



Reading Booklet Grade 3 1stSemester A.Y. 2021-2022



9	Name: Grade 3	
	1	





Table of Contents

<u>Selection No.1</u> When Charlie McButton Lost Power	pp.3-7
<u>Selection No.2</u> What About Me?	pp.8-12
<u>Selection No.3</u> Kumak's Fish	рр.13-17
<u>Selection No.4</u> Supermarket	pp.18-22
<u>Selection No.5</u> My Rows and Piles of Coins	pp.23-27
<u>Selection No.6</u> Penguin Chick	pp.28-32





DATE : ____/ __



Selection #1

<u>"When Charlie Mc Button Lost Power"</u> Summary

When a storm knocks out the power in Charlie Mc Button's town, poor Charlie doesn't know what to do! His computer won't work and his electrical toys are useless. He tries to take the battery from his sister's doll, but gets a timeout instead. Finally Charlie discovers he can have fun playing with his sister and using his imagination.

Story Elements:

Title:	
Author:	
Genre:	
Settings	
Time:	
Place:	
Main Characters:	
Secondary	
Characters:	
Author's Purpose:	





High Frequency Words

Vocabulary	Meaning	
bat	a flying mammal with very good hearing	
battery	an electric cell sealed in a metal case	
blew the past tense of blow; entered quickly		
fuel	anything that you can burn that gives heat or power	
plug	a device at the ends of wire to make an electrical connection by fitting into a socket	
term	the length of time that something lasts	
vision	the power of using your imagination to see what the future may bring	

Homework Directions: Use each word in a meaningful sentence.

- 1. **fuel**
- 2. **term**
- 3. **plug**
- 4. **bat**





Directions: Read the passage below, and then answer the questions that follow. Lucky Lucy

Lucy Mouse was excited. Today a new mouse was coming to class. ''Meet our new student, Ted Mouse,'' said Mr. Toad. '' Let's make him feel welcome.''

No one said a word. They were all staring because Ted had no tail!

At lunch, no one invited Ted to join them. Lucy felt sorry for Ted, but she was going to sit with her friends. Then she slipped and dropped all her food. No one said a word. They all just stared at her.

Only Ted walked over to Lucy. He said, ''Don't worry. I'll help you.''

Ted helped Lucy get more food. Then Ted and Lucy ate lunch together.

1. Which of these showed that Ted Mouse was kind?

- () He helped Lucy.
- () He came to class.
- () He ate his lunch.
- () He was a new student.

2. What happened at the end of the story?

- () Mr. Toad introduces Ted Mouse.
- () Ted Mouse ate lunch with Lucy Mouse.
- () Lucy Mouse dropped her food.
- () the students stared at Ted Mouse.

3. Where did this story take place?

- () on the playground
- () in school
- () at the park







I. Directions: Read each question carefully. Fill in the circle of the correct answer.			
1. Who is the character in the story who loves electronic toys?			
○ Charlie McButton ○ Isabela Jane ○ Carl Marco			
2. What happened during a bad storm in the story?			
○ They had a picnic outside.			
○ There's a power interruption.			
○ There's a surprise from Charlie's parents			
3. How did Charlie react when the electricity went out?			
\bigcirc He kept on running and seems hopeless.			
○ He just ignored it.			
\bigcirc He played with his pet dog.			
4. What did Charlie feel when he can't do his favorite thing- playing his electronic toys?			
○ happy ○ gladly ○ unhappy			
5. Why do you think Charlie couldn't explain why he likes playing with his sister, Isabel Jane?			
○ Isabela gave all her foods to him.			
\bigcirc Isabela promised to give the battery of her doll.			
○ Charlie actually enjoys playing with his sister more.			
II. Directions: Answer the following questions.			
1. Describe Charlie as a kid.			
2. What did Charlie feel after playing with his sister, Isabel Jane?			







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Directions: Answer the following questions.

1. Could this story happen 100 years ago? Why?

2. Imagine you had never played hide-and-seek before. Would that make it hard to understand this part of the poem? Why?

3. What is the author's purpose in writing this kind of story?

"Enjoy every minute as we spend time with our beloved family."







DATE : ____/ ___/ ____/

Selection # 2

<u>What About Me?"</u>

Summary

Once there was a boy who hungered for knowledge. So he went to see a Grand Master who might teach him. But the Grand Master sent him on a hunt for a carpet, which led to a search for thread, and then to a search for goat hair, goats, a goat pen, and a wife for the carpenter. As the boy worked to help others get what they needed, he learned that the best gifts come when a person is giving and that knowledge can come when we least expect it.

