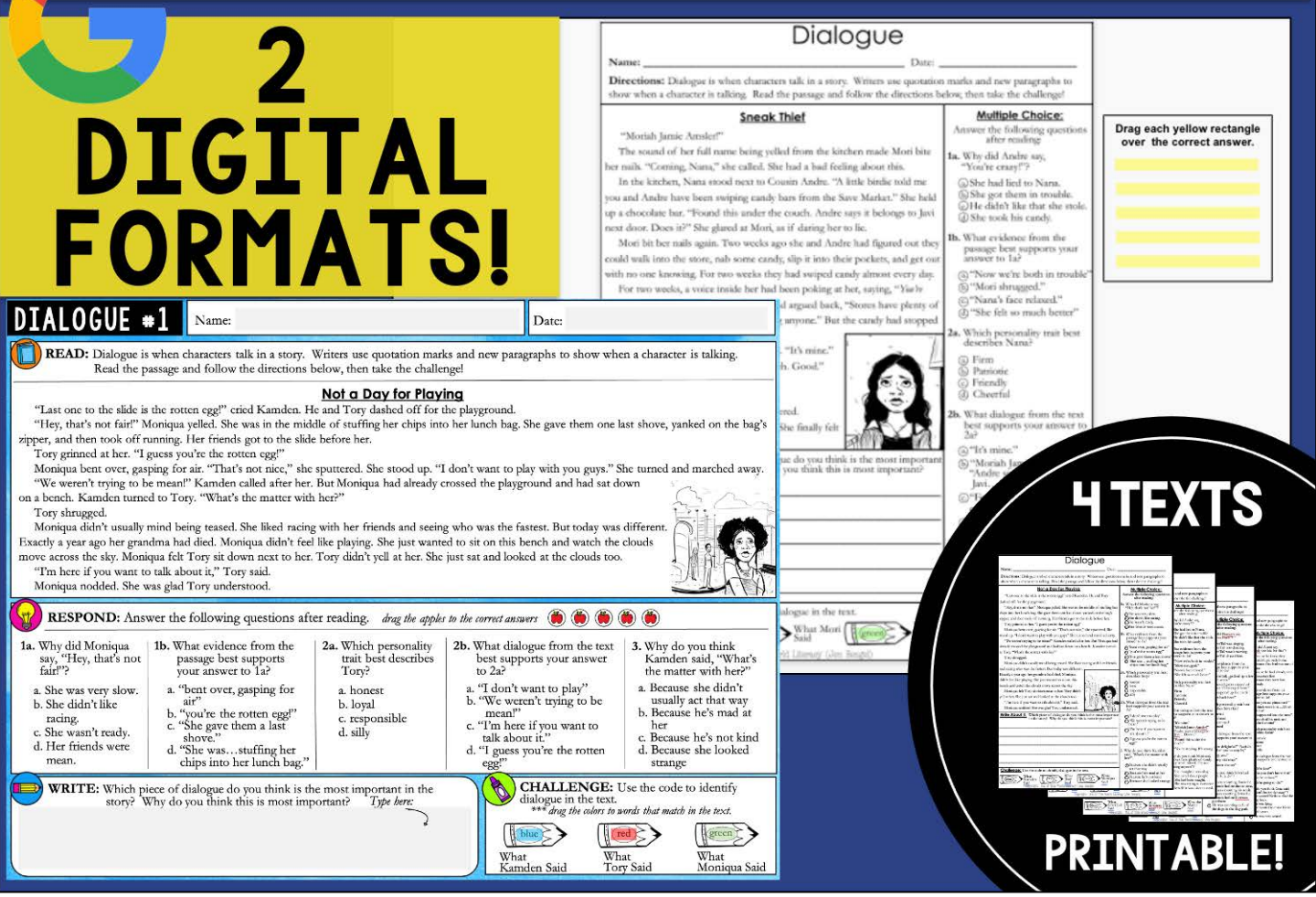
Comprehension Passages

Out of this World LITERACY

LEXILE

Dialogue

2 DIGITAL FORMATS!



4 TEXTS

PRINTABLE!

Hello There!

I am so excited to be bringing you this set of comprehension passages, where everything you and your students need to practice a specific comprehension skills is on ONE page!

What Is Included:

1. 4 comprehension passages focused on dialogue.
2. 4 complete answer keys.
3. 2 Google Drive digital versions (horizontal and vertical)
4. Lexile and F&P Levels

Ideas to Use the Passages:

1. As a mentor text during a whole group lesson on dialogue.
2. In a small guided reading group.
3. In a comprehension center.
4. As independent practice after a lesson on dialogue
5. As a homework review.
6. Practice for taking standardized texts.

CLICK THE IMAGE BELOW to see the Mini Units for Mastery!



Thank you so much to these amazing artists, whose work is found in this resource!







GOOGLE™ LINKS FOR STUDENTS

Click each link to assign work to students each day!

