

Lost!

Denny and Mark had come to Sun Mountain Resort with their eighth-grade class. The first day had been great. Everyone enjoyed snowball fights and races down the slopes. The next day was very cold and no one wanted to go outside. "I'm not wasting the day inside!" Mark declared. He and Denny decided to brave the weather and try out a new ski run.

By noon the boys were bored, so they set off into the forest. At first it was great. The boys followed some wolf tracks for awhile, but when they realized they had left the path, they turned back. Before they could find the path, snow began to fall.

"This doesn't look good," Denny said. The snow seemed to fall faster, and the sun, which had been bright just a few minutes before, seemed to disappear all at once. Mark could hear fear in his friend's voice. He was scared, too. Their clothes, which had gotten wet while the boys were skiing, now offered little protection against the cold.

"We have to stay put," Denny said. "They'll figure out we're lost and come for us."

Peering up at the pine trees, Mark said, "I read a story once where someone trapped in a snowstorm made a tent from tree branches. Think it would work?"

Denny felt the snow coming down faster. "Can't hurt," he said, "but we'd better hurry."

The two worked quickly. Mark, who was taller, found a number of good-sized pine branches that were hanging low enough to pull down. Denny found a place where two tree trunks grew close together. They made a lean-to of branches and spread some of the branches on the ground underneath the shelter. Then they crawled inside.

The boys sat for what seemed like hours. It grew completely dark. The snow stopped, but an icy wind blew through the lean-to. Mark's hands and feet went numb. So did Denny's. "I don't want to die here," Mark whispered in the dark.

"We're not going to die!" Denny said. But in the back of his mind, he wasn't so sure. Before he could say anything else, he saw a flash of light. Rescuers! The boys scrambled out of their lean-to just as a crowd of people reached them.

"There you are!" Mr. Jenkins, their principal, said with relief. He grabbed the boys in a huge hug. "We saw the lean-to and thought it might be you," he said. "Are you okay?"

"We're fine," Mark said. "Half frozen, but fine!" Everyone laughed.

As the group turned to head back, Denny took one last look at their little lean-to. It was almost completely buried in the snow. Another hour and it would never have been seen.



Lost *(cont.)*

Reading Comprehension Questions

After reading the story, answer the questions. Circle the letter before each correct answer.

1. Denny and Mark were rescued because of their—
 - a. fire
 - b. shouting
 - c. flashlights
 - d. lean-to
2. The reason Denny and Mark built a tent of branches was—
 - a. to protect themselves from the snow.
 - b. Mark had always wanted to make one.
 - c. to have a dry place to cook their dinner.
 - d. they wanted to sleep overnight in the woods.
3. The lesson Denny and Mark probably learned was—
 - a. knowing survival skills is a good idea.
 - b. being caught in a snowstorm is not so bad.
 - c. shouting for help when you're lost is a good idea.
 - d. you can always find your way out of the woods.
4. According to this story, a good description of Denny and Mark would be—
 - a. cautious
 - b. ashamed
 - c. disobedient
 - d. determined
5. Who first spoke at the beginning of the story?
 - a. Mr. Jenkins
 - b. Mark
 - c. Denny
 - d. The boys' teacher
6. The words that show how Mark felt in the lean-to are—
 - a. . . . We have to stay put.
 - b. . . . I'm not wasting the day inside!.
 - c. . . . We're not going to die!.
 - d. . . . I don't want to die here.

