



Name _____

Date _____

READY, SET, FLOAT

Gregory invited his friend Jethro over to play a board game he got for his birthday. He was excited to play the game. He had read the directions last night in bed and could hardly sleep because it sounded so exciting.

Gregory waited at the window until he saw Jethro walking down the sidewalk.

"Yes! He's here!" whispered Gregory, and he thrust his fist in the air.

Jethro came in and took off his coat. He dusted the snowflakes off his collar. It had just started to snow.

Gregory had the game board set up with all the pieces. He immediately began explaining the rules and directions. Jethro nodded his head in understanding, and it wasn't long before the two were ready to begin.

Gregory rolled the die first. He began counting the number of spaces and saw that he landed on the "atmosphere space" on the game board. As Gregory set his token down on the space, he felt a strange sensation. Suddenly, he noticed his hair standing up in the air.

"What's going on?" asked Gregory. Soon he felt his hands rising upwards along with his body and his feet. Before he knew it, he was touching the ceiling.

"Oh, wow," said Jethro in a stunned voice. "What happened? What are you doing?"

"I don't know," said Gregory. "You try it. Roll a six and land on this space. See what happens to you."

"This is freaky!" exclaimed Jethro, rolling the die.

STORY QUESTIONS

- Which words could describe Gregory at one point in the story?
 - confused
 - annoyed
 - furious
 - coy
- Which of the following statements is not accurate?
 - Jethro was interested in playing the game with Gregory.
 - Gregory was trying to scare Jethro.
 - When Gregory landed on the space, he began floating in the air.
 - There isn't an ending to this story.
- What is the problem in the story?
 - Gregory is feeling sorry for himself.
 - Jethro thinks his friend is a little crazy.
 - Something strange is happening while the boys are playing the game.
 - Gregory is nervous about what his parents will think.



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DOUBLE TROUBLE

"Mr. Franson, would you please send Samantha Jacobs to the principal's office?" the intercom announced without warning.

Mr. Franson looked up at Samantha and motioned towards the door. Samantha had a confused and scared look on her face. Why would the principal need to see her?

"It's okay," Mr. Franson said calmly. "I'm sure he just has a question for you or a paper that needs to be signed. Hurry back so you can share your report."

Samantha slowly walked down the corridor towards the principal's office. She had made it all the way to fifth grade without being summoned here. Her mind was racing, trying to think of a reason why she needed to go now.

"There you are," said Principal Stewart. "I was hoping you were in school today. Come on in to my office."

Samantha followed Mr. Stewart inside and sat down.

"It seems we have something unusual going on," he said. "You see, we had a new student report to school today, and she said that her name was Samantha Jacobs. The address she listed as her home address matches yours exactly. Her phone number is the same, as well."

"Mr. Stewart, I don't know what's going on. I've never heard of this Samantha," said Samantha.

"The interesting part is that we looked up the name Samantha Jacobs in the school records, and there was a Samantha Jacobs that attended this same school a hundred years ago," continued Mr. Stewart. Samantha's jaw dropped to the floor.

STORY QUESTIONS

1. According to the story, Samantha was sent to the principal's office because . . .
 - a. she was caught cheating.
 - b. she was being given an award.
 - c. she was being questioned about a new student.
 - d. she was being asked about a ghost.
2. Which sentence from the story would help you answer the previous question?
 - a. "Mr. Franson, would you please send Samantha Jacobs to the principal's office?"
 - b. "You see, we had a new student report to school today, and she said that her name was Samantha Jacobs."
 - c. "There you are," said Principal Stewart.
 - d. Samantha's jaw dropped to the floor.
3. What is the climax in this reading passage?
 - a. Samantha is afraid of going to the principal's office.
 - b. Samantha knew that she was going to be in trouble.
 - c. Samantha was accused of having a twin at school.
 - d. none of the above



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REALIGNMENT

Slam! The door slammed behind Eldon as he climbed out of the car. The howl of the wind was intense. He tightened the coat around his waist. He tried to see the names of the stores. It was hard to see through the debris.

Eldon stopped at the third store on the street. Though he couldn't see the store sign, he knew that the bookstore was just past the coffee shop. This wasn't an ordinary bookstore; in fact, it only sold books that were out of print and unusual.

Eldon slipped inside and brushed his hair back into place. He let out a gasp when he surveyed the surroundings. There wasn't a single item in the place. Every book, chair, and shelf had been removed.

