

Give Me S'more! Answer Key

Question 1

Based on the Article, which best replaces the question mark in the box above?

B Each marshmallow had to be individually poured and molded by

Question 2

Which of these is **most** important to include in the summary of the Article?

D Making a s'more involves roasting a marshmallow over a fire and sandwiching it and a piece of chocolate between graham crackers, but nobody knows who invented the treat.

Question 3

Which is the closest **antonym** for the word *delectable*, as it is used in the Article?

B Horrible

Question 4

The Article says all of the following **except**_____.

C Graham crackers were originally created in the late 1800s using coarse whole wheat flour.

Question 5

In the *second-to-last* paragraph, the author presents information about s'more snacks and microwave cooking in order to_____.

C Demonstrate the popularity of s'mores and provide readers with alternatives to traditional

Question 6

Which two words are the closest **antonyms**?

D Cheap and expensive

Question 7

Which passage from the Article best supports the idea that chocolate was not first developed to make desserts?

B For 3,000 years, Mesoamericans made chocolate from cacao seeds, like we do. But while they may have added other ingredients to the cacao, they didn't add sweetener. The resulting product was dark, grainy, and somewhat bitter.

Question 8

The reader can tell from the Article that_____.

A S'mores are a quick and easy dessert that even the most inexperienced cooks can make.

Global Game Fame Answer Key

Question 1

Based on the Article, which best replaces the question mark in the diagram above?

A Every year, video games that have had a tremendous influence on the gaming industry are selected for the World Video Game Hall of Fame.

Question 2

Which is the closest **synonym** for the word *nominate*, as it is used in the Article?

A Propose

Question 3

Which of these is a statement of opinion?

A Video games that offer fast action such as *Super Mario Kart* are more enjoyable to play than games like *Microsoft Solitaire*.

Question 4

Based on information in the Article, how is *Super Mario Kart* different from *Microsoft Solitaire*?

C Only *Microsoft Solitaire* was designed to teach players a computer skill.

Question 5

Which would be the closest **synonym** for the word *exclusive*, as it is used above?

A Limited

Question 6

Why did the author include this passage?

A To describe The Strong National Museum of Play's guidelines for selecting games to enter the World Video Game Hall of Fame

Question 7

Which passage from the Article best supports the idea that a game should have had a big effect on the gaming industry in order to enter the hall of fame?

B *Microsoft Solitaire*, for instance, has likely been installed on more than 1 billion computers around the world since 1991. Based on a centuries-old card game, it was both popular and influential. The game also taught computer users how to use a new device—the mouse.

Question 8

Based on the Article, the reader can predict that _____?

A Next year's inductees into the World Video Game Hall of Fame may not be the most popular games available at the time.