

Name _____ Date _____

1. What time of day did most of the story take place?
 - Ⓐ night
 - Ⓑ morning
 - Ⓒ afternoon
2. Why did Snag buy Bonk a stuffed T-Rex?
 - Ⓐ to scare Bonk with it
 - Ⓑ so a T-Rex wouldn't scare Bonk
 - Ⓒ so Bonk would have a birthday present
3. When Bonk woke up, he was _____.
 - Ⓐ happy
 - Ⓑ sleepy
 - Ⓒ shaking
4. What problem were Bonk and Snag trying to solve when they were playing checkers?
 - Ⓐ Bonk could not sleep.
 - Ⓑ Snag liked to be up late.
 - Ⓒ Bonk wanted to beat Snag.
5. What is a dream?
 - Ⓐ a kind a game to play
 - Ⓑ a special kind of stuffed toy
 - Ⓒ what you think of when you are sleeping
6. **Extended Response:** Explain why Bonk had sweet dreams at the end of the story.

Instructions: Sit next to the student and read the first question as you run your finger under the words. Ask the student to wait to answer until you have read all the choices. Repeat them if necessary. Have the student choose the best answer. Repeat with the remaining questions.

Quick Check Answer Sheet

Bonk's Bad Dream

Main Comprehension Skill: Problem and Solution

1. Ⓐ *Story Elements*
2. Ⓑ *Problem and Solution*
3. Ⓒ *Story Elements*
4. Ⓐ *Problem and Solution*
5. Ⓒ *Vocabulary*
6. Answers will vary somewhat but should include the following idea: *since he now has a toy T-Rex, his dreams about T-Rexes aren't scary anymore.*

Instructions: Sit next to the student and read the first question as you run your finger under the words. Ask the student to wait to answer until you have read all the choices. Repeat them if necessary. Have the student choose the best answer. Repeat with the remaining questions.