

NAME: \_\_\_\_\_ DATE: \_\_\_\_\_

**DIRECTIONS**

Read the text and then answer the questions.

Alex walked to school every morning. He passed several stores on his way to school, but one of the more interesting shops was a video game store called GameBegin. Alex loved video games, so he sometimes stopped into the store. One day, he noticed a new game called *Time Travel*. Alex was excited—the game looked like so much fun! He decided he wanted the game. But it was expensive, and Alex knew his parents would not buy such an expensive game for him. He would have to save his money. But it would take time to save up the money, and Alex was afraid the store would not have the game once he was ready to buy it. Then, Alex had an idea. “My birthday’s coming up next month,” he thought. “I’ll ask for the game as a birthday present, and then Mom and Dad will get it for me.”

**SCORE**

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

1. Which game does Alex decide to buy?

- (A) GameBegin  
 (B) Expensive Game  
 (C) Time Travel  
 (D) all of the above

3. How is the word *expensive* pronounced?

- (A) x-SPEN-siv  
 (B) ik-SPEN-siv  
 (C) ik-SPENS-iv  
 (D) ikspens-IV

2. The dialogue in the text shows that Alex is

- (A) careful.  
 (B) hopeful.  
 (C) cunning.  
 (D) sophisticated.

4. *Several* means

- (A) a few.  
 (B) one.  
 (C) many.  
 (D) more than a few.

5. In this text, *coming up* means

- (A) far away.  
 (B) visiting.  
 (C) rising.  
 (D) about to happen.

\_\_\_ / 5

Total

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1. (Y) (N)

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3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

\_\_\_\_ / 5  
Total

Alex and his friends sat at the dining room table. The table was covered with a pile of presents. Alex knew exactly which present he wanted to open first. He pulled it from the pile and tore open the wrapping paper.

"I knew it!" he shouted triumphantly. The present was a video game called *Time Travel* that Alex had been wanting for a month. He'd been hopeful that his parents would give it to him. He thanked his parents and then passed the game around so his friends could see it, too.

"This is amazing," said Alex's friend Corey. "I've wanted this game since it came out. You're incredibly lucky."

"Now that I have it," Alex said, "you can come over and we can both play it."

1. Which suggests the text takes place at a birthday party?

- (A) *The table was covered with a pile of presents.*
- (B) *"I knew it!" he shouted triumphantly.*
- (C) *Alex and his friends sat at his dining room table.*
- (D) *"Now that I have it," Alex said, "you can come over and we can both play it."*

2. This story takes place

- (A) at breakfast.
- (B) at school.
- (C) at a birthday party.
- (D) at a video game store.

3. The root word in *wrapping* is

- (A) rap.
- (B) wrapp.
- (C) ping.
- (D) wrap.

4. Which is a synonym for *triumphantly*?

- (A) seriously
- (B) with difficulty
- (C) victoriously
- (D) happily

5. *Tore open* tells you that Alex is

- (A) bored with the present.
- (B) in a hurry to see the present.
- (C) afraid to see the present.
- (D) not interested in the present.

NAME: \_\_\_\_\_ DATE: \_\_\_\_\_

**DIRECTIONS**

Read the text and then answer the questions.

Alex and his friend, Corey, were playing Alex's new video game called *Time Travel*. Alex's little sister, Pam, came in the room and asked, "What are you guys doing? Can I play, too? I don't have anything to do."

"We're playing *Time Travel*," Alex mumbled. He didn't want to have a conversation with Pam. And he didn't want Pam to play the game.

"What's *Time Travel* about?" she asked. "How do you play the game?"

Alex answered briefly, "You have to survive during ancient times. If you're not careful, the dinosaurs attack and then you lose."

"Forget it," Pam said. "That sounds really boring. I'd rather play soccer."

Alex and Corey could not believe anyone would think *Time Travel* was boring!

**SCORE**

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

\_\_\_ / 5

Total

1. Why does Pam decide that she doesn't want to play with Alex and Corey?

- (A) because they are playing a boring game
- (B) because she doesn't like Corey
- (C) because she doesn't know how to time-travel
- (D) because she likes soccer

2. Which is the most likely setting?

- (A) in Alex's parents' living room
- (B) in an arcade
- (C) at school
- (D) at the public library

3. *Mumbled* is pronounced

- (A) MUHM-buhld
- (B) muhm-BUHLD
- (C) MUHM-buhl-ed
- (D) muhm-BUHL-ed

4. The root word in *briefly* is

- (A) fly.
- (B) brie.
- (C) brief.
- (D) rief.

5. The word *mumbled* tells you that Alex is

- (A) yelling.
- (B) laughing.
- (C) speaking clearly.
- (D) speaking quietly.

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## IT'S JUST ONE GAME...

One day, Alex and his friend, Corey, decided to visit Games and More, a video-game store near their school. They looked around the store and found all sorts of new games.

"These games are so awesome," Alex said. "I wish I could have every one of them."

"I know," Corey answered. "The one I want most is *Time Travel*. I really love playing it."

"It's an amazing game," Alex agreed. "And I hear they're coming out with another version."



For a while, the two boys looked through the selection of games. Then, Alex noticed that the store had a new game system on display. He wandered over to look at it. While Alex was looking at the game system, Corey was still looking at the games. He saw a few copies of *Time Travel* right there in front of him. Nobody would notice if he took just one.

Alex turned around and saw Corey pick up a copy of the game and slip it in his jacket. He rushed back to his friend. "What are you doing?" he hissed angrily.

"Shhh!" Corey insisted. "Nobody will notice anything."

"You can't just take that game! That's stealing, and you'll get in serious trouble."

"Alex, come on," Corey insisted. "It's only one game. Nobody will notice anything. Besides, I could never afford it myself."

"Forget it, Corey," Alex snapped. "I'm not letting you steal. Now, put it back or I'm calling the manager."

"Are you seriously going to do that?" Corey asked.

"Of course I'm going to do it. Put the game back!"

The two boys glared at each other for what seemed like hours. Finally, Corey put his hand in his pocket, drew the game back out, and placed it back in the slot where it belonged. Then, he said, "I'm really sorry. I almost made a huge mistake."

"Yeah, you almost did. But it is an amazing game. I'll let you borrow it."

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**DIRECTIONS**

Read "It's Just One Game..." and then answer the questions.

1. After reading this text, a reader will be better able to

- (A) steal video games.
- (B) consider right and wrong.
- (C) hide things from their friends.
- (D) argue about why stealing is sometimes okay.

2. The author probably wrote this to

- (A) show an audience a nice way to resolve a *what's right and what's wrong* conflict.
- (B) show an audience how to control and ignore your friends.
- (C) show an audience how to argue and always be right.
- (D) entertain an audience with a fun story before recess.

3. What do you predict will happen next?

- (A) Alex will take a video game.
- (B) Corey will not be friends with Alex.
- (C) Alex will tell the manager what Corey did.
- (D) Alex and Corey will play *Time Travel* at Alex's house.

4. The conflict in this text is between

- (A) Alex and himself.
- (B) Corey and the store manager.
- (C) Alex and the store manager.
- (D) Alex and Corey.

5. Why do you think Alex stops Corey from taking the game?

- (A) He doesn't see Corey take the game.
- (B) He wants the game for himself.
- (C) He doesn't want his best friend to be a thief.
- (D) He doesn't want to take the game.

6. This text is an example of a(n) \_\_\_\_\_ situation.

- (A) ethical
- (B) video-game store
- (C) fun
- (D) miraculous

**SCORE**

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

6. (Y) (N)

\_\_\_ / 6

**Total**