Not a Day for Playing
(Level K)

Sneak Thief
(Level L)

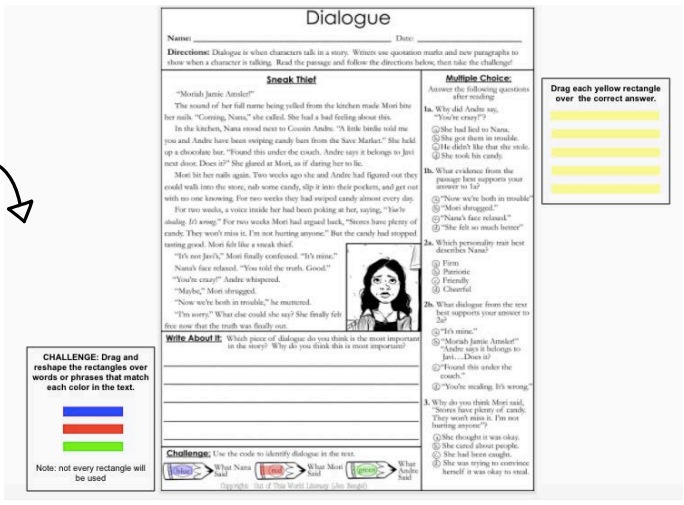
A Squirrel's Life
(Level L)

Lost
(Level K)

ANSWER KEYS

DIGITAL VERSION #1

VERTICAL PAGES



GOOGLE™ LINKS FOR STUDENTS

Click each link to assign work to students each day!

Not a Day for Playing
(Level K)

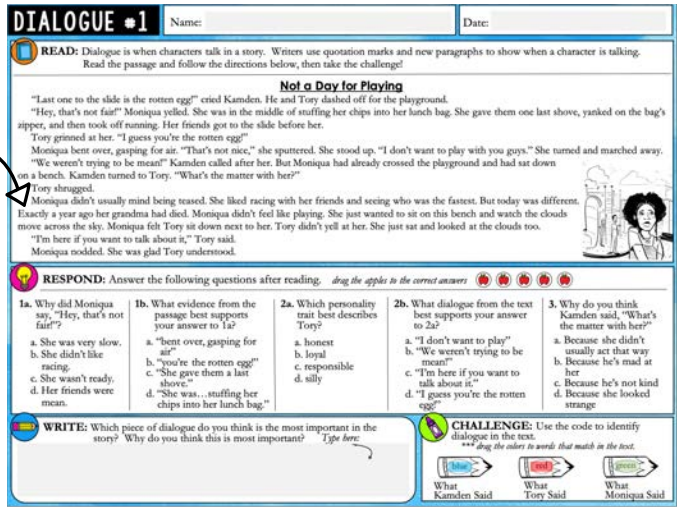
Sneak Thief
(Level L)

A Squirrel's Life
(Level L)

Lost
(Level K)

ANSWER KEYS

DIGITAL VERSION #2
VERTICAL PAGES



DIALOGUE #1 Name: Date:

READ: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Not a Day for Playing

"Last one to the slide is the rotten egg!" cried Kamden. He and Tory dashed off for the playground.
"Hey, that's not fair!" Moniqua yelled. She was in the middle of stuffing her chips into her lunch bag. She gave them one last shove, yanked on the bag's zipper, and then took off running. Her friends got to the slide before her.
Tory grinned at her. "I guess you're the rotten egg!"
Moniqua bent over, gasping for air. "That's not nice," she sputtered. She stood up. "I don't want to play with you guys." She turned and marched away.
"We weren't trying to be mean!" Kamden called after her. But Moniqua had already crossed the playground and had sat down on a bench. Kamden turned to Tory. "What's the matter with her?"
Tory shrugged.
Moniqua didn't usually mind being teased. She liked racing with her friends and seeing who was the fastest. But today was different. Exactly a year ago her grandma had died. Moniqua didn't feel like playing. She just wanted to sit on this bench and watch the clouds move across the sky. Moniqua felt Tory sit down next to her. Tory didn't yell at her. She just sat and looked at the clouds too.
"I'm here if you want to talk about it," Tory said.
Moniqua nodded. She was glad Tory understood.

RESPOND: Answer the following questions after reading. *drag the apples to the correct answers*

1a. Why did Moniqua say, "Hey, that's not fair!"?
a. She was very slow.
b. She didn't like racing.
c. She wasn't ready.
d. Her friends were mean.

1b. What evidence from the passage best supports your answer to 1a?
a. "bent over, gasping for air"
b. "you're the rotten egg!"
c. "She gave them a last shove."
d. "She was…stuffing her chips into her lunch bag."

2a. Which personality trait best describes Tory?
a. honest
b. loyal
c. responsible
d. silly

2b. What dialogue from the text best supports your answer to 2a?
a. "I don't want to play"
b. "We weren't trying to be mean!"
c. "I'm here if you want to talk about it."
d. "I guess you're the rotten egg!"

3. Why do you think Kamden said, "What's the matter with her?"
a. Because she didn't usually act that way
b. Because he's mad at her
c. Because he's not kind
d. Because she looked strange

WRITE: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important? *Type here:*

CHALLENGE: Use the code to identify dialogue in the text. **** drag the colors to words that match in the text.*
blue — What Kamden Said
red — What Tory Said
green — What Moniqua Said

Dialogue

Name: _____ Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Lost

"Um, you guys," Cruz stammered. "Uh, I think we're lost."

