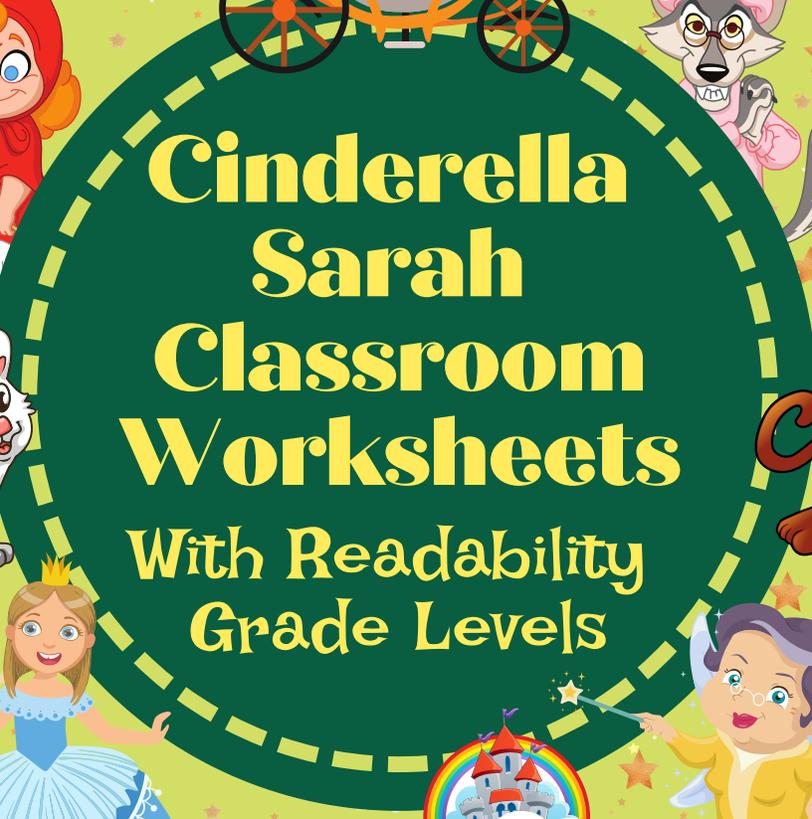


# FOR TEACHERS/ HOMESCHOOL PARENTS

14 Classroom multipage worksheets for use with  
the short story collection: Cinderella Sarah



## Cinderella Sarah Classroom Worksheets With Readability Grade Levels



By Karen Cossey  
Receive Your **FREE** copy of  
Cinderella Sarah  
From: [www.karencossey.com](http://www.karencossey.com)

# CLASSROOM WORKSHEETS FOR STORIES FROM THE FREE EBOOK: CINDERELLA SARAH

WELCOME!

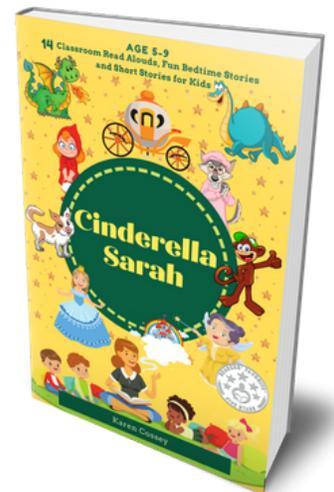


Thanks so much for downloading these worksheets. I hope you and your students will enjoy using them. I had fun putting them together for you—it reminded me of my homeschooling days—I loved resources! (And usually the teaching too, but there were days when a good resource was the only thing keeping me going!) 😊 If you have ideas or comments you'd like to share with me please contact me at: [karen.cossey@gmail.com](mailto:karen.cossey@gmail.com). I'd love to receive your feedback.

## CINDERELLA SARAH

Cinderella Sarah is a collection of 14 stories for ages 5-9. One of the stories had a readability level of grade 6 (11 years old); but I think that is because the main character's name appears over and over and it has 4 syllables (Dumplepuple)—though I did change the name to Jim to test this theory and it still came out at grade 6—so I will leave it to you to tell me what you think. I thought the content was for a younger age though (the story is 'Dumplepuple the Friendly Troll').

You can download a free e-book version of Cinderella Sarah from <https://www.karencossey.com/childrens-book-store/#CSSShop>. A paperback version is also available from this link.



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# CINDERELLA SARAH

Unit 1:  
Grade 4 (Flesch-Kincaid Grade Level: 4.4)  
Grade 4 (Automated Readability Index: 4.2)

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Unit 1 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# CINDERELLA SARAH

Circle the answer that means the same as the word in bold

## Merchant

- Trader
- Pirate
- Actor
- Swimmer

## Fierce

- Loud
- Windy
- Wet
- Strong

## Banned

- Allowed
- Frightened
- Forbidden
- Cold

## Insisted

- Required
- Forgotten
- Whispered
- Shared

## Whisk

- Dry Something
- Take Quickly
- Walk Slowly
- Type of Fish

## Ogre

- Handsome Prince
- Slow Horse
- Ugly Monster
- Type of Octopus

# VOCABULARY ANSWERS

## FIERCE

1. Wild and dangerous, ferocious  
*Beware! A fierce tiger is on the loose.*
2. Extremely **strong** or violent  
*A fierce storm knocked down many trees last night*

## MERCHANT

1. One who buys goods and sells them for a profit.  
*Synonyms: dealer, **trader***
2. An owner of a shop.  
*The jewelry merchant on the corner is closing her shop.*

## BAN (Bans, banning, banned)

1. To **forbid** or have an official rule against; prohibit  
*The law bans driving over the speed limit*

## INSIST (Insists, insisting, insisted).

1. To be firm about something; to **require** something to happen or refuse to give up  
*He insists on being the first one in the lunch line.*

## OGRE

1. an **ugly giant or monster** in folk tales. Ogres are said to eat people  
*The people in the village told frightening tales of an ogre who live in a cave in the mountain.*
2. a very evil, ugly, or cruel person  
*The football coach can be an ogre when his team loses.*

## WHISK

1. to brush off or **carry off with a quick light movement**, e.g a sweep of the hand or a brush  
*She whisked the children off to bed.*  
*He whisked the ashes into the rubbish bin.*
2. A utensil used in cooking for beating liquids  
*The chef always uses a whisk to beat eggs*

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# CINDERELLA SARAH

## THE CHARACTERS

There are usually two kinds of characters in a book:

**MAIN CHARACTERS:** These are the characters who appear most often in the story—they are usually the characters the story is "about". In most stories there is only one main character but sometimes there are two or three!

**SUPPORTING CHARACTERS:** These characters only show up occasionally, but they are often very important to the story.

Who is the main character in Cinderella Sarah? Draw a picture of him or her below.

Now pick two supporting characters and draw pictures of them. In some stories there are several supporting characters.

Pick three adjectives to describe the main character in the story.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Pick three adjectives to describe each supporting character.

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Name: \_\_\_\_\_

Date: \_\_\_\_\_



# CINDERELLA SARAH

**Number the sentences below in the correct order to create a story**

\_\_\_\_\_ I swim to the waters edge, then run up the bank and jump in again, yelling loudly for fun.

\_\_\_\_\_ Jim the Gardener arrives and tells me Cook needs me back in the kitchen. I bow to the prince and say goodbye

\_\_\_\_\_ The prince asks me to perform my play. I try my best and he loves it.

\_\_\_\_\_ After climbing to the top of the bank, I peer over the edge at the cold water. Taking a deep breath, I jump.

\_\_\_\_\_ I run down to the river and put my toe in. The water is freezing. There is only one way to get into that water...

\_\_\_\_\_ Someone calls out to me as I come up from a dive. It is the prince himself! He asks me all about myself.

\_\_\_\_\_ Cook threatens to put me in sink with the dirty dishes if I don't go down to the river and wash my hair.

\_\_\_\_\_ Thankfully I stop myself from acting out Lady Roselle as a snake in front of the prince.



Name: \_\_\_\_\_

Date: \_\_\_\_\_



# CINDERELLA SARAH

**Number the sentences below in the correct order to create a story**

4

I swim to the waters edge, then run up the bank and jump in again, yelling loudly for fun.

8

Jim the Gardener arrives and tells me Cook needs me back in the kitchen. I bow to the prince and say goodbye

6

The prince asks me to perform my play. I try my best and he loves it.

3

After climbing to the top of the bank, I peer over the edge at the cold water. Taking a deep breath, I jump.

2

I run down to the river and put my toe in. The water is freezing. There is only one way to get into that water...

5

Someone calls out to me as I come up from a dive. It is the prince himself! He asks me all about myself.

1

Cook threatens to put me in sink with the dirty dishes if I don't go down to the river and wash my hair.

7

Thankfully I stop myself from acting out Lady Roselle as a snake in front of the prince.





# DUMPLEPUMPLE THE FRIENDLY TROLL

Unit 2:  
Grade 6 (Flesch-Kincaid Grade Level: 6.6)  
Grade 6 (Automated Readability Index: 6.5)

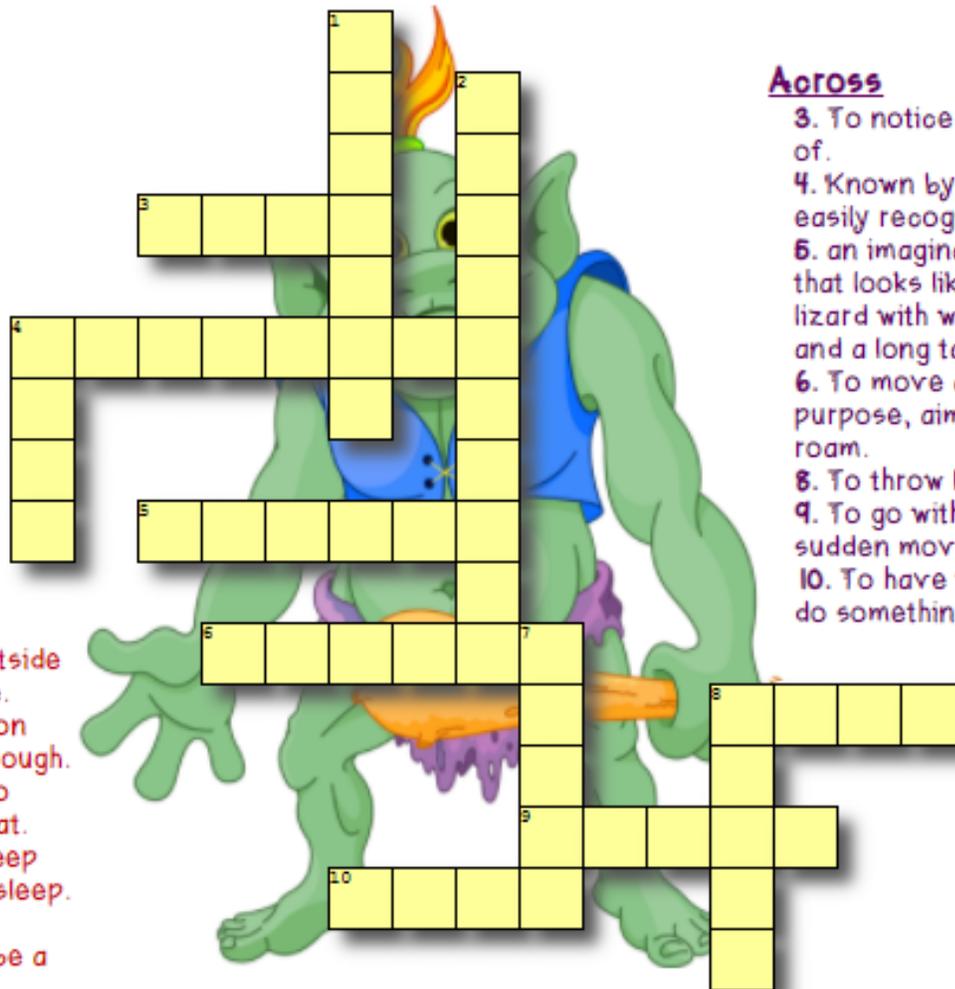
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Unit 2 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# DUMPLEPUMPLE THE FRIENDLY TROLL

Complete the crossword puzzle below



### Across

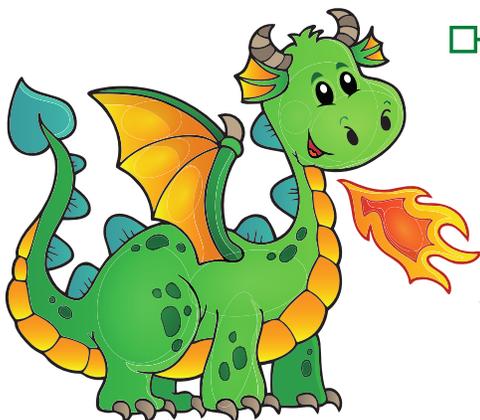
- 3. To notice or catch sight of.
- 4. Known by many people; easily recognized.
- 6. an imaginary monster that looks like a giant lizard with wings, claws, and a long tail.
- 6. To move about with no purpose, aim, or plan; roam.
- 8. To throw lightly; fling
- 9. To go with quick, sudden movements.
- 10. To have the courage to do something

### Down

- 1. One of the two outside openings in the nose.
- 2. Something a person has done or lived through.
- 4. Very unpleasant to taste, smell, or look at.
- 7. To waken from sleep or a state similar to sleep.
- 8. An ugly creature usually made out to be a giant or a dwarf

Created using the Crossword Maker on TheTeachersCorner.net

Dragon Troll Scoot Rouse Spot Foul Dare Experience Toss Nostril Wander Familiar

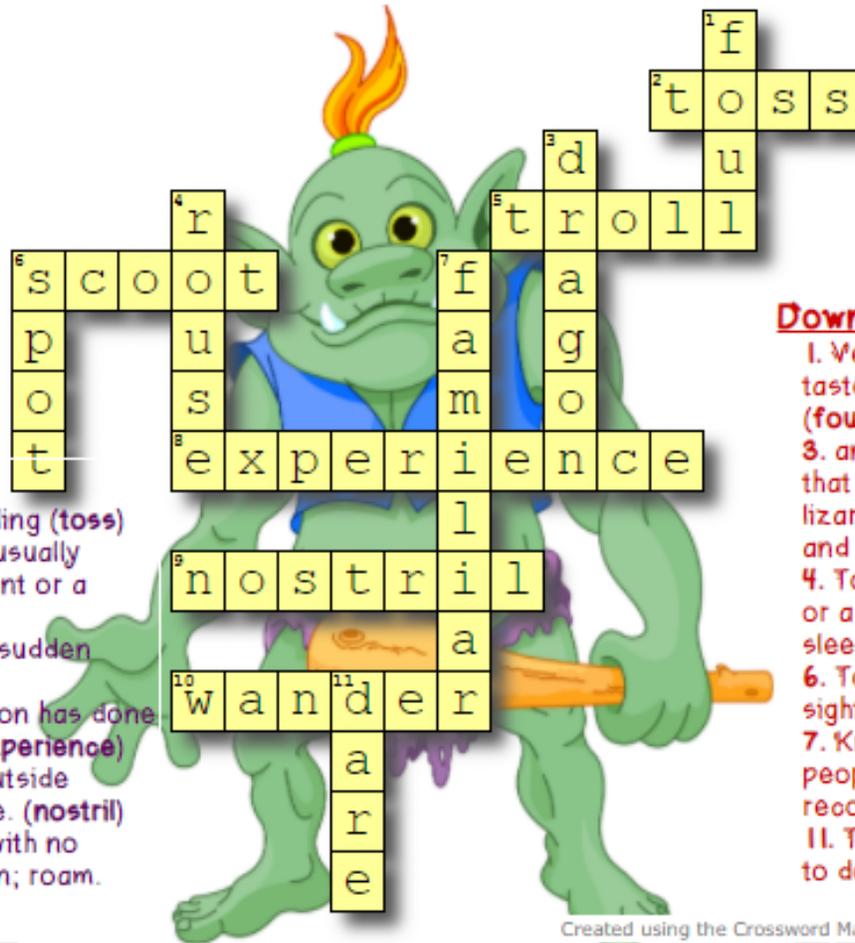


Rewrite the story  
(or part of the story) of  
Dimplepuckle the Friendly Troll  
from the point of view of the dragon.  
Illustrate your story.



