**Quick Check** 

## **Penny the Rude Penguin**

Name \_\_\_\_\_ Date \_\_\_\_\_

- **1.** In this story, the character of Penny is a \_\_\_\_\_\_.
  - (A) boy
  - B bug
  - © penguin
- 2. What happened after Penny whacked Peter?
  - A She said she was sorry, but she didn't really mean it.
  - B She felt bad and helped Peter up.
  - © She walked away as if nothing had ever happened.
- **3.** How does Penny change by the end of the story?
  - A Penny becomes angry with Peter for bumping her down the slide.
  - B Penny becomes nicer because she did not like being bumped.
  - © Penny becomes sad because nobody will play with her.

- **4.** What will Penny most likely do the next time she plays with Peter?
  - (A) She will push him down or bump into him.
  - B She will play nicely and be kind to him.
  - © She won't want to play with Peter anymore.
- **5.** When Peter **spun** around, it meant he \_\_\_\_\_.
  - (A) tripped and fell
  - B moved in circles, or twirled
  - © stayed away from Penny
- 6. Extended Response: Have the student write about the lesson the author hopes to teach the readers of this book.

**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.



## LEVEL G

## **Quick Check Answer Sheet**

## **Penny the Rude Penguin**

Main Comprehension Skill: Analyze Character

- **1.** © Story Elements
- **2.** A Sequence Events
- **3.** B Analyze Character
- **4.** (B) Make Inferences / Draw Conclusions
- **5. (B)** Vocabulary
- **6.** Answers will vary slightly but should include the following idea: the author wanted to teach the reader a lesson about the importance of being kind.

**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.