

Name _____

Funny Consequences

Multiple Choice Questions

1. How does Dr. Seuss use humor in the story?
 - a) By making the Cat a serious and responsible character.
 - b) By showing the Cat's wild and exaggerated behavior.
 - c) By having the Fish join in on the chaos.
 - d) By making the siblings ignore the mess entirely.

2. What do Thing 1 and Thing 2 do in the story?
 - a) They clean up the house while the Cat watches.
 - b) They sit quietly and follow the rules.
 - c) They create chaos by flying a kite indoors.
 - d) They listen to the Fish and leave the house.

3. What does the Fish represent in the story?
 - a) The voice of caution and responsibility.
 - b) Fun and adventure.
 - c) The rules of the Cat's games.
 - d) The freedom to break rules.

4. How does the story resolve?
 - a) The siblings clean the house after the Cat leaves.
 - b) The Cat uses a machine to clean the mess he made.
 - c) The Fish convinces the mother to forgive the mess.
 - d) Thing 1 and Thing 2 put everything back in order.

5. What lesson does the story teach through its humor?
 - a) Rules are not important as long as you're having fun.
 - b) It's okay to ignore rules when no one is watching.
 - c) Having fun is more important than cleaning up.
 - d) Actions have consequences, and responsibility matters.