Games with a History

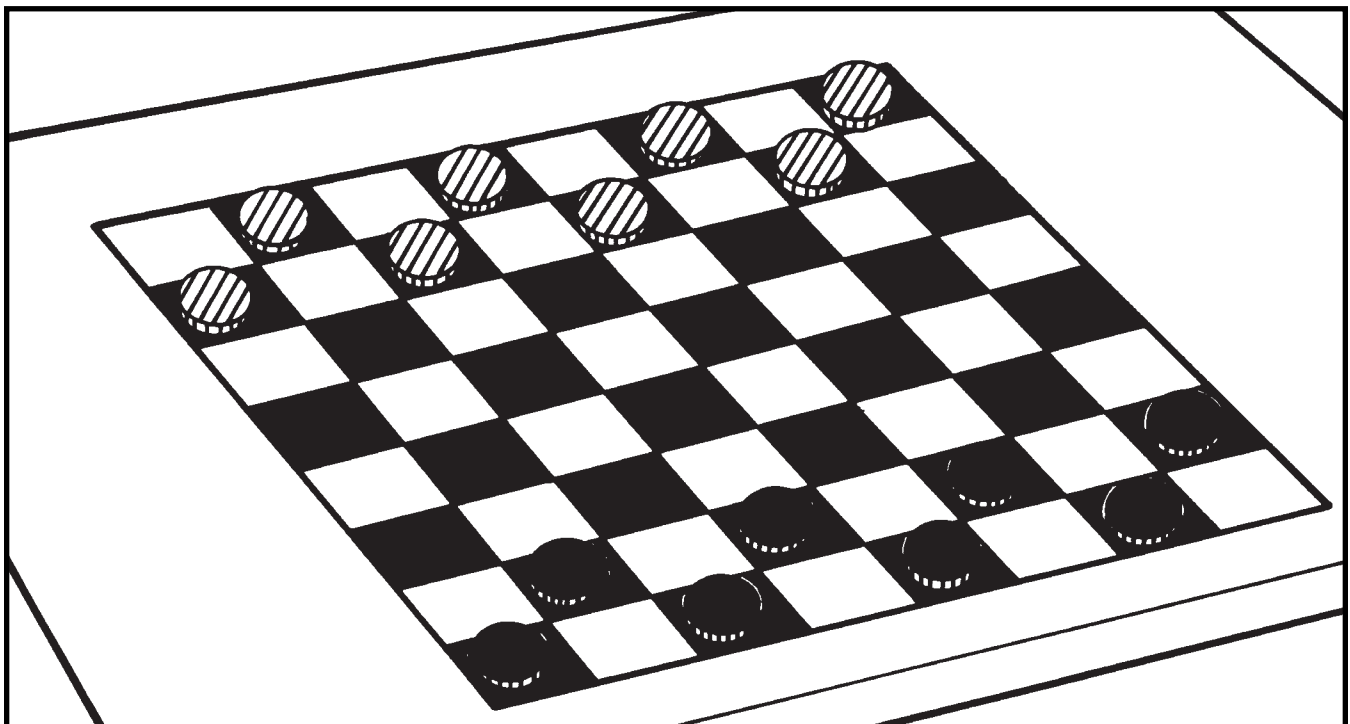
Checkers is one of the most popular board games in the world. The oldest form of the game of checkers began in Egypt in 1400 B.C. and was called alquerque. Checkers is related to another ancient game called draughts. International draughts has a 100-square board. English draughts, also known as checkers in the United States, uses a 64-square board. In 1756, William Payne, an English mathematician, wrote the first book in English about checkers. It is not known when checkers was brought to the United States.

Monopoly began as a game called The Landlord Game. The Landlord Game was invented in 1903 by a young Quaker woman named Elizabeth Magie. She wanted to teach people about the evils of landlords, who have an unfair advantage over renters. Charles Darrow redesigned The Landlord Game and sold it to Parker Brothers, a popular game manufacturer. According to Parker Brothers, Darrow was the world's first game designer to become a millionaire.

Monopoly® is the best-selling game in the world. Over 200 million copies in 80 countries and in 26 languages have been sold. A Braille edition of Monopoly was produced in the 1970s. In 1978, a chocolate version of the board game sold for \$600. The favorite game piece is the racecar, and the newest game piece is a money sack.

Scrabble® is a very popular game in the United States and Canada. Scrabble appears in one out of three homes in America. It was invented during the Great Depression by Alfred Butts. He called it Crisscross Words.

Although the first attempts to sell Crisscross Words failed, Butts and his partner did not give up. They eventually trademarked the name Scrabble in 1948 and produced the game themselves. By the 1950s, it had become so popular that it had to be rationed in the stores because the small factory could not keep up with customer orders. In 1972, the Selchow and Righter Company, a game distributor, bought the trademark rights to Scrabble. The rest, as they say, is history!



Games with a History *(cont.)*

After reading the story, answer the questions. Circle the letter before each correct answer.

1. According to the article, what is the best-selling game in the world?
 - a. draughts
 - b. Monopoly®
 - c. checkers
 - d. Scrabble®

2. The answer to which of these questions would help you understand the history of games?
 - a. How were games invented?
 - b. Why is Monopoly so popular?
 - c. Where was Scrabble invented?
 - d. How many people play checkers?

3. This passage is arranged by
 - a. newest game to the oldest game
 - b. the history of different games
 - c. the manufacturers of each game
 - d. alphabetical order by inventor

4. For this sentence, choose the word that means that Monopoly is a well-liked game.
 Monopoly is a very _____ game for Parker Brothers, who have sold over 200 million copies of it in 80 countries and 26 languages.
 - a. recent
 - b. complicated
 - c. successful
 - d. expensive

5. Which of these best combines the two sentences into one?
 Jacks and dominoes were once popular games.
 Electronic games are more popular today.
 - a. Jacks and dominoes were popular, and electronic games are more popular.
 - b. Once, jacks and dominoes were games, but today they are electronic games.
 - c. Jacks and dominoes were once popular; then electronic games.
 - d. Jacks and dominoes were once popular games, but electronic games are more popular today.

6. When Pong® was introduced by Atari in 1977, the machine was big, the animation was slow, and the game was simple. Today, video games are hand held, the action is fast, and the games are complicated.
 - a. Some video games seem smarter than humans.
 - b. I do not like video games, because I prefer the outdoors.
 - c. Video games have improved greatly in the last 25 years.
 - d. The invention of video games was a good thing.

Summer Swim Schedule

Joe is interested in getting exercise and competing on a team. He reads about events at the community pools and finds the perfect activity.

