

## Stories

### Task I: Drawing Inferences from Stories

Listen to each story I read and answer the questions.

#### 1. A Birthday in the Dark

It was time for Carlos' birthday party. Suddenly the sky became very dark, lightning flashed and it began to pour outside. With the next streak of lightning, the lights went out. Carlos' mom lit candles and brought out flashlights. Since she couldn't heat any food, Carlos' mother called several pizza places to find one that had power to fix a pizza. Carlos and his friends ate pizza by candlelight. Next, Carlos opened his presents. Then, the kids tiptoed through the dark house with flashlights and told scary stories. One child said as he left, "This was the neatest birthday party ever."

- a. Why did the lights go out?
- b. Why couldn't Carlos' mom cook his birthday dinner?
- c. Why did Carlos' mom have to call a lot of pizza places?
- d. What made Carlos' birthday party different from others?

#### 2. The Circus Fan

The line for the circus tickets was very long. Andrew almost didn't get in for the six o'clock show. He squeezed his way into the circus tent and took one of the last empty seats in the back row. The show had already started. The first act, the horses, was almost done. Next came the lions and then the elephants. Andrew wondered how they taught the animals all those tricks. After the jugglers, the clowns, and the tigers, the final act, the acrobats, appeared.

- a. Why did Andrew have to squeeze into the circus tent?
- b. How do you know that Andrew was late?
- c. How can you tell Andrew didn't understand about the animal training?
- d. How do you know that Andrew went to the early evening show?

#### 3. Decided at the Buzzer

The game was very competitive with the teams trading baskets up and down the court. The blue team was ahead 80-76 when the white team scored a two-point basket. The blue team came back down the court, shooting the ball at least three times with no basket scored. When the final buzzer sounded, the teams shook hands with one another as they filed off the court.

- a. How do you know the blue team won?
- b. How do you know that the white team was the last one to score?
- c. How do you know the game was over?
- d. How can you tell the players were good sports?

*I.E.P. Goal: The client will make inferences about stories presented aloud, with 90% or greater accuracy.*