

Task K: Finding the Main Ideas

Listen to each story I read. Then, tell which statement best describes the story.

1. My Crabby Friend

My best friend gave me a hermit crab named Bernice. She's a friendly crab who always comes out of her shell whenever I pick her up. Bernice likes to wander around my room while I play. After a while, I put her back in her cage and she takes a nap. Everyone should have a great pet like Bernice.

- a. The main idea of this story is:
 - I have a best friend.
 - I have a hermit crab named Bernice.
 - I like to play games.
- b. Things to remember from this story are:
 - Hermit crabs can live indoors.
 - Bernice is friendly.
 - Everyone has a hermit crab for a pet.
- c. After listening to this story, I know that:
 - Hermit crabs make good pets.
 - Hermit crabs are too smelly to keep in the house.
 - All hermit crabs live at the beach.

2. The Fishing Trip

Eric and Freddy decided to go fishing in the creek. Eric brought some bread for bait and Freddy brought some snacks. They settled themselves in a shady spot, put bread on their hooks, and dropped their lines in the shallow water. They fished all afternoon. Neither one caught a thing, but they had a great time spending the afternoon together. Little did they know, there weren't any fish to be caught!

- a. The main idea of the story is:
 - Bamboo poles don't work well.
 - Fish don't like bread as bait.
 - You can have fun fishing even if you don't catch anything.
- b. Something to remember from this story is:
 - Freddy didn't bring very good snacks.
 - Make sure there are fish where you go fishing.
 - Worms for bait would have worked better.
- c. After listening to this story, I know that:
 - Sometimes it's fun just being with a friend.
 - There probably weren't any fish in the creek.
 - The bread was stale and the fish didn't like it.

I.E.P. Goal: The client will answer questions to identify the main idea in stories presented aloud, with 90% or greater accuracy.

Task K: Finding the Main Ideas, *continued*

Listen to each story I read. Then, tell which statement best describes the story.

3. Run for the Ribbon

The big day was here. The first grade class was going to run the half-mile race. They had been running at least a half-mile every other day to get ready for today's event. The children chatted nervously until the buzzer sounded and they were off! It was a close race, but Billy Hartz came in first with Marissa Spriggs second. Everyone was given a blue ribbon for finishing the race. The coach said that it doesn't matter how fast you do something. The important thing is that you do it. Everyone was a winner today!

- a. The main idea of the story is:
The first grade class ran a half-mile race.
Boys are faster than girls.
Races are for little kids.
- b. Things to remember from this story are:
Everyone is a winner if you try to finish.
You can do something if you practice long enough.
Races only happen at school.
- c. After listening to this story, I know that:
I will never run faster than Marissa.
I should try to finish what I start.
I should never run in a race.

4. Junk Pile Daredevils

Lyle and Travis were playing on top of the junk pile next to the old shack being torn down. The man in charge told them several times not to play there because there was broken glass, jagged pieces of wood, and rusty nails that could hurt them. The workers had gone for the day and the boys decided to pretend they had taken control of the "mountain." After a few minutes, they decided to ride bikes instead. As Lyle followed Travis down the pile of debris, he lost his footing and fell, cutting his leg on a rusty nail. Travis helped him home. His mother had to take Lyle to the emergency room. If they had listened to the man in charge, Lyle could have spent the afternoon riding bikes, instead of in the hospital.

- a. The main idea of the story is:
The man in charge was mean.
Boys will be boys.
You shouldn't play on dangerous piles of junk.

I.E.P. Goal: The client will answer questions to identify the main idea in stories presented aloud, with 90% or greater accuracy.

Task K: Finding the Main Ideas, *continued*

Listen to each story I read. Then, tell which statement best describes the story.

Story #4 continued

- b. Things to remember from this story are:
Rules are made for a reason.
Wood piles make terrible mountains.
You can be hurt even if you're careful.
- c. After listening to the story I know that:
Shacks should never be torn down.
You only go to the hospital when you break your leg.
The man in charge was trying to keep the boys safe.

5. Lost and Wandering

Molly went to the mall with her older sister to find a birthday present for their mother. While Molly's sister was looking at jewelry, Molly decided to look at some nightgowns on the other side of the aisle. She wandered through the entire department, which ended next to purses and shoes. Thinking that maybe her mother would enjoy a new bag or wallet for her birthday, Molly began to look at the rows of pocketbooks. The next thing Molly knew, she was at the store entrance. They hadn't come in this way and Molly couldn't remember where the jewelry department was. She hurried back through the store, looking left and right at every aisle. When she finally found the jewelry department, her sister was nowhere to be found. Then, she felt a slight tapping on her shoulder. She turned and found herself looking into the worried face of her sister. "Don't ever wander off like that again, Molly," her sister cried. That was the easiest promise Molly ever made.

- a. The main idea of this story is:
Department stores are big.
There is more than one entrance.
You shouldn't wander off by yourself in a store.
- b. Things to remember from this story are:
Tell someone where you are going when shopping.
Everyone gets lost in a store.
You can easily become lost in an unfamiliar place.
- c. After listening to this story, I know that:
You should never go to a department store.
Molly learned a valuable lesson.
They don't sell nice jewelry in a department store.

I.E.P. Goal: The client will answer questions to identify the main idea in stories presented aloud, with 90% or greater accuracy.