

Grade 1, Volume 1 Glossary

a lot **A lot** means there is a big number of something.

agree To **agree** is to think the same thing as someone else does.

alone When you are **alone**, there is no one else with you.

bag We use a **bag** to carry things.

bat A **bat** is a small furry animal that looks like a mouse with wings.

beautiful **Beautiful** means very pretty.

beginning The **beginning** is the start or first thing.

bit A **bit** is a small amount of something.

box A **box** is a square or rectangular container for holding things.

break To **break** means to separate into pieces.

can **Can** means you are able to do something.

.....

candy

Candy is a sweet food made with sugar.

.....

cap

A **cap** is a small hat.

.....

careful

When you are **careful** with something, you are gentle so that it does not get hurt.

.....

cat

A **cat** is a small animal with soft hair, or fur.

.....

chat

To **chat** means to talk in a friendly way about everyday things.

.....

clean

Clean means washed, tidy, and not dirty.

.....

clothes

Clothes are the things we wear to cover our bodies.

.....

cook

To **cook** means to heat food to eat, like on a fire or stove.

.....

crash

A **crash** is when things bang into each other very hard.

.....

daughter

When a mother or father has a girl child, she is their **daughter**.

.....

decide

To **decide** means to make a choice about something.

.....

dig

To **dig** means to break up dirt and make a hole in the ground.

dirty

Dirty is messy or unclean.

drop

To **drop** means to let something fall.

egg

Baby birds or chicks hatch out of **eggs**.

end

The **end** is the last thing.

environment

The **environment** is the land, buildings, air, water, and other things around us.

fair

Fair means everyone gets the same. One person doesn't get more or less than another.

fast

Fast means very quickly.

find

When you **find** something, you see something that was lost or hidden.

fix

To **fix** means to work out a problem or repair something that is broken.

food

Food is what people eat to help them grow and be healthy.

.....

forgot

If you **forgot** something, it means you didn't remember it.

.....

full

When something is **full**, it has many things inside it.

.....

giant

A **giant** is someone who is very big and tall.

.....

grab

To **grab** means to take something in your hands very quickly.

.....

grass

Grass is a plant that grows over the ground. It can be short or tall and green or brown.

.....

grin

To **grin** means to smile.

.....

grow

When you **grow** food, you put seeds in the ground and help them turn into big plants.

.....

happy

Happy is when you feel good inside.

.....

have fun

To **have fun** means to enjoy doing something.

.....

heart

Your **heart** is the big muscle in your chest.

.....

help

To **help** someone means to make it easier for them to do something.

.....

.....

hill

A **hill** is land that is higher than the land around it.

.....

hole

A **hole** is an opening in something.

.....

hometown

Your **hometown** is the place where you were born and grew up and where your family is from.

.....

house

A **house** is the building where people live with their families.

.....

how many

How many is the question we ask when we want to know the number of something.

.....

hungry

Hungry is when your stomach hurts because you need to eat.

.....

hunt

To **hunt** is to look for something and try to find or catch it.

.....

hurt

When you are **hurt**, it means something bad happened to your body.

.....

important

Important is something that means a lot to you, something that you really want or really love.

.....

invite

To **invite** someone means to ask them to be with you.

.....

kid **Kid** is another word for child.

kind **Kind** means being nice to others.

live The place where you **live** is where your home is.

look for When you **look for** something, you use your eyes to try to see something that is lost or hidden.

make When you **make** something, you build it or put it together.

mat A **mat** is something we put on the ground to sit on.

middle The **middle** is what is in between other things.

miss To **miss** is to try to do something but fail.

mistake When we make a **mistake**, we do something wrong.

move To **move** means to change position.

mud **Mud** is wet dirt.

must **Must** means that you have to do something.

nap

A **nap** is when you sleep for just a little while during the daytime.

net

A **net** is a basket made of strings to catch things in.

new

New means something that you didn't have before.

old

Old means something that has lived or lasted a long time.

on

On means touching or supported by something.

pass

To **pass** is to give something to someone.

pat

To **pat** something is to tap it lightly with your hand.

pen

A **pen** is a small place to keep animals so that they do not run away or get lost.

pet

A **pet** is an animal that we keep at home to help us.

pick up

To **pick up** something is to lift it from the ground.

plain

Plain means not fancy, without decorations.