"What?" asked Eldon.

Just then, a man came from the back room. "Can I help you?"

"I was looking for the bookstore! It used to be here." The man looked wearily at Eldon.

"A bookstore?" he asked.

"Yes, The Cobblestone Bookstore," said Eldon as he walked back to check the sign outside. There wasn't a sign there at all. The only thing left were the nails that once held it in place.

"What did you do with the bookstore?" demanded Eldon.

"Young man, I don't know what you are talking about. We just bought this store. It's been vacant for years. My brother and I are trying to open up a second-hand store."

Eldon turned to run out the door, but it was locked.



STORY QUESTIONS

- What is the meaning of the word *debris* as used in the passage?
 - rubbish
 - padding
 - organized plant life
 - wind gusts
- What do you think will most likely happen next in the story?
 - Eldon will attack the man.
 - Eldon will call the mayor.
 - Eldon will demand his money back.
 - Eldon will get scared.
- What is the main problem in the story?
 - Eldon is lost and can't find his way.
 - Eldon is upset because the bookstore is closed.
 - Eldon is confused about what happened to the bookstore.
 - none of the above



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MESSY ROOM

It didn't take long for Jennie's room to get messy. She was always in a hurry. Her soccer jersey seemed to have a permanent home on the floor, and the garbage can seemed to be taking on a life of its own. Jennie's mom had tried every tactic in the book to get Jennie to clean her room, but it was to no avail.

One lazy afternoon, Jennie was in her bedroom with the instructions that she was not to come out until it was clean. After Jennie had been inside her room for about two hours, her little sister Nellie went to check on her. She knocked on the door: no answer. Nellie called, "Jen?" There was still no answer. Not knowing what else to do, Nellie went downstairs.

That night when it came time for dinner, Jennie's father called her down for dinner.

"Her room must really be a mess this time," said Mother calmly.

Sitting around the dining room table, Jennie's family began to eat their spaghetti. The family could hear someone calling, "Help!" They all looked at one another.

"That sounds like Jennie," said Nellie. The family jumped to their feet and ran up the stairs. They flung open the door to see Jennie's room still a pile of mess.

"Jennie, where are you?" asked Father.

"I'm under here," called Jennie. "I'm stuck in my dollhouse and can't get out!"

Jennie's family all knelt down and peered through the windows of the dollhouse. There sat a miniature Jennie on the dollhouse floor.

STORY QUESTIONS

1. Did Jennie really shrink to fit in the dollhouse?
 - a. Yes. Her mother sent her to her room in the dollhouse.
 - b. Yes. Somehow she shrunk while cleaning her room.
 - c. No. Nellie just told her parents that's where she was.
 - d. No. Jennie was making up the creature.
2. What is the meaning of the word *tactic* as used in the story?

a. story	c. method
b. tack	d. lengthy
3. What event in this story indicates that it is a fantasy story?

a. eating spaghetti	c. no answer when called
b. cleaning the room	d. Jennie fitting inside a dollhouse



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JUST HER WAY

Mrs. Stuart hadn't missed a day of school yet, and so her class was surprised to find a substitute sitting in her chair one Monday morning.

"We have a substitute," breathed Jan.

"Maybe we should change our names," suggested Zack.

"Please have a seat immediately so I can take roll," interrupted the substitute.

The children filed into the room. The substitute wrote her name, "Mrs. Jesterway," on the board. Zack couldn't help noticing that when you broke up the sub's last name into smaller parts, it sounded like the words, "just her way."

Zack also noticed that her accent kept changing. Sometimes she sounded like she was from the South, and other times she sounded like she was from the East Coast. Zack decided to keep a closer eye on their substitute.

The substitute seemed a bit weird. Out of the corner of his eye, Zack noticed that the substitute was cleaning out her ears. This lady is something else, thought Zack.

An hour later, Zack saw the substitute turn a dial in the back of her head. He was getting more suspicious. Zack turned to his buddy Jake.

"Hey, Jake, did you see the sub crank a dial in her head?" Jake raised his eyes and shook his head. Zack looked back up at the substitute and saw an antenna rising out of her head.

"Jake! Look at that!" Zack called. Just then the substitute turned and glared at Zack. She began walking up the aisle to his seat.

