, burned-out “gifted kid”), Aaliyah Johnson (Leadership Awakening, imposter syndrome), Kai Martinez (Creative Genius, class clown hiding brilliance), Sofia Volkov (Physical Intelligence, athlete redefining achievement after injury), Jayden Kim (Transformation, reformed bully protecting underdogs)

## Antagonist

Dr. Erasmus Void — former prodigy who believes achievement causes suffering, drains potential to “protect.”  
The Potential Drainers — adults whose crushed dreams became weapons. The Standardizers — enforcing a single metric of success.

## Core Theme

Multiple intelligences. The damage of ranking and comparison. Every kind of smart matters — academic, creative, physical, emotional, social. Potential as something discovered through collaboration, not competition.

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## Companion Text: The Meridian Manual

Nonfiction companion exploring multiple intelligences, learning styles, growth mindset research, the history of IQ testing, gifted education controversies, and the neuroscience of how different brains excel in different ways.

## Series 9: Legacy Builders

*Every choice cascades through time. Words reshape reality.*

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## Setting

Cornerstone Middle School, hiding Temporal Archives behind a janitor’s closet. Portals to possible futures. A probability engine at the center like a crystalline tree. Walls become transparent, showing future murals of what could be.

## Main Characters

Maya Patel (15, Environmental Architect, climate futures), Jamal Davis (14, Justice Architect, equity bridges), Ana Morales (13, Innovation Architect, tech futures, youngest), Marcus Zhang (14, Artistic Architect, street artist “Zephyr” who paints realities), Phoenix Rivera (15, Community Architect, nonbinary, mediator between timelines)

## Antagonist

The Nihilists — hope assassins. Former idealists turned cynics who believe the future is doomed no matter what. Their leader is the principal’s future self. They eliminate possibility to prevent disappointment.

## Core Theme

How present actions shape the future. Intergenerational responsibility. Leadership through vision, not authority. The power of hope against cynicism. Building something that outlasts you.

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## Companion Text: Future Atlas

Nonfiction companion exploring futures studies, intergenerational impact, environmental sustainability, social justice movements, and how individual actions ripple through time to create lasting change.