



Name _____ Date _____

THE NEST

Mother could not find her thread. "I had a whole spool of it," she told the family. "Now it is gone."

Aunt Jean could not find her left black glove. "I can't wear only one glove!" she cried.

Stan hopped up and down in one green sock and one blue sock. "Who would take one green sock?"

Someone had taken Jill's pink hair ribbon. "It's a mystery," she said. "Who is taking our things?"

Stan decided to find out who the thief was. He looked high.

He looked low. He opened cabinet doors. Finally, he found the thief.

"It's a mouse!" he said. There in a cabinet was a nest. It was made of shredded newspaper, white thread, a black glove, a green sock, and a pink ribbon. Inside the nest were five mouse babies!



STORY QUESTIONS

1. Who takes Aunt Jean's glove?

a. Mother	c. the cat
b. Stan	d. a mouse
2. What is Stan missing?

a. a glove	c. a green sock
b. a blue sock	d. a ribbon
3. In this story, *mystery* means . . .

a. a novel.	c. a movie.
b. puzzle.	d. mouse.
4. What does Stan find in the cabinet?
 - a. a blue sock
 - b. three mouse babies
 - c. a bird's nest
 - d. a pink ribbon



Name _____ Date _____

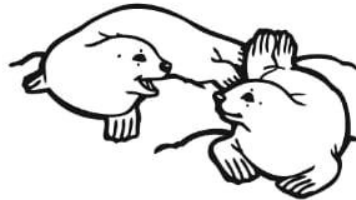
SAMMY SEAL

Sammy Seal was afraid to swim. He sat on the rocks beside the ocean and watched the other seals swimming. They had a good time doing back flips and racing through the waves. "Come in, Sammy!" they cried. "The water is wonderful!"

Sammy shook his head sadly. "I'm fine here," he said. "I'd rather stay on dry land." Sammy didn't tell anyone the truth. He didn't know how to swim.

But one day, his friend Sue swam up to him. "I'm going to teach you how to swim," she said. "Then, you can have fun with us." Sue showed Sammy how to put one flipper into the water. "Now, put your head in the water," she said.

Sammy put his flippers in the water. Then he put his head in the water. Suddenly, he fell in! For a moment, he was scared. And then he realized something wonderful. "Yeah, Sammy!" cried Sue. "You're swimming!"



STORY QUESTIONS

1. Why is Sammy afraid to swim?
 - a. because he is a seal
 - b. because he has flippers
 - c. because the water is dirty
 - d. because he doesn't know how
2. How does Sue help Sammy?
 - a. She dumps him in the water.
 - b. She teaches him how to swim.
 - c. She makes fun of him.
 - d. She stays with him on dry land.
3. What happens after Sammy puts his head in the water?
 - a. He gets sick.
 - b. He falls in.
 - c. He cries.
 - d. He sits on dry land.
4. The message in this story is . . .
 - a. "A good friend is a helpful friend."
 - b. "It is scary to swim."
 - c. "You should stay on dry land."
 - d. "A good friend does not teach you anything."



Name _____ Date _____

THE FISHERWOMAN

There was once a fisherwoman named Laura. She fished better than anyone in her town. Every day, she took her boat out onto the sea. Every night, she brought home fish for the people in her town to eat. "She is such a kind woman!" they cried.

One day, Laura took her boat out to sea. It had been sunny, but now the fog blew in. Rain hit Laura's boat. The waves grew rough. Laura tried to steer her boat, but the wind was too strong. Her boat tipped over. Laura fell into the cold dark water.

The ocean spirit smiled. He would help this woman who was so good to her friends. He raised Laura up on his waves and carried her to shore. When the people in town saw Laura safe on the sand, they cheered. Then, they wrapped her in their own coats and fed her bowls of soup. "We are glad that now we can give something to you," they said.



STORY QUESTIONS

1. Why do people love Laura?
 - a. because she is a good fisherwoman
 - b. because she has a boat
 - c. because she is so kind
 - d. because she needs help
2. In this story, *rough* means . . .

a. mean.	c. sandpaper.
b. choppy.	d. bully.
3. Why does the ocean spirit help Laura?

a. because she likes fish	c. because she needs soup
b. because she has a boat	d. because she is good to her friends
4. What do the people give Laura?

a. a new boat	c. soup
b. her coat	d. a fish



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EXERCISE

Exercise is any action that gets you moving. You can run, bike, swim, jump rope, or row a boat. It's all good for you!