# DUMPLEPUMPLE THE FRIENDLY TROLL ANSWER SHEET

Complete the crossword puzzle below



## Across

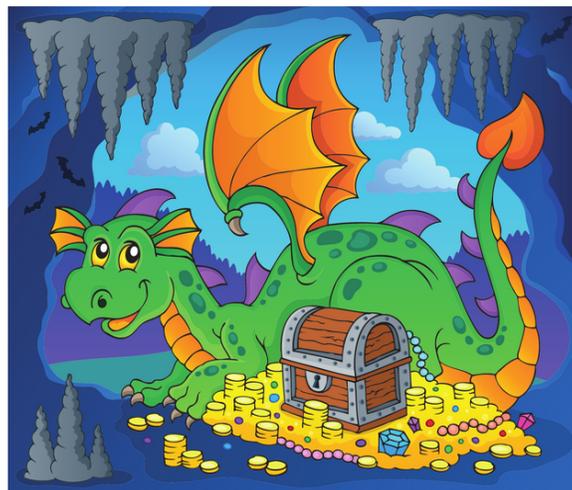
- 2. To throw lightly; fling (**toss**)
- 5. An ugly creature usually made out to be a giant or a dwarf (**troll**)
- 6. To go with quick, sudden movements. (**scoot**)
- 8. Something a person has done or lived through. (**experience**)
- 9. One of the two outside openings in the nose. (**nostril**)
- 10. To move about with no purpose, aim, or plan; roam. (**wander**)
- 11. To have the courage to do something (**dare**)

## Down

- 1. Very unpleasant to taste, smell, or look at. (**foul**)
- 3. an imaginary monster that looks like a giant lizard with wings, claws, and a long tail. (**dragon**)
- 4. To waken from sleep or a state similar to sleep. (**rouse**)
- 6. To notice or catch sight of. (**spot**)
- 7. Known by many people; easily recognized. (**familiar**)
- 11. To have the courage to do something (**dare**)

Created using the Crossword Maker on TheTeachersCorner.net

Dragon Troll Scoot Rouse Spot Foul Dare Experience Toss Nostril Wander Familiar





# Grandma's Muddled Magic

Unit 3  
Grade 4 (Flesch-Kincaid Grade Level: 4.2)  
Grade 4 (Automated Readability Index: 4.3)

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Unit 3 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# GRANDMA'S MADDLED MAGIC

## Down

- 2. Causing questions or doubt.
- 3. To ask for something in a sincere or serious way.
- 6. A part or area of something that is divided off as a section of the whole.
- 7. To bring back into the mind from memory; recall.
- 9. Having or showing good sense; wise.



## Across

- 1. A long rope with a sliding loop on one end; lariat. It is used to catch running animals such as cattle or horses.
- 4. The act or an instance of making a strong effort to resist or escape, especially by wriggling the body.
- 5. The act of moving forward in a formal, orderly way.
- 8. To cry in weak, broken sounds.
- 10. To be no longer seen.
- 11. To change the form, look, or shape of.
- 12. To cause to be confused; mix up.

Created using the Crossword Maker on TheTeachersCorner.net

Compartment	Disappear	Remember	Procession	Struggle	Lasso	Whimper	Transform	Plead	Sensible	Muddle	Suspicious
-------------	-----------	----------	------------	----------	-------	---------	-----------	-------	----------	--------	------------

Complete the crossword using the word list and Across/Down Clues



## Create a Wanted Poster for the Wolf.

Draw his picture and write:

- 1. His name
- 2. His Description: height, color, clothes etc
- 3. Why he is wanted
- 4. Where he was last seen
- 5. What to do if you see him



Name: \_\_\_\_\_

Date: \_\_\_\_\_



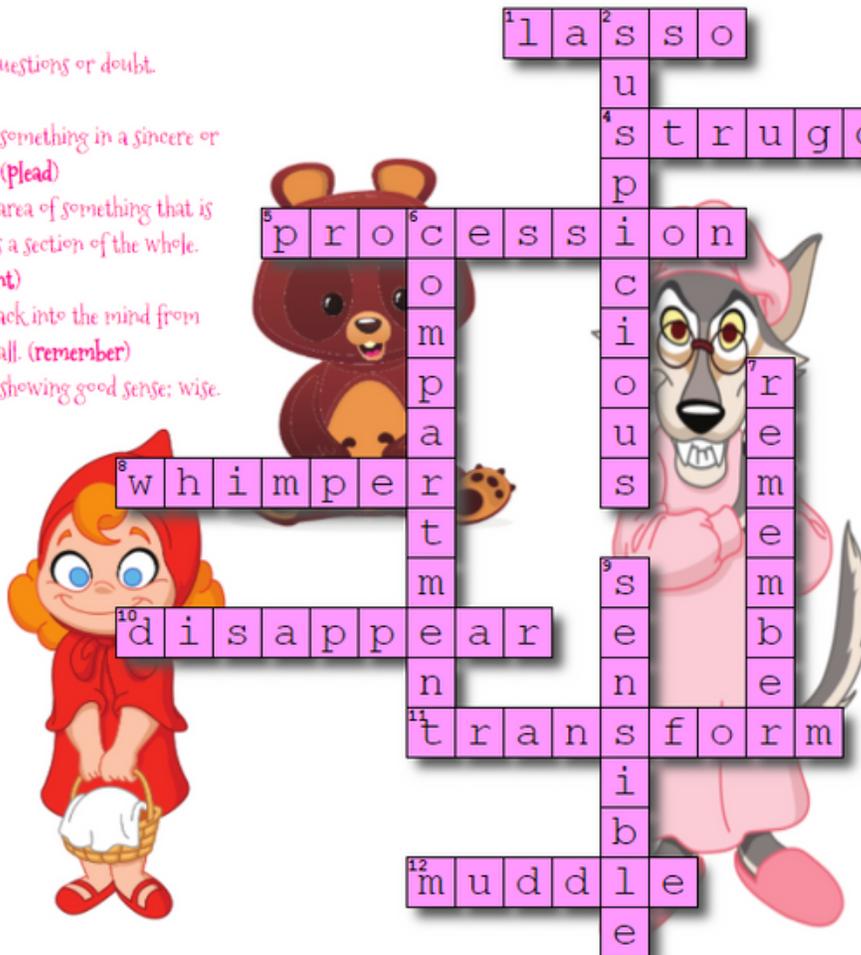
Activity: **Wolf Wanted Poster**

# ANSWER SHEET

## GRANDMA'S MADDLED MAGIC

### Down

- 2. Causing questions or doubt. (suspicious)
- 3. To ask for something in a sincere or serious way. (plead)
- 6. A part or area of something that is divided off as a section of the whole. (compartment)
- 7. To bring back into the mind from memory; recall. (remember)
- 9. Having or showing good sense; wise. (sensible)



### Across

- 1. A long rope with a sliding loop on one end; lariat. It is used to catch running animals such as cattle or horses. (lasso)
- 4. The act or an instance of making a strong effort to resist or escape, especially by wriggling the body. (struggle)
- 5. The act of moving forward in a formal, orderly way. (procession)
- 6. To cry in weak, broken sounds. (whimper)
- 10. To be no longer seen. (disappear)
- 11. To change the form, look, or shape of. (transform)
- 12. To cause to be confused; mix up. (muddle)

Created using the Crossword Maker on TheTeachersCorner.net

Compartment Disappear Remember Procession Struggle Lasso Whimper Transform Plead Sensible Muddle Suspicious



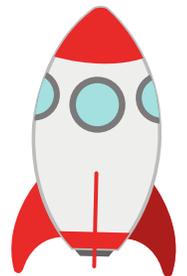
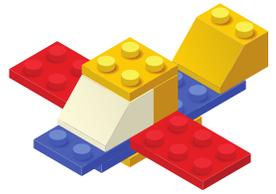
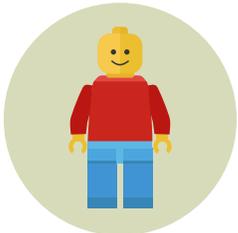
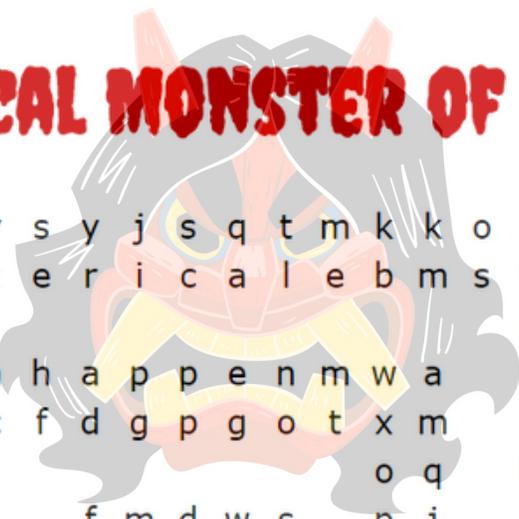


# THE MAGICAL MONSTER OF DOOM

Unit 4:  
Grade 4 (Flesch-Kincaid Grade Level: 4.0)  
Grade 3 (Automated Readability Index: 3.5)

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Unit 4 Page 1

# MAGICAL MONSTER OF DOOM



i i m w y s y j s q t m k k o f z e s  
 d h y s t e r i c a l e b m s y l z e  
 i z k x n p  
 s j s a h a p p e n m w a o c n r  
 g e a c f d g p g o t x m i u n s  
 u o l i o q b q y e  
 s p i l f m d w s p j f z r s  
 t p u a r v a b v n w m b e s  
 z p v u o r u j j o e o g i  
 x m p a t s l j y n d p e o  
 s v f s h h w q i s b n  
 t t d o r g k z q t s y e p w b  
 g h f l i q k q v t x p v c s b  
 q u x r a q p r  
 y p f b a r r a c k j p y f l c r y  
 n w d g a l f a v o r i t e q r a e  
 x k w a  
 n y u t m y a t c u p s e t i i l q l o  
 b f w z y r g q x o p d g i n t r u d e

**BARRACK**  
**FROTH**  
**INTRUDE**  
**SESSION**

**DISGUST**  
**HAPPEN**  
**MEDIEVAL**  
**SPRAWL**

**FAVORITE**  
**HYSTERICAL**  
**SEEP**  
**UPSET**

Look up the meaning of any of the words above that you don't know, in a dictionary. Find all of the words in the word search puzzle.



You live on a yacht which is caught in a storm. Write about how your favorite toys come to life and try and rescue your yacht from sinking. Do they succeed?

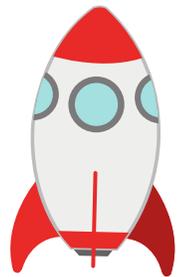
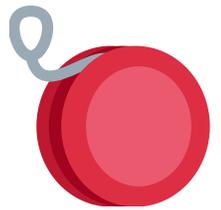
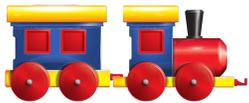
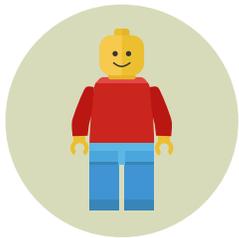
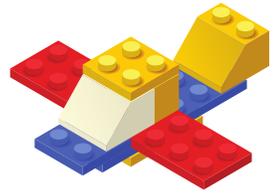






# ANSWER SHEET

## MAGICAL MONSTER OF DOOM



i	i	m	w	y	s	y	j	s	q	t	m	k	k	o	f	z
d	h	y	s	t	e	r	i	c	a	e	b	m	s	y	l	z
i	z														k	x
s	j	s	a	h	a	p	p	e	n	m	w	a			o	c
g	e	a	c	f	d	g	p	g	o	t	x	m			i	u
u	o	l	i												b	q
s	p	i	l			f	m	d	w	s		p	j		f	z
t	p	u	a			r	v	a	b	v		n	w		m	b
z	p	v	u			o	r		u	j		j	o		e	o
x	m	p	a			t	s		l	j		y	n		d	p
s	v	f	s			h	h					w	q		i	s
t	t	d	o			r	g	k	z	q	t	s	y		e	p
g	h	f	l			i	q	k	q	v	t	x	p		v	c
q	u	x	r												a	q
y	p	f	b	a	r	r	a	c	k	j	p	y	f		l	c
n	w	d	g	a	l	f	a	v	o	r	i	t	e		q	r
x	k															
n	y	u	t	m	y	a	t	c	u	p	s	e	t	i	i	l
b	f	w	z	y	r	g	q	x	o	p	d	g	i	n	t	r

**BARRACK**  
**FROTH**  
**INTRUDE**  
**SESSION**

**DISGUST**  
**HAPPEN**  
**MEDIEVAL**  
**SPRAWL**

**FAVORITE**  
**HYSTERICAL**  
**SEEP**  
**UPSET**

- barrack** (usually plural) a building where soldiers live for a short amount of time.
- disgust** to cause strong dislike or illness in.
- favorite** a person or thing preferred over others.
- froth** any collection of bubbles formed on a liquid.
- happen** to take place; occur.
- hysterical** having or likely to have fits of wild behavior such as laughing or crying.
- intrude** to enter or thrust oneself in when not invited or welcome.
- medieval** of, or having to do with the Middle Ages.
- seep** to spread or flow through gradually.
- session** a single continuous period of time for an activity e.g. lessons, study, etc.
- sprawl** to lie, sit, or fall with the arms and legs spread out in a loose or relaxed way.
- upset** disturbed or bothered.





