

## CISD Grade 5 ELAR Unit 03

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1) Imagine being in a hospital. You're wheeled down the sterile hallway. You see a three-foot-tall horse wearing yellow rubber booties and a backpack full of daisies. No, you are not at the circus. You have met Lucky, one of the thousands of animals making the rounds at hospitals across the United States.

2) Some years ago it was unheard of to have a dog or cat in a hospital. Now even miniature horses like Lucky are lumbering down the corridors. With this new animal-assisted program, a range of pets is turning up in medical centers. You might see everything from pot-bellied pigs, small goats, and parrots, to chickens, giant rats, and llamas.

3) Pets for Patients is a new hospital therapy program. It brings patients into contact with the healing power of animal affection! Just stroking a furry friend can lower blood pressure, relax trembling limbs, and calm those suffering from serious diseases. The key to bringing the spirit-lifting and therapeutic benefits of animal companionship to County Medical Center patients is a local pet owner. Pets for Patients is seeking pet owners who will offer their pets and a few hours of their time every week. Their mission states that pets give patients a paw up on recovery.

4) To become a volunteer:

- Pet owners must be at least 14 years old. Those under 18 must obtain written parental consent.

- Pets must be typical, licensed household pets and certified as disease free.

- Pets must be evaluated to test their sensitivity to noise and confusion and to ensure they will adapt easily to strangers.

- Pets and owners must attend a one-month training program. Training involves 60-minute sessions, two evenings per week.

- Pet owners must bring a photocopy of the pet's latest shot record.

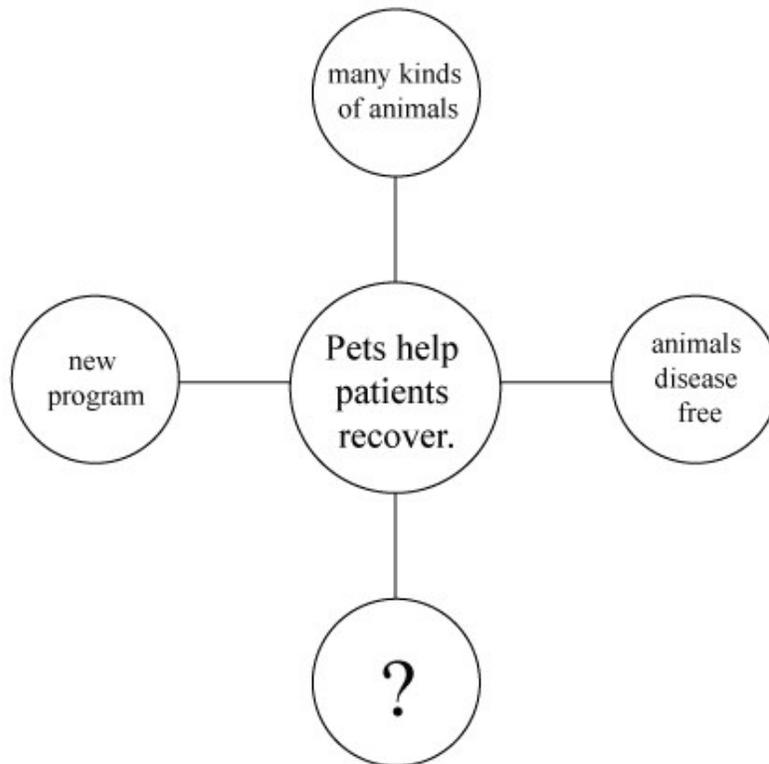
5) Interested pet owners may register for the seminar by contacting Deborah Belward, Pets for Patients administrator at 1-888-591-4928, Monday through Friday between 9 AM and 5 PM, or write to [dbelward@petsofrpatients.org](mailto:dbelward@petsofrpatients.org).

County Medical Center is seeking Pets for Patients.

- 1 What is the meaning of the word **therapeutic** in Paragraph 3?
- A stroking animals
  - B attending programs at the hospital
  - C offering companionship
  - D improving health
- 2 What is the meaning of the phrase *pets give patients a paw up on recovery* in Paragraph 3?
- F Pets shake hands with people who are sick.
  - G Patients help pets to keep their paws clean.
  - H Some pets have paws that are hurt.
  - J Pets help the sick get well.
- 3 What is the meaning of the word **photocopy** as it is used in Paragraph 4?
- A reproduction
  - B original
  - C certification
  - D registration
- 4 Complete the following analogy:
- miniature: \_\_\_\_\_ :: large: gigantic
- F huge
  - G tiny
  - H wonderful
  - J minimum
- 5 What is the author's purpose in writing the article *Pets for Patients*?
- A to solve the problem of pets needing a home
  - B to entertain the reader with animal stories
  - C to explain the pet program and how owners can join it
  - D to explain how doctors help patients heal
- 6 Which of the following BEST states the main idea of *Pets for Patients*?
- F how hospitals have changed their ways of caring for patients
  - G types of animals that people enjoy having as pets
  - H how hospitals use pets to support healing
  - J types of volunteers that are needed

- 7** What is the importance of the picture at the beginning of this article?
- A** to show the only pets allowed in the program
  - B** to attract active individuals
  - C** to make you think about your own pet
  - D** to make you think about patients
- 8** The author uses a logical order in developing the passage. How does the author organize his information?
- F** He describes the program then explains how to take part in it.
  - G** He gives the causes for the program then gives the effects it is having.
  - H** He describes the pet program first then compares it to previous programs.
  - J** He describes the pet program then tells how it was started in chronological order.