Story Elements:

Title:	
Author:	
Genre:	
Settings	
Time:	
Place:	
Main Characters:	
Secondary	
Characters:	
Author's Purpose:	





High Frequency Word:

Vocabulary Meaning		
carpenter	a person who builds and repairs houses and other things made of wood.	
carpetmaker	a person who makes carpets	
knowledge an understanding that is gained through experience or s		
marketplace	a place where food and other products are bought and sold	
merchant	a person whose business is buying goods and selling them for a profit	
plenty more than enough of something		
straying wandering or lost		
thread very thin cord used in sewing and in weaving cloth		

Homework Directions: Use each word in a meaningful sentence.

- 1. plenty
- 2. carpenter

3. knowledge

4. straying





Directions: Read the passage below, and then answer the questions that follow.

First Place

Gene woke up nervous. The music contest was on Monday. Gene was scared. '' I can't do it,'' Gene said to his parents.

''First you need to practice. I will help you,'' Gene's dad said. They practiced the piano together every day.

Then gene and his dad went to the contest. Gene heard the other students play. They played very well. I don't have a chance, Gene thought to himself.

Later it was Gene's turn. He looked at his dad and felt better. Gene played without any mistakes. He could not believe it when he heard his name called as the first -place winner.

Finally, Gene wasn't nervous anymore.

- 1. What was a big idea in this story?
 - () Don't believe everything you hear.
 - () Practice helps you do well.
 - () Things don't go well when you feel sick.
 - () It is important to be sure of yourself.
- 2. What was the last thing that happened in this story?
 - () Gene and his dad practiced piano.
 - () Gene heard his name called.
 - () Gene wasn't nervous anymore.
 -) It was Gene's turn to play.
- 3. What did Gene probably do just after he played the piano in the contest?
 - () took another turn
 - () called his dad

(

- () went back to his seat
- () went home







I. Directions : Put a (\checkmark) if the statement is correct and (x) if it is incorrect.

_____1. The goal of the boy in this story is to gain **knowledge**.

_____2. The boy went off to the **different people** just to gain the knowledge.

_____ 3.At the end of the story, the learned to **cheat** others just to get what he wants.

_____ 4. The **moral lesson** of this story is that we received gifts by giving to others and that knowledge comes when we aren't looking for it.

_ 5. The boy in this story is **friendly** and patient.

II. Directions: Answer the following questions.

1. How did the boy gain knowledge?

2. What were the last words of the Grand Master to the boy after giving him the carpet?





Critical Thinking Questions:



Directions: Answer the following questions.

1. Summarize how you know the boy is eager to reach his goal.

2. Which clues in the fable tell us about its settings?

3. What is the author's purpose in writing this story? How do you know?

"We have our lifetime to search for knowledge."







DATE : ____/ ____/ ____

Selection #3 <u>"Kumak's Fish"</u>

Summary

Kumak and his family set out one morning to ice fish. Kumak is using his Uncle Aglu's amazing hooking stick. All Kumak's family catch fish except him. Finally he hooks something, and it takes the entire village holding on to Kumak to reel in his catch a long line of fish holding on to each other—enough fish for the entire village.

Story Elements:

Title:	
Author:	
Genre:	
Settings	
Time:	
Place:	
Main Characters:	
Secondary	
Characters:	
Author's Purpose:	





High Frequency Words

Vocabulary	Meaning	
gear	equipment needed for some purpose	
parka	a jacket with a hood	
splendid	very good, excellent	
twitch	to move with a quick jerk	
willow	a tree with tough slender branches	
yanked	pulled or jerked	

Homework Directions: Use each word in a meaningful sentence.

1. parka

2. splendid

3. yanked

4. willow





Sequence is the order in which things happen in a story. Look for clue words, such as first, second, after a while, then, when, next, finally, and last, to tell what happens in a story.

Directions: Read the following paragraph and then, draw a line under the clue words.

Polar bears hunt for seals that swim below the ice. First, the hungry bear will find a seal's breathing hole. Seals can stay under water for a long time, but they do have to come up after a while to breathe. When the seal comes to the surface, the bear breaks through the snow and ice. Finally, it grabs the seal.

Directions: Now read the following sentences. Rewrite the sentences in the order that the events happened in the passage above.

The bear waits for a seal.

The bear finds a seal's breathing hole.