# FINDING PAKAK

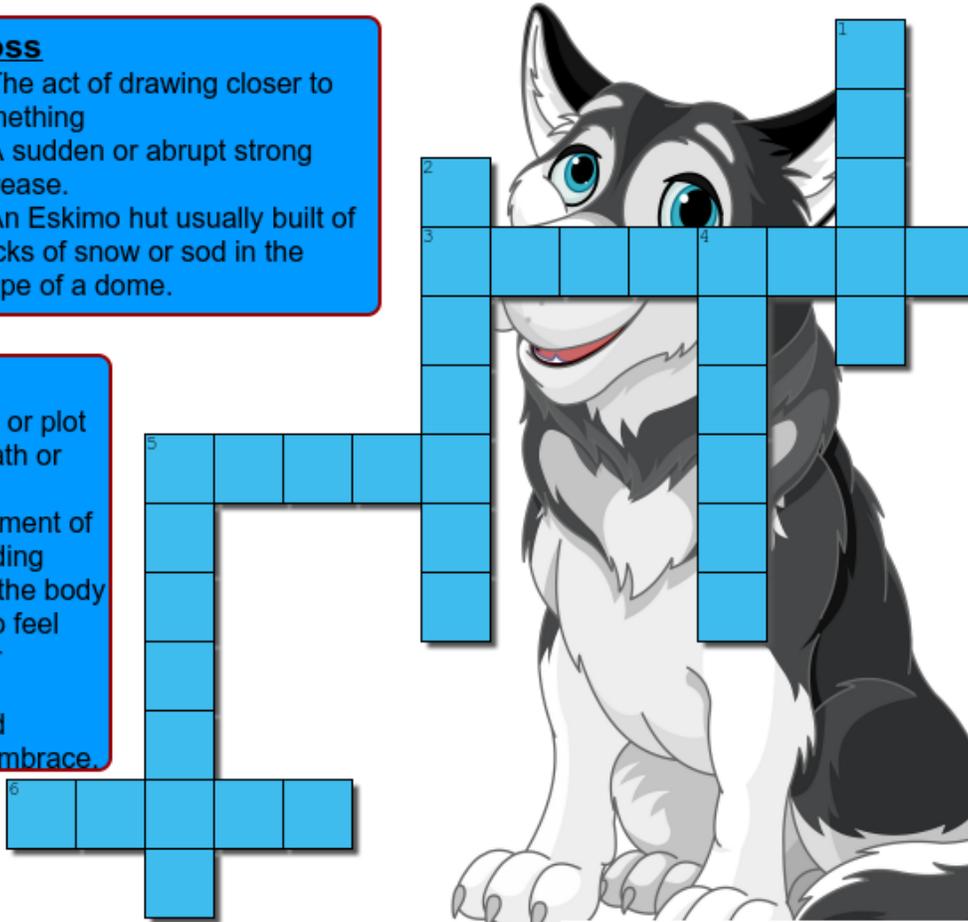
# FINDING PAKAK

## Across

3. The act of drawing closer to something
5. A sudden or abrupt strong increase.
6. An Eskimo hut usually built of blocks of snow or sod in the shape of a dome.

## Down

1. To observe or plot the moving path or something.
2. An arrangement of straps for holding something to the body
4. To cause to feel resentment or indignation.
5. A close and affectionate embrace.



Created using the Crossword Maker on TheTeachersCorner.net

Track Snuggle Harness Offend Approach Surge Igloo

Complete the crossword using the word list and Across/Down Clues

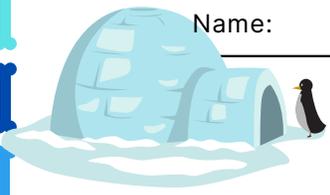
.....



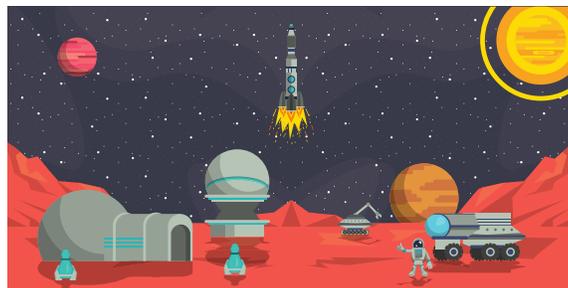
Write an  
Advertisement  
for a holiday in  
an igloo.

Name: \_\_\_\_\_

Date: \_\_\_\_\_



A large, empty rectangular box with a blue border, intended for writing or drawing.



# ANSWER SHEET

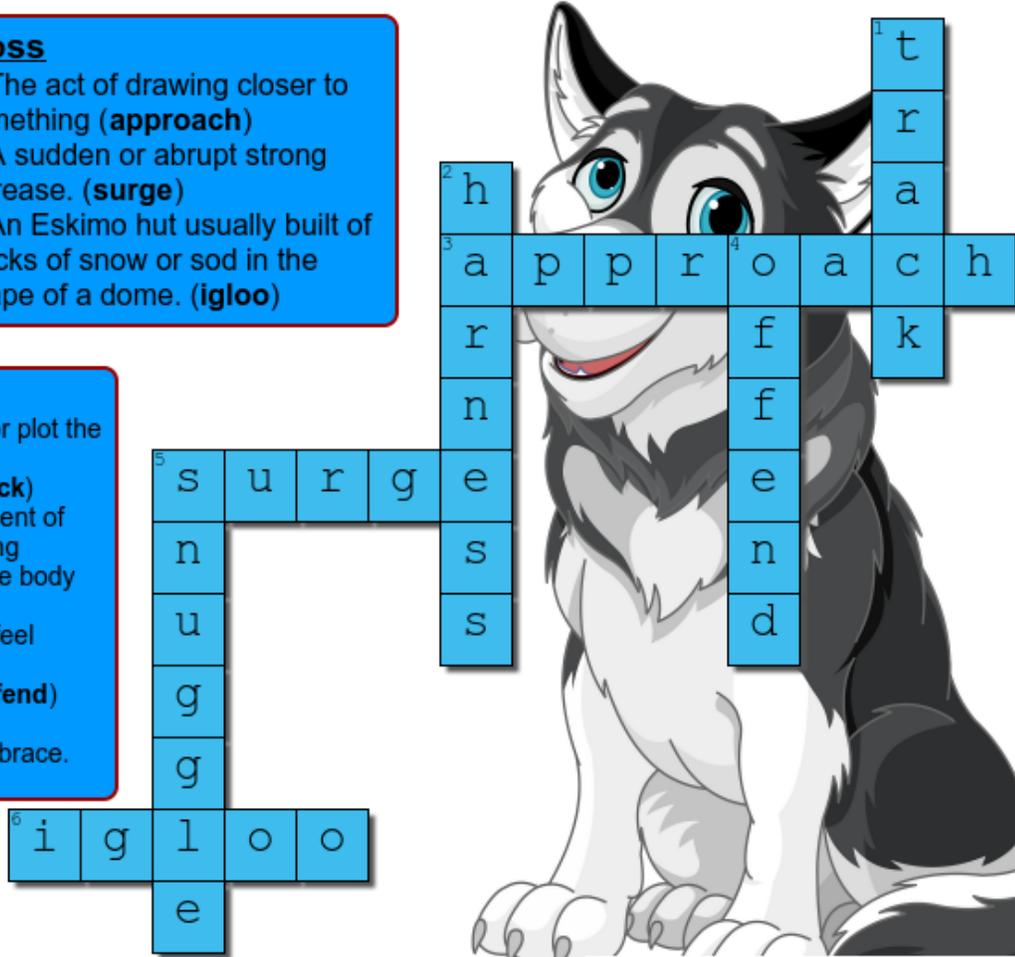
## FINDING PAKAK

### Across

- 3. The act of drawing closer to something (**approach**)
- 5. A sudden or abrupt strong increase. (**surge**)
- 6. An Eskimo hut usually built of blocks of snow or sod in the shape of a dome. (**igloo**)

### Down

- 1. To observe or plot the moving path or something. (**track**)
- 2. An arrangement of straps for holding something to the body (**harness**)
- 4. To cause to feel resentment or indignation. (**offend**)
- 5. A close and affectionate embrace. (**snuggle**)



Created using the Crossword Maker on TheTeachersCor

Track Snuggle Harness Offend Approach Surge Igloo





EYE'LL FIX IT

Unit Six:

Grade 3 (Flesch-Kincaid Grade Level: 3.6)

Grade 3 (Automated Readability Index: 3.6)

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Unit 6 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# EYE'LL FIX IT

Write the letter of the correct match next to each definition.

Created on TheTeachersCorner.net Match-up Maker

- |           |             |  |
|-----------|-------------|--|
| 1. _____  | stagger     | a. to walk or stand in an unsteady way or with a need for support. |
| 2. _____  | caretaker   | b. eerie and mysterious  |
| 3. _____  | adjustment  | c. to keep away from   |
| 4. _____  | spooky      | d. across from; facing.  |
| 5. _____  | rumormonger | e. a person who takes care of a building or other property.        |
| 6. _____  | suggest     | f. a person who spreads rumors or gossip                           |
| 7. _____  | avoid       | g. correctly   |
| 8. _____  | frustrate   | h. to fill with alarm; to cause to be unpleasantly surprised       |
| 9. _____  | opposite    | i. to put forth for thinking about; propose.                       |
| 10. _____ | properly    | j. to cause feelings of discouragement or annoyance                |
| 11. _____ | horrify     | k. regularly or with very great frequency.                         |
| 12. _____ | constantly  | l. the process of changing or fixing something.                    |



Design and decorate a menu for a pizza parlor. Come up with your own list of pizza toppings. Add a section for desserts (e.g. ice-cream sundae, hot apple pie, etc) and another for drinks (lemonade, orange juice, banana milkshake etc). Remember to include the price for each item.



Name: \_\_\_\_\_

Date: \_\_\_\_\_

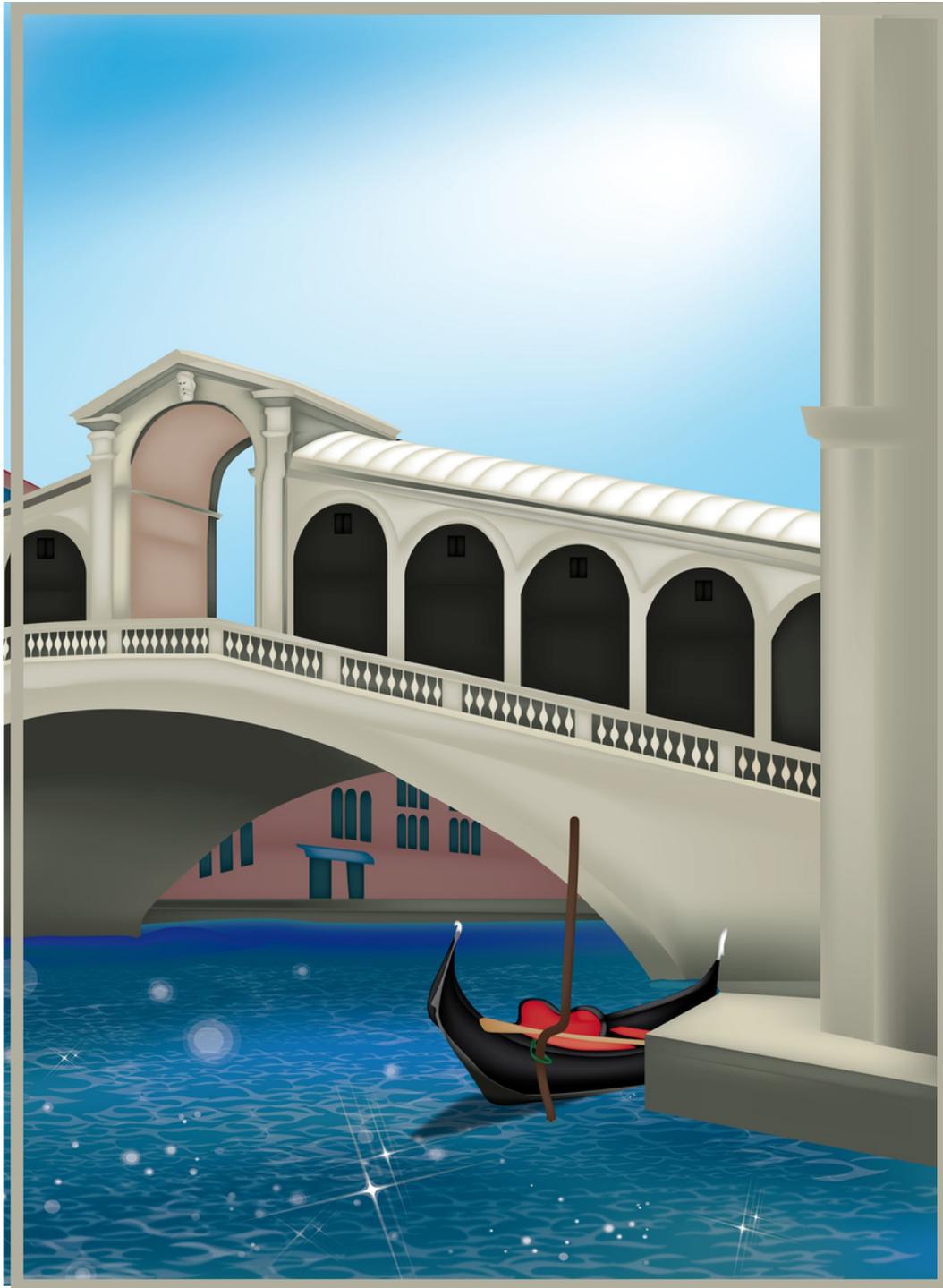
# PIZZA PARLOR MENU

# EYE'LL FIX IT ANSWER SHEET

Created on TheTeachersCorner.net Match-up Maker

1.	a	stagger	a. to walk OR stand in an unsteady way OR with a need for support.
2.	e	caretaker	b. eerie and mysterious
3.	L	adjustment	c. to keep away from
4.	b	spooky	d. across from; facing
5.	f	rumormonger	e. a person who takes care of a building OR other property.
6.	i	suggest	f. a person who spreads rumors OR gossip
7.	C	avoid	g. correctly
8.	j	frustrate	h. to fill with alarm; to cause to be unpleasantly surprised
9.	d	opposite	i. to put forth for thinking about; propose
10.	g	properly	j. to cause feelings of discouragement OR annoyance
11.	h	horrify	k. regularly OR with very great frequency.
12.	K	constantly	L. the process of changing OR fixing something.





# Rainy Day in Venice

Unit 7:

Grade 3 (Flesch-Kincaid Grade Level: 3.2)

Grade 1-2 (Automated Readability Index: 2.5)

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Unit 7 Page 1

Name: \_\_\_\_\_

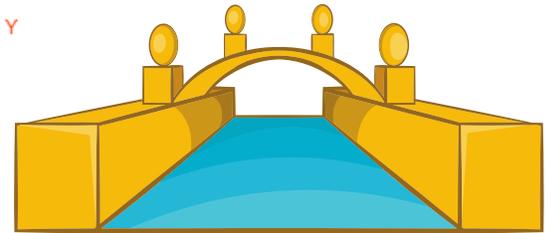
Date: \_\_\_\_\_

# Rainy Day in Venice

Use a dictionary to look up the meaning of any word you don't know from the list below. Next, find each word in the heart word search.