9 Look at the story web below and then answer the following question.



Which detail completes the graphic above?

- A Animals are trained.
- B Pets will receive shots.
- C All pets accepted.
- D Pets make good patients.

## Making a Game for You and Your Pet

If you are looking to train your pet and enjoy the training time, consider using a game to train your pet. All animals need physical exercise every day, but they also need to challenge their animal brains, too. There are many games that can teach skills to your pet. If you follow the directions for the following game, you can teach your pet some simple commands.

To effectively play the game with your pet, you should read through all the directions for the task.

### Things You'll Need:

- marker cones
- paper and pencil
- tennis ball
- timer
- and of course, treats for your pet

### Setting up for the Training:

You will need to decide how many skills or commands you will teach in this game.

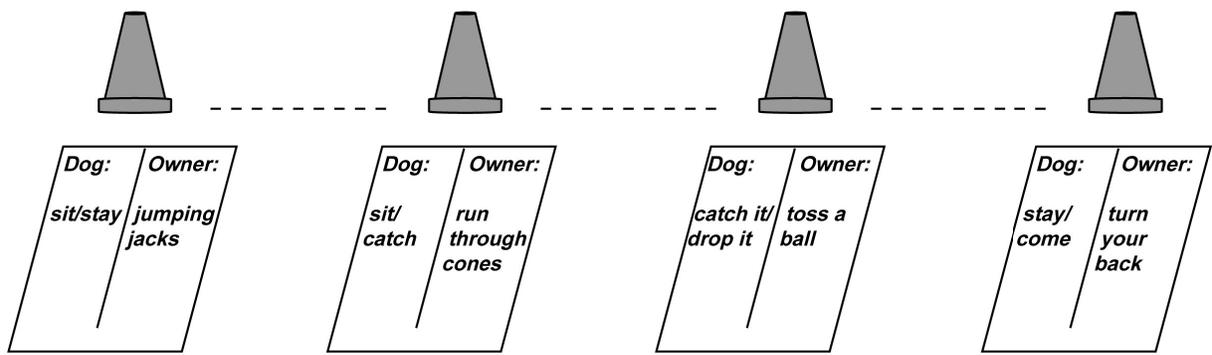
1. Get a marker cone for each command that you will teach.
2. Place each marker cone 15 feet apart in one straight line.
3. With your paper and pencil write one command on each piece of paper.

*(Remember that you will have one command for each cone.)*

*Some possible commands to teach:*

<b>Dog</b>	<b>Owner</b>
sit/stay	jumping jacks
sit/catch	run through cones
catch/drop it	toss a ball
stay/come	turn your back

or any other command you would like to teach to a pet. Each set of words has two commands and one action for you to perform.



### Playing the Game:

1. Instruct your pet to sit by your side at the starting marker cone.
2. Begin timing as you and the pet walk to the 2<sup>nd</sup> cone.
3. Give your pet a command, such as the examples above, at each marker cone.
4. Remember to give only one command at each cone.

### Here is an example of training your pet.

Tell your pet to sit next to the marker. Now tell it to stay next to the marker. Then you complete five jumping jacks. Begin again if your pet moves. Reward your pet with a treat when it sits for the jumping jacks. Then move to the next cone and follow the same steps until the pet successfully completes the chosen tasks. Remember to use your timer as you and your pet move from one marker to the next.

These games can teach your pet valuable skills that will support your bond with the pet and reinforce important commands for safety and obedience.

**10** **com·mand**

[ k uh - **mand** , - **mahnd** ]

**verb (used with object)**

1. a direction or order: The captain gave a command.
2. to require authoritatively; demand: She commanded silence.
3. to have control over; The king had command of everyone in the land.
4. to deserve and receive respect; The teacher commands respect from the students.

Which definition above matches the way the word **command** is used in the introduction to *Making a Game for You and Your Pet*?

- F** 1
- G** 2
- H** 3
- J** 4

**11** Which of the following statements is true regarding the passages *Making a Game for You and Your Pet* and *Attention Pet Owners*?

- A** They are both fictional stories.
- B** One is a story, and the other is persuasive.
- C** Both contain a procedure.
- D** One is a story, and one is informational.

**12** According to the writer of *Making a Game for You and Your Pet*, when will the pet receive a treat?

- F** when the pet owner stops the timer
- G** when the pet owner places the cones in a straight line
- H** when the pet sits for the jumping jacks
- J** when the pet owner gives the pet a command

**13** The set of drawings are included in *Making a Game for You and Your Pet* to help the reader—

- A** know the size of marker cones
- B** understand why it is important to make a pet game
- C** show how to place the cones and papers for the game
- D** identify different games to make for pets

**14** What appears to be the writer's point of view in *Making a Game for You and Your Pet*?

- F** Pets learn quickly to follow directions.
- G** Playing a game could make training interesting.
- H** Pets need to learn skills through games.
- J** Playing games with tennis balls and cones is effective.

**15** What idea is contained in both passages?

- A** Pets should work in hospitals.
- B** Pets should play games.
- C** Pets should be trained.
- D** Pets love their owners.