.....
pot A **pot** is a deep round pan that you cook with.
.....

problem A **problem** is a bad situation that needs to be fixed or solved.
.....

proud When you are **proud**, you feel happy about something you have done.
.....

put To **put** means to set something down somewhere.
.....

quiet When you are **quiet**, you don't make any noise and you don't talk.
.....

quit To **quit** means to stop doing something.
.....

ram A **ram** is a male sheep.
.....

ran **Running** is using your legs to move your body fast. **Ran** means running that you already did.
.....

rat A **rat** is like a very big mouse.
.....

real Something that is **real** is true.
.....

relax To **relax** means to calm down and rest after working hard or feeling vexed.
.....

.....
reply

To **reply** is to answer or respond to someone who is talking to you.
.....

rim

A **rim** is the edge of something.
.....

rush

To **rush** means to go very fast or in a hurry.
.....

see

To **see** is to view or look at something with your eyes.
.....

sell

To **sell** means to exchange something for money.
.....

share

To **share** means to give a part or all of something to someone else.
.....

ship

A **ship** is a large boat.
.....

shock

Shock is when you feel really, really surprised.
.....

shopkeeper

A **shopkeeper** is a person who has a shop or small store, like at the market.
.....

shut

To **shut** is to close something.
.....

sick

When you are **sick**, your body feels bad.
.....

.....
sob To **sob** means to cry very hard and loudly.
.....

.....
stay To **stay** means to be in one place and not go
anywhere.
.....

.....
stepmother Your **stepmother** is your father's wife who is not
your real mother but your mother by marriage.
.....

.....
sun The **sun** is a big star in the sky that shines light
on us every day.
.....

.....
surprised You feel **surprised** when something happens
that you didn't expect was going to happen.
.....

.....
swim To **swim** is to move your body through water.
.....

.....
thin **Thin** means not very fat.
.....

.....
this **This** means something that is close to us.
.....

.....
tin **Tin** is a kind of thin metal.
.....

.....
tip To **tip** means to turn something over.
.....

.....
top The **top** is the highest part of something.
.....

.....
toss To **toss** means to throw something gently.
.....

unkind

If someone is **unkind**, they are not nice or friendly.

vegetable

A **vegetable** is a kind of food that grows out of the ground, like onions, peppers, greens, carrots, and others.

vet

A **vet** is a doctor for animals.

vex

To **vex** someone means to make them upset or angry.

vexed

Vexed is when you feel a little bit angry.

walk

To **walk** means to move your legs to go somewhere.

want

To **want** is to wish or hope for something.

wash

To **wash** is to clean something with water.

watch

To **watch** means to look at someone or something.

well

When you are **well**, your body feels good, you are strong and healthy, and you are not sick.

wet

When something is **wet**, it is covered with water.

.....
win

To **win** means to come in first place in a competition or score the most goals in a game.
.....

work

To **work** means to do a job.
.....

Grade 1, Volume 1 Songs

Week 1

Show Me a

Show me a, show me a
Show me a, show me a
Show me a, show me a
And another a.

Note: Substitute other letters of the alphabet for the letter a.

(Source: J Chiromo, 2006)

Week 2

What's Your Name?

What's your name?
What's your name?
Please tell me/us.

My name is
My name is
My name is John.

Week 3

Open, Shut Them

Open, shut them. Open, shut them.
Give a little clap (x2)
Open, shut them. Open, shut them.
Put them in your lap.

(Source: *Activities with English*)

Week 4 Day 2

Open the Book

Open the book
Open the book
Open the book for me.
If you want to hear my music,
Open the book for me.

Open the book
Open the book
Open the book for me.
If you want to hear our music,
Open the book for us.

(Source: J Chiromo, 2006)

Week 4
Day 4

Where Does the Hat Go?

Where does the hat go? On the head.
Where does the shirt go? On the body.
Where does the shoe go? On the feet.
Does the hat go on the feet? No, on the head.
Does the shirt go on the head? No, on the body.

(Source: *First steps*)

Week 7

One, Two, How Are You?