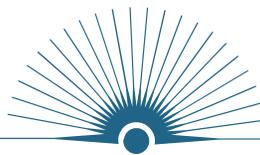
A	U	K	A	E	I	E	E	S	A																				
Q	M	K	K	G	E	F	R	K	A	U	L	R	D																
M	W	U	C	E	Z	G	Z	B	D	D	Y	I	C	Y	O	S	C	H	K										
Z	F	X	O	R	Y	Z	A	Z	J	K	P	H	Z	V	Y	S	D	L	U	Q	U	N	C						
E	R	T	A	K	V	V	F	W	T	E	R	A	B	G	Z	H	U	N	K	U	U	O	Y	C	U				
R	V	S	T	Y	Z	S	M	T	K	O	I	J	W	R	J	N	H	B	C	O	T	L	U	C	D	F	F	J	P
O	C	Z	S	Y	N	E	S	N	Z	U	F	R	D	U	W	Y	Y	V	G	F	Q	V	B	V	Q	X	M	K	N
T	R	M	U	I	V	A	C	Y	M	R	I	K	C	A	V	Y	B	S	J	E	Q	W	E	D	Q	C	F	P	A
D	W	R	H	R	C	Q	U	W	Z	I	K	H	W	A	A	B	D	D	F	C	F	P	J	D	Z	T	Y	A	T
K	D	Q	U	K	D	T	R	R	W	S	F	E	Z	W	N	Z	P	J	I	G	X	A	C	M	V	S	H	L	W
N	G	H	O	K	T	O	R	S	G	T	P	E	Y	I	P	A	E	B	J	T	W	I	T	S	B	B	G	A	E
R	P	H	B	Q	H	M	Y	V	R	Z	R	E	P	M	M	Y	L	X	E	L	N	I	D	Y	A	R	B	U	I
O	R	L	R	D	W	G	V	U	O	Q	L	O	C	D	I	N	U	P	Q	B	Y	I	V	Z	F	O	Z	G	N
L	V	P	E	H	A	Z	I	U	L	F	Z	Y	T	S	A	K	S	T	R	V	S	T	Y	A	W	T	W		
A	E	H	N	L	J	F	L	A	H	U	M	I	K	P	B	H	N	V	E	K	D	Z	H	M	T	U	H		
C	Q	D	V	Z	F	U	U	Q	L	N	R	E	L	Q	Y	V	F	B	Y	V	X	H	V	P	N				
Y	D	H	M	I	M	I	C	U	T	R	A	L	G	V	U	Y	E	M	M	T	V	K							
S	O	S	B	Q	B	B	L	R	R	E	C	P	M	F	X	C	A	A	B	H	L								
U	W	P	S	B	E	H	E	K	C	E	C	T	N	J	Q	F	F	E	Q										
V	N	G	Q	R	W	Q	O	F	D	R	K	I	X	A	L	J	N												
C	P	E	E	N	Q	T	I	B	B	W	K	F	A	D	K														
G	O	T	J	R	Y	P	J	E	H	T	A	L	Y																
Y	U	P	P	Z	G	L	P	U	E	P	D																		
S	R	G	R	C	R	M	F	U	J																				
H	I	L	A	I	E	U	K																						
Q	T	D	O	F	H																								
C	P	X	W																										
I	G																												



ALLEYWAY  
DOWNPOUR  
MIMIC  
STOCK

BERET  
GONDOLA  
MISPLACED  
TOURIST

CANAL  
LURK  
SCURRY  
VOLUNTEER



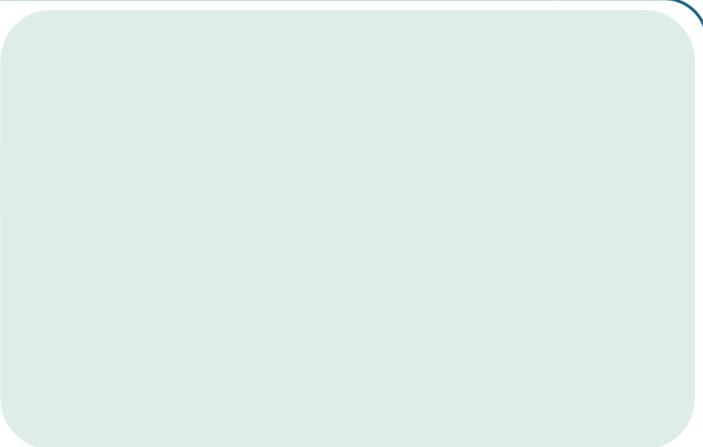
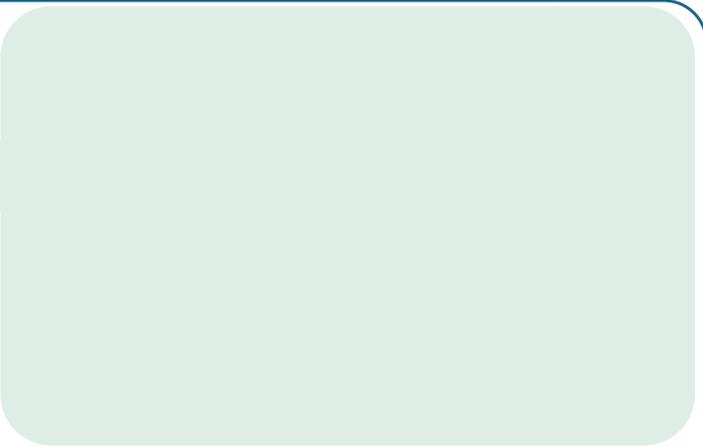
Use the speech bubbles on the next page to write a conversation that might occur between two characters from the story, 'Rainy Day in Venice.'

Draw the characters.

Name: \_\_\_\_\_

# Rainy Day in Venice

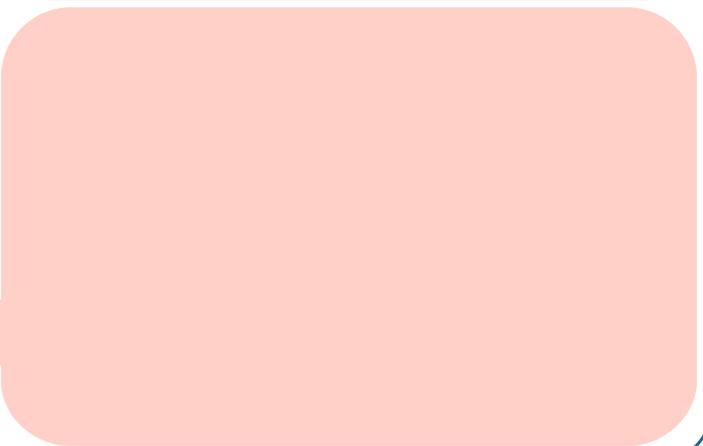
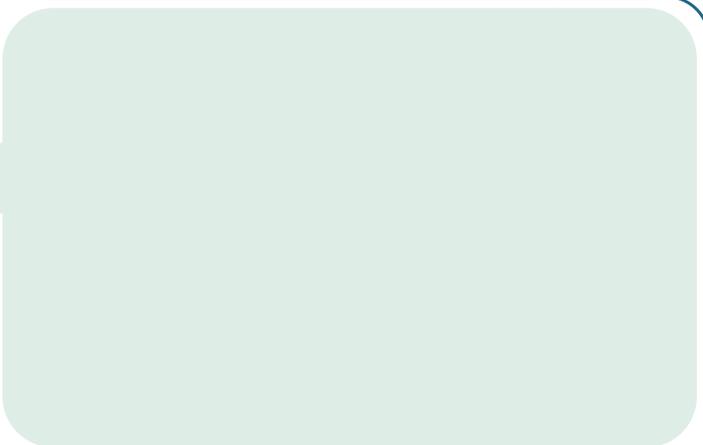
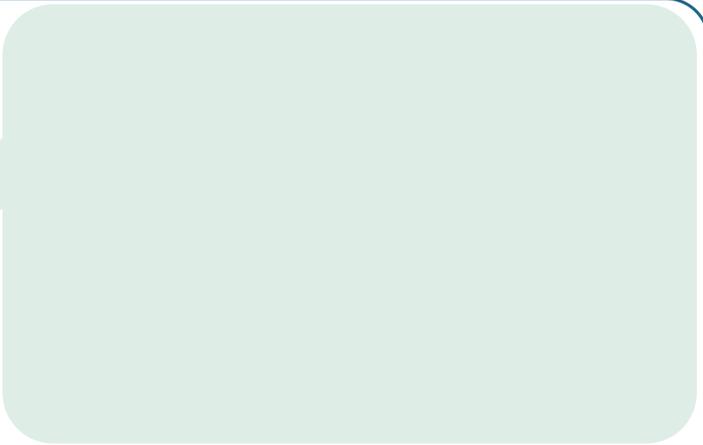
Date: \_\_\_\_\_



Name: \_\_\_\_\_

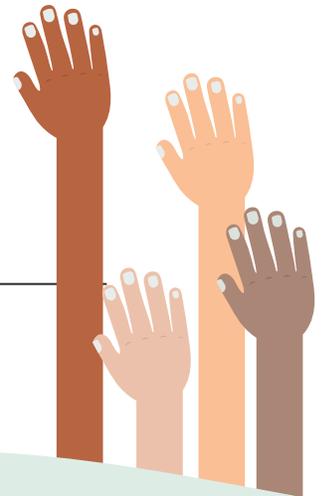
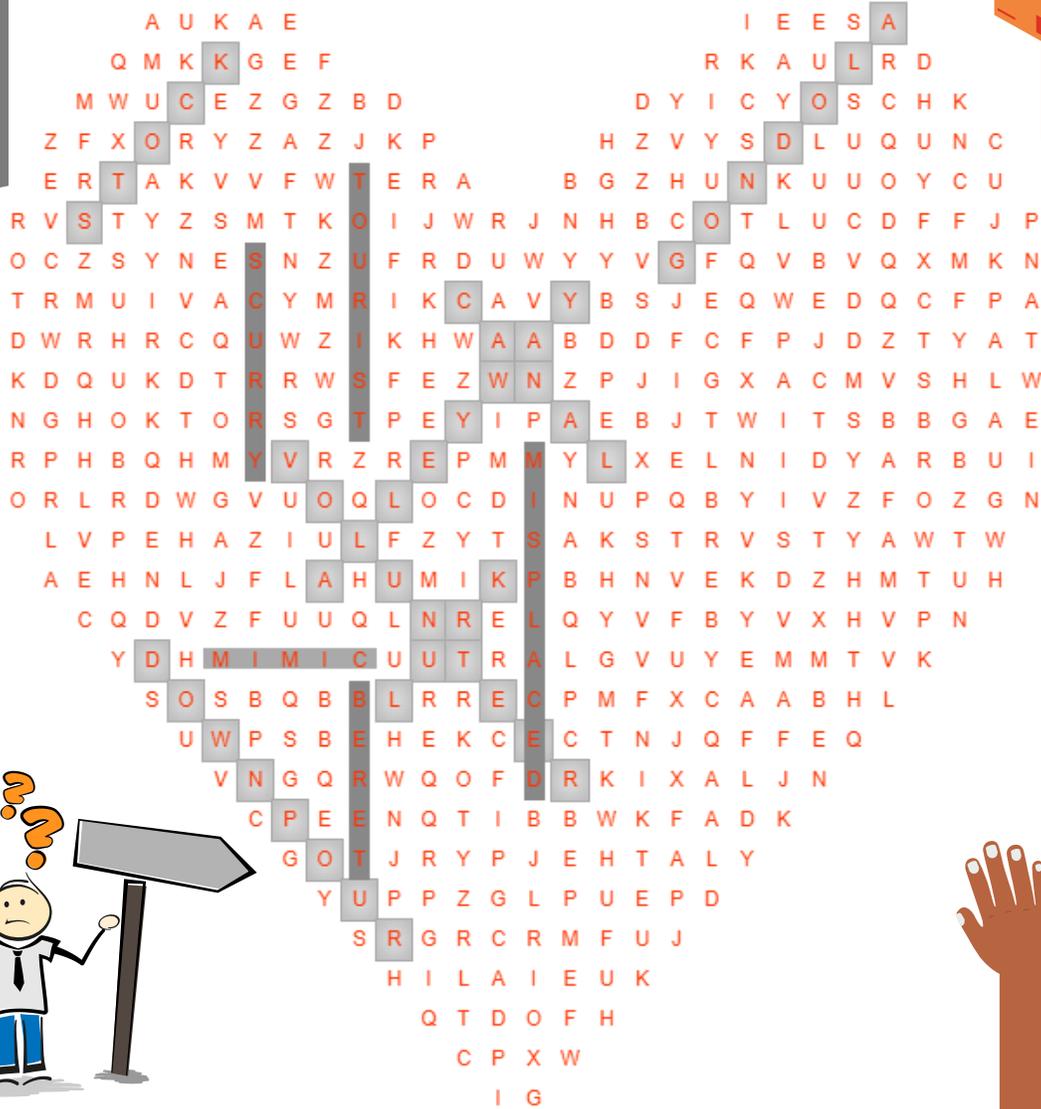
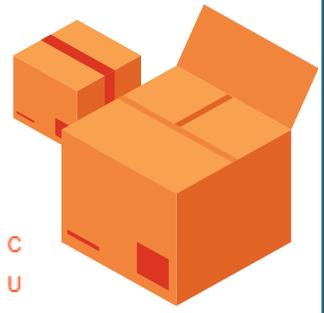
# Rainy Day in Venice

Date: \_\_\_\_\_



# Rainy Day in Venice

## Answer Sheet

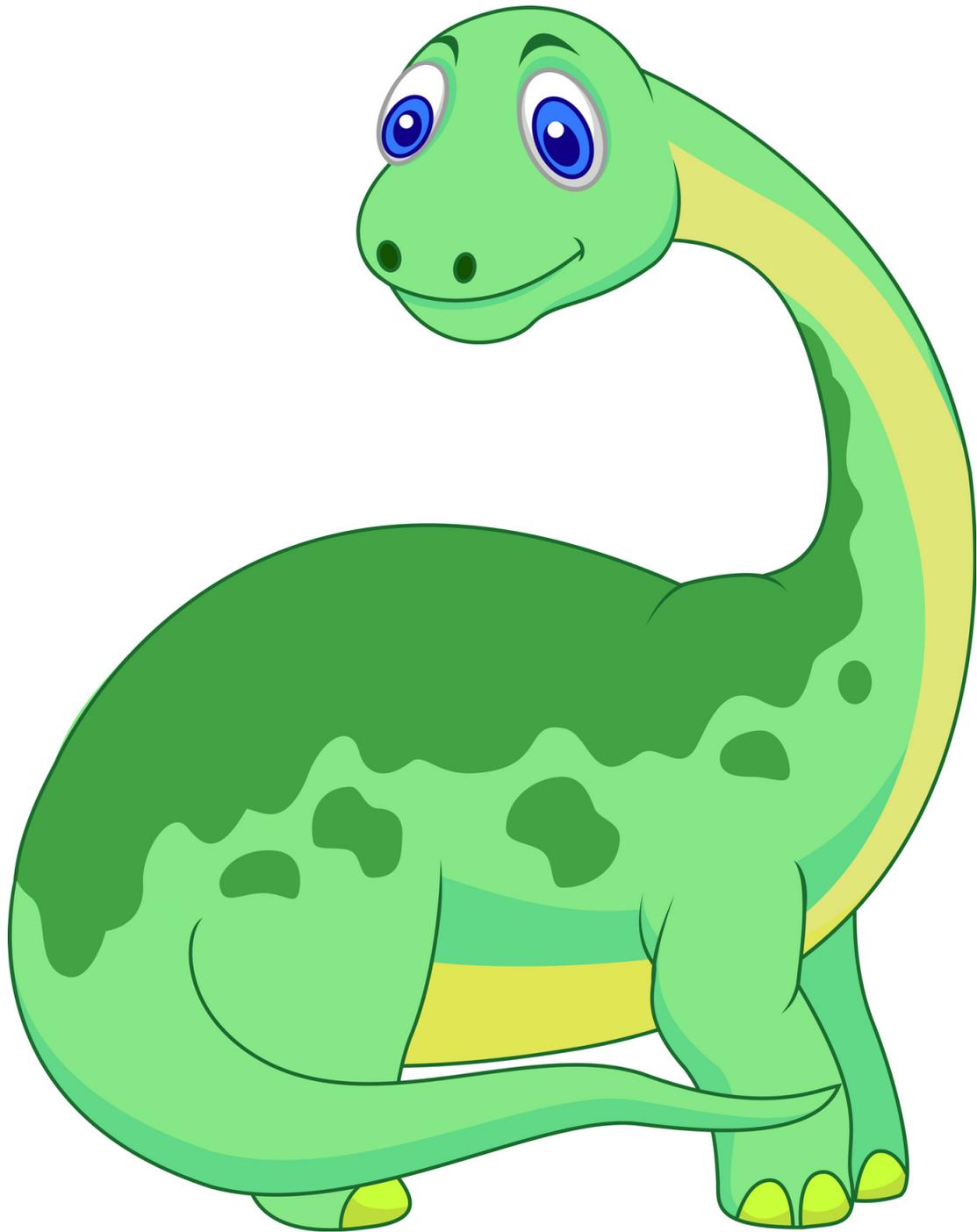


ALLEYWAY  
DOWNPOUR  
MIMIC  
STOCK

BERET  
GONDOLA  
MISPLACED  
TOURIST

CANAL  
LURK  
SCURRY  
VOLUNTEER

<b>alleyway</b>	a narrow alley or passage between buildings.
<b>beret</b>	a soft, round, flat cap with a snug headband.
<b>canal</b>	a channel of water made by humans for boat transportation or for bringing water to crops.
<b>downpour</b>	a very heavy rain.
<b>gondola</b>	a long, narrow boat with a flat bottom and high curved ends, propelled by a person standing at the stern using a long pole. Gondolas are used for carrying passengers on the canals of Venice, Italy.
<b>lurk</b>	to be hidden; lie in wait.
<b>mimic</b>	to copy or imitate.
<b>misplace</b>	to put in a wrong place; lose.
<b>scurry</b>	to move quickly or in a hurried way.
<b>stock</b>	the total of goods ready for sale by a merchant or business. <a href="http://www.karencossey.com">www.karencossey.com</a>
<b>tourist</b>	a person who is travelling for pleasure.
<b>volunteer</b>	a person who offers to work or help without pay.