Alexei stared at his friend. "You've got to be kidding me."

Cruz scratched his neck and looked around. He shrugged. "I don't know which way is back to the cabin."

Alexei stomped off into the woods. "I'll try to find a path."

"Don't get lost!" Cruz called after him.

"Kinda too late for that," Alexei mumbled. He disappeared into the trees.

Their friend Keiki stood up from tying her shoe. "Wait. You're serious? We're lost? We're LOST?!"

Cruz cringed. He hated it when Keiki panicked. Her voice got even higher and squeakier, and she made him feel like the world was ending.

"We can't be lost!" shrieked Keiki. "What if we never find our way back? We didn't bring any food! Can you eat pinecones? It doesn't matter because soon the mountain lions will get us! We're going to die!"

Cruz tried to calm her. "Our parents will come looking for us, Keiki. We can't be too far away from the cabin. We are not going to die."

"But you don't know that!" Keiki wailed.

Alexei appeared, smiling. "I found the creek that runs by our cabin," he said. "If we follow it, we should make it back in time for dinner. Let's go!"



Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

_____

_____

_____

_____

_____

Challenge: Use the code to identify dialogue in the text.

blue — What Cruz Said

red — What Alexei Said

green — What Keiki Said

Copyright: Out of This World Literacy (Jen Bengel)

Multiple Choice:

Answer the following questions after reading:

1a. Why did Alexei say, "Kinda too late for that"?

(a) Because he knew they couldn't get back home
(b) Because they had run out of water
(c) Because he had already seen a mountain lion
(d) Because they were lost already

1b. What evidence from the passage best supports your answer to 1a?

(a) "Can you eat pinecones?"
(b) "I think we're lost….Don't get lost!
(c) "disappeared into the trees"
(d) "scratched his neck and looked around"

2a. Which personality trait best describes Keiki?

(a) dramatic
(b) patient
(c) smart
(d) gentle

2b. What dialogue from the text best supports your answer to 2a?

(a) "We're lost?"
(b) "But you don't know that!"
(c) "You're serious?"
(d) "We're going to die!"

3. Why do you think Cruz said, "We can't be too far away"?

(a) He wanted Keiki to find the way back.
(b) He was lying.
(c) He wanted to make Keiki feel better.
(d) He was very scared.

PASSAGE FOR SPECIFIC SKILL

A/B QUESTIONS

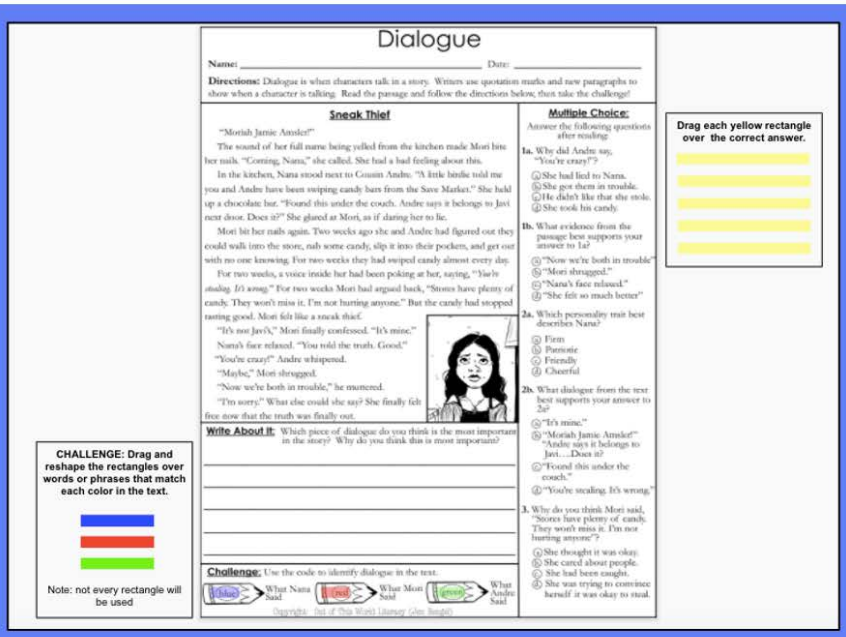
CUSTOM ILLUSTRATION

WRITTEN RESPONSE

IDENTIFY EVIDENCE IN THE TEXT

CHOOSE FROM 2 DIGITAL FORMATS!

VERTICAL VERSION



Dialogue

Name: _____ Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Sneak Thief

"Moriah Jamie Amslet!"

The sound of her full name being yelled from the kitchen made Mori bite her nails. "Coming, Nana," she called. She had a bad feeling about this.

In the kitchen, Nana stood next to Cousin Andre. "A little birdie told me you and Andre have been swiping candy bars from the Save Market." She held up a chocolate bar. "Found this under the couch. Andre says it belongs to Javi next door. Does it?" She glared at Mori, as if daring her to lie.

Mori bit her nails again. Two weeks ago she and Andre had figured out they could walk into the store, nab some candy, slip it into their pockets, and get out with no one knowing. For two weeks they had swiped candy almost every day.

