Ouick Check Fishtank Fun

Name _____ Date ____

- 1. What conclusion can you draw about the fish?
 - A It wants to live in a different place.
 - B It likes living all by itself.
 - ① It is good at using its imagination.
- 2. Where does this story take place?
 - (A) in a pet store
 - (B) in a fishtank
 - (C) in the ocean
- 3. What happens last in the story?
 - (A) The fish gets a friend to play with.
 - B The fish acts as if it is afraid of the shark.
 - The fish feels bored and lonely.

- **4.** How does the fish solve the problem of being bored?
 - (A) It plays with its toys.
 - B It takes lots of naps.
 - ① It tries to jump out of the tank.
- **5.** Which word means to make believe or imagine?
 - (A) trick
 - **B** pretend
 - © play
- 6. Extended Response: How are the fish and its new friend the same 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

Fishtank Fun

Main Comprehension Skill: Make Inferences / Draw Conclusions

- **1.** (C) Make Inferences / Draw Conclusions
- 2.

 B Story Elements
- **3.** A Sequence Events
- **4.** (A) Problem and Solution
- **5. (B)** Vocabulary
- **6.** Answers will vary but should identify that both fish are happy to have each other's company.

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.