One, two, how are you?
Three, four, shut the door!
Five, six, pick up sticks!
Seven, eight, put them straight!
Nine, ten, count them again.

(Source: *Timve and Tsala*)

Week 8

Up and Down

Down, down, down we go.
Up, up, up we go.
Round, round, round we go, and clap your hands.
Round, round, round we go.
Down, down, down we go.
Up, up, up we go, and clap your hands!

Week 9

Where Are the Lions?

(to the tune of 'Brother John, are you sleeping?')

Where are the lions? Where are the lions?
Here we are. Here we are.
What are the lions doing? What are the lions doing?
We are jumping. We are jumping.

Note: Repeat the song with different actions.

(Source: J Chiromo, 2006)

Week 10

Clap Your Hands

If you are happy and you know it
Clap your hands.
If you are happy and you know it
Clap your hands.
If you are happy and you know
And you really want to show
That you are happy and you know it, clap your hands.

(Source: *Activities with English*)

Week 13**Follow the Leader**

Follow, follow, follow!

Follow the leader!

I jump, I jump, I jump!

I jump, I jump, I jump!

Note: Repeat the song with other commands.

Week 14**Up and Down**

Down, down, down we go.

Up, up, up we go.

Round, round, round we go, and clap your hands.

Round, round, round we go.

Down, down, down we go.

Up, up, up we go, and clap your hands!

Week 15**Old MacDonald Had a Farm**

Old MacDonald had a farm

E-I-E-I-O.

And on that farm he had some cows

E-I-E-I-O.

With a moo-moo here

And a moo-moo there

Here a moo-moo. There a moo-moo

Everywhere a moo-moo.

Old MacDonald had a farm

E-I-E-I-O.

Note: Change animals and their sounds:

sheep baa, baa

goat mee, mee

cat meow, meow

duck quack, quack

dog woof, woof

hen cackle, cackle

Week 16**Show Me a**

Show me **a**, show me **a**

Show me **a**, show me **a**

Show me **a**, show me **a**

And another **a**.

*Note: Substitute other letters of the alphabet for the letter **a**.*

(Source: J Chiromo, 2006)

Grade 1, Volume 1

Spelling and Sight Words

Week 1

Sight Words

1. I
2. the
3. is
4. this
5. on

Week 2

Spelling Words

1. am
2. at
3. an
4. mat
5. rat
6. ran
7. tan
8. man

Sight Words

9. see
10. a

Week 3

Spelling Words

1. can
2. pan
3. cat
4. pat
5. cap
6. nap
7. tap

Sight Words

8. has
9. of
10. put

Week 4

Spelling Words

1. in
2. it
3. tip
4. tin
5. rim
6. bit
7. bat
8. bin

Sight Words

9. they
10. have

Week 7

Spelling Words

1. pot
2. not
3. top
4. sit
5. sat
6. miss
7. pass

Sight Words

8. do
9. no
10. yes

Week 8

Spelling Words

1. ten
2. men
3. pen
4. sad
5. bad
6. red
7. dress

Sight Words

8. and
9. he
10. we

Week 9**Spelling Words**

1. get
2. dog
3. big
4. grass
5. leg
6. lot
7. tell

Sight Words

8. look
9. how many
10. too

Week 10**Spelling Words**

1. sun
2. run
3. must
4. hot
5. hill
6. hunt
7. help

Sight Words

8. full
9. you
10. that

Week 13**Spelling Words**

1. fun
2. fast
3. win
4. will
5. wet
6. swim
7. jog
8. jump

Sight Words

9. like
10. to
11. move
12. who

Week 14**Spelling Words**

1. kick
2. sick
3. sack
4. back
5. rock
6. clock
7. vet
8. van

Sight Words

9. hurt
10. go

Week 15**Spelling Words**

1. zig
2. zag
3. buzz
4. quit
5. quick
6. quiz

Sight Words

7. said
8. want
9. my
10. your

Week 16**Spelling Words**

1. box
2. vex
3. six
4. yes
5. yet
6. yell

Sight Words

7. door
8. people
9. there
10. now
11. are

Student Activity Book Answer Key for Weeks 1–18

Week 1

Day 1: In row 1, circle the *moon*. In row 2, circle the *mop* and the *monkey*. In row 3, circle the *man*. In row 4, circle the *mountain* and the *map*.