For two weeks, a voice inside her had been poking at her, saying, "You're stealing. It's wrong." For two weeks Mori had argued back, "Stores have plenty of candy. They won't miss it. I'm not hurting anyone." But the candy had stopped tasting good. Mori felt like a sneak thief.

"It's not Javi's," Mori finally confessed. "It's mine."

Nana's face relaxed. "You told the truth. Good."

"You're crazy!" Andre whispered.

"Maybe," Mori shrugged.

"Now we're both in trouble," he muttered.

"I'm sorry." What else could she say? She finally felt free now that the truth was finally out.

Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

Challenge: Use the code to identify dialogue in the text.

blue What Nana Said | red What Mori Said | green What Andre Said

Copyright: End of Days Word Literacy (Alex Knight)

Multiple Choice:

Answer the following questions after reading.

1a. Why did Andre say, "You're crazy!"?
- (a) She had lied to Nana.
- (b) She got them in trouble.
- (c) He didn't like that she stole.
- (d) She took his candy.

1b. What evidence from the passage best supports your answer to 1a?
- (a) "Now we're both in trouble"
- (b) "Mori shrugged."
- (c) "Nana's face relaxed."
- (d) "She felt so much better"

2a. Which personality trait best describes Nana?
- (a) Firm
- (b) Patriotic
- (c) Friendly
- (d) Cheerful

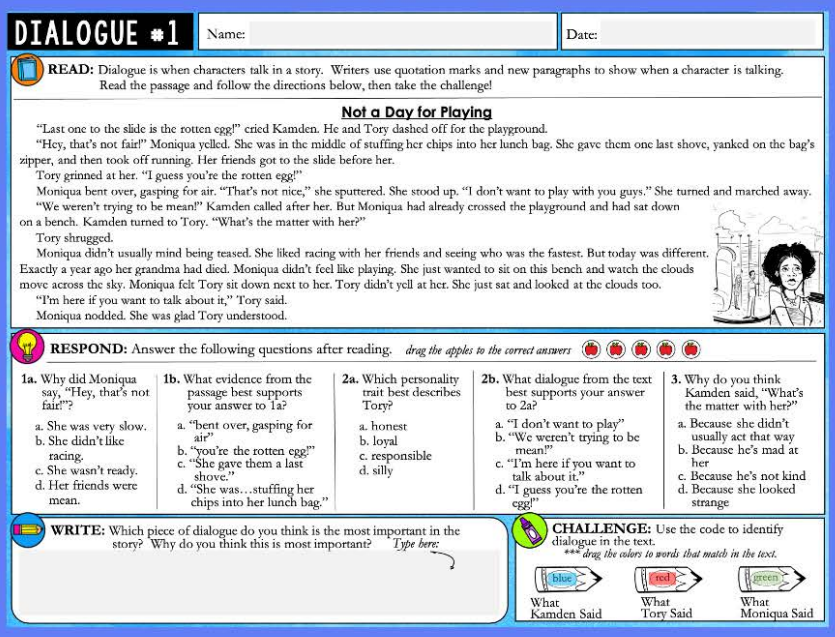
2b. What dialogue from the text best supports your answer to 2a?
- (a) "It's mine."
- (b) "Moriah Jamie Amslet!" "Andre says it belongs to Javi....Does it?
- (c) "Found this under the couch."
- (d) "You're stealing. It's wrong."

3. Why do you think Mori said, "Stores have plenty of candy. They won't miss it. I'm not hurting anyone"?
- (a) She thought it was okay.
- (b) She cared about people.
- (c) She had been caught.
- (d) She was trying to convince herself it was okay to steal.

CHALLENGE: Drag and reshape the rectangles over words or phrases that match each color in the text.

Note: not every rectangle will be used

Drag each yellow rectangle over the correct answer.



DIALOGUE #1 Name: Date:

READ: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Not a Day for Playing

"Last one to the slide is the rotten egg!" cried Kamden. He and Tory dashed off for the playground.

"Hey, that's not fair!" Moniqua yelled. She was in the middle of stuffing her chips into her lunch bag. She gave them one last shove, yanked on the bag's zipper, and then took off running. Her friends got to the slide before her.

Tory grinned at her. "I guess you're the rotten egg!"

Moniqua bent over, gasping for air. "That's not nice," she sputtered. She stood up. "I don't want to play with you guys." She turned and marched away.

"We weren't trying to be mean!" Kamden called after her. But Moniqua had already crossed the playground and had sat down on a bench. Kamden turned to Tory. "What's the matter with her?"

Tory shrugged.

Moniqua didn't usually mind being teased. She liked racing with her friends and seeing who was the fastest. But today was different. Exactly a year ago her grandma had died. Moniqua didn't feel like playing. She just wanted to sit on this bench and watch the clouds move across the sky. Moniqua felt Tory sit down next to her. Tory didn't yell at her. She just sat and looked at the clouds too.

"I'm here if you want to talk about it," Tory said.

Moniqua nodded. She was glad Tory understood.

RESPOND: Answer the following questions after reading. *drag the apples to the correct answers*

1a. Why did Moniqua say, "Hey, that's not fair!"?
a. She was very slow.
b. She didn't like racing.
c. She wasn't ready.
d. Her friends were mean.

