

NAME: _____ DATE: _____

DIRECTIONS

Read the text and then answer the questions.

A new video game was shown in 1958. It was called *Tennis for Two*. It was a first. People had never seen a game like this. It was played on a screen. This was amazing. It was a new invention. It led to many new video games. People are still playing video games today.

1. What is the most important idea?

- (A) *Tennis for Two* was shown in 1958.
- (B) *Tennis for Two* was amazing.
- (C) *Tennis for Two* was the first of many video games.
- (D) *Tennis for Two* was about tennis.

2. What did *Tennis for Two* lead to?

- (A) a real tennis game
- (B) a new game on a screen
- (C) more video games
- (D) *Tennis for Three*

3. Which word has a suffix, or word ending?

- (A) video
- (B) playing
- (C) people
- (D) today

4. Which definition of *led* is used in the text?

- (A) moved in a direction
- (B) directed
- (C) was the leader
- (D) guided

SCORE

1. 😊 😐

2. 😊 😐

3. 😊 😐

4. 😊 😐

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Total

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DIRECTIONS

Read the text and then answer the questions.

SCORE

1. 😊 😊

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Total

Children used to play outside a lot. It was what they did for fun. Today, children watch a lot of television. No one agrees on how much television is healthy for a child. Children look at computers and play video games as well. This all adds up to more screen time than ever.

1. Which title best fits the text?

- (A) Screen Time
- (B) Playing Outside
- (C) An Unhealthy Habit
- (D) What Is Fun?

2. What is the big change described in the text?

- (A) Kids never play outside.
- (B) Kids are in front of screens more than ever.
- (C) Screen time is making kids sad.
- (D) Screens are getting larger.

3. What is the suffix, or word ending, in the word *computers*?

- (A) *com-*
- (B) *-rs*
- (C) *-puters*
- (D) *-ers*

4. What does the phrase *screen time* mean in the text?

- (A) time spent in front of a screen
- (B) a clock on the screen
- (C) the type of screen
- (D) the size of a screen

NAME: _____ DATE: _____

DIRECTIONS

Read the text and then answer the questions.

Internet users must be smart. Children have to know how to move around a website. They must be able to search online. They also must watch what they post online. Children should never chat with strangers online. Having a parent nearby to help is a good idea.

SCORE

1. 😊 😐

2. 😊 😐

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Total

1. Which idea is **not** included in the text?

- (A) An adult should help kids use the Internet.
- (B) Strangers are on the Internet.
- (C) Kids need to know how to be smart on the Internet.
- (D) Getting around online is very easy.

2. What is **not** something that kids must know about going online?

- (A) how to move around a website
- (B) how to watch what they post
- (C) how to chat with strangers
- (D) how to search online

3. Which word has the same suffix as the word *having*?

- (A) shaved
- (B) have
- (C) taking
- (D) cave

4. Which of these words mean the same thing?

- (A) *nearby* and *smart*
- (B) *online* and *Internet*
- (C) *parent* and *kids*
- (D) *move* and *search*

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A New Kind of Game

Older people grew up playing different games than what children play today. Board games were a lot of fun. Monopoly was popular many years ago. So were checkers and chess. Marbles have been around for a long time. Children today still play those games. Yet they also play a new kind of game.

Video games have grown more popular over the past few decades. Arcade games were a big hit in the 1970s and 1980s. This also was the birth of computer games. More children had access to these new screens. They were hooked. The games were fast and fun. A lot of action happened on the screen at one time. Plus, many of the games could be played solo. A player could go up against the computer. That was a fun challenge.

Children loved playing video games. Many did not have video games in their own homes. They had to go to an arcade. Sometimes, friends would gather at a house. They would all share the video games there.

Over time, it was more common for people to have their own games at home. Video-game screens also shrank. They went from a large screen in an arcade to a small screen in your hand.

It is hard to know what will be next. What will be the great game of the future?



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DIRECTIONS

Read "A New Kind of Game" and then answer the questions.

SCORE**1.** Which shows a connection to the text?

- (A) I want to read books in my free time.
- (B) Looking at small screens hurts my eyes.
- (C) I enjoy playing many kinds of games, including video games.
- (D) I don't know the rules of Monopoly.

2. How does the author describe arcade games when they were first invented?

- (A) a big hut
- (B) a big hat
- (C) a bit hot
- (D) a big hit

3. Which definition of *birth* is used?

- (A) related by blood
- (B) a new baby being born
- (C) a person's heritage
- (D) the start of something

4. What is explained in this text?

- (A) the rules of Monopoly
- (B) the shrinking size of video games
- (C) the history of games
- (D) games of the future

5. Which best summarizes the text?

- (A) Arcade games are very large.
- (B) Video games are for boys.
- (C) Video games have grown more popular.
- (D) Video games bring children together.

1. 😊 😐

2. 😊 😐

3. 😊 😐

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5. 😊 😐

____ / 5

Total

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SCORE

____/4



Reread the text "A New Kind of Game."



Think about how the games that children like to play are changing all the time.



Write about the kind of game you would invent for the future.

[illegible]