There are three kinds of exercise. One is stretching. You may do this in dance, yoga, or at the gym. When you stretch, you keep your muscles bendable.

Aerobic exercise makes your heart beat fast. You get this kind of exercise when you walk or run. Your heart beats fast when you swim, too.

The last kind of exercise makes your muscles strong. You build strong muscles when you lift weights.

When you sprint, or run fast, you make your muscles strong, too. You get exercise when you play tag and hide and seek. Leapfrog and ball games are also good to do. So go outside and have fun!



STORY QUESTIONS

1. Exercise is any action that . . .
 - a. makes you play tag.
 - b. is bad for you.
 - c. gets you moving.
 - d. is done outside.
2. What happens to your muscles when you stretch?
 - a. They beat faster.
 - b. They stay bendable.
 - c. They break.
 - d. They cry.
3. When you walk or run, your heart . . .
 - a. beats faster.
 - b. swims.
 - c. stretches.
 - d. plays tag.
4. You can build strong muscles by . . .
 - a. stretching.
 - b. eating spinach.
 - c. sitting on the couch.
 - d. lifting weights.



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CATS

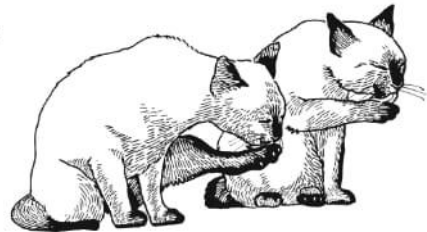
Do you have a cat at home? If so, you know what amazing creatures they are.

Cats learn about the weather from their whiskers. They can tell if it is hot or cold, wet or dry. Their whiskers also help them to find their way in the dark.

Indoor cats like to play with balls. They also love to play with string. You can toss a catnip mouse and train your cat to bring it back to you.

One of the best things about cats is their fur. They keep themselves very clean. They are soft and warm. Most cats like to be brushed and petted. They also like to sit on your lap.

Many cats do not have a home. They are cold and hungry. You can adopt one from your local shelter. Then, you will have an amazing creature of your own.



STORY QUESTIONS

1. Cats learn about the weather from their . . .

a. tails.	c. whiskers.
b. fur.	d. teeth.
2. You can train your cat to . . .

a. cook dinner.	c. brush your hair.
b. bring back a catnip mouse.	d. play football.
3. How do you think a cat cleans its fur?

a. by taking a shower	c. by soaking in the bathtub
b. by swimming in the ocean	d. by licking itself
4. In this story, the word *shelter* means . . .

a. a place that holds stray cats.	c. a doghouse.
b. a teepee.	d. a tent.



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FOSSILS

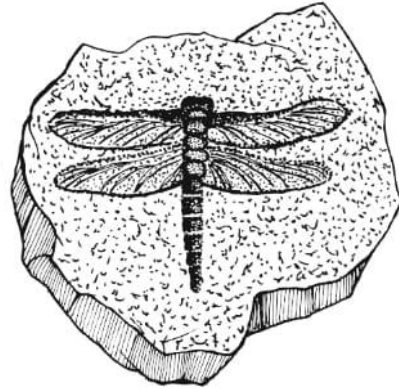
What is a fossil? A fossil is what is left from a very old animal or plant. The word *fossil* means “dug up.”

Fossils can be bones. They can also be shapes of bones or plants left in a rock. People dig up rocks. They hope to find clues to our past.

We learn about dinosaurs from fossils. These animals are gone. But they left their bones and shapes behind.

An animal or plant dies. It is buried. Over the years, it breaks down. What is left behind is stone. This is called a fossil.

We can learn a lot from fossils. We learn about our land. We learn about animals. Do you want a fossil? Go digging!



STORY QUESTIONS

1. The word *fossil* means . . .

a. dig it.	c. dug up.
b. dinosaur.	d. land.
2. Why do people dig up rocks?

a. to find clues to our past	c. to hit dinosaurs
b. to hit each other	d. to find gold
3. What did dinosaurs leave behind?

a. babies	c. sand
b. bones	d. plants
4. What should you do if you want a fossil?

a. dig it up	b. steal one
c. make one	d. bury a plant