1b. What evidence from the passage best supports your answer to 1a?
a. "bent over, gasping for air"
b. "you're the rotten egg!"
c. "She gave them a last shove."
d. "She was…stuffing her chips into her lunch bag."

2a. Which personality trait best describes Tory?
a. honest
b. loyal
c. responsible
d. silly

2b. What dialogue from the text best supports your answer to 2a?
a. "I don't want to play"
b. "We weren't trying to be mean!"
c. "I'm here if you want to talk about it."
d. "I guess you're the rotten egg!"

3. Why do you think Kamden said, "What's the matter with her?"
a. Because she didn't usually act that way
b. Because he's mad at her
c. Because he's not kind
d. Because she looked strange

WRITE: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important? *Type here:*

CHALLENGE: Use the code to identify dialogue in the text.
*** *drag the colors to words that match in the text.*

blue What Kamden Said | red What Tory Said | green What Moniqua Said

HORIZONTAL VERSION

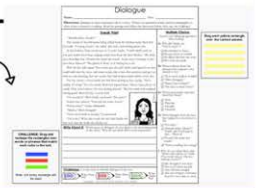
GOOGLE™ LINKS FOR STUDENTS

Click each link to assign work to students each day!

Not a Day for Playing (Level K)	Sneak Thief (Level L)
A Squirrel's Life (Level L)	Lost (Level K)

ANSWER KEYS

DIGITAL VERSION #1
VERTICAL PAGES



GOOGLE™ LINKS FOR STUDENTS

Click each link to assign work to students each day!

Not a Day for Playing (Level K)	Sneak Thief (Level L)
A Squirrel's Life (Level L)	Lost (Level K)

ANSWER KEYS

DIGITAL VERSION #2
VERTICAL PAGES



GOOGLE DRIVE READY!

4 ORIGINAL PASSAGES

PROFESSIONALLY LEVELED!

CUSTOM ILLUSTRATIONS

Passages and Reading Levels

Below is a list of titles included in this set of comprehension passages

Passage Title	Word Count	Genre	Comprehension Skill	Lexile Level	F&P Level	Grade Level
Not a Day for Playing	225	Fiction	Dialogue	490L	K	2.7
Sneak Thief	230	Fiction	Dialogue	530L	L	2.9
A Squirrel's Life	245	Fiction	Dialogue	500L	L	2.7
Lost	214	Fiction	Dialogue	460L	K	2.6

LEXILE®

Copyright: Out of This World Literacy (Jen Bengal)

Passages and Reading Levels

Below is a list of titles included in this set of comprehension passages

Passage Title	Word Count	Genre	Comprehension Skill	Lexile Level	F&P Level	Grade Level
Not a Day for Playing	225	Fiction	Dialogue	490L	K	2.7
Sneak Thief	230	Fiction	Dialogue	530L	L	2.9
A Squirrel's Life	245	Fiction	Dialogue	500L	L	2.7
Lost	214	Fiction	Dialogue	460L	K	2.6

Copyright: Out of This World Literacy (Jen Bengel)

The Standards: Grade 2

	Common Core State Standard	TEK Standard
Passage 1: Not a Day for Playing	CCSS.ELA-LITERACY.RL.2.6 Acknowledge differences in the points of view of characters, including by speaking in a different voice for each character when reading dialogue aloud.	2.8b Describe the main character's (characters') internal and external traits.
Passage 2: Sneak Thief	CCSS.ELA-LITERACY.RL.2.6 Acknowledge differences in the points of view of characters, including by speaking in a different voice for each character when reading dialogue aloud.	2.8b Describe the main character's (characters') internal and external traits.
Passage 3: A Squirrel's Life	CCSS.ELA-LITERACY.RL.2.6 Acknowledge differences in the points of view of characters, including by speaking in a different voice for each character when reading dialogue aloud.	2.8b Describe the main character's (characters') internal and external traits.
Passage 4: Lost	CCSS.ELA-LITERACY.RL.2.6 Acknowledge differences in the points of view of characters, including by speaking in a different voice for each character when reading dialogue aloud.	2.8b Describe the main character's (characters') internal and external traits.

The Standards: Grade 3

	Common Core State Standard	TEK Standard
Passage 1: Not a Day for Playing	CCSS.ELA-LITERACY.RL.3.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events	3.8b Explain the relationships among the major and minor characters.
Passage 2: Sneak Thief	CCSS.ELA-LITERACY.RL.3.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events	3.8b Explain the relationships among the major and minor characters.
Passage 3: A Squirrel's Life	CCSS.ELA-LITERACY.RL.3.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events	3.8b Explain the relationships among the major and minor characters.
Passage 4: Lost	CCSS.ELA-LITERACY.RL.3.3 Describe characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the sequence of events	3.8b Explain the relationships among the major and minor characters.

Copyright: Out of This World Literacy (Jen Bengel)

The Standards: Grade 4

	Common Core State Standard	TEK Standard
Passage 1: Not a Day for Playing	CCSS.ELA-LITERACY.RL.4.3 Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).	4.8b Explain the interactions of the characters and the changes they undergo.
Passage 2: Sneak Thief	CCSS.ELA-LITERACY.RL.4.3 Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).	4.8b Explain the interactions of the characters and the changes they undergo.
Passage 3: A Squirrel's Life	CCSS.ELA-LITERACY.RL.4.3 Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).	4.8b Explain the interactions of the characters and the changes they undergo.
Passage 4: Lost	CCSS.ELA-LITERACY.RL.4.3 Describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).	4.8b Explain the interactions of the characters and the changes they undergo.

