

Name:

Date:

The Day the Power Went Out



On a rainy Saturday morning, Noah was planning to spend the day playing video games. Just as he turned on the television, everything went dark. The lights, television, and computer all stopped working.

“Power outage,” Dad said.

Noah groaned.

“What am I supposed to do now?”

Dad handed him a flashlight.

“Let’s make the best of it.”

At first, Noah felt bored. Without electricity, he couldn’t watch television or play games. Then his younger sister Emma suggested building a blanket fort. The family gathered chairs, blankets, and pillows. Soon they had created a giant fort in the living room.

Inside the fort, they played card games and told funny stories. Later, Dad found an old board game in the closet. “I haven’t played this in years,” he said. The family spent hours laughing and competing.

That evening, they lit candles and ate dinner together. When darkness filled the house, Noah used the flashlight to read a mystery book.

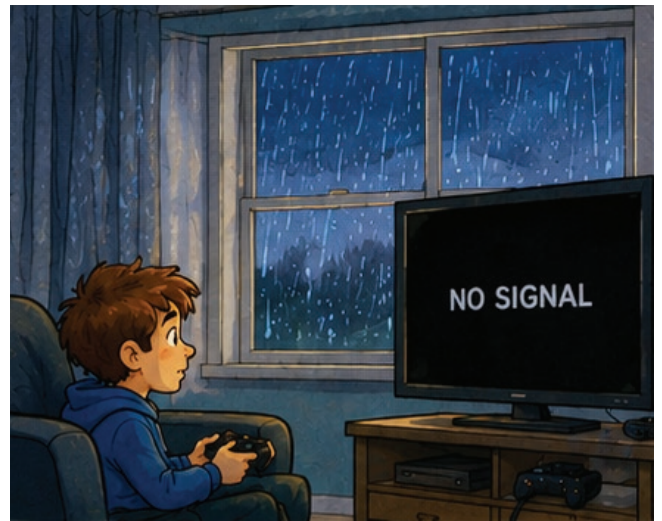
Suddenly, the lights flickered back on. “The power is back!” Emma cheered. But Noah surprised everyone. “Can we finish our game first?” he asked. Dad smiled.

“Looks like we found a new way to have fun.” Noah agreed. The power outage had turned into one of the best Saturdays he could remember.

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Multiple Choice

- What caused the problem?
 - Snowstorm
 - Power outage
 - Broken television
 - Lost flashlight
- How did Noah feel at first?
 - Excited
 - Angry
 - Bored
 - Proud
- What idea did Emma have?
 - Bake cookies
 - Build a blanket fort
 - Ride bikes
 - Paint pictures
- What did Noah do when it got dark?
 - Slept
 - Played basketball
 - Read a mystery book
 - Watched television
- What was main idea of the story?
 - Electricity is bad.
 - Families can have fun together without screens.
 - Board games are expensive.
 - Storms are dangerous.



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Short Answer

6. What activities did the family do together?

7. Why was Noah surprised when the power returned?

8. What lesson did Noah learn?



Vocabulary

- A.** trying to win **B.** came together **C.** blinked on and off **D.** loss of power

9. outage _____ 10. flickered _____ 11. gathered _____ 12. competing _____

Cause & Effect

13. **Cause:** The power went out. **Effect:** _____

14. **Cause:** Emma suggested a fort. **Effect:** _____

Creative writing

15. Describe a time when something unexpected turned into something fun.

ANSWER KEY

Multiple Choice

1. What caused the problem?
 - A. Snowstorm
 - B. Power outage**
 - C. Broken television
 - D. Lost flashlight

2. How did Noah feel at first?
 - A. Excited
 - B. Angry
 - C. Bored**
 - D. Proud

3. What idea did Emma have?
 - A. Bake cookies
 - B. Build a blanket fort**
 - C. Ride bikes
 - D. Paint pictures

4. What did Noah do when it got dark?
 - A. Slept
 - B. Played basketball
 - C. Read a mystery book**
 - D. Watched television

5. What was main idea of the story?
 - A. Electricity is bad.
 - B. Families can have fun together without screens.**
 - C. Board games are expensive.
 - D. Storms are dangerous.



ANSWER KEY

Short Answer

6. What activities did the family do together?

Fort building, games, stories, reading.

7. Why was Noah surprised when the power returned?

He wanted to keep playing.

8. What lesson did Noah learn?

Fun doesn't always require screens.



Vocabulary

- A. trying to win B. came together C. blinked on and off D. loss of power

9. outage D 10. flickered C 11. gathered B 12. competing A

Cause & Effect

13. **Cause:** The power went out. **Effect:** Family found new activities.

14. **Cause:** Emma suggested a fort. **Effect:** Family played together.

Creative writing

15. Describe a time when something unexpected turned into something fun.

Answers vary.
