



Star Kids DLC

Power Reading

Grade 6

Name: _____

Date: _____ **Score:** _____

I. Fiction Reading Test

Jacob the Great

Jacob hated finishing things almost as much as he loved starting them. As a result, he had gotten into a million hobbies and activities, but he never stuck with any of them long enough to get any good.

He begged his mother for months for a guitar so that he could play Black Eyed Peas songs to Angie, a girl he liked, but after he finally got one for Christmas, he found out that guitars don't play themselves. He took a few lessons, but strumming the strings hurt his fingers and he didn't like holding the pick, so now the five-hundred dollar guitar lives under his bed.

After reading an ad in the back of one of his comic books, Jacob decided that he wanted a Wonder-Sweeper 5000 metal detector, so that he could find buried pirate treasure. So he mowed lawns all summer and didn't spend his money on ice-cream like his younger brother, Alex. He saved it all in a shoe box in his closet. Then he shoveled driveways all winter, and he didn't spend his money on candy and chips like his classmates. By the time spring came he had saved \$200, and he purchased the Wonder-Sweeper 5000 metal detector. He beeped it around the park for a while, but he soon found out that no pirates had ever set sail in his neighborhood, and if they had they didn't leave any treasure. Even though he found a key ring, forty-seven cents, and all the bottle caps he could throw, he buried the metal detector in his closet.

Given Jacob's history with hobbies, it was no surprise that Jacob's father was *reluctant* to buy him a magician's kit for his birthday. "Geez, Jacob... You sure you wouldn't rather I got you more guitar lessons?" He suggested. Jacob was insistent. "Dad, you've got to get me the magician's kit. This time I'll stick with it for real. I promise! Come on, Dad," Jacob begged. Jacob's father sighed and then replied, "Oh, I don't know, Jacob. Things are awfully tight right now." But Jacob's father was reminded of his own youth long ago, when he quit football and started karate practice before hardly getting his equipment dirty. So when Jacob's birthday came around, Jacob was both surprised and pleased to find the magician's kit that he had desired so badly with a big bright bow on it.

Jacob opened up the box and unwrapped the many parts in the kit. As he did so, he imagined sawing his pet cat in half and putting it back together to the amazement of his friends and family. He took the many fake coins, trick cards, and rope pieces of

varying length on the kitchen table and imagined pulling rabbits out of his hat and turning them into pigeons with a mysterious puff of smoke. As Jacob continued pulling plastic thumbs, foam balls, and giant playing cards out of the magic kit, a commercial on the TV caught his attention. *"Hey kids! Have you ever wanted to go to space? Experience what it's like to be an astronaut? Do you want to explore the universe? Well, now you can."* As the commercial continued playing, Jacob walked away from the magic kit on the kitchen table and stared at the TV screen longingly. *"For only \$195 you can go to space camp and live life like an astronaut for a whole weekend. Enroll now for a once in a life time experience."* Jacob's cry rang throughout the house as he yelled, "MOM!" He now knew what his true purpose in life was.

A. Comprehension and Inferential Questions

Directions: After reading the story, choose the best answer for each question. Click the box of the correct answer.

1. According to the text, why does Jacob stop playing the guitar?

- a. It hurt his fingers.
- b. He'd rather play drums.
- c. It was too easy.
- d. He failed math.

2. To whom did Jacob want to play Black Eyed Peas songs?

- a. Alex
- b. Angie
- c. Mom
- d. Dad

3. According to the passage, why does Jacob decide that he wants a metal detector?

- a. He sees a man at the park with one.
- b. His father had one as a child.
- c. He saw a TV commercial for one.
- d. He read an ad for one in a comic book.

4. How does Jacob get the items that he wants in the story?

- a. He asks his mom.
- b. He asks his dad.
- c. He shovels driveways and mows lawns.
- d. He does all of these things to get what he wants.

5. When did Jacob buy the metal detector?

- a. In the fall
- b. In the summer
- c. In the spring
- d. In the winter

6. True or False: The metal detector was a good investment for Jacob.

- a. True b. False

7. Which happened first in the text?

- a. Jacob asked his dad for the magician's kit.
- b. Jacob got a guitar for Christmas.
- c. Jacob mowed lawns.
- d. Jacob shoveled driveways.

8. Which happened last in the text?

- a. Jacob saved up \$200.
- b. Jacob found forty-seven cents in the park.
- c. Jacob took guitar lessons.
- d. Jacob was influenced by a comic book.

9. Why doesn't Jacob's father want to get him the magician's kit for his birthday?

10. Why does Jacob's father buy Jacob the magician's kit?

11. Give the synonym of the underlined word in the sentence from paragraph four: "It was no surprise that Jacob's father was reluctant to buy him a magician's kit for his birthday"?