The Standards: Grade 5

	Common Core State Standard	TEK Standard
Passage 1: Not a Day for Playing	CCSS.ELA-LITERACY.RL.5.3 Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).	5.8b Analyze the relationships of and conflicts among the characters.
Passage 2: Sneak Thief	CCSS.ELA-LITERACY.RL.5.3 Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).	5.8b Analyze the relationships of and conflicts among the characters.
Passage 3: A Squirrel's Life	CCSS.ELA-LITERACY.RL.5.3 Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).	5.8b Analyze the relationships of and conflicts among the characters.
Passage 4: Lost	CCSS.ELA-LITERACY.RL.5.3 Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).	5.8b Analyze the relationships of and conflicts among the characters.

Copyright: Out of This World Literacy (Jen Bengel)

The Standards: Grade 6

	Common Core State Standard	TEK Standard
Passage 1: Not a Day for Playing	CCSS.ELA-LITERACY.RL.6.3 Describe how a particular story's or drama's plot unfolds in a series of episodes as well as how the characters respond or change as the plot moves toward a resolution.	6.7b Analyze how the characters' internal and external responses develop the plot.
Passage 2: Sneak Thief	CCSS.ELA-LITERACY.RL.6.3 Describe how a particular story's or drama's plot unfolds in a series of episodes as well as how the characters respond or change as the plot moves toward a resolution.	6.7b Analyze how the characters' internal and external responses develop the plot.
Passage 3: A Squirrel's Life	CCSS.ELA-LITERACY.RL.6.3 Describe how a particular story's or drama's plot unfolds in a series of episodes as well as how the characters respond or change as the plot moves toward a resolution.	6.7b Analyze how the characters' internal and external responses develop the plot.
Passage 4: Lost	CCSS.ELA-LITERACY.RL.6.3 Describe how a particular story's or drama's plot unfolds in a series of episodes as well as how the characters respond or change as the plot moves toward a resolution.	6.7b Analyze how the characters' internal and external responses develop the plot.

Copyright: Out of This World Literacy (Jen Bengel)

DIALOGUE #1

Name:

Date:

READ: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Not a Day for Playing

"Last one to the slide is the rotten egg!" cried Kamden. He and Tory shed off for the playground.

"Hey, that's not fair!" Moniqua yelled. She was in the middle of stuffing her chips into her lunch bag. She gave them one last shove, yanked on the bag's zipper, and then took off running. Her friends got to the slide before her.

Tory grinned at her. "I guess you're the rotten egg!"

Moniqua bent over, gasping for air. "That's not nice," she sputtered. She stood up. "I don't want to play with you guys." She turned and marched away.

"We weren't trying to be mean!" Kamden called after her. But Moniqua had already crossed the playground and had sat down on a bench. Kamden turned to Tory. "What's the matter with her?"

Tory shrugged.

Moniqua didn't usually mind being teased. She liked racing and seeing who was the fastest. But today was different. Exactly a year ago her grandma had died. Moniqua didn't feel like playing. She just wanted to sit on this bench and watch the clouds move across the sky. Moniqua felt Tory sit down next to her. Tory didn't say anything. She just sat and looked at the clouds too.

"I'm here if you want to talk about it," Tory said.

Moniqua nodded. She was glad Tory understood.



RESPOND: Answer the following questions after reading.

1a. Why did Moniqua say, "Hey, that's not fair!"?

a. She was very slow.
b. She didn't like racing.
c. She wasn't ready.
d. Her friends were mean.

1b. What evidence from the passage best supports your answer to 1a?

a. "bent over, gasping for air"
b. "you're the rotten egg!"
c. "She gave them a last shove."
d. "She was…stuffing her chips into her lunch bag."

2. Which word best describes Tory?

a. honest
b. loyal
c. [illegible]
d. [illegible]

2b. What dialogue from the text best supports your answer to 2a?

a. "I don't want to play"
b. "We weren't trying to be mean!"
c. "I'm here if you want to talk about it."
d. "I guess you're the rotten egg!"

3. Why do you think Kamden said, "What's the matter with her?"

a. Because she didn't usually act that way
b. Because he's mad at her
c. Because he's not kind
d. Because she looked strange

WRITE: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

CHALLENGE: Use the code to identify dialogue in the text.

blue — What Kamden Said

red — What Tory Said

green — What Moniqua Said

SAMPLE

Dialogue

Name: Answer Key Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Lost

"Um, you guys," Cruz stammered. "Uh, I think we're lost."

Alexei stared at his friend. "You've got to be kidding me."

Cruz scratched his neck and looked around. He shrugged. "I don't know which way is back to the cabin."

Alexei stomped off into the woods. "I'll try to find a path."

"Don't get lost!" Cruz called after him.

"Kinda too late for that," Alexei mumbled. He disappeared into the trees.

