

Help! A Story of Friendship— Selection Vocabulary

Read each item below carefully and choose the correct answer.

- 1** The word *nervously* means
- Ⓐ in a sad manner.
 - Ⓑ in a slow manner.
 - Ⓒ in a happy manner.
 - Ⓓ in an uneasy manner.
- 2** What does the word *peered* mean?
- Ⓕ looked up
 - Ⓖ looked away
 - Ⓗ looked quickly
 - Ⓘ looked closely
- 3** What does the word *afraid* mean?
- Ⓐ bold
 - Ⓑ calm
 - Ⓒ scared
 - Ⓓ strong
- 4** If you *rescue* someone, you
- Ⓕ include someone in an activity.
 - Ⓖ save someone from danger.
 - Ⓗ help someone with a chore.
 - Ⓘ bring someone a gift.

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- 5 The word *perfectly* means
- A once in a while.
 - B really new.
 - C past due.
 - D just right.
- 6 What does the word *secret* mean?
- F old
 - G perfect
 - H private
 - I stolen
- 7 Read the dictionary entry below.

- **Verb:** need others
- **Verb:** get help from

Which of the following words is defined in the entry above?

- A hope
 - B depend
 - C enjoy
 - D pretend
- 8 What does the word *actions* mean?
- F doing things
 - G thinking things
 - H remembering things
 - I knowing things

Help! A Story of Friendship— Comprehension

Read the following questions carefully. You may look back at the selection to help find the answer to each question.

- 1** At the beginning of the story, why is Mouse covering himself with leaves?
- Ⓐ He falls and hurts his foot.
 - Ⓑ He wants to take a nap.
 - Ⓒ He is hiding from Snake.
 - Ⓓ He is hiding from Hedgehog.
- 2** Why is Mouse afraid of Snake?
- Ⓕ Snake is mean.
 - Ⓖ Mouse knows that Snake is hungry.
 - Ⓗ Mouse thinks Snake is mad at him.
 - Ⓘ He was told that snakes are dangerous to mice.
- 3** Why could Rabbit not help Mouse out of the hole?
- Ⓐ The hole is too dark.
 - Ⓑ The hole is too deep.
 - Ⓒ There might be spiders.
 - Ⓓ His back is too prickly.

- 4** How does Snake help Mouse without scaring him?
- F** He lowers Hedgehog into the hole to grab Mouse.
 - G** He wears a disguise and slithers into the hole to get Mouse.
 - H** He disguises his tail and sticks it in the hole for Mouse to grab on to.
 - I** He ties a stick to his tail and sticks it into the hole for Mouse to grab on to.
- 5** What do you learn about being a friend from the story?
- A** Anybody can be a friend.
 - B** Everybody should be a friend.
 - C** You cannot believe what others say about people.
 - D** You should believe what others say about people.

Not Norman—Selection Vocabulary

Read each item below carefully and choose the correct answer.

- 1 The word *decide* means
- (A) to make up a story.
 - (B) to change your mind.
 - (C) to make up your mind.
 - (D) to question your mind.
- 2 What does the word *trade* mean?
- (F) to give a gift
 - (G) to save money
 - (H) to go shopping
 - (I) to exchange goods
- 3 Read the dictionary entry below.

- **Verb:** looks long and directly with eyes wide open
- **Noun:** long and fixed looks at someone or something

Which of the following words is defined in the entry above?

- (A) stares
- (B) sees
- (C) notices
- (D) blinks

- 4 If you *glance* at something, you
- F examine it.
 - G look at it quickly.
 - H observe it carefully.
 - I remember it always.
- 5 What does the word *proper* mean?
- A comfortable or easy
 - B kind or thoughtful
 - C foolish or unwise
 - D correct or fitting
- 6 If two things are *different*, they are
- F not important. H not alike.
 - G not attractive. I not liked.
- 7 The word *friendship* means
- A being students.
 - B being gentle.
 - C being sisters.
 - D being pals.
- 8 Which of the following pairs has a *relationship*?
- F clouds and rain
 - G rivers and robots
 - H grass and computers
 - I zebras and skyscrapers

Not Norman—Comprehension

Read the following questions carefully. You may look back at the selection to help find the answer to each question.

- 1 At the beginning of the story, why does the main character not like Norman?
 - A He is boring.
 - B He is too small.
 - C He is not a pretty fish.
 - D He cannot take him to school.

- 2 Why does the main character take Norman to school for Show-and-Tell?
 - F His teacher loves fish.
 - G Everyone was asked to bring in a pet.
 - H He hopes someone will want Norman.
 - I He is proud to show Norman to his classmates.

- 3 What does Norman do when the main character hears noises at night?
 - A He keeps him company.
 - B He does not do anything.
 - C He swims around in circles.
 - D He starts to splash the water.

- 4 How does Norman change the main character's feelings about him?
- F Norman makes the main character realize that other pets are too noisy.
 - G Norman makes the main character realize that he has some good qualities.
 - H Norman makes the main character realize that he cannot afford another pet.
 - I Norman makes the main character realize that he cannot take care of another kind of pet.
- 5 What do you learn about being a friend from the story?
- A Sometimes fish can make good friends.
 - B Sometimes good friends are hard to find.
 - C Sometimes good things come in small packages.
 - D Sometimes there is good in people that you cannot see right away.