STORY QUESTIONS

- Which words best describe Zack in the story?
 - creative, outgoing, confident
 - timid, shy, new
 - observant, worried, confused
 - stuck up, timid, excited
- Which of the following statements was an actual event from the story?
 - Mrs. Stuart left a note for the class.
 - The substitute was mean to the students.
 - The principal reprimanded the students in Mrs. Stuart's class.
 - Zack kept stealing looks at his substitute.
- What is the problem in the story?
 - Mrs. Jesterway is not a very good substitute.
 - The class is having a hard time trusting Mrs. Jesterway.
 - Zack is suspicious about the substitute's odd behavior.
 - Zack is worried about what his friends will think if he gets in trouble.



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KITCHEN PATROL

Sierra's mother called for Sierra to come do the dishes. This was Sierra's least-favorite job, and she groaned at the thought of it.

"Why don't we just use paper plates?" asked Sierra. Ever since the dishwasher had broken, Sierra dreaded the daily task of doing dishes. She hated everything about it—the dirty sponge, the grimy food on the plates, and the smelly dish soap.

That night, as Sierra cleared the table, she took special care to put the teakettle gently in the suds. As Sierra grabbed a sponge to wipe it clean, she felt an odd sensation. Wiping the teakettle with her sponge, a cloud of smoke filled the room.

"What is going on?" thought Sierra. She wiped again and another puff of smoke flew into the air.

Sierra set the teakettle on the counter and decided to ignore the incident. But as she picked up a plate, the plate began dripping a brown, muddy substance.

"Mom?" hollered Sierra. "I think our dishes have a problem!"

"What do you mean?" asked her mother.

"The dishes are making their own mess," said Sierra as she put down a fork that spewed white, cloudy mush.

"Sierra, we don't have time for games. Get the dishes done so we can leave," instructed Mother.

Just then, Sierra opened the broom closet to find a fountain of mud spraying out into the room. Sierra slammed the closet door shut and ran out of the room.

STORY QUESTIONS

1. What is the main idea of the first paragraph?
 - a. It explains why the dishes are dirty.
 - b. It contains the climax of the story.
 - c. It shares the resolution about why the dishes were so dirty.
 - d. It provides background and describes the story setting.
2. What can you learn about Sierra from reading this passage?
 - a. She likes to do dishes.
 - b. She wishes that her mom would help her in the kitchen.
 - c. She lives a fantasy life.
 - d. She is confused about what is going on.
3. Which of the following would make a good title for this story?

a. "The Three Dishes"	c. "The Dirty Dishes"
b. "Sierra and the Teakettle"	d. "Mystery Mess"



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COMPUTER LANGUAGE

Fritz was working early one Saturday morning when he noticed his computer doing some really peculiar things. Each time he would give his computer a command, the word *NO* would appear on the screen. The first time it happened, Fritz thought it was pretty funny.

"So you don't want to do what you're told?" laughed Fritz. He tried a few other commands and still got the same response. When Fritz told the computer to print, the word *NO* appeared. When Fritz told the computer to open the email, the same letters appeared again.

"What is going on?" asked Fritz. He no longer thought it was funny. Fritz scratched his head and shut down his computer. He was relieved to see the computer start to shut down. But it was taking a long time. He was frustrated with how long it was taking. He wanted to get the science report over with so that he could move on to more interesting things.

Once the computer was finally dark and quiet, Fritz booted it up again. Everything was happening as it was supposed to, until Fritz tried to open his word processor program. Those two little letters appeared again. Fritz stared at the computer.

Suddenly, he had an idea. Fritz slowly typed the following into the keyboard: "Yes you will." The letters appeared on the screen just as Fritz had typed them. Suddenly, he turned his computer off again. This was too much to comprehend. He couldn't actually believe he was talking with his computer!

STORY QUESTIONS

1. Which of the following could be a title for this story?
 - a. "The Case of the Missing Computer"
 - b. "The Day My Computer Crashed"
 - c. "Invasion of the Computer"
 - d. "The Computer that Could Talk"
2. What is the meaning of the word *peculiar* as used in the story?
 - a. unusual
 - b. similar
 - c. surprising
 - d. admiring
3. What sentence in this story indicates that it is a fantasy story?
 - a. "What is going on?" asked Fritz.
 - b. Each time he would give his computer a command, the word *NO* would appear on the screen.
 - c. Once the computer was dark and quiet, Fritz booted it up again.
 - d. Fritz slowly typed the following into the keyboard, "Yes you will."