Their friend Keiki stood up from tying her shoe. "Wait. You're serious? We're lost? We're LOST?!"

Cruz cringed. He hated it when Keiki panicked. Her voice got even higher and squeakier, and she made him feel like the world was ending.

"We can't be lost!" shrieked Keiki. "What if we never find our way back? We didn't bring any food! Can you eat pinecones? It doesn't matter because soon the mountain lions will get us! We're going to die!"

Cruz tried to calm her. "Our parents will come looking for us, Keiki. We can't be too far away from the cabin. We are not going to die."

"But you don't know that!" Keiki wailed.

Alexei appeared, smiling. "I found the creek that runs by our cabin," he said. "If we follow it, we should make it back in time for dinner. Let's go!"



Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

Answer should include:

1. Dialogue from the story.

2. The reader's reason(s) that this dialogue is the most important.

Challenge: Use the code to identify dialogue in the text.

blue — What Cruz Said

red — What Alexei Said

green — What Keiki Said

Copyright: Out of This World Literacy (Jen Bengtel)

Multiple Choice:

Answer the following questions after reading:

1a. Why did Alexei say, "Kinda too late for that"?

- (a) Because he knew they couldn't get back home
- (b) Because they had run out of water
- (c) Because he had already seen a mountain lion
- (d) Because they were lost already

1b. What evidence from the passage best supports your answer to 1a?

- (a) "Can you eat pinecones?"
- (b) "I think we're lost....Don't get lost!
- (c) "disappeared into the trees"
- (d) "scratched his neck and looked around"

2a. Which personality trait best describes Keiki?

- (a) dramatic
- (b) patient
- (c) smart
- (d) gentle

2b. What dialogue from the text best supports your answer to 2a?

- (a) "We're lost?"
- (b) "But you don't know that!"
- (c) "You're serious?"
- (d) "We're going to die!"

3. Why do you think Cruz said, "We can't be too far away"?

- (a) He wanted Keiki to find the way back.
- (b) He was lying.
- (c) He wanted to make Keiki feel better.
- (d) He was very scared.

Dialogue

Name: Answer Key Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

A Squirrel's Life

"Chitter chatter," sang SilverTail. "Not a thing the matter!" The squirrel scraped at the leaves under the tree at the dog park. "Hmm! A seed!" he cried and popped it in his mouth. Most squirrels thought the dog park was the worst place to live, but SilverTail Squirrel liked a little adventure. It kept life exciting!

"Hey!" A gray dog barked across the field. "Hey, you!"

SilverTail glanced up. "Who? Me?" he asked.

The dog began running. "Yes! I'm going to get you! You better run!"

"Hmm," SilverTail sat on his back legs and watched the coming attack. "I would guess a speed of about 15 miles per hour." He bent down and scratched at the leaves again. He grinned. "Ah! Another seed! How delightful!"

"Hey!" barked the dog. "Are you crazy? I'm coming! I'm going to get you!"

"I doubt that," SilverTail said distractedly as he picked up a few more seeds.

Just then came a new voice. "Bowzers!" the dog's master yelled. "Get back here! Leave that poor squirrel alone! Bowzers, come!"



The squirrel flicked his tail. He looked back at the still running dog and counted. "5, 4, 3, 2--" Just before Bowzers pounced, the squirrel jumped onto the tree and scampered up the trunk. He sat on a high branch and looked down at the barking dog. "Sorry, old chap," he chattered. "Awfully kind of you to stop by, but I just haven't the time to play today. Perhaps another time!"

Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

Answer Should Include:

1. Dialogue from the story.
2. The reader's reason(s) that this dialogue is the most important.

Challenge: Use the code to identify dialogue in the text.

- blue — What SilverTail Said
- red — What Bowzers Said
- green — What the Master Said

Multiple Choice:

Answer the following questions after reading:

1a. Why did Bowzers say, "Are you crazy"?

- (a) SilverTail was singing.
- (b) SilverTail was dancing.
- (c) SilverTail wasn't moving.
- (d) SilverTail chased him.

1b. What evidence from the passage best supports your answer to 1a?

- (a) "SilverTail…picked up a few more seeds."
- (b) "I would guess a speed of about 15 miles per hour."
- (c) "scampered up the trunk"
- (d) "Get back here!"

2a. Which personality trait best describes SilverTail?

- (a) worried
- (b) confused
- (c) determined
- (d) relaxed

2b. What dialogue from the text best supports your answer to 2a?

- (a) "How delightful!" "Awfully kind of you to stop by"
- (b) "Hey, you!"
- (c) "Sorry, old chap"
- (d) "Chitter chatter"

3. Why do you think SilverTail said, "5, 4, 3, 2--"?

- (a) He was counting down the seconds before dinner time.
- (b) He was counting his seeds.
- (c) He was counting down the seconds before Bowzers got there.
- (d) He was counting each of the dogs in the dog park.

Copyright: Out of This World Literacy (Jen Bengel)

Dialogue

Name: Answer Key Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Sneak Thief

"Moriah Jamie Amsler!"

The sound of her full name being yelled from the kitchen made Mori bite her nails. "Coming, Nana," she called. She had a bad feeling about this.