Day 2: In row 1, circle the *ant*. In row 2, circle the picture of *Africa* and the *antelope*. In row 3, circle the *apple*. In row 4, circle the *ax*.

Day 3: In row 1, circle the *table* and the *turtle*. In row 2, circle the picture of the *tooth*. In row 3, circle the number *ten* and the picture of the *tree*. In row 4, circle the *train*.

Day 4: In row 1, circle the *ring*. In row 2, circle the picture of the *rabbit*. In row 3, circle the picture of the child running (*run*). In row 4, circle the *rat*.

Week 2

Day 1: In row 1, circle the *nose*. In row 2, circle the picture of the *nails*. In row 3, circle the *nest*. In row 4, circle the *net*.

Day 3: In row 1, circle the pictures of the *cat* and the baby crying (*cry*). In row 2, circle the picture of the *clock*. In row 3, circle the pictures of the *car* and *cap*. In row 4, circle the pictures of the *cow* and *coat*.

Week 3

Day 1: In row 1, circle the pictures of the *pencil* and the *pig*. In row 2, circle the pictures of the *pan* and the *pineapple*. In row 3, circle the *pen*.

Day 3: The pig, fish, pin, and zipper should be connected to the *i*. The cat, bat, and hat should be connected to the *a*.

Week 4

Day 1: In row 1, circle the picture of the *ball*. In row 2, circle the pictures of the *balloon* and the *bat*. In row 3, circle the pictures of the *boy* and the *bin*.

Day 3: In row 1, circle *not* and *Tom*. In row 2, circle *on* and *cot*. In row 3, circle *pot*. In row 4, circle *mom*. In row 5, circle *rob* and *top*.

Week 6 Assessment

Alphabet Recognition and Phonics: 1. *M*, 2. *C*, 3. *O*, 4. *P*, 5. *i*, 6. *b*, 7. *t*, 8. *a*, 9. *n*, 10. *o*

Spelling and Sight Words: 1. *can*, 2. *mat*, 3. *pan*, 4. *bin*, 5. *bat*, 6. *rim*, 7. *the*, 8. *is*, 9. *of*, 10. *have*

Vocabulary: 1. *see*, 2. *rat*, 3. *ran*, 4. *nap*, 5. *mat*, 6. *pot*, 7. *cap*, 8. *bat*, 9. *pat*, 10. *tip*

Reading Comprehension: 1. (the) rat or (the) cat, 2. on the mat, 3. (the) rat, 4. (the) cat, 5. (the) cat

Week 7

Day 1: Draw lines connecting the following words in column 1 to the same words in column 2: *sat*, *toss*, *sip*, *miss*, *sit*, *pass*, *sob*, and *sad*.

Day 3: Column 1: connect the picture of the *mat* to the *a*; the *men*, *bell*, and *leg* to the *e*; and the *box* to the *o*. Column 2: connect the *fish* and the *ship* to the *i*; the *number 10* to the *e*; the *cat* to the *a*; and the *clock* to the *o*.

Week 8

Day 1: In row 1, circle the picture of the *dog*. In row 2, circle the pictures of the *door* and *duck*. In row 3, circle the picture of the *dress*.

Day 3: In row 1, circle the letter *g*. In row 2, circle the letter *d*. In row 3, circle the letter *p*. In row 4, circle the letter *g*. In row 5, circle the letter *g*.

Week 9

Day 1: In row 1, circle the *lamp*, *lamb*, and *leg*. In row 2, circle the *pan* and *pig*. In row 3, circle the *bird* and *bell*. In row 4, circle the *gift* and the *goat*.

Day 3: In column 1, write *u* (bug), *e* (net), *a* (man), *o* (fox), and *a* (cat). In column 2, write *i* (pig), *u* (sun), *o* (clock), *i* (lips), and *u* (run).

Week 10

Day 1: In column 1, write *h* (hat), *h* (hand), *g* (goat), *h* (house), *p* (pencil), and *p* (pan). In column 2, write *b* (bell), *h* (heart), *g* (girl), *d* (dog), *n* (nails), and *d* (door).

