

Name: _____ Date: _____

“Breath” Quiz

Directions: Read the poem “Breath” in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. What is breath compared to in this poem?

- a. a dream
- b. a thought
- c. a bird
- d. a broom

2. Two different ways of breathing that are described in the poem are:

- a. through the mouth and through the nose
- b. regular and irregular
- c. slow and quick
- d. hard and soft

3. What is another word for “coax”?

- a. demand
- b. beg
- c. shout
- d. persuade

4. In this poem, what part of your “insides” does breath sweep fresh?

- a. your stomach
- b. your mind
- c. your circulatory system
- d. your lungs

5. What kind of literary device is used in this poem?

- a. metaphor
- b. simile
- c. onomatopoeia
- d. personification

6. Why do you think the poet wrote this poem?

- a. to teach about the respiratory system
- b. to appreciate the refreshing power of breathing
- c. to recommend different ways of breathing
- d. to advise readers to sweep

Name: _____ Date: _____

“Eragon” Quiz

Directions: Read the play *Eragon* in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. Which of the following events happens first in the play?

- a. Eragon realizes he has “adopted” a dragon.
- b. Eragon sees that his uncle’s farm is on fire.
- c. Eragon finds a shining blue stone.
- d. Saphira talks to Eragon (inside his head).

2. Why does Eragon name his dragon Saphira?

- a. Her eyes are blue like sapphires.
- b. It is the name of an ancient queen.
- c. His uncle suggested it.
- d. The dragon asked for that name.

3. How does Eragon feel when Saphira pulls him away from the fire?

- a. relieved
- b. grateful
- c. weak
- d. angry

4. From what Brom tells Eragon about dragons in Scene 3, you can infer that King Galbatorix is

- a. cowardly.
- b. evil.
- c. smart.
- d. an outcast.

5. Which of the following is NOT a quality that Eragon displays throughout the course of the play?

- a. strength
- b. magical powers
- c. courage
- d. sense of humor

6. Why does Eragon sneak into Durza’s fortress?

- a. to challenge him to a duel
- b. to look for Galbatorix
- c. to save Arya
- d. to join forces with Durza

7. Which of the following happens when Arya and Eragon step into the waterfall?

- a. Arya is saved.
- b. Eragon is safe with the Varden.
- c. Both a and b
- d. Neither a nor b

8. This kind of story can BEST be described as

- a. historical fiction.
- b. fantasy.
- c. mystery.
- d. biography.

Name: _____ Date: _____

“Yesterday & Today” Quiz

Directions: Read the “Yesterday & Today” article in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. In what year did *Pong* first appear in video arcades?

- a. 1982
- b. 1972
- c. 1991
- d. 2006

2. In what ways were computers different three decades ago?

- a. They were tiny and hard to use.
- b. They required a hand crank.
- c. They were faster but less accurate.
- d. They were bigger and slower.

3. *Computer Space* was unsuccessful because it was

- a. boring.
- b. too complicated.
- c. too scary.
- d. too simple.

4. *Pong* was first _____, and then _____.

- a. in video arcades . . . on TV at home
- b. on TV at home . . . in video arcades
- c. a flop . . . successful
- d. for math students . . . for everyone

5. How long does it take to create a *Harry Potter* video game?

- a. 18 months
- b. 40 days
- c. 2 years
- d. 3 months

6. Which of the following shows that the *Harry Potter* game series is successful?

- a. The books are very popular.
- b. It is different for every player.
- c. It has earned more than \$1 billion.
- d. People like other games created by Electronic Arts.

7. You can infer that Trip Hawkins’s goal was to make video games

- a. cheaper.
- b. easier to play.
- c. more exciting.
- d. only for graduate students.

8. How were Nolan Bushnell’s and Trip Hawkins’s first video games similar?

- a. They were instant hits.
- b. They were failures.
- c. They required expensive home equipment.
- d. They could be downloaded from the Internet.

9. Bushnell and Hawkins have all of the following in common EXCEPT

- a. They were innovators in video games.
- b. They set up workshops in their own homes.
- c. They excelled in math.
- d. They played video games in high school.

10. After reading these articles, you can predict that

- a. video games will soon lose their popularity.
- b. *Pong* will make a comeback in arcades.
- c. video games will continue to evolve.
- d. no one will buy the new *Harry Potter* game.