12. What distracts Jacob from the magician's kit?

13. Based on the end of the story, what will Jacob most likely going to do?

B. Literary Elements Questions

Directions: After reading the story, choose the best answer for each question. Click the box of the correct answer.

14. Which character trait *best* describes Jacob in regards to his hobbies?

- a. Dedicated b. Impulsive c. Committed d. Devoted

15. What was the author's purpose in writing this text?

- a. Inform b. Persuade c. Entertain d. Confuse

16. In what genre is this story?

- a. Fiction b. Nonfiction c. Folklore d. Poetry

17. In what subgenre is this story?

- a. Biography b. Historical Fiction c. Realistic Fiction d. Fable

18. In which pattern is the text organized?

- a. Problem and Solution b. Chronological c. Sequenced. Cause and Effect

19. Which poetic technique is used in the following line: "He beeped it around the park for a while"?

- a. Onomatopoeia b. Simile c. Personification d. Hyperbole

20. Which technique is used in the following line: "He had gotten into a million hobbies and activities"

- a. Onomatopoeia b. Simile c. Personification d. Hyperbole

21. Which technique is used in the following line: "The five-hundred dollar guitar lives under his bed."

- a. Onomatopoeia b. Simile c. Personification d. Hyperbole

II. Nonfiction Reading Test

Chess

A. Comprehension and Inferential Questions

Directions: Read the following passage and answer the questions that follow. Refer to the text to check your answers when appropriate. Click the box of the correct answer.

Chess is called the game of kings. It has been around for a long time. People have been playing it for over 500 years. Chess is based on an even older game from India. The chess we play today is from Europe.



White Chess Pieces

Chess is a two-player game. One player uses the white pieces. The other uses the

black pieces. Each piece moves in a special way. One piece is called the king. Each player has one. The players take turns moving their pieces. If a player lands on a piece, he or she takes it. The game ends when a player loses his or her king. There are a few more rules, but those are the basics.

Some people think that chess is more than a game. They think that it makes the mind stronger. Good chess players use their brains. They take their time. They think about what will happen next. These skills are useful in life and in chess. Chess is kind of like a work out for the mind.

You don't always have lots of time to think when playing chess. There is a type of chess with short time limits. It's called blitz chess. In blitz chess, each player gets ten minutes to use for the whole game. Your clock runs during your turn. You hit the time clock after your move. This stops your clock. It also starts the other player's clock. If you run out of time, you lose. Games of blitz chess are fast-paced.

Chess is not just for people. Computers have been playing chess since the 1970s. At first they did not play well. They made mistakes. As time went on they grew stronger. In 1997, a computer beat the best player in the world for the first time. It was a computer called Deep Blue. Deep Blue was big. It took up a whole room. By 2006 a cell phone could beat the best players in the world. Chess sure has come a long way. Don't you think so?

1. What is the author's purpose in writing the second paragraph?

- a. To explain the rules of chess
- b. To compare different types of games
- c. To talk about game pieces
- d. To persuade people to play chess

2. Which is not a reason that chess is a good workout for the mind according to the text?

- a. Good chess players think about what will happen next.
- b. Good chess players take a lot of risks.
- c. Good chess players take their time.
- d. Good chess players use their brains.

3. How long have people been playing chess?

- a. Over 100 years
- b. Over 500 years
- c. Over 1000 years
- d. Over 5000 years

4. Where did the game that chess is based on come from?

- a. Europe
- b. America
- c. India
- d. All of these

5. Which best describes the main idea in the fourth paragraph?

- a. This paragraph argues that players should think less.
- b. This paragraph explains how blitz chess is played.
- c. This paragraph explains time clocks work.
- d. This paragraph describes many different ways to play chess.

6. How does a game of chess end according to the text?

- a. One player takes all of the other player's pieces.
- b. One player makes it to the end of the board.
- c. One player becomes king.
- d. One player loses his or her king.

7. Which happened first?

- a. Computers did not play chess well.
- b. Deep Blue won an important game.
- c. Cell phones got good at playing chess.
- d. Deep Blue took up a whole room.

8. How is blitz chess different from regular chess?

- a. Each player has two kings.
- b. Players are blindfolded.
- c. Players only have ten minutes to play.
- d. Players start from a random position.

9. If it's your turn in blitz chess, what happens when you hit the clock?

- a. Both your clock and the other person's clock keep running.
- b. The other person's clock stops running and yours starts.
- c. Both clocks stop running.
- d. Your clock stops running and the other person's clock begins.

10. When did a computer first beat a strong human player in chess?

- a. 2006
- b. 1997
- c. 1970
- d. 1976

B. Extended Response

1. How might playing chess be good for people? Refer to the text in your answer. (5 pts.)
