STORYGATE

READING ADVENTURES



Volume 1: The Door of Shapes and Sounds

Kindergarten entry level | Adult-supported independent practice

Cross Reality Studios

FREE PREVIEW - NOT THE COMPLETE BOOK

Copyright and digital-use license

Copyright 2026 Robert H. Ellis Jr.. All rights reserved.

Created by Robert Ellis. Published by Cross Reality Studios.

This purchase grants one purchaser a personal and household-use license. The purchaser may use the files on their own devices and print copies for children living in the same household.

The files may not be resold, redistributed, shared online, emailed to other households, placed in a shared drive, altered for resale, or uploaded to public or commercial platforms.

Interactive features work best in Adobe Acrobat Reader. Some browser and mobile preview apps display the pages but may not save typed responses. The printable edition is included as a dependable alternative.

Cross Reality Studios | Where worlds collide.

FREE PREVIEW - NOT THE COMPLETE BOOK

For the grown-up quest guide

1. Use 10-15 minute sessions. Stop while the child is still successful and interested.
2. Read directions aloud. Let the child answer first; give a hint only after a thoughtful try.
3. A chapter is mastered when the learner completes at least 4 of 5 gate checks without guessing.
4. If the gate is not passed, replay only the missed skill page. This is practice, not failure.
5. PDF chapter locks are honor-based for broad device compatibility. Enter the gate code, then select Next Quest.
6. Pronunciation prompts use sounds and adult modeling. A separate script is included in the answer guide for optional audio recording.

Choose your hero. Every reader belongs in the

- [ ] **KEY KEEPER**
  I look for clues.
- [ ] **RUNE READER**
  I sound out words.
- [ ] **MAP MAKER**
  I remember the path.
- [ ] **STORY MAGE**
  I use words wisely.

Hero name: _____

My quest promise: I will try, sound it out, and ask for help when I need it.

- [ ] I accept the quest!

Follow the path in order. No gate may be skipp

1. **The Hall of Shapes**
   The first story door
2. **Whisper Woods**
   Letters m, s, a, t
3. **Rune River**
   Letters p, i, n, c
4. **Lantern Cave**
   Letters f, o, d, h
5. **Echo Tower**
   Letters r, e, b, g
6. **Moon Garden**
   Letters l, u, k, j
7. **The Last-Letter Gate**
   Letters w, v, y, x, q, z
8. **The Crown Gate**
   Alphabet and early reading review

FREE PREVIEW - NOT THE COMPLETE BOOK

The first story door

The Story Seeker reaches The Hall of Shapes. A silver door hums, but its lock will open only for a careful reader. Learn the new signs, speak them clearly, and carry their meanings to the gate.

TODAY'S POWERS

- name circle, square, triangle, rectangle
- notice curves, sides, and corners

QUEST WORDS

circle a round shape with no corners

square a shape with 4 equal sides

BACK TO MAP

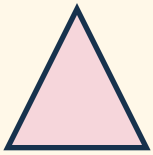
Look, say, connect, and write



circle



square



triangle



rectangle

1 A circle has ___ corners. _____

2 A square has ___ sides. _____

3 Spell the shape with 3 sides: ___ _____

Say it. Read it. Use it. Unlock it. **FREE PREVIEW - NOT THE COMPLETE BOOK**

Mastery check - earn 4 of 5 keys

- [ ] I can name or recognize today's letters or shapes.
- [ ] I can say the new sounds or shape names.
- [ ] Find and name the four shapes.
- [ ] Which shape has no corners?
- [ ] I can explain or point to one quest word picture.

Gate code (ask the grown-up after 4 keys): _____

If fewer than 4 keys are earned, replay the missed practice and try again.

QUEST MAP

NEXT QUEST

YOUR FIRST GATE IS OPEN

Continue through all 8 chapters

The complete $8 digital bundle includes the interactive book, printable book, adult answer guide, progress record, and certificate.

GET THE COMPLETE $8 BUNDLE

Where worlds collide.

FREE PREVIEW - NOT THE COMPLETE BOOK