

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

1. The game of **fetch** is \_\_\_\_\_.
  - Ⓐ a game where a dog brings back what is thrown
  - Ⓑ a game dogs play with each other
  - Ⓒ a game using a rope
  
2. Why did Billy run away from Emmy?
  - Ⓐ She scared him.
  - Ⓑ He chased a cat.
  - Ⓒ He didn't like her.
  
3. Owl most likely knew the way to Billy's house because \_\_\_\_\_.
  - Ⓐ owls know everything
  - Ⓑ she and Billy were friends
  - Ⓒ she flies far and wide
  
4. How did Billy know he was lost?
  - Ⓐ Fox told him.
  - Ⓑ Billy couldn't see his house.
  - Ⓒ Emmy told him.
  
5. Fox and Cow couldn't help Billy because \_\_\_\_\_.
  - Ⓐ they couldn't talk
  - Ⓑ he never asked them for help
  - Ⓒ they'd never been away from their homes
  
6. **Extended Response:** Have the student write what Billy did to solve the problem of being lost.

**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

## Billy Gets Lost

*Main Comprehension Skill: Cause and Effect*

1. Ⓐ *Vocabulary*
2. Ⓑ *Cause and Effect*
3. Ⓒ *Make Inferences / Draw Conclusions*
4. Ⓑ *Cause and Effect*
5. Ⓒ *Cause and Effect*
6. Answers will vary but should include the following: *Billy asked other animals if they knew where his house is.*

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