# SKYHEAD THE DINOSAUR

Unit 8:  
Grade 2 (Flesch-Kincaid Grade Level: 2.5)  
Kindergarten (Automated Readability Index: 1.9)

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Unit 8 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# SKYHEAD THE DINOSAUR

WRITE THE LETTER OF THE CORRECT MATCH NEXT TO EACH DEFINITION.

Created on TheTeachersCorner.net Match-up Maker

- |           |            |   |
|-----------|------------|---|
| 1. _____  | IMAGINE    | A. TO FORM IN THE MIND A THOUGHT, PICTURE, OR IMAGE OF.                   |
| 2. _____  | PIERCE     | B. TO DRIBBLE FROM THE MOUTH; DROOL.                                      |
| 3. _____  | MURMUR     | C. A QUICKER OR MORE DIRECT ROUTE.  |
| 4. _____  | DANGEROUS  | D. TO READ OR LOOK OVER QUICKLY.  |
| 5. _____  | FLICKER    | E. LOCATED CLOSE AT HAND; NOT FAR AWAY.                                   |
| 6. _____  | EXPLORE    | F. TO SEARCH INTO OR TRAVEL IN FOR THE PURPOSE OF DISCOVERY.              |
| 7. _____  | SHORTCUT   | G. AMAZING; ASTONISHING.  |
| 8. _____  | SLOBBER    | H. TO MOVE QUICKLY BACK AND FORTH; FLUTTER.                               |
| 9. _____  | NEARBY     | I. BEING ABLE OR LIKELY TO DO HARM.                                       |
| 10. _____ | INCREDIBLE | J. THE WAY IN WHICH ONE MAY FACE OR TRAVEL.                               |
| 11. _____ | DIRECTION  | K. TO PASS OR GO THROUGH WITH (OR AS IF WITH) SOMETHING SHARP; PENETRATE. |
| 12. _____ | SCAN       | L. TO MAKE A SOFT, MUFFLED, CONTINUOUS SOUND.                             |



Imagine you are a dinosaur that has been frozen in a glacier. Now the ice is melting and you come back to life. What type of dinosaur are you? How does your body feel after being frozen for so long? What do you see? What do you hear? What do you smell? What do you do?



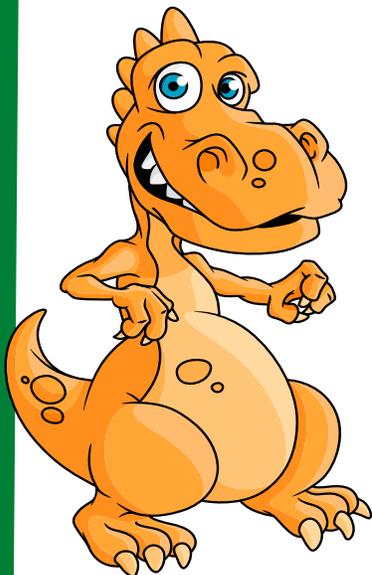
# ANSWER SHEET

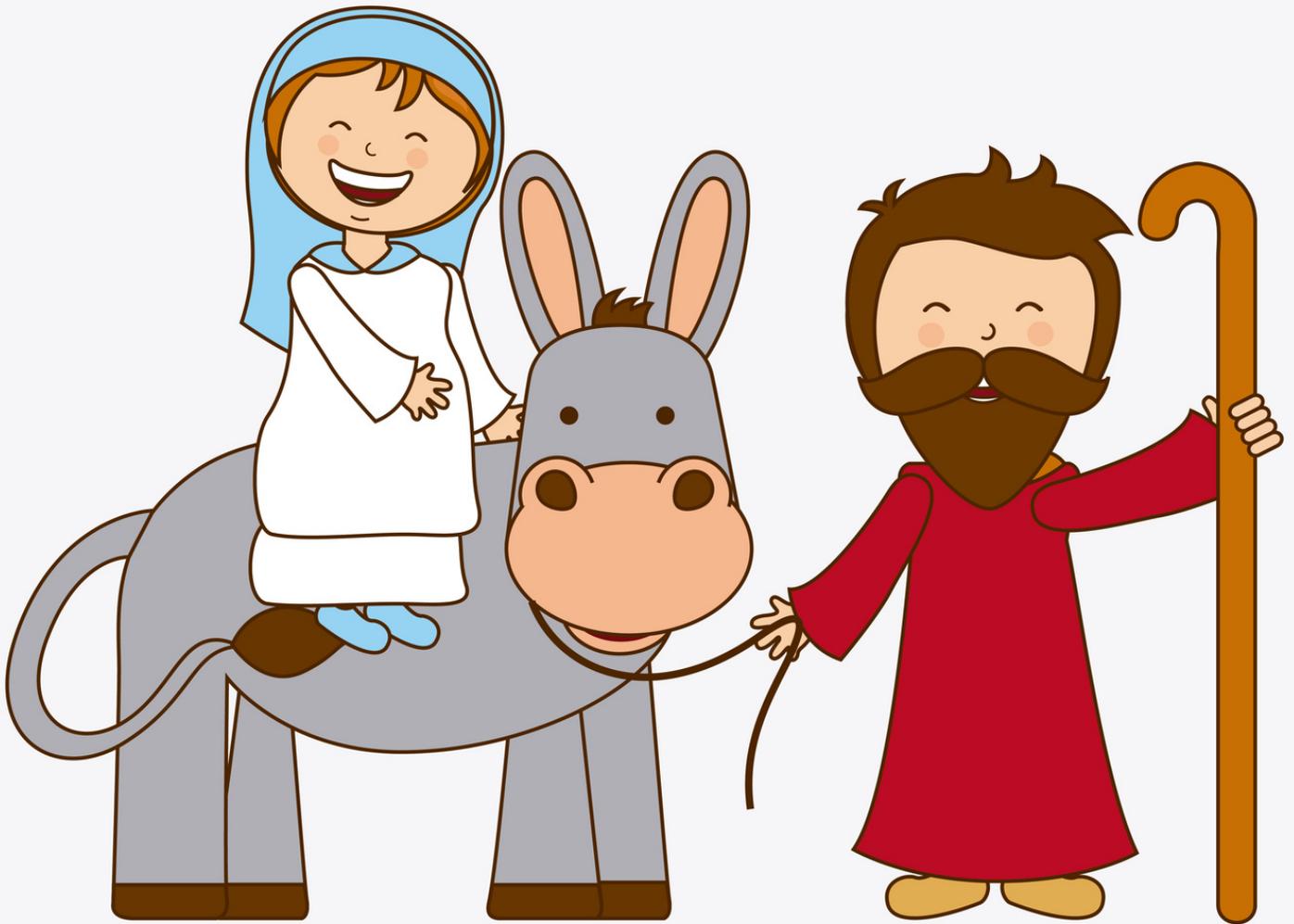
## SKYHEAD THE DINOSAUR

WRITE THE LETTER OF THE CORRECT MATCH NEXT TO EACH DEFINITION.

Created on TheTeachersCorner.net Match-up Maker

- |     |          |            |   |
|-----|----------|------------|---|
| 1.  | <u>A</u> | IMAGINE    | A. TO FORM IN THE MIND A THOUGHT, PICTURE, OR IMAGE OF.                   |
| 2.  | <u>K</u> | PIERCE     | B. TO DRIBBLE FROM THE MOUTH; DROOL.                                      |
| 3.  | <u>L</u> | MURMUR     | C. A QUICKER OR MORE DIRECT ROUTE.  |
| 4.  | <u>I</u> | DANGEROUS  | D. TO READ OR LOOK OVER QUICKLY.  |
| 5.  | <u>H</u> | FLICKER    | E. LOCATED CLOSE AT HAND; NOT FAR AWAY.                                   |
| 6.  | <u>F</u> | EXPLORE    | F. TO SEARCH INTO OR TRAVEL IN FOR THE PURPOSE OF DISCOVERY.              |
| 7.  | <u>C</u> | SHORTCUT   | G. AMAZING; ASTONISHING.  |
| 8.  | <u>B</u> | SLOBBER    | H. TO MOVE QUICKLY BACK AND FORTH; FLUTTER.                               |
| 9.  | <u>E</u> | NEARBY     | I. BEING ABLE OR LIKELY TO DO HARM.                                       |
| 10. | <u>G</u> | INCREDIBLE | J. THE WAY IN WHICH ONE MAY FACE OR TRAVEL.                               |
| 11. | <u>J</u> | DIRECTION  | K. TO PASS OR GO THROUGH WITH (OR AS IF WITH) SOMETHING SHARP; PENETRATE. |
| 12. | <u>D</u> | SCAN       | L. TO MAKE A SOFT, MUFFLED, CONTINUOUS SOUND.                             |





# The Long Walk Home From Bethlehem

Unit 9:  
Grade 3 (Flesch-Kincaid Grade Level: 3.2)  
Grade 1-2 (Automated Readability Index: 2)

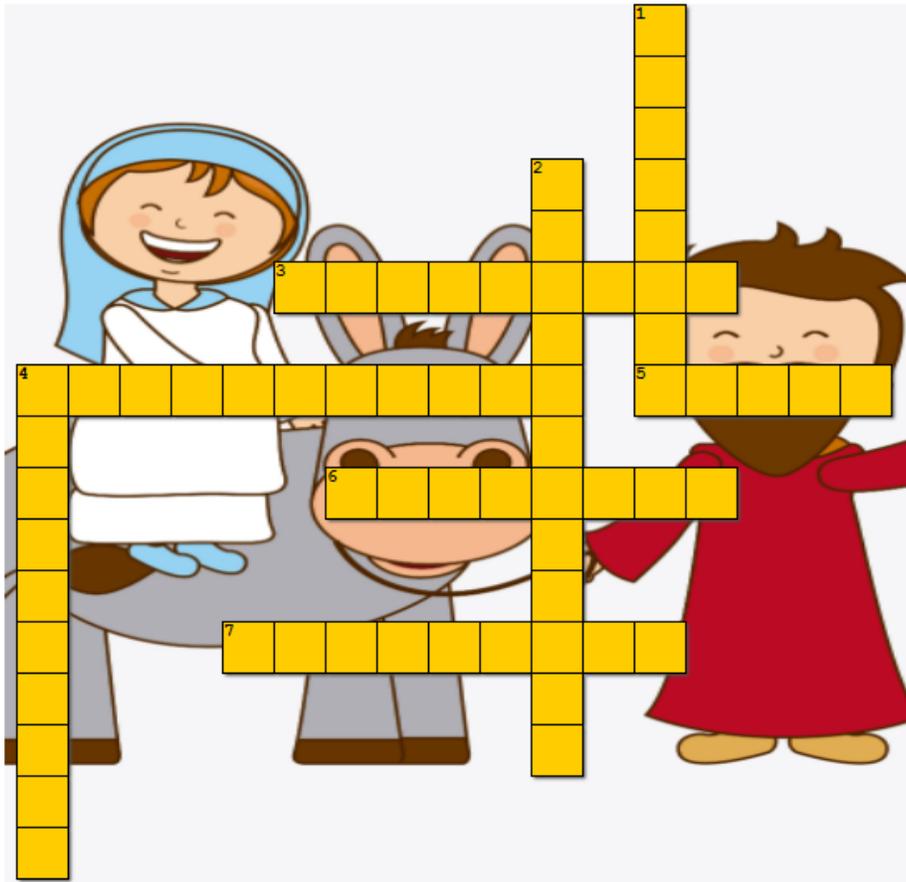
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Unit 9 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# The Long Walk Home from Bethlehem



Created using the Crossword Maker on TheTeachersCorner.net

- opposite
- Expensive
- Constantly
- Progress
- Comfortable
- Carpenter
- Shady
- Conversation

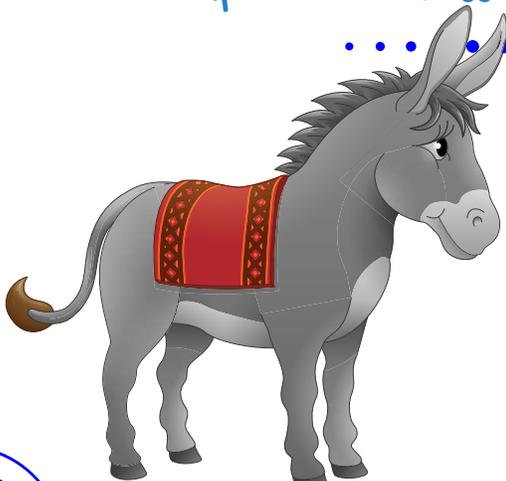
### Across

- 3. A woodworker who makes or repairs wooden objects
- 4. Feeling at ease
- 5. In the shade
- 6. Altogether together different in nature or quality or significance.
- 7. High in price or costing a lot of money

### Down

- 1. The act of moving forward toward a goal.
- 2. Talk between people
- 4. Without interruption, unceasingly

Complete the crossword using the word list and Across/Down Clues

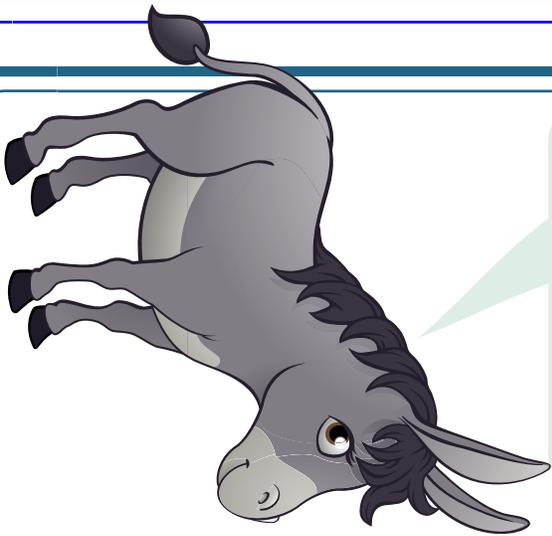


Imagine you are the donkey carrying Mary to Bethlehem. You stop to talk to some people who also have a donkey. Write your conversation (in english!) with the other donkey.