Day 3: In row 1, circle the *fan* and *feather*. In row 2, circle the *ant* and the *antelope*. In row 3, circle the *moon* and *monkey*. In row 4, circle the *turtle*. In row 5, circle the *rabbit* and the *rat*.

Week 11

Day 1: Draw lines connecting the following words in column 1 to the same words in column 2: *wet*, *swim*, *well*, *went*, *swift*, *wig*, *will*, *win*, and *web*.

Week 12 Assessment

Alphabet Recognition and Phonics: 1. *S*, 2. *F*, 3. *E*, 4. *L*, 5. *h*, 6. *u*, 7. *g*, 8. *w*, 9. *e*, 10. *d*

Spelling and Sight Words: 1. *sad*, 2. *tell*, 3. *leg*, 4. *grass*, 5. *red*, 6. *dog*, 7. *look*, 8. *full*, 9. *do*, 10. *and*

Vocabulary: 1. *pen*, 2. *net*, 3. *grin*, 4. *sob*, 5. *ram*, 6. *sun*, 7. *hunt*, 8. *mud*, 9. *hill*, 10. *how many*

Reading Comprehension: 1. Ben or Puff, 2. (a) cat, 3. on a mat, 4. (a) hen, 5. in a pen

Week 13

Day 1: Draw lines to match the words in column 1 with their corresponding pictures in column 2: the word *jug* with the picture of the jug, the word *web* with the picture of the web, the word *jet* with the picture of the jet, the word *flag* with the picture of the flag, the word *hand* with the picture of the hand, the word *leg* with the picture of the leg.

Day 3: k_ words: *kit*, *kiss*, *kid*, *kin*; **_ack words:** *pack*, *back*, *sack*, *Jack*; **_ick words:** *pick*, *stick*, *sick*, *lick*; **_ock words:** *clock*, *rock*, *lock*, *sock*.

Week 14

Day 1: _et words: *let*, *vet*, *met*, *wet*; **_an words:** *van*, *pan*, *fan*, *man*; **_est words:** *test*, *best*, *vest*, *west*; **_ast words:** *last*, *fast*, *vast*, *past*.

Day 3: 1. *zip*, 2. *buzz*, 3. *vet*, 4. *fill*

Week 15

Day 1: 1. queen: circle the *quilt* and the *question mark*. 2. jar: circle the *jug* and the *jet*. 3. window: circle the *watch* and the *web*. 4. zoo: circle the *zipper* and the *zebra*.

Day 3: Row 1: Circle Yes, Yes. Row 2: Circle Yes, Yes. Row 3: Circle No, No.

Week 16

Day 1: Row 1: Circle *pan, yam, yell*. Row 2: Circle *hot, sun, hat*. Row 3: Circle *run, pig, bell*.

Day 3: 1. *fish*, 2. *dish*, 3. *trash*, 4. *shop*, 5. *shelf*, 6. *ship*

Week 17

Day 1: **sh__ words:** *ship, shut, shop, shock*; **__sh words:** *fish, rush, splash, crash*; **wh__ words:** *when, whiz, whisk, whip*; **__x words:** *box, fix, six, mix*; **y__ words:** *yell, yam, yes, yet*.

Week 18

Alphabet Recognition and Phonics: 1. *V*, 2. *X*, 3. *K*, 4. *Q*, 5. *j*, 6. *x*, 7. *sh*, 8. *z*, 9. *y*, 10. *w*

Spelling and Sight Words: 1. *shut*, 2. *jump*, 3. *quiz*, 4. *van*, 5. *six*, 6. *yes*, 7. *want*, 8. *there*, 9. *like*, 10. *people*

Vocabulary: 1. *win*, 2. *vet*, 3. *fast*, 4. *well*, 5. *wet*, 6. *vex*, 7. *ship*, 8. *rush*, 9. *shut*, 10. *quit*

Reading Comprehension: 1. Pam and Dan, 2. hunt, 3. on a hill, 4. a bat, or she sees a bat, 5. in the net, 6. on a mat

Supplementary Reader Questions and Answers

DOGS CAN HELP (Grade 1)

