

Name _____ Date _____

Instructions: Read each question carefully and choose the best answer.

1. What was the main problem in this story?
 - Ⓐ Nina was sad to be away from her family while at Coding Camp.
 - Ⓑ Nina, Jody, and Matt lost their computer game when the computer crashed.
 - Ⓒ Matt and Jody left Nina out when making their computer game.
 - Ⓓ Nina and Matt argued about what type of computer game to create.
2. Which word means *a person who gives advice and guidance*?
 - Ⓐ counselor
 - Ⓑ librarian
 - Ⓒ lifeguard
 - Ⓓ actor
3. Why did the author write this story?
 - Ⓐ to inform
 - Ⓑ to entertain
 - Ⓒ to persuade
 - Ⓓ to tell others what to do
4. Which of these events happened first?
 - Ⓐ Nina, Jody, and Matt showed everyone their game on the last night of camp.
 - Ⓑ Jody showed Nina how to animate her drawings.
 - Ⓒ Nina, Jody, and Matt asked their counselor, Tom, for help.
 - Ⓓ Matt worked on the story for their game.
5. How did Nina feel at the beginning of the story?
 - Ⓐ excited for the start of camp
 - Ⓑ homesick and missing her family
 - Ⓒ upset with Jody and Matt for leaving her out
 - Ⓓ worried about finishing their computer game before the end of camp

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6. Why did Nina, Jody, and Matt have to create a game using a unicorn, a toaster, and houseplants?
 - Ⓐ Those were the only files saved on Nina's laptop.
 - Ⓑ Those were Matt's three favorite drawings.
 - Ⓒ Their counselor, Tom, told them they had to use those drawings.
 - Ⓓ Everyone at Coding Camp had to use those three drawings to create their game.
7. How did Nina, Jody, and Matt solve their problem?
 - Ⓐ They asked other campers to share their computer files with them.
 - Ⓑ They told their counselor, Tom, that they couldn't create a new game.
 - Ⓒ They recovered their lost computer game and were able to finish it.
 - Ⓓ They created a new arcade game with the files saved on Nina's laptop.
8. How did Nina feel about Coding Camp?
 - Ⓐ She was very homesick but was happy to make new friends.
 - Ⓑ She didn't learn anything new.
 - Ⓒ She had a great time and couldn't wait to go back next year.
 - Ⓓ She realized she did not like designing computer games.
9. Read this sentence: *Most of their **files** were unusable.* The word **files** means _____.
 - Ⓐ making a copy of computer data
 - Ⓑ sets of computer data
 - Ⓒ an idea, plan or opinion
 - Ⓓ computer games with simple controls and short levels

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10. What lesson does the author hope the reader learns from this story?

- Ⓐ Going to Coding Camp is a great way to meet friends.
- Ⓑ It is important to go to camp in the summer.
- Ⓒ It is better to work by yourself than to work in a group with others.
- Ⓓ It is important to work together and never give up, even if something is challenging.

11. **Extended Response:** Do you think Nina, Jody, and Matt had the winning game at Coding Camp? Why or why not? Use details from the story to support your answer.

Quick Check Answer Sheet

Coding Camp

Main Comprehension Skill: Author's Purpose

1. Ⓑ *Problem and Solution*
2. Ⓐ *Vocabulary*
3. Ⓑ *Author's Purpose*
4. Ⓒ *Sequence Events*
5. Ⓓ *Analyze Characters*
6. Ⓐ *Cause and Effect*
7. Ⓓ *Problem and Solution*
8. Ⓒ *Analyze Characters*
9. Ⓑ *Vocabulary*
10. Ⓓ *Author's Purpose*
11. Answers will vary. Example:
I think Nina, Jody, and Matt had the winning game at Coding Camp because it was very creative and looked like a lot of fun to play, especially with the unicorn as the hero and the houseplants as the enemies. They also worked really well together after their first computer game crashed, and I think their hard work paid off in the end.