

Name \_\_\_\_\_

## Predictable Fun

### Multiple Choice Questions

1. What is one way that repetition helps young readers?
  - a) It makes the book shorter.
  - b) It helps them guess what happens next.
  - c) It makes the story more confusing.
  - d) It changes the way sentences are written.
  
2. How does the story's pattern help with language development?
  - a) It makes sentences easier to recognize.
  - b) It replaces new words with pictures.
  - c) It forces the reader to memorize the whole book.
  - d) It makes the story longer than necessary.
  
3. Why does the circular ending make the story feel complete?
  - a) It shows that Mouse is still hungry.
  - b) It introduces a new problem.
  - c) It changes the story's main character.
  - d) It reminds the reader of how the story began.
  
4. What is an example of prediction in the story?
  - a) Guessing that Mouse will want something else after getting one item.
  - b) Waiting for a surprise ending with no clues.
  - c) Not knowing what will happen at all.
  - d) Reading the whole book before making any guesses.
  
5. Why do young readers enjoy the repetitive pattern?
  - a) It makes the story more challenging.
  - b) It introduces new, complicated words.
  - c) It helps them feel confident when reading.
  - d) It makes the story impossible to predict.