1. What is this book about? (dogs that help people)
2. What is one special thing about hunter dogs? (They are very fast.)
3. What do watchdogs do? (They protect people, homes, and other animals.)
4. What is one way that a dog can help a person who cannot see? (A dog can guide someone who cannot see.)
5. Is this book fiction or nonfiction? (nonfiction)

FLAG DAY (Grade 1)

1. Who is the main character in the story? (Eli)
2. How does he feel at the beginning of the story? (Eli is sad.)
3. Who visits the class? (Eli's Uncle Tamba)
4. What does Uncle Tamba tell the class about? (the flag)
5. What do Eli and Uncle Tamba do together? (draw and color a flag, watch a parade together)

LOOKING UP (Grade 1)

1. Who is the main character in the story? (Asatu)
2. What time of day does the story take place? (at night)
3. Who is the other character in the story? (Asatu's father)
4. What do the characters talk about? (the stars, the sun, and the moon)
5. What does Asatu dream that night? (that she was in a rocket flying to the moon)

NEW AT SCHOOL (Grade 1)

1. Who is the main character in the story? (Suah)
2. What does Suah want to do? (He wants to make friends.)
3. What happens first in the story? (A boy says Suah looks funny and the children laugh and run away.)
4. How does Suah solve his problem? (He is kind, he shares and helps others, and runs fast.)
5. What is the message of this story? (Be kind and helpful and you will have friends.)

A QUILT FOR A QUEEN (Grade 1)

1. Is this story fiction with made-up characters or a true story about a real person? (true story)
2. Who is the story about? (Martha Ann Ricks)
3. What was Martha very good at doing? (sewing)
4. Who did Martha admire? (the young queen of England)
5. What did Martha give the queen? (a quilt that she had made)

RAINY SEASON, DRY SEASON (Grade 1)

1. Who are the characters in the story? (Kou and Dweh)
2. How are Kou and Dweh different? (They like different seasons, they like to do different things, etc.)
3. What do Kou and Dweh like at night? (Kou likes big storms, and Dweh likes the stars.)
4. What do Kou and Dweh agree on at the end? (that both seasons are fun)
5. Do you like the rainy season or the dry season better? Why? (Answers will vary.)

SIT, MONKEY (Grade 1)

1. What is the name of the dog in the story? (Zip)
2. What does the boy want to do? (He wants to teach Zip tricks.)
3. What is the problem in the story? (Zip will not do tricks.)
4. What kind of person is the boy in the story? (He is patient.)
5. Retell the story. (The boy tries to teach Zip to sit, lie down, and lift his paw, but Zip will not. The boy tries to play catch with Zip and a monkey catches the ball. The boy will teach the monkey tricks.)

SPIDER AND THE HONEY TREE (Grade 1)

1. What is the problem in this story? (Spider wants all the fruits.)
2. What is the first tree that the girl brings Spider to? (the plum tree)
3. What does Spider eat after the plums? (all the bananas)
4. What does the girl know about Spider? (She knows that he is greedy.)
5. What does the girl do to solve the problem? (She leads Spider to the honey tree where he eats so much that he gets fat and cannot get out.)

TEN HENS (Grade 1)

1. Who is the main character in the story? (Tina)
2. What does her grandfather ask her to do? (He asks her to count the hens.)
3. What is the problem Tina has? (The hens look alike and so are hard to count.)
4. What does Tina do to solve her problem? (She ties a piece of different-colored yarn to each hen so she can tell them apart. She makes a chart and counts the hens.)
5. Tell about a time you had a problem and thought of a way to solve it. (Answers will vary.)

WHERE IS LIBERIA? (Grade 1)

1. Is this book fiction or nonfiction? (nonfiction)
2. What continent is Liberia on? (Africa)
3. What is the name of the ocean that is next to Liberia? (the Atlantic Ocean)
4. What does a compass rose on a map show? (the directions north, south, east, and west)
5. What does this book use to answer the question “Where is Liberia?” (maps)

ANIMALS IN DANGER (Grade 2)

1. What is the topic of this book? (the different animals that live in Liberia)
2. What do the headings tell you? (They tell you the animals you are about to read about.)
3. What is the difference between an African elephant and a forest elephant? (A forest elephant is smaller and lives in the forest.)
4. According to the book, why are these animals in danger? (They are in danger because people hunt them and destroy their homes.)
5. What can a national park do to help animals? (A national park keeps animals safe.)