Name: \_\_\_\_\_

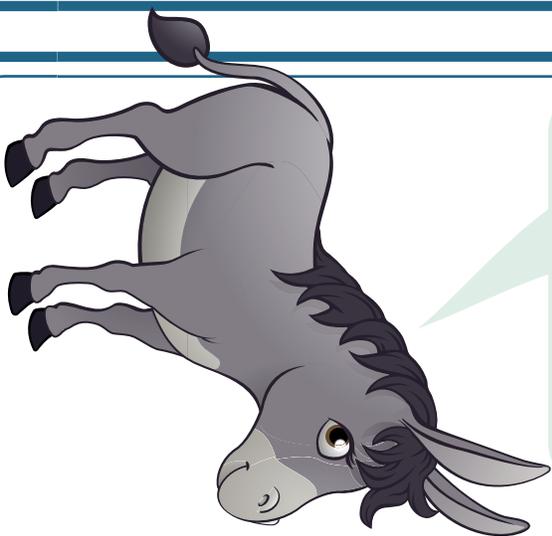
# The Long Walk Home From Bethlehem

Date: \_\_\_\_\_



Light green speech bubble for the standing donkey.

Light blue speech bubble for the sitting donkey.



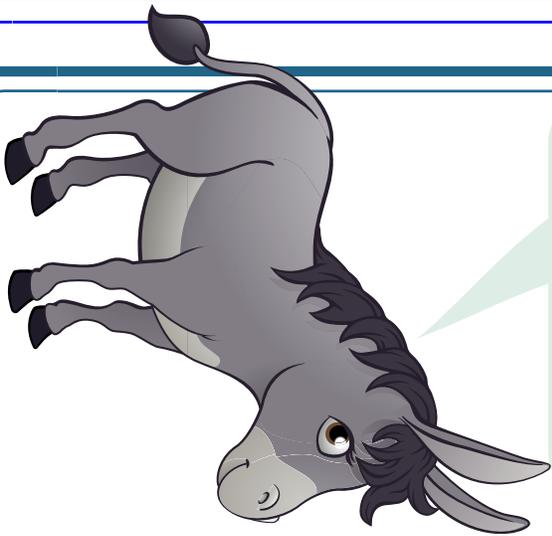
Light green speech bubble for the standing donkey.

Light blue speech bubble for the sitting donkey.

Name: \_\_\_\_\_

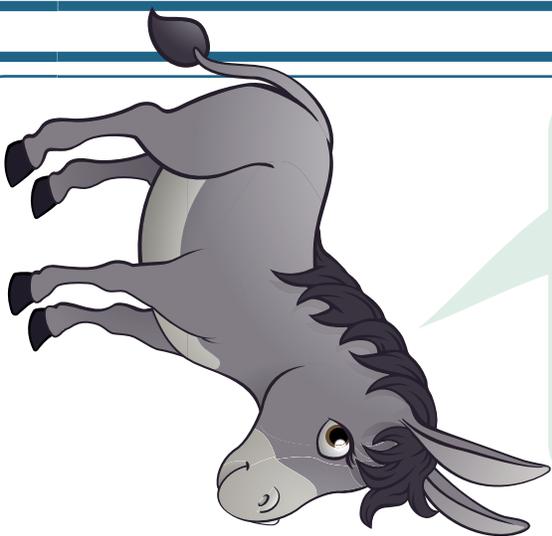
# The Long Walk Home From Bethlehem

Date: \_\_\_\_\_



Large empty green speech bubble for writing.

Large empty light blue speech bubble for writing.

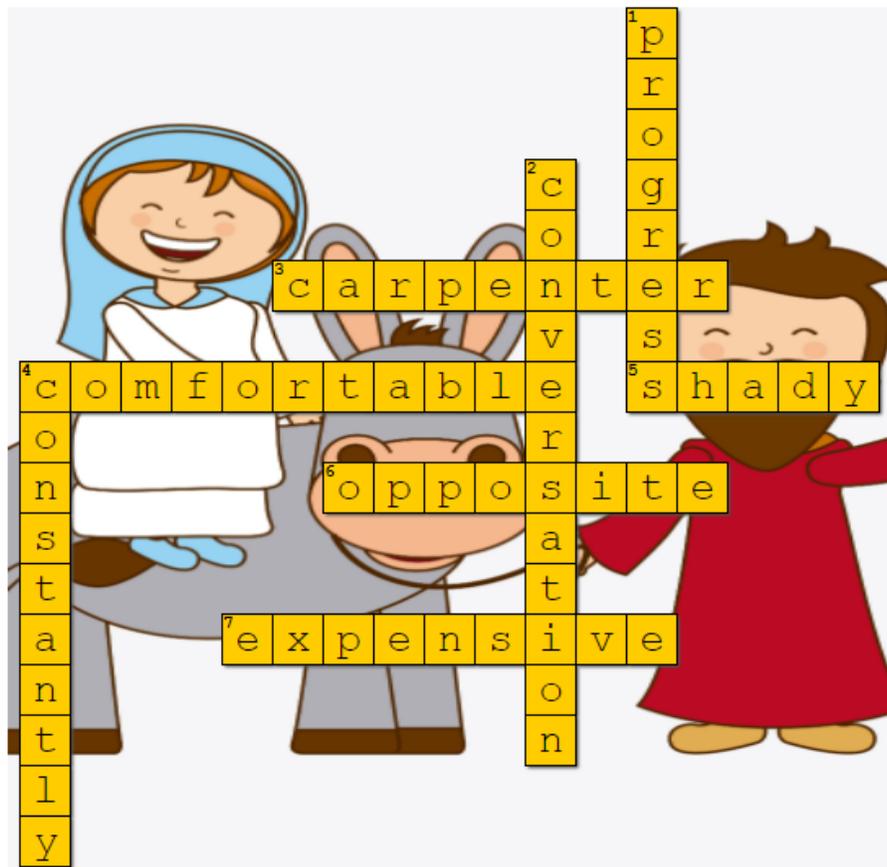


Large empty green speech bubble for writing.

Large empty light blue speech bubble for writing.

# Answer Sheet

## The Long Walk Home from Bethlehem



Created using the Crossword Maker on TheTeachersCorner.r

opposite Expensive Constantly Progress Comfortable Carpenter Shady Conversation

### Across

3. A woodworker who makes or repairs wooden objects (**carpenter**)
4. Feeling at ease (**comfortable**)
5. In the shade (**shady**)
6. Altogether together different in nature or quality or significance. (**opposite**)
7. High in price or costing a lot of money (**expensive**)

### Down

1. The act of moving forward toward a goal. (**progress**)
2. Talk between people (**conversation**)
4. Without interruption, unceasingly (**constantly**)





# Survival Class

Unit 10:  
Grade 4 (Flesch-Kincaid Grade Level: 4.6)  
Grade 4 (Automated Readability Index: 4.8)

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Unit 10 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Survival Class

Write the letter of the correct match next to each definition.

Created on TheTeachersCorner.net Match-up Maker

- |     |             |   |
|-----|-------------|---|
| 1.  | Demonstrate | a. To start.  |
| 2.  | Chatter     | b. To come or go near to.   |
| 3.  | Errand      | c. The act of making something right or more accurate.                      |
| 4.  | Wring       | d. A temporary shelter.   |
| 5.  | Instruction | e. The act of giving directions or orders.                                  |
| 6.  | Approach    | f. Continuing to exist or be alive.   |
| 7.  | Survival    | g. An act of bringing or sending something to a particular person or place. |
| 8.  | Bivouac     | h. To speak rapidly and without saying anything important.                  |
| 9.  | Correction  | i. To want to know or be curious about.                                     |
| 10. | Wonder      | j. To twist and squeeze tightly.  |
| 11. | Launch      | k. To explain or describe, especially by using many examples.               |
| 12. | Delivery    | l. A quick trip taken for a particular purpose.                             |



Imagine you are going into the bush with a friend for a few days.

You have one backpack each to fit everything you need. What 10 items will you take with you and why? Write in paragraph format (not as a list) and illustrate if you like.





# Survival Class

## Answer Sheet

1.	k	Demonstrate	a. To start.
2.	h	Chatter	b. To come or go near to.
3.	l	Errand	c. The act of making something right or more accurate.
4.	j	Wring	d. A temporary shelter.
5.	e	instruction	e. The act of giving directions or orders.
6.	b	Approach	f. Continuing to exist or be alive.
7.	f	Survival	g. An act of bringing or sending something to a particular person or place.
8.	d	Bivouac	h. To speak rapidly and without saying anything important.
9.	c	Correction	i. To want to know or be curious about.
10.	i	Wonder	j. To twist and squeeze tightly.
11.	a	Launch	k. To explain or describe, especially by using many examples.
12.	g	Delivery	l. A quick trip taken for a particular purpose.





# Morris the Monkey

Unit 11:  
Grade 2 (Flesch-Kincaid Grade Level: 2.6)  
Kindergarten (Automated Readability Index: 1.9)

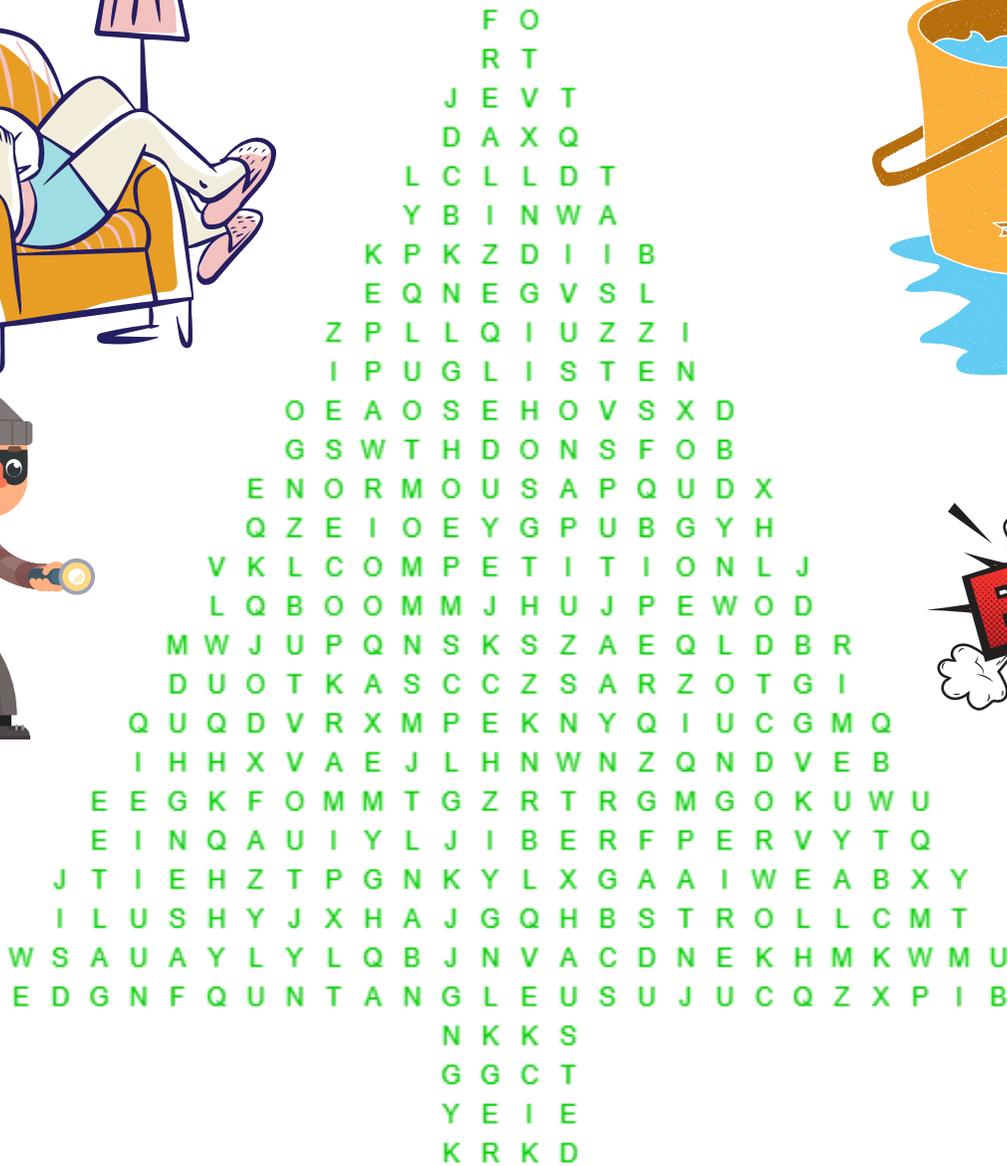
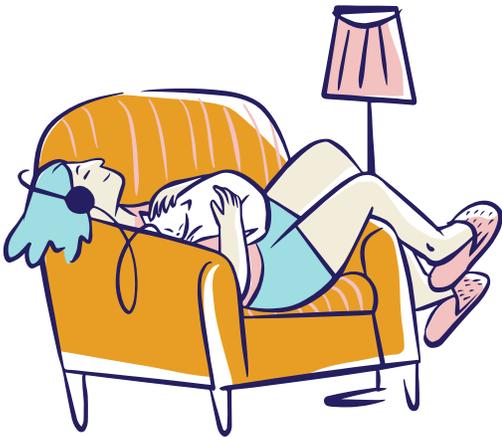
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Unit 11 Page 1

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Morris the Monkey

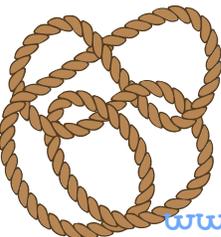
Use a dictionary to look up the meaning of any word you don't know from the list below. Next, find each word in the tree word search.



BOOM  
ENORMOUS  
GUSH  
SLINK

COMPETITION  
EXHAUSTED  
LOUNGE  
STROLL

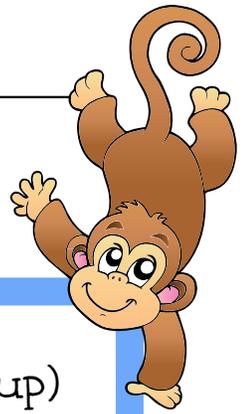
CONCENTRATE  
GLISTEN  
REALIZE  
UNTANGLE



Name: \_\_\_\_\_

Date: \_\_\_\_\_

# Morris the Monkey



Animal Genders and Collective Nouns (i.e. names for a group)

Animal	Male	Female	Young	Group
elephant	bull	cow	calf	herd or a memory
zebra	stallion	mare	colt	herd or a dazzle
lion	lion	lioness	cub	pride
fox	dog	vixen	cub	skulk
hippopotomus	bull	cow	calf	bloat



Have some fun making up your own collective nouns, for example, perhaps you might call a group of monkeys a scramble or a scream; a group of sharks a scary or a stealth.