In the kitchen, Nana stood next to Cousin Andre. "A little birdie told me you and Andre have been swiping candy bars from the Save Market." She held up a chocolate bar. "Found this under the couch. Andre says it belongs to Javi next door. Does it?" She glared at Mori, as if daring her to lie.

Mori bit her nails again. Two weeks ago she and Andre had figured out they could walk into the store, nab some candy, slip it into their pockets, and get out with no one knowing. For two weeks they had swiped candy almost every day.

For two weeks, a voice inside her had been poking at her, saying, "*You're stealing. It's wrong.*" For two weeks Mori had argued back, "Stores have plenty of candy. They won't miss it. I'm not hurting anyone." But the candy had stopped tasting good. Mori felt like a sneak thief.



"It's not Javi's," Mori finally confessed. "It's mine."

Nana's face relaxed. "You told the truth. Good."

"You're crazy!" Andre whispered.

"Maybe," Mori shrugged.

"Now we're both in trouble," he muttered.

"I'm sorry." What else could she say? She finally felt free now that the truth was finally out.

Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

Answer Should include:

1. Dialogue from the story.

2. The reader's reason(s) that this dialogue is the most important.

Challenge: Use the code to identify dialogue in the text.

blue — What Nana Said

red — What Mori Said

green — What Andre Said

Copyright: Out of This World Literacy (Jen Bengel)

Multiple Choice:

Answer the following questions after reading:

1a. Why did Andre say, "You're crazy!"?

(a) She had lied to Nana.
(b) She got them in trouble.
(c) He didn't like that she stole.
(d) She took his candy.

1b. What evidence from the passage best supports your answer to 1a?

(a) "Now we're both in trouble"
(b) "Mori shrugged."
(c) "Nana's face relaxed."
(d) "She felt so much better"

2a. Which personality trait best describes Nana?

(a) Firm
(b) Patriotic
(c) Friendly
(d) Cheerful

2b. What dialogue from the text best supports your answer to 2a?

(a) "It's mine."
(b) "Moriah Jamie Amsler!" "Andre says it belongs to Javi....Does it?
(c) "Found this under the couch."
(d) "You're stealing. It's wrong."

3. Why do you think Mori said, "Stores have plenty of candy. They won't miss it. I'm not hurting anyone"?

(a) She thought it was okay.
(b) She cared about people.
(c) She had been caught.
(d) She was trying to convince herself it was okay to steal.

Dialogue

Name: Answer Key Date: _____

Directions: Dialogue is when characters talk in a story. Writers use quotation marks and new paragraphs to show when a character is talking. Read the passage and follow the directions below, then take the challenge!

Not a Day for Playing

"Last one to the slide is the rotten egg!" cried Kamden. He and Tory dashed off for the playground.

"Hey, that's not fair!" Moniqua yelled. She was in the middle of stuffing her chips into her lunch bag. She gave them one last shove, yanked on the bag's zipper, and then took off running. Her friends got to the slide before her.

Tory grinned at her. "I guess you're the rotten egg!"

Moniqua bent over, gasping for air. "That's not nice," she sputtered. She stood up. "I don't want to play with you guys." She turned and marched away.

"We weren't trying to be mean!" Kamden called after her. But Moniqua had already crossed the playground and had sat down on a bench. Kamden turned to Tory. "What's the matter with her?"

Tory shrugged.

Moniqua didn't usually mind being teased. She liked racing with her friends and seeing who was the fastest. But today was different. Exactly a year ago her grandma had died. Moniqua didn't feel like playing. She just wanted to sit on this bench and watch the clouds move across the sky.



Moniqua felt Tory sit down next to her. Tory didn't yell at her. She just sat and looked at the clouds too.

"I'm here if you want to talk about it," Tory said.

Moniqua nodded. She was glad Tory understood.

Write About It: Which piece of dialogue do you think is the most important in the story? Why do you think this is most important?

Answer Should include:

1. Dialogue from the story.
2. The reader's reason(s) that this dialogue is the most important.

Challenge: Use the code to identify dialogue in the text.

blue — What Kamden Said

red — What Tory Said

green — What Moniqua Said

Copyright: Out of This World Literacy (Jen Bengtel)

Multiple Choice:

Answer the following questions after reading:

1a. Why did Moniqua say, "Hey, that's not fair!"?

- (a) She was very slow.
- (b) She didn't like racing.
- (c) She wasn't ready.
- (d) Her friends were mean.

1b. What evidence from the passage best supports your answer to 1a?

- (a) "bent over, gasping for air"
- (b) "you're the rotten egg!"
- (c) "She gave them a last shove."
- (d) "She was…stuffing her chips into her lunch bag."

2a. Which personality trait best describes Tory?

- (a) honest
- (b) loyal
- (c) responsible
- (d) silly

2b. What dialogue from the text best supports your answer to 2a?

- (a) "I don't want to play"
- (b) "We weren't trying to be mean!"
- (c) "I'm here if you want to talk about it."
- (d) "I guess you're the rotten egg!"

3. Why do you think Kamden said, "What's the matter with her?"

- (a) Because she didn't usually act that way
- (b) Because he's mad at her
- (c) Because he's not kind
- (d) Because she looked strange