

Summer Reading 2025

4th Grade...Here You Come!

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I look forward to seeing all you have done this summer with reading and writing! Be safe and stay cool!!!

Sincerely,
Erica Braunlinger

Student Name _____

Achieve 3000 Summer Articles Record

Article Title	Date Completed	Achieve Score Try 1	Achieve Score Try 2	Parent Signature

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The Boxcar Children

Directions: Choose 2 questions from each chapter to complete .
Try to answer in sentences. Don't worry about spelling or handwriting.

Chapter 1: The Four Hungry Children (Choose 2 questions)

1. Who must go to the Children's Home and why?

2. What was the deal they made with the owner of the bakery?

3. Instead of keeping their promise, what do the kids do instead?

Chapter 2: Night is Turned into Day (Choose 2 questions)

1. Where do you think the kids got the loaf of bread from?

2. Why did the kids choose not to go to Greenfield?

3. Would you be scared if the Baker came near you in the middle of the night?

Chapter 3: A New Home in the Woods (Choose 2 questions)

1. Why do the kids really like the boxcar?

2. Why does Benny not want to live in the boxcar?

3. What do you think is in the woods at the end of the chapter?

Chapter 4: Henry has Two Surprises (Choose 2 questions)

1. What do the kids find and what is its name?

2. The kids have a real feast! What are the foods they have?

3. How does Jessie make the boxcar like a home?

Chapter 5: The Explorers Find Treasure (Choose 2 questions)

1. Who is the housekeeper?

2. What is the "refrigerator" that the kids use? Does it work well?

3. What do the kids find in this chapter?

Chapter 6: A Queer Noise in the Night (Choose 2 questions)

1. What is in the yard that catches Henry's eye?

2. Why do you think Watch did not want to go to sleep?

3. What do Violet and Jessie do in this chapter to help the boxcar stay nice and clean?

Chapter 7: A Big Meal from Little Onions (Choose 2 questions)

1. Who is Mrs. Moore? Does everyone like her?

2. What does the doctor give Henry that is helpful in making all sorts of things?

3. Why do the kids like having Watch around?

Chapter 8: A Swimming Pool at Last (Choose 2 questions)

1. Why do the kids want a swimming pool?

2. Describe the swimming pool either how its built or what it looks like.

3. Why does Watch continue barking? What do they find?

Chapter 9: Fun in the Cherry Orchard (Choose 2 questions)

1. Who are the kids hiding from?

2. Why does Henry need to work so much?

3. Who places the ad in the paper for the lost children?

Chapter 10: Henry and the Free-For-All (Choose 2 questions)

1. Henry is running really fast in the race. What does he hope to get if he wins the race?

2. Why do the girls want to teach Benny how to read?

3. What is your favorite part so far?

Chapter 11: The Doctor Take a Hand (Choose 2 questions)

1. Why do they mark a "J" in Watch's fur?

2. What do you think Violet is sick with?

3. Who do you think the man is that goes to see Dr. Moore?

Chapter 12: James Henry and Henry James (Choose 2 questions)

1. Do the kids know who the man is?

2. Why did the doctor go to see the kids boxcar?

3. Are the kids scared of their grandfather anymore at this point in the story?

Chapter 13: A New Home for the Boxcar (Must answer all questions here)

1. Who does Watch really belong to?

2. Why do you think Grandfather got the kids the old boxcar?

3. Would you recommend this book to a friend? Why or why not?

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Trapped In a Video Game

Directions: Choose 2 questions from each chapter to complete . Try to answer in sentences. Don't worry about spelling or handwriting.

Chapter 1: Boogers and Blasters (Choose 2 questions)

1. What is Jesse, the narrator, doing in the beginning of the story (or not wanting to do)?

2. How do you know that Jesse and Eric are close with each other?

3. Make a prediction: Why did the room go black?

Chapter 2: Humanity's Only Hope (Choose 2 questions)

1. Why is Jesse called "humanity's only hope"?

2. How do Jesse and Eric react to this challenge?

3. What makes the game feel more real in this chapter?

Chapter 3: Blast Blast Squawk! (Choose 2 questions)

1. What types of enemies do Jesse and Eric face?

2. How do they work together to defeat the enemies?

3. What do they begin to suspect about the game?

Chapter 4: Reality Mode (Choose 2 questions)

1. What changes when the game enters "Reality Mode"?

2. What clues show that they are trapped inside the game?

3. How do you know Jesse thinks that bad things are coming at the next level?

Chapter 5: Jet Pack Joyride (Choose 2 questions)

1. How do you know that Jesse is not as adventurous as Eric?

2. How do Jesse and Eric get past the obstacles?

3. Make a prediction: What is going to happen next?

Chapter 6: Boss Battle (Choose 2 questions)

1. Who is the boss in this level?

2. What challenges do they face during the battle?

3. How do they manage to survive?

Chapter 7: Mark Day (Choose 2 questions)

1. Who is Mark Day and how does he help?

2. What new information does Mark reveal?

3. What warning does Mark give?

4. If you found a portal that would take you wherever you wanted, where would you want it to lead?

Chapter 8: Lady Liberty (Choose 2 questions)

1. What happens at the Statue of Liberty?

2. How do they escape or overcome the threat?

3. What is your favorite part so far?

Chapter 9: Bye-Bye (Choose 2 questions)