Swimming Programs

Summer Swim Team

Join a Summer Swim Team and compete with other swimmers! The program is offered at eight different local pools for youths to 17 years old. The season runs June 21–August 21. Practices are daily (Monday through Friday) throughout the summer. There will be three dual meets: July 10, July 24, and August 7. The championship meet is August 21. Cost: \$50.00.

Who Qualifies

Summer swim team is open to all swimmers who are 17 or younger and who can:

1. Swim the crawlstroke with side breathing for the length of a 25-yard pool.
2. Swim the backstroke for the length of a 25-yard pool.

Pools & Practice Times

Buckman	2–3 P.M.	Montavilla	8–9 A.M.
Creston	7–9 A.M.	Peninsula	4–7 P.M.
Dishman	8–9 A.M.	Pier	noon–1 P.M.
Grant	8–10 A.M.	Sellwood	7–9 A.M.

Junior Swim Instructor

A two-week session, 20 hours of instruction, two hours per day for children 11–14 years old. Pre-training for youths interested in becoming swim instructors (\$45 per session).

Junior Lifeguard

A two-week session, 30 hours of instruction, three hours per day for children 11–14 years old. Pre-training in lifeguarding, CPR, first aid, and customer service (\$45 per session).

Junior Lifeguard & Junior Swim Instructor Session Dates

June 28–July 9	August 9–August 20
July 12–July 23	August 23–September 3
July 26–August 6	

Special Offer

Register for both junior swim instructor and junior lifeguard programs in the same session and receive a \$15 discount—both programs for \$75 instead of \$90. That’s 50 hours of training for a combined fee of \$75.

Register Online

You can now register online! Visit our Web site at <http://www.example.com> and then click on the button labeled “Find and Request Courses!” You can select an area of town, a specific community center, a program, or search for classes designed for a specific age range. Just visit our Web site, and you’re on your way!

Summer Swim Schedule *(cont.)*

After reading the story, answer the questions. Circle the letter before each correct answer.

1. The reason Joe is interested in the swimming program is that he wants to—
 - a. learn how to swim.
 - b. get exercise and compete on a team.
 - c. learn about being a lifeguard.
 - d. become a swim instructor.
2. In order to compete on a swim team, you need to be—
 - a. able to swim the crawlstroke for the width of the pool.
 - b. able to swim the backstroke for 50 yards.
 - c. ages 11–14.
 - d. age 17 or younger.
3. You will probably need to be tested before participating—
 - a. in the online registration.
 - b. in the junior lifeguard class.
 - c. on the swim team.
 - d. in the junior swim instructor class.
4. This passage gives you reason to believe that Joe will probably—
 - a. take the junior lifeguard class.
 - b. take the junior swim instructor class.
 - c. join the swim team.
 - d. register online.
5. The reader can conclude from this article that—
 - a. lifeguards like to perform CPR.
 - b. it is easy to register for programs online.
 - c. it is free to join a summer swim team.
 - d. the backstroke is hard.
6. The best way to skim this summer swim schedule is to—
 - a. go online.
 - b. read the items in bold.
 - c. read the date and time schedules.
 - d. read only the first section.

Answer Key

Lost!, page 5

1. d
2. a
3. a
4. d
5. b
6. d

Grandma's Birthday, page 7

1. b
2. b
3. a
4. c
5. a
6. d

School Reporter, page 9

1. b
2. d
3. a
4. a
5. d
6. c

Diving In, page 11

1. a
2. d
3. d
4. b
5. b
6. d

The Twins' Revolutionary Secret, page 14

1. d
2. c
3. d
4. b
5. d
6. c

The Youngest Forty-Niner, page 17

1. b
2. d
3. c
4. d
5. c
6. a

Walden Robert Cassotto, page 19

1. d
2. c
3. a
4. b
5. d
6. a

Mission to Mars, page 21

1. c
2. b
3. b
4. c
5. d
6. c

Games with a History, page 23

1. b
2. a
3. b
4. c
5. d
6. c

Spring Migration, page 25

1. c
2. d
3. d
4. d
5. d/c
6. c

Danger is Their Business, page 27

1. d
2. d
3. b
4. c
5. a
6. c

The History of Pockets, page 29

1. b
2. a
3. c
4. c
5. a
6. d

New Bus Schedule, page 31

1. d
2. a
3. a
4. a
5. b
6. d

Summer Swim Schedule, page 33

1. b
2. d
3. c
4. c
5. b
6. b

Try Hippo's Zippered Backpacks, page 35

1. c
2. b
3. c
4. a
5. d
6. b

Letter Club, page 37

1. c
2. d
3. b
4. b
5. b
6. b

Victor Video Game Product Rebate Offer, page 39

1. c
2. d
3. d
4. d
5. c
6. b

The Mysterious Neighbor, page 41

1. a
2. c
3. c
4. d
5. b
6. d

The History of the Vacuum Cleaner, page 43

1. a
2. d/c
3. a
4. c
5. a
6. b

Be Prepared, page 45

1. d
2. b
3. c
4. b
5. d
6. a