Name: _____ Date: _____

“Lost and Found” Quiz

Directions: Read the story “Lost and Found” in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. From the opening of the story, you can infer that

- a. Benny loves horror films.
- b. Benny is scared of dogs.
- c. Benny gets easily scared by horror movies.
- d. Benny’s friends are scary.

2. What can you infer about the dog from the description, “the dog reminded Benny of a slightly squashed marshmallow”?

- a. It is sticky.
- b. It hangs around campfires.
- c. It is small, white, and rather messy.
- d. It looks sweet.

3. What does “abandon” mean in the sentence, “Benny knew he couldn’t abandon his new friend. . .”?

- a. be mean to
- b. leave
- c. bring home
- d. play with

4. Why is “Bruiser” a funny name for the dog?

- a. It’s a tough name for a little dog.
- b. It rhymes with Cruiser.
- c. The dog looks like it has bruises.
- d. The dog is scared of everything.

5. How do Benny’s parents change throughout the story?

- a. They grow fond of Bruiser.
- b. They decide dogs are nicer than cats.
- c. They realize that Benny is tricky.
- d. They think Bruiser is a good watchdog.

6. What emotions made Benny feel so awful after he hid the flyers under his bed?

- a. anger and confusion
- b. frustration and irritation
- c. giddiness and excitement
- d. sadness and guilt

7. Mrs. Paul turned out to be

- a. harsh.
- b. incapable.
- c. kind.
- d. strange.

8. What did Benny get in exchange for returning the dog?

- a. \$100
- b. Mrs. Paul’s friendship
- c. a new cat
- d. fleas

Name: _____ Date: _____

“Ryan and Jimmy” Quiz

Directions: Read the nonfiction piece “Ryan and Jimmy” in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. According to Ryan’s first-grade teacher, what were some of the consequences of not having clean water?

- a. Villages must buy water from other countries.
- b. Many children get sick and die.
- c. No one takes baths.
- d. Everyone fights over a few drops.

2. At first, how much money did Ryan want to raise to build a well?

- a. \$30
- b. \$70
- c. \$2,000
- d. \$25,000

3. You could conclude that Jimmy’s life in Uganda was very difficult. All of the following details support this idea EXCEPT

- a. His parents disappeared when he was young.
- b. His home had no electricity or plumbing.
- c. He liked to play soccer.
- d. He sometimes spent hours each day searching for water.

4. How did Ryan earn money toward his goal?

- a. He did chores in his neighborhood.
- b. He got a paper route.
- c. He collected donations at the local mall.
- d. He sent out letters explaining his cause.

5. Where did Ryan want his well to be built?

- a. near a hospital
- b. in a big city
- c. close to a lake
- d. near a school

6. According to the article, what did Ryan and Jimmy discuss in their letters?

- a. politics
- b. the postal service
- c. each other and the world
- d. writing

7. What is a synonym for “gratitude” in the phrase “Thousands of pairs of hands clapping to welcome Ryan and express gratitude for all that he had done”?

- a. curiosity
- b. suspicion
- c. excitement
- d. thanks

8. Jimmy could assume that if he didn’t escape from the rebels,

- a. he would have to become a soldier.
- b. he would die.
- c. they would put him in jail.
- d. they would free his cousin, Isaac.

9. You can conclude that Ryan and his family are very

- a. lazy and greedy.
- b. bored with their surroundings.
- c. preoccupied with their own lives.
- d. caring and generous.

10. What is the main idea of this article?

- a. Everyone needs water.
- b. Canadians are generous people.
- c. Life in Uganda poses many challenges.
- d. One little idea can make a huge difference.

Name: _____ Date: _____

“Elephant Eternity” Quiz

Directions: Read the poem “Elephant Eternity” in the November/December 2006 issue of *Storyworks*. Then, fill in the circle next to the best answer for each question.

1. You can tell from this poem that the poet finds elephants

- a. ridiculous.
- b. stubborn.
- c. admirable.
- d. carefree.

2. In this poem, elephants do all of the following EXCEPT

- a. bathe.
- b. eat.
- c. walk.
- d. stand.

3. Which of the following does the poet use repeatedly in “Elephant Eternity”?

- a. comparisons
- b. rhymes
- c. silly words
- d. exclamations

4. Which word would best describe the elephants’ world?

- a. busy
- b. boring
- c. dangerous
- d. peaceful

5. Where can you assume this poem takes place?

- a. in a city
- b. in a forest
- c. on a mountain
- d. by a river

6. What does “eternity” mean?

- a. a scenic landscape
- b. state of lasting forever
- c. motherhood
- d. a quiet spot