1. What unexpected twist happens in this chapter?

2. What do they lose at this level?

3. What motivates them to keep going?

Chapter 10: Captain Eric (Choose 2 questions)

1. How does Eric show leadership in this chapter?

2. How does their friendship grow?

3. What is their goal now?

Chapter 11: Speed Run (Choose 2 questions)

1. What is a “speed run” and how is it used here?

2. How do Jesse and Eric handle the time limit pressure?

3. What mistake nearly costs them the level?

Chapter 12: Source Code (Choose 2 questions)

1. What do Jesse and Eric learn about the game's source code?

2. How do they use code to their advantage?

3. What do they plan next based on what they learn?

Chapter 13: The Hindenburg Protocol (Choose 2 questions)

1. Explain the Hindenburg Protocol. Look back in the text for an explanation.

2. Why is it dangerous?

3. What happens as a result?

Chapter 14: High Noon (Choose 2 questions)

1. Who do they face?

2. How do they prepare for the showdown?

3. What is the outcome?

Chapter 15: The Only Way (Choose 2 questions)

1. What is the only way out of the game?

2. What makes this difficult?

3. Prediction: What do you think they will do/will they get out?

Chapter 16: Back for More (Choose 2 questions)

1. Why do they have to return to an earlier level?

2. What do they do differently this time?

3. What is your favorite part so far?

Chapter 17: Final Battle (Choose 2 questions)

1. Who or what is the final boss?

2. What strategies do they use?

3. Is that what you would have done?

Chapter 18: Mr. Gregory (Choose 2 questions)

1. Who is Mr. Gregory?

2. What surprising information is revealed about him?

3. What final challenge does Mr. Gregory present?

Chapter 19: Are You Sure? (Must answer all questions here)

1. What choice does Jesse make at the end of the book?

2. What do you think of the choice? If it was you, would you have made the same decision?

3. Would you recommend this book to a friend? Why or why not?

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The Mouse with the Question Mark Tail

Directions: Choose 2 questions from each chapter to complete. Try to answer in sentences. Don't worry about spelling or handwriting.

Chapter 1: The Smallest Mouse in the Mews (Choose 2 questions)

1. What is the Central Secret of the British Empire?

2. Why did Aunt Marigold say no fighting at school?

3. What did the mouse go to school without?

Chapter 2: Mouse Minor at School (Choose 2 questions)

1. Did the mouse follow the advice of his Aunt Marigold about fighting?

2. What is the name of his teacher? Is the teacher nice?

3. Who did the mice have to learn about?

Chapter 3: Two Crimes (Choose 2 questions)

1. Where did the mouse go after he ran away?

2. Why don't mice want humans to see them dressed?

3. Why could the mouse not go back to Aunt Marigold?

Chapter 4: Evening Stables (Choose 2 questions)

1. Why was the mouse not worried that the cat would eat him?

2. How did the cat know about the mouse?

3. What did the cat and mouse think about the horse?

Chapter 5: Peg's Ear (Choose 2 questions)

1. What happened when Peg flicked his ear?

2. What stopped the mouse from leaving after his fall?

3. What is your favorite part so far?

Chapter 6: A Life of Drum and Trumpet (Choose 2 questions)

1. What is the mouse in trouble for and why?

2. What was the mouse's choice?

3. Who did the mouse admire and make friends with?

Chapter 7: Yeomouse on Parade (Choose 2 questions)

1. What did the mouse have to do before joining the Yeomice?

2. Who was on the boat?

3. Where did Prince Havarti and the captain leave flowers?

Chapter 8: Snatched and Dispatched (Choose 2 questions)

1. What did the Yeomice do after eating their cheese and biscuit crumbs?

2. What is the rumor about Queen Victoria?

3. What did Ian and the mouse have to do after dinner?

Chapter 9: Midnight (Choose 2 questions)

1. What did the servant do when he saw the mouse?

2. Explain how the mouse got into Queen Victoria's room.

3. How did Queen Victoria react when she saw the mouse?

Chapter 10: Eyes and Spies (Choose 2 questions)

1. Why did Queen Victoria scold the mouse?

2. What are the two rules for mice, according to Queen Victoria?

3. How many grandchildren does Queen Victoria have?

Chapter 11: A Rush of Black Wings (Choose 2 questions)

1. Who else lives in the palace attics besides humans?

2. Why were the bats upset with the mouse?

3. Who is the mouse going to meet with?

Chapter 12: Fate Unfolds (Choose 2 questions)

1. Who turned out to be a bat?

2. What does the mouse learn about himself?

3. Prediction: What do you think is going to happen next?

Chapter 13: A Field of Gray (Choose 2 questions)

1. What happened when the humans left the palace?

2. What was special about the Danes for the Queen?

3. What shocking announcement did "Bela" make when the Queen was speaking?

Chapter 14: A Hard Mouse to Convince (Choose 2 questions)

1. What two mice came out of the crowd to confirm that Ludovic was her grandchild?

2. What made the Queen realize Ludovic was her grandson?

3. Who is Ludovic's father?

Chapter 15: Ludovic the 327th (Must answer all questions here)

1. Who did Ludovic choose to be his equerry?

2. Who did Ludovic invite to his Investiture?

3. Would you recommend this book to a friend? Why or why not?

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