

CARTOON READERS FANTASTIC TALES

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CARTOON READERS is an exciting reading program that helps to develop comprehension through the use of cartoon-format stories. Understanding of verbal content is enhanced through the use of illustrations and further augmented by the coordinated spirit-master worksheets contained under this cover. Stories are written at an average readability of 3.5 (Fry), with no individual page reading at higher than a 4.5 level.

The comic book presentation will be familiar and reassuring to the reluctant reader who may be intimidated by books or conventional reading programs. The high-interest stories will hold the attention and challenge the thought processes of the competent reader as well.

Your *CARTOON READERS* package contains six copies of *FANTASTIC TALES*, each including the following stories:

	Beginning Page
Adventure in the Vast Wasteland (Part 1)	1
Stargo	10
The Demon Dog of Tarkend	13
Blues for a Unicorn	29
Adventure in the Vast Wasteland (Part 2)	39

TEACHERS NOTES

CARTOON READERS are ideal for reading centres and individual instruction. They are particularly valuable as a remedial resource. They can be used as a reading activity for an entire class or pupils may read each story independently of one another, each at his or her own speed. Each story is supplemented by one or more copy master work sheets, which may be completed by each pupil after he or she has read a story. Answer sheets can be found at the back of the booklet. The worksheets test comprehension in three areas:

UNDERSTANDING THE WORDS: Exercises and puzzles in word recognition, use of context clues, spelling, and phonics enhance understanding of a more difficult vocabulary in the story.

UNDERSTANDING THE STORY: Questions reinforce understanding of specific facts, sequence of events, main idea, cause and effect, and inferences in the context of the story.

YOUR OWN IDEAS: Questions reinforce understanding of specific facts, sequence of events, main idea, cause and effect, and inferences in the context of the story.

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Permission is granted to individual purchasers of this book to make enough copies to satisfy the needs of their own students and classes.

Name _____

4. Jack stopped _____ the younger children only after he met one who was stronger than he was.
5. "... But when she was bad, she was _____."
6. Our TV set has a 53cm _____.
7. Steve hoped that his mother would not _____ him by telling stories about when he was a baby.

In the spaces below, write:

1. three words from the box in which the letter *u* is pronounced as it is in *used*.

2. two words in which *u* is pronounced as it is in *umbrella*.

3. two words in which *u* is pronounced as it is in *push*.

UNDERSTANDING THE STORY

Write T if the statement is true. Write F if the statement is false.

1. ___ Anne is the first to discover that the TV set is magical.
2. ___ On the game show, Shawn calls out the answer to the question.
3. ___ Anne's favourite TV show is "Twelve Is Plenty."
4. ___ Shawn and Anne visit the game show before they visit "Twelve Is Plenty."
5. ___ "Gunplay" is shown on Saturday evening.
6. ___ The McGonigle brothers' names are Nasty, Scuzz, and Luther.
7. ___ Nasty wants to get even with Link Lasham for putting him in prison.
8. ___ Scuzz falls off his horse after his brother threatens the children.
9. ___ Shawn tells Sheriff Lasham that he and Anne are from San Francisco.
10. ___ Houndville is the name of Link Lasham's town.
11. ___ Anne is afraid of Sheriff Lasham's horse.
12. ___ Crystal is Sheriff Lasham's wife.
13. ___ Most people in town are afraid of the McGonigle brothers.
14. ___ Mrs. Lasham makes Shawn and Anne sleep in the stable.

Complete these sentences.

1. The discovery that the TV set is magical is made when _____

2. Mother turns off the TV set because _____