1.

The seal comes up to breathe.

The bear breaks through the snow and ice.

2.

4.

5.

The bear grabs the seal.

3.









Critical Thinking Questions:



1. The dictionary definition said that a willow had slender flexible branches. How might people who live in cold climate use willow branches in their daily lives?

2. How would this story have been different if Kumak lived in a warm climate?

3. Some of the details in this story are realistic, but other parts are not likely to happen in real life? So far, which parts are not likely happen?

"Unity is a means to achieve a goal."







Date : ____/ ____/ ____/

Selection #4

"<u>Supermarket"</u>

Summary

This article tells the history of the supermarket. In early America, almost everyone grew their own food on family farms. They traded with one another to get what they needed, and bought things at town marketplaces. Soon there were general stores and small "mom-and-pop" grocery stores. Stores became bigger, and today we have large supermarkets that sell all sorts of foods and nonfoods.

Story Elements:

Title:	
Author:	
Genre:	
Settings	
Time:	
Place:	
Main Characters:	
Secondary Characters:	
Author's Purpose:	





High Frequency Words

Homework Directions: Use each word in a meaningful sentence.

Vocabulary	Meaning	
laundry	clothes that need washing or are being washed	
section	part of something	
shelves	flat surfaces attached to a wall for storage	
spoiled	became bad, not good to eat	
store	a place where things are sold	
thousands	tens of hundreds	
traded	exchanged one thing for another	
variety a selection of different things		

1. spoiled

2. variety

3. thousands

4. store

5. section -





Directions: Read the passage below, and then answer the questions that follow.

Makoto's Garden

Every day after school, Makoto helped her grandmother in the garden. One day, Makoto asked her grandmother if she could have a plant of her own.

Grandmother smiled and said,'' First, get a pot and fill it with dirt from the shed.''

Makoto came back with a pot filled with dirt. ''What's next?'' she asked.

Grandmother showed Makoto some packages of seeds.

''What do you want to grow?" she asked.

Makoto chose the tomato seeds. Then her grandmother showed her how to bury the seeds in the dirt and gently water them.

"Now the post needs to get some sun," said Grandmother.

1. When did Makoto plant her seeds?

- () after she watered them
- () after she put the dirt in the pot
- () after she put the pot in the sun
- () before she got the dirt from the shed

2. How can you tell that Makoto liked gardening?

- () She liked tomatoes.
- () She knew how to plant seeds.
- () She asked for her own plant.
- () She played outside after school.

3. If the pot of seeds gets enough sun and water, what will happen next?

- () It will be time for school.
- () Grandmother will be angry at Makoto.
- () Tomato plants will start to grow.
- () Makoto will fill the pot with dirt.







I. Directions: Read each question carefully. Then, fill in the circle next to the				
<u>correct answer.</u>				
1. What do the shoppers need to prepare before going to the supermarket?				
\bigcirc outfits \bigcirc more	ney \bigcirc The list of the for	od and things they need to buy.		
2. Where does the food con	ne from before getting to	the supermarket?		
○ farms <	⊃ eggs ⊂	o aliens.		
3. What caused people long	ago to start trading food	d with one another?		
$^{\bigcirc}$ People had to trade for	od to buy all the things they	/needed.		
$^{\bigcirc}$ People had to trade for	od to throw all the things th	ney needed.		
igodoldoldoldoldoldoldoldoldoldoldoldoldol	od to get all the things they	needed.		
4. How many sections in a s	upermarket did the autho	r mention in the story?		
\odot food section only	\odot toy section only	\odot different sections		
5. What makes a supermark	et a pleasant shopping ex	perience?		
\bigcirc The brightness of the s features such as lively music	store, products organized in	nto sections, and additional		
$^{\bigcirc}$ The dimness of the sto	re and products are in tray	sections,		
\odot The products aren't org	ganized into sections, and t	he noisiness.		
II. Directions: Answer the	following questions.			
1. Why do you think there ar	1. Why do you think there are lots of sections in the Supermarket?			
2. What are the items written on the shopping list?				
	21			
	21			





Critical Thinking Questions:



Directions: Answer the following questions.

 The author uses a lot of sensory words to help us share her experience. What words does she use to get across the idea that there are lots of interesting foods to try at the supermarket?

2. What are some things mentioned that make a supermarket a pleasant shopping experience?

3. Based on your own experience, why do you think that shopper's buy more than what is on their shopping list?

"Spend every single centavo wisely."