CLEVER LITTLE ANTELOPE (Grade 2)

1. What is Leopard's problem in the story? (she needs a helper)
2. What is the plot in this story? (One by one the animals try to pass Leopard's test to become her helper.)
3. What tasks does Leopard ask the animals to do? (perform the Dance of War and Peace, throw a spear, and count to ten before it hits the ground)
4. What characters try to pass the test? (Elephant, Buffalo, and Antelope)
5. Why is Antelope clever? (He counts by twos so he can reach ten before the spear lands.)

FINDING FRIENDS (Grade 2)

1. Who is the main character in this story? (Ada)
2. What is Ada's problem? (She and her family have moved to Monrovia, and she does not have any friends.)
3. Who does Ada meet at the park? (Akila and Fadil)
4. What does Ada think of the city? (It is noisy.)
5. What happens to Max? (He runs off to chase birds, and Ada, Akila, and Fadil must find him.)

GB FOR LUNCH (Grade 2)

1. Who is the main character in the story? (Dolo)
2. Where does the story take place? (in the country at Dolo's grandmother's house)
3. What job does grandmother have for Dolo? (to help her get the cassava ready to make GB)
4. Do they use a blender or a mortar and pestle to make the GB? (They use a mortar and pestle.)
5. Whose favorite lunch was GB and soup? (It was Dolo's father's favorite lunch.)

A PERFECT PET FOR PAYE (Grade 2)

1. Who is the main character in the story? (Paye)
2. What does Paye want? (He wants a pet.)
3. What pets do his friends have? (Tom has a lizard, and Muna has a rabbit.)
4. What does Paye find? (a puppy)
5. Who comes to Paye's house? (the man whose dog is the puppy's mother)

POEMS OF LIBERIA (Grade 2)

1. What do you find in a poem that you do not find in a story? (rhyming words, stanzas)
2. What is special about the poem “All Hail Liberia”? (It is a poem and a song.)
3. What is special about the poem “Giving Trees”? (Its words are arranged so it looks like a tree.)
4. Read the poems “What Am I?” and “Who Are You?” What are the answers to their questions? (a monkey and a forest elephant)
5. According to the poem, when should you palava? (when you feel sad or angry and you need to talk to someone)

SO MANY PEOPLE, SO MANY JOBS! (Grade 2)

1. Where are the girl and her mother going? (to the hospital)
2. Who does the girl meet at the market? (a farmer who grows yams, her teacher, and her teacher’s sister)
3. How is the hospital different from the market? (It is much quieter than the market.)
4. What is the theme of this story? (People do many different jobs for different reasons.)
5. What job do you think the girl will do when she grows up? (Answers will vary.)

THANKSGIVING DAY (Grade 2)

1. Why does Arway’s father call her clever? (He says she is clever because she notices that a light is on in Miss Elisabeth’s house and realizes that Miss Elisabeth is home.)
2. What is the problem in this story? (Miss Elisabeth is alone on Thanksgiving.)
3. What is Arway’s idea? (She thinks they should invite Miss Elisabeth to join them at the beach.)
4. What do Arway and Miss Elisabeth do at the beach? (They play in the sand, swim, and dance.)
5. What is the theme of this story? (It is good to ask people who are alone to join your celebration.)

WHERE IS FATUMA? (Grade 2)

1. Who is telling this story? (A girl named Zoe)
2. What is Zoe’s problem? (She is getting letters from her friend Fatuma, but she does not know where Fatuma is sending them from.)
3. What animal did Fatuma see? (a pygmy hippopotamus)
4. What is unusual about the last letter? (It does not have a stamp on it.)
5. How does the story end? (Fatuma comes home from her trip.)

WILD WEATHER (Grade 2)

1. What is the topic of this book? (different kinds of wild weather)
2. What happens during a rain storm? (dark clouds form, lightning flashes, thunder booms, rain falls very hard, and wind makes the trees dance)
3. What can rain become in a very cold place? (snow)
4. In what way does weather science help people? (It helps people be ready for different kinds of weather.)
5. Is this book fiction or nonfiction? (nonfiction)