

NAME: _____ DATE: _____

DIRECTIONS

Read the text and then answer the questions.

Just about everyone goes online. People keep in touch, read news, shop, and get advice online. The Internet started in the 1960s as a business idea. The idea was to link computers so coworkers could share information. The first Internet was called ARPANET. It had thirty-seven linked computers. But there was no World Wide Web yet. That is because computers did not all use the same language. The idea for the Web started in 1980. In the 1980s, three scientists created a special computer language. They wanted all computers to be able to use that language. Then, people could share things with ease. Your computer uses that language. That is how it connects you to the World Wide Web.

SCORE

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

___ / 5

Total**1.** This text is mostly about

- (A) the first computers.
- (B) a computer language.
- (C) ARPANET.
- (D) the history of the Internet.

4. *Link* and *connect* are

- (A) antonyms.
- (B) synonyms.
- (C) homophones.
- (D) homonyms.

2. Which index entry would help a reader locate this information?

- (A) World Wide Web
- (B) ARPANET
- (C) Internet
- (D) all of the above

5. What is the author's purpose?

- (A) to entertain
- (B) to instruct
- (C) to inform
- (D) to persuade

3. Which prefix makes the antonym of *connect*?

- (A) *pre-*
- (B) *re-*
- (C) *dis-*
- (D) *un-*

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1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

___ / 5

Total

When you want to play math games, you can go online. But how does that work? How do you get to the math website you want to visit? All computers on the Internet use the same computer language called TCP/IP. When you tell the computer to go to the math website, your computer talks to the math website in TCP/IP. That is how the website knows you want to play a game. When you play a math game, you click or type. Your computer tells the math website what you type or click. It uses TCP/IP to do that. How does your computer know where the website is? Each website has its own address, just as people and businesses do. When you type in the math website's address, the computer finds that place on the World Wide Web.

1. How does a math website know what you type or click?

- (A) You talk to someone at the math website.
- (B) Your computer communicates with the website using TCP/IP.
- (C) The math website reads what you type.
- (D) Your computer tells you what to type or click.

2. Which sentence is the summary sentence?

- (A) the fourth sentence
- (B) the first sentence
- (C) the third sentence
- (D) the second sentence

3. Which syllable is stressed in the word *computer*?

- (A) the first syllable
- (B) the second syllable
- (C) the third syllable
- (D) all of the above

4. Which word has multiple meanings?

- (A) website
- (B) type
- (C) math
- (D) computer

5. *Your computer talks to the math website in TCP/IP* is an example of

- (A) a metaphor.
- (B) personification.
- (C) hyperbole.
- (D) none of the above

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DIRECTIONS

Read the text and then answer the questions.

The World Wide Web is a very important part of our lives. Today's World Wide Web lets people do things they could never do before. You can find recipes and advice. You can watch movies and TV shows. You can keep in touch with friends and family. The Internet is also a very good place to find information. Do you want to learn to speak a new language? There are websites that help you learn. There are websites that help you make sure your guitar sounds right. Maybe you want to visit a museum. Many museums have websites that let you take a virtual tour of the museum. The World Wide Web has made it easy to find almost anything you want.

SCORE

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

___ / 5

Total

1. Which sentence gives an accurate summary of the text?

- (A) the ninth sentence
- (B) the second sentence
- (C) the sixth sentence
- (D) the last sentence

4. What is the tone of the text?

- (A) humorous
- (B) informative
- (C) fearful
- (D) negative

2. In which chapter would the text be located?

- (A) Chapter 2: Learning Spanish
- (B) Chapter 9: Popular TV Shows
- (C) Chapter 5: Insects
- (D) Chapter 7: The Internet

5. Based on the text, the phrase *keep in touch* means

- (A) to touch and then keep items
- (B) to keep items within reach
- (C) to be able to touch an object
- (D) to regularly communicate with others

3. Which vowel sound is **not** in the word *museum*?

- (A) short e
- (B) long e
- (C) short u
- (D) long u

NAME: _____ DATE: _____

SURF THE WEB SAFELY!

The World Wide Web can be a lot of fun. It is also a very good place to learn new things. You can play video games, watch your favorite movies, and watch TV shows. You can study, do your homework, and stay in touch with family and friends, too. But it is important to be safe when you use the Internet. Here are some good ways to stay safe when you surf the Web.

Be Private

Never give out your address or phone number online. Do not share your school's name or the name of your sports team, either. Ask your parents before you send a picture of yourself or your family to anyone. Do not give out your friends' addresses or phone numbers. Do not send pictures of your friends to anyone. Do not share passwords; you and your parents are the only people who need to know your password.

Be Polite

Words can hurt, so be polite when you are online. If you wouldn't want anyone to say it to you, don't say it to anyone else. Do not say mean things about people online. Do not take words, pictures, or sounds from a website without permission.

Ask Your Parents

Your parents are there to keep you safe, but they are also there to help you. So show them the websites you visit, talk to them about what you see and do online — and if you get a mean email, tell them about it. It is not your fault if someone sends you something bad. Tell your parents about it. What if someone you don't know wants to meet you? Tell your parents. What if you see something strange on the computer? Tell your parents. Ask your parents before you download anything.

Be safe when you are online. Keep it private, keep it polite, and keep talking to your parents. Happy surfing!



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DIRECTIONS

Read "Surf the Web Safely!" and then answer the questions.

SCORE

1. The title and headings tell readers that they will probably be reading

- (A) about how parents are too controlling with video games.
- (B) about the Internet, but does not tell the reader anything else.
- (C) about parents who like to go to the beach.
- (D) about how parents can get involved in Web surfing.

2. What is the purpose for reading this text?

- (A) to learn about computers
- (B) to learn how to safely use the Internet
- (C) to learn about politeness in everyday activities
- (D) none of the above

3. People who like _____ would like this text.

- (A) the Internet
- (B) running
- (C) movies
- (D) cooking

4. Each paragraph has a heading over it to

- (A) tell the reader that those words are not very important.
- (B) take up space on the page.
- (C) prepare the reader for the main idea of that paragraph.
- (D) explain that the Internet is fun.

5. Why should you tell your parents what you see and do online?

- (A) Your parents are there to keep you safe and help you.
- (B) It is important to be polite.
- (C) Do not give out your address or telephone number.
- (D) Your parents are not interested in what you do online.

6. Which summarizes the text?

- (A) Tell your parents what you see and do online.
- (B) Be sure you are polite to your friends when you are online.
- (C) Do not give out your address or telephone number.
- (D) There are several things you can do to use the Internet safely.

1. (Y) (N)

2. (Y) (N)

3. (Y) (N)

4. (Y) (N)

5. (Y) (N)

6. (Y) (N)

___ / 6
Total

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Reread “Surf the Web Safely!” Then, read the prompt and respond on the lines below.

What are your favorite websites? Write about your favorite websites.

___ / 4

[illegible]