*A group of:*

*Is called a:*

Crocodiles

Hyenas

Aardvarks

Wildebeests

Rhinoceros

Monkeys

Leopards

Buffaloes

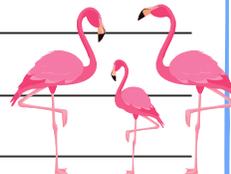
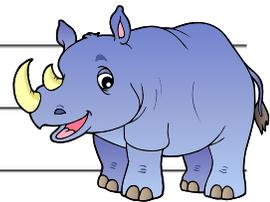
Flamingoes

Owls

Parrots

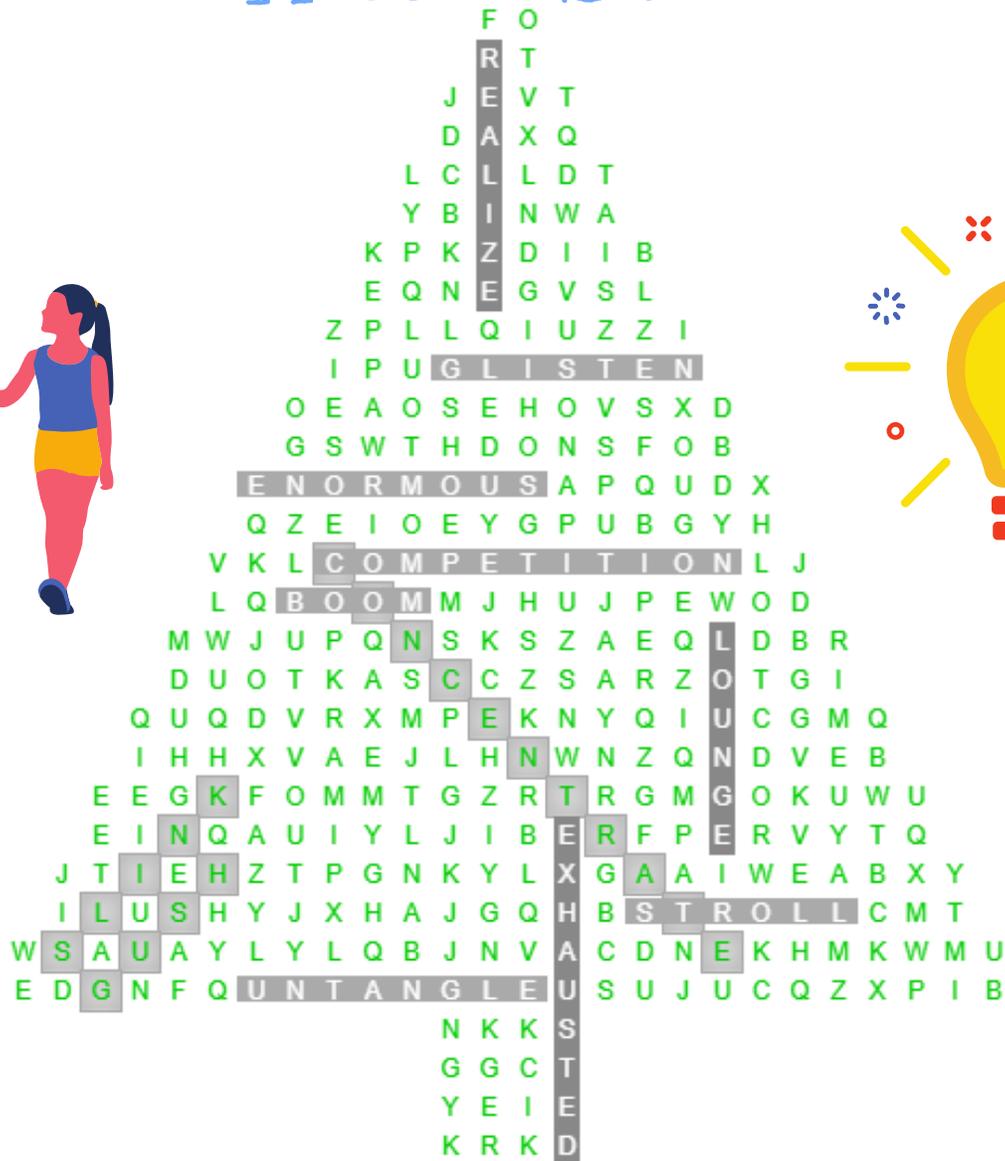
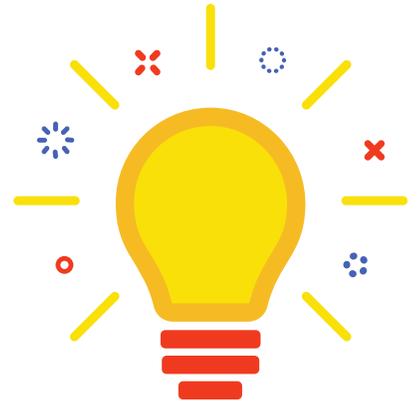
Pandas

Sharks



# Morris the Monkey

## Answer Sheet



BOOM  
ENORMOUS  
GUSH  
SLINK

COMPETITION  
EXHAUSTED  
LOUNGE  
STROLL

CONCENTRATE  
GLISTEN  
REALIZE  
UNTANGLE

<b>boom</b>	to make a deep, hollow noise.
<b>competition</b>	a situation where people compete, such as a contest or game.
<b>concentrate</b>	to give your attention or thought to one thing only.
<b>enormous</b>	very large in size or amount; huge.
<b>exhausted</b>	extremely tired, having used up all or nearly all of one's energy.
<b>glisten</b>	to shine or sparkle with reflected light.
<b>gush</b>	to flood out in large amounts and with great force; spurt.
<b>lounge</b>	to lie or sit in a lazy way (often followed by "around").
<b>realize</b>	to understand in a clear way; to suddenly understand.
<b>slink</b>	to move as if afraid or ashamed; go quietly so as to avoid attention
<b>stroll</b>	to walk slowly without a clear goal or purpose.
<b>untangle</b>	to free from a tangled or snarled condition.

# Morris the Monkey

## Answer Sheet



Crocodiles      Bask or a Float

Hyenas      Clan or a Cackle

Aardvarks      Armory

Wildebeests      Improbability

Rhinoceros      Crash

Monkeys      Tribe or Troop

Leopards      Leap

Buffaloes      Herd or Gang or Obstinacy

Flamingoes      Flamboyance

Owls      Parliament

Parrots      Pandemonium

Pandas      Embarrassment or a Cupboard or a Bamboo

Sharks      Shiver





# Carry on Carolina

Unit 12:  
Grade 4 (Flesch-Kincaid Grade Level: 4.3)  
Grade 3 (Automated Readability Index: 3.2)

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Unit 12 Page 1

Name: \_\_\_\_\_

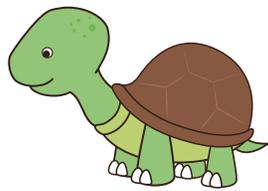
Date: \_\_\_\_\_

# Carry on Carolina

Write the letter of the correct match next to each problem.

Created on TheTeachersCorner.net Match-up

Swap	a. To put or throw together in a confused pile.
Bellow	b. To put too heavy or great a load in or on.
Eventually	c. To shout loudly and with a deep tone.
Grab	d. To stamp or walk heavily upon so as to smash or otherwise harm.
Jumble	e. To speak in a sharp or angry way.
Scold	f. To tell the truth; confess.
Overload	g. To imagine or make believe.
Wink	h. To close and open one eye quickly, as a sign of agreement or friendliness.
Defeat	i. To win a victory over; beat in a game or battle.
Stomp	j. At a future time; in the end; finally.
Pretend	k. To take hold of suddenly or with force; snatch.
Admit	l. To exchange or trade.



Imagine you are going away for the weekend and leaving your pet at home. The neighbour has promised to look after it. Draw a picture of your pet and leave a list of instructions for your neighbour of all the things they need to do to look after your pet. Remember to leave instructions about where they can find everything they will need.



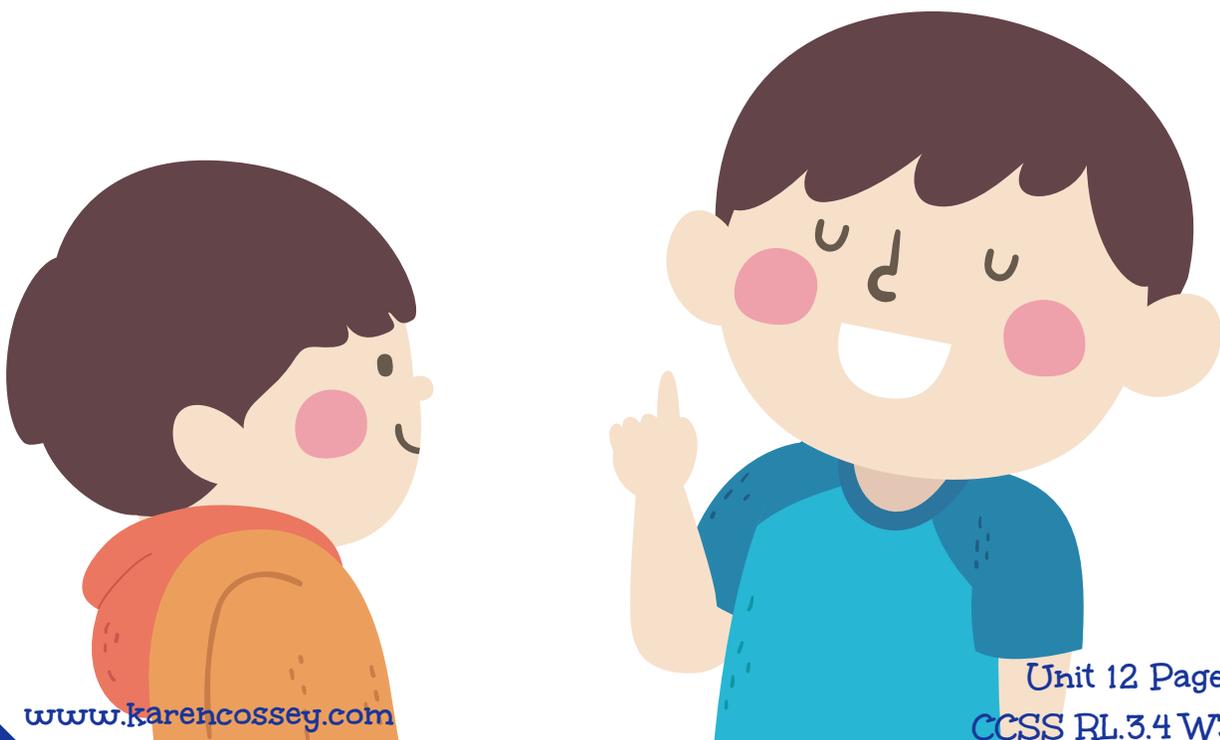
# Answer Sheet

## Carry on Carolina

Write the letter of the correct match next to each problem.

Created on TheTeachersCorner.net Match-up Maker

- |     |   |            |   |
|-----|---|------------|---|
| 1.  | l | Swap       | a. To put or throw together in a confused pile.                               |
| 2.  | c | Bellow     | b. To put too heavy or great a load in or on.                                 |
| 3.  | j | Eventually | c. To shout loudly and with a deep tone.                                      |
| 4.  | k | Grab       | d. To stamp or walk heavily upon so as to smash or otherwise harm.            |
| 5.  | a | Jumble     | e. To speak in a sharp or angry way.  |
| 6.  | e | Scold      | f. To tell the truth; confess.  |
| 7.  | b | Overload   | g. To imagine or make believe.  |
| 8.  | h | Wink       | h. To close and open one eye quickly, as a sign of agreement or friendliness. |
| 9.  | i | Defeat     | i. To win a victory over; beat in a game or battle.                           |
| 10. | d | Stomp      | j. At a future time; in the end; finally.                                     |
| 11. | g | Pretend    | k. To take hold of suddenly or with force; snatch.                            |
| 12. | f | Admit      | l. To exchange or trade.  |





# DRAGONFLY PEACE

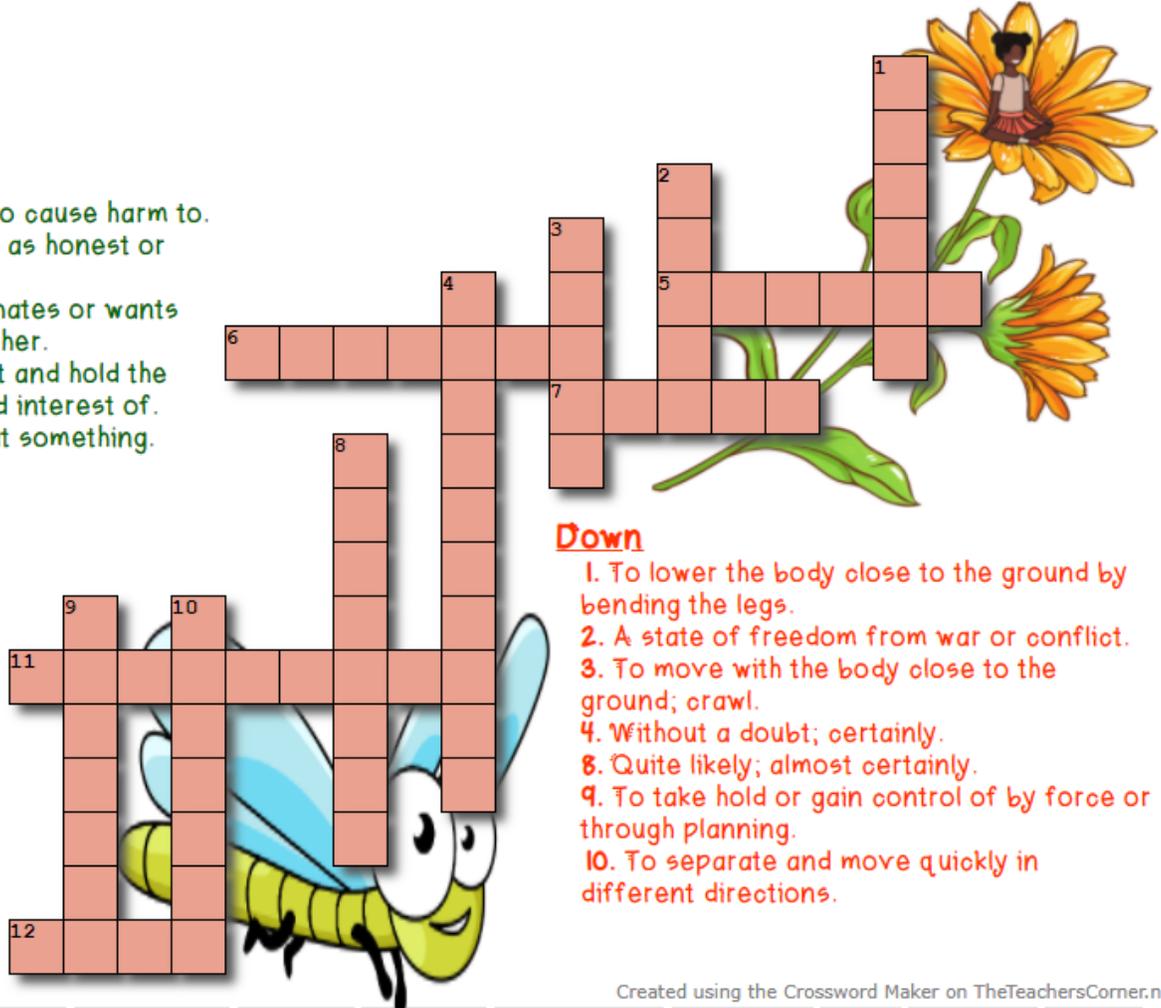
Unit 13:  
Grade 4 (Flesch-Kincaid Grade Level: 4.2)  
Grade 3 (Automated Readability Index: 3.9)

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Unit 13 Page 1

# DRAGONFLY PEACE

## Across

- 5. To begin to cause harm to.
- 6. To accept as honest or true.
- 7. One who hates or wants to harm another.
- 11. To attract and hold the attention and interest of.
- 12. To look at something.



