Name: Date: Score: / 6

Kids Who Code: Reading Comprehension

Fiction story · about 270 words

Read the story. Then answer each question. Circle the best answer or write your answer on the lines.

💻 Kids Who Code

Ava had never written a line of computer code until the library started a free coding club on Tuesday afternoons. The librarian, Mr. Obi, gave everyone a challenge on the first day: build a simple game by the end of the month.

Ava's first program was supposed to make a cartoon cat walk across the screen. Instead, the cat spun in circles and then vanished. The girl next to her, Priya, laughed, and Ava's face turned hot. She almost didn't come back the next week.

But that night, she kept thinking about the spinning cat. Why had it done that? The next Tuesday, she asked Mr. Obi. He showed her how to read her code one line at a time, like a detective searching for clues. "Programmers call it debugging," he said. "Every coder spends more time fixing mistakes than writing new code."

Ava found the problem: she had told the cat to turn 360 degrees every step instead of moving forward. She fixed it, and the cat strolled across the screen. Ava grinned so wide her cheeks hurt.

Over the next weeks, Ava and Priya, who turned out to be very kind, teamed up. They designed a game where a cat collected falling fish while dodging rain clouds. Ava wrote the code for the score, and Priya drew the pictures. When something broke, they debugged together.

At the end of the month, the club held a game showcase. Parents lined up to play "Fish Rain." A little boy played it six times in a row.

Ava realized something. The spinning cat hadn't been a failure. It had been her first clue.

1. **Main idea:** What is the story mostly about?

   A. a boy wins a game contest B. two girls adopt a cat C. a librarian builds a video game D. a girl learns coding by fixing her mistakes

2. **Detail:** What was the first challenge Mr. Obi gave?

   A. read a book B. build a simple game by the end of the month C. fix a computer D. draw a cat

3. **Sequence:** What happened in Ava's first program?

   A. The fish fell. B. The cat walked perfectly. C. The computer broke. D. The cat spun in circles and vanished.

4. **Vocabulary:** Debugging means...

   A. writing a story B. drawing pictures C. finding and fixing mistakes in code D. catching insects

5. **Detail:** What did Priya do for the game?

   A. wrote the score code B. taught the class C. drew the pictures D. played it six times

6. **Inference:** What did Ava mean when she said the spinning cat "had been her first clue"?

ANSWER KEY

Kids Who Code: Reading Comprehension (answers)

Fiction story · about 270 words

Read the story. Then answer each question. Circle the best answer or write your answer on the lines.

💻 Kids Who Code

Ava had never written a line of computer code until the library started a free coding club on Tuesday afternoons. The librarian, Mr. Obi, gave everyone a challenge on the first day: build a simple game by the end of the month.

Ava's first program was supposed to make a cartoon cat walk across the screen. Instead, the cat spun in circles and then vanished. The girl next to her, Priya, laughed, and Ava's face turned hot. She almost didn't come back the next week.

But that night, she kept thinking about the spinning cat. Why had it done that? The next Tuesday, she asked Mr. Obi. He showed her how to read her code one line at a time, like a detective searching for clues. "Programmers call it debugging," he said. "Every coder spends more time fixing mistakes than writing new code."

Ava found the problem: she had told the cat to turn 360 degrees every step instead of moving forward. She fixed it, and the cat strolled across the screen. Ava grinned so wide her cheeks hurt.

Over the next weeks, Ava and Priya, who turned out to be very kind, teamed up. They designed a game where a cat collected falling fish while dodging rain clouds. Ava wrote the code for the score, and Priya drew the pictures. When something broke, they debugged together.

At the end of the month, the club held a game showcase. Parents lined up to play "Fish Rain." A little boy played it six times in a row.

Ava realized something. The spinning cat hadn't been a failure. It had been her first clue.

1. **Main idea:** What is the story mostly about?

   A. a boy wins a game contest B. two girls adopt a cat C. a librarian builds a video game

   D. a girl learns coding by fixing her mistakes

2. **Detail:** What was the first challenge Mr. Obi gave?

   A. read a book **B. build a simple game by the end of the month** C. fix a computer D. draw a cat

3. **Sequence:** What happened in Ava's first program?

   A. The fish fell. B. The cat walked perfectly. C. The computer broke.

   D. The cat spun in circles and vanished.

4. **Vocabulary:** Debugging means...

   A. writing a story B. drawing pictures **C. finding and fixing mistakes in code** D. catching insects

5. **Detail:** What did Priya do for the game?

   A. wrote the score code B. taught the class **C. drew the pictures** D. played it six times

6. **Inference:** What did Ava mean when she said the spinning cat "had been her first clue"?

   Her mistake helped her learn how code works and how to fix problems.