## Down

- 1. To lower the body close to the ground by bending the legs.
- 2. A state of freedom from war or conflict.
- 3. To move with the body close to the ground; crawl.
- 4. Without a doubt; certainly.
- 8. Quite likely; almost certainly.
- 9. To take hold or gain control of by force or through planning.
- 10. To separate and move quickly in different directions.

Created using the Crossword Maker on TheTeachersCorner.net

- |         |       |           |        |         |            |          |      |         |       |
|---------|-------|-----------|--------|---------|------------|----------|------|---------|-------|
| Attack  | Enemy | Fascinate | Crouch | Scatter | Definitely | Probably | Peer | Capture | Creep |
| Believe |       | Peace     |        |         |            |          |      |         |       |

Complete the crossword using the word list and Across/Down Clues



Imagine you are a little person who has just ridden on the back of a dragonfly for the first time. Write about your experience in your diary, especially your feelings as you took off and when you arrived at your destination. What did you do when you got there? Draw a picture to illustrate.



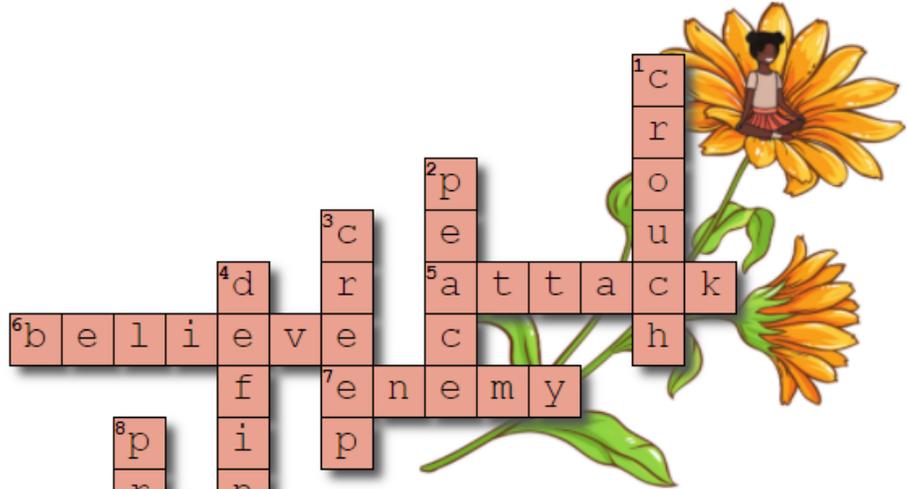
# ANSWER SHEET



## DRAGONFLY PEACE

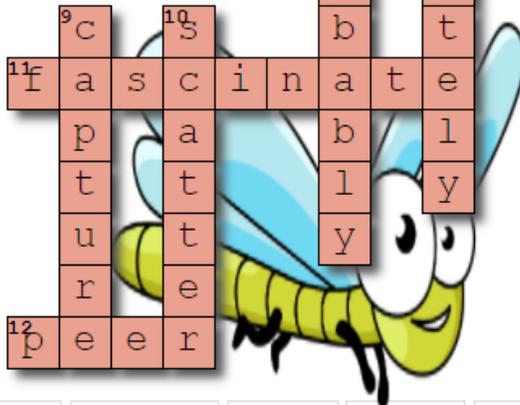
### Across

- 5. To begin to cause harm to. (**attack**)
- 6. To accept as honest or true. (**believe**)
- 7. One who hates or wants to harm another. (**enemy**)
- 11. To attract and hold the attention and interest of. (**fascinate**)
- 12. To look at something. (**peer**)



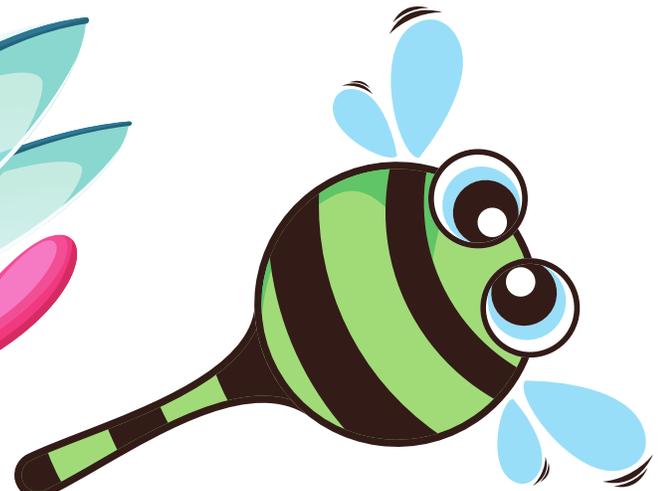
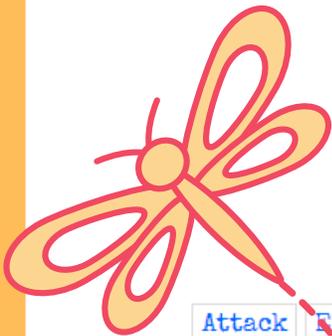
### Down

- 1. To lower the body close to the ground by bending the legs. (**crouch**)
- 2. A state of freedom from war or conflict. (**peace**)
- 3. To move with the body close to the ground; crawl. (**creep**)
- 4. Without a doubt; certainly. (**definitely**)
- 8. Quite likely; almost certainly. (**probably**)
- 9. To take hold or gain control of by force or through planning. (**capture**)
- 10. To separate and move quickly in different directions. (**scatter**)



Created using the Crossword Maker on TheTeachersCorner.net

- Attack
- Enemy
- Fascinate
- Crouch
- Scatter
- Definitely
- Probably
- Peer
- Capture
- Creep
- Believe
- Peace





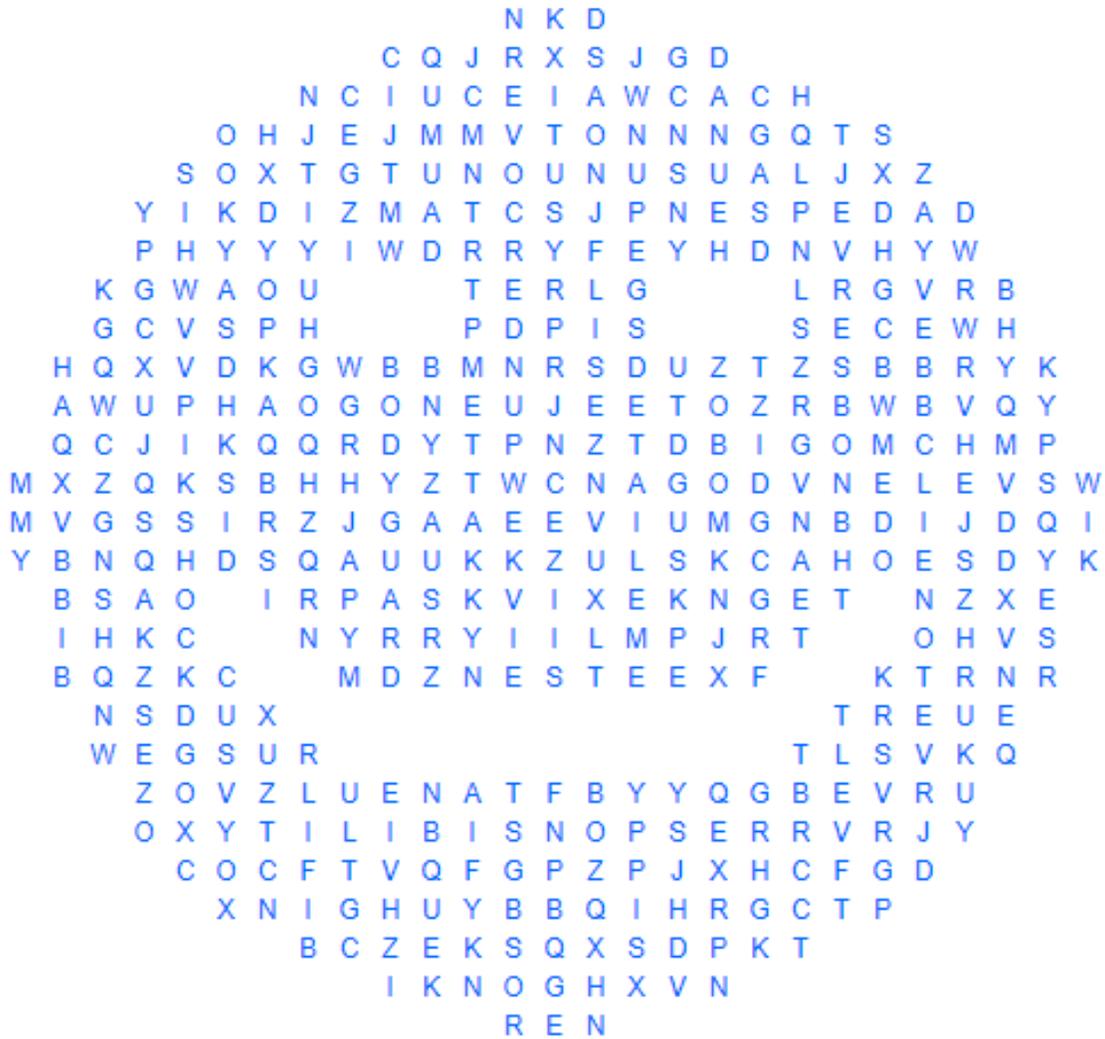
# *the bodyguard*

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# the bodyguard

Use a dictionary to look up the meaning of any word you don't know from the list below. Next, find each word in the smile word search (up and down and diagonal direction).



ATTEMPT  
DETAIL  
OBVIOUSLY  
SHOCK

BODYGUARD  
NOTE  
RESERVE  
UNDERCOVER

DESPERATE  
OBSERVE  
RESPONSIBILITY  
UNUSUAL



Decide on a fun name for the bodyguard dog and write a paragraph telling what he or she will be doing in one years time (it can be more than one thing).

Draw a picture of him or her that matches something you write in your paragraph.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

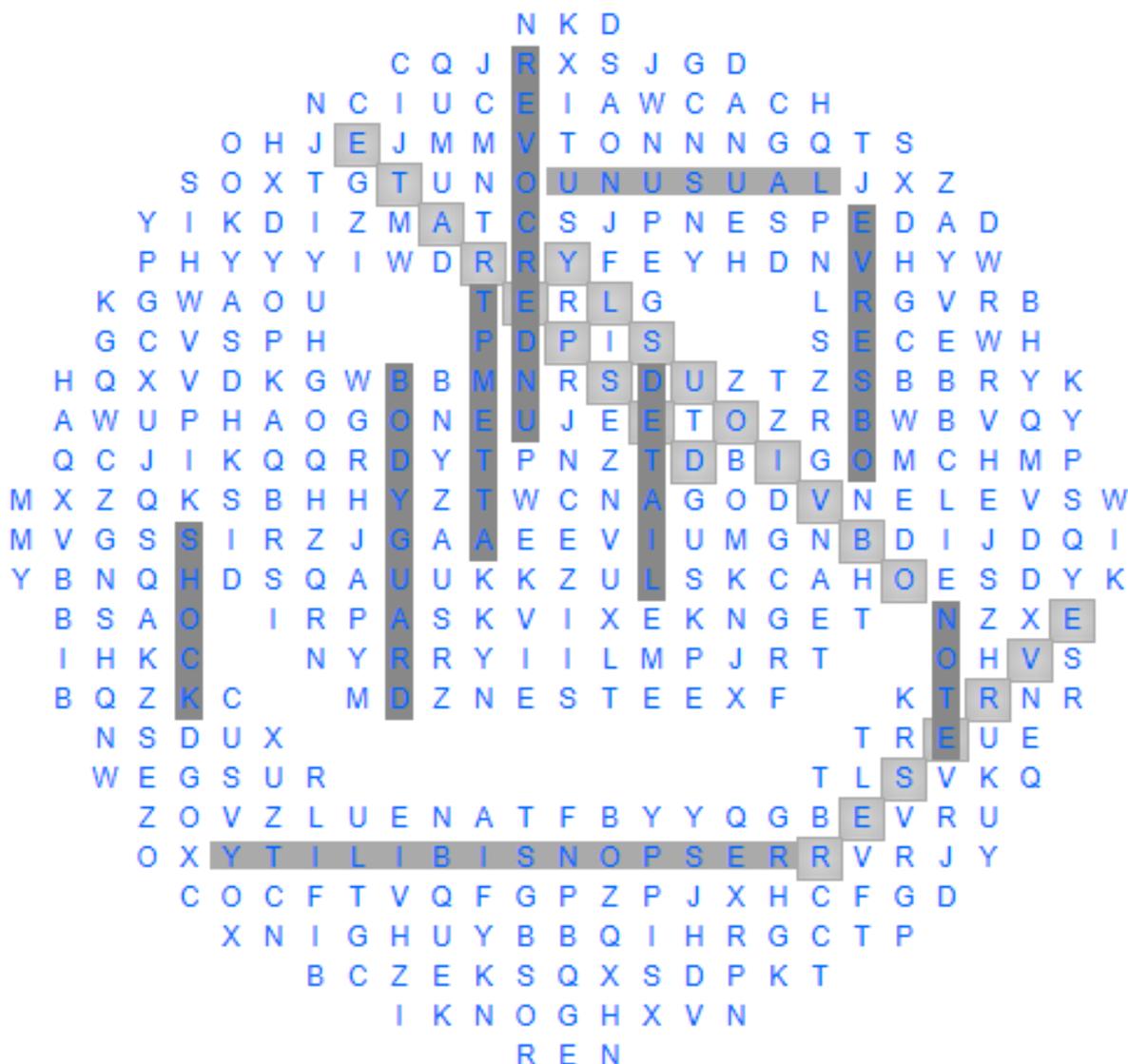
## *the bodyguard in one years time*

The Bodyguard's Name Is : \_\_\_\_\_

In One Year He/She Will Be:

# the bodyguard

## answer sheet



ATTEMPT  
DETAIL  
OBVIOUSLY  
SHOCK

BODYGUARD  
NOTE  
RESERVE  
UNDERCOVER

DESPERATE  
OBSERVE  
RESPONSIBILITY  
UNUSUAL

<b>attempt</b>	an effort to do or accomplish something.
<b>bodyguard</b>	a person whose job is to protect another person or a group of people from harm.
<b>desperate</b>	having a great need or desire.
<b>detail</b>	a small item; a particular.
<b>note</b>	a short letter.
<b>observe</b>	to notice or see.
<b>obviously</b>	in a way that is easy to see or understand; clearly.
<b>reserve</b>	to save for a particular purpose or person.
<b>responsibility</b>	the condition or fact of being responsible.
<b>shock</b>	a sudden and powerful scare; an upset of the mind or feelings.
<b>undercover</b>	engaged in secret or confidential activities, as a spy.
<b>unusual</b>	not usual or ordinary; not common; remarkable.

Thank you for using  
these worksheets!

If you like unicorns, have a  
read of *The Adventures of  
Crimson and the Guardian*  
(for 8-10 year olds).

There are book report  
templates to use with it too.

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