

Answer Key: Unit 1 Technology Can Help

Today you can (1) use technology to (2) volunteer.

For example, if you love dogs you might use the (3) internet to (4) find an animal (5) shelter that needs help.

You could (6) click on the shelter's (7) website to see different ways to help.

Then you might decide to (8) walk dogs for the shelter.

You can (9) share what you are doing online.

You can (10) post photos and (11) stories about the dogs.

They might (12) inspire people to volunteer at their (13) local shelter.

(14) Others might send (15) donations to help animals.

And (16) someone might read about one of the dogs you (17) posted about and

(18) decide to (19) adopt it!

Technology can help (20) connect you with a good (21) cause on the (22) internet that needs you.

And then it can help you to (23) spread the word about how you volunteer so (24) others can (25) join you.

Answer Key: Unit 2 Junior Red Cross

The Junior Red Cross is (1) a group of kids.

But they are (2) not regular kids.

A fire or bad weather (3) may destroy a house.

It may destroy (4) thousands of people's homes.

The Junior Red Cross (5) helps those people in many ways.

They (6) raise money.

They also (7) hand out food and water.

(8) Sometimes poor people (9) need clothes.

(10) In the past, the kids made clothes for them.

Today, they (11) collect clothes.

The Junior Red Cross also (12) fills boxes with things for school.

They find students (13) who need them.

Then they (14) send the boxes to the students.

The kids also (15) visit sick people.

They (16) talk to them.

(17) Sometimes they play games with them, too.

They help people (18) in poor countries, too.

They (19) build houses for them and send them food.

The Junior Red Cross is a great way for kids to (20) help others.

Answer Key: Unit 3 Make the World Beautiful

April 22 is a (1) special holiday.

It is (2) Earth Day.

On Earth Day, the (3) students in Jason's class learn (4) about saving the planet.

Every year, Jason's teacher (5) takes the whole (6) class to a city park near the school.

They (7) walk there together.

The park is in an (8) old part of the city.

It doesn't look nice (9) because there is (10) garbage everywhere.

(11) Some parts of the park have tall (12) grass and (13) weeds.

Other parts don't have any grass (14) at all.

There are (15) no flowers anywhere.

The students

(16) collect the garbage and put it in garbage cans.

Then they (17) dig holes and (18) plant flowers.

After that, they (19) mow the grass and (20) remove the weeds.

The park looks (21) wonderful when they (22) finish.

Jason's class has really (23) improved the park for Earth Day.

Answer Key: Unit 4 Lickity Split

Lickity Split is a (1) candy company.

It (2) makes chocolate lollipops.

These lollipops are (3) famous for their (4) unique designs and delicious taste.

Andrew Dayish and his cousin Hubert started the company (5) with some friends.

From the beginning, Lickity Split was (6) not like other companies.

That is because Andrew was fifteen, and Hubert was only ten years old (7) at the start!

They lived in a (8) very poor neighborhood.

One day, they asked a (9) volunteer worker to give them (10) money for a movie.

However, she didn't (11) give it to them.

But she did (12) help them come up with ways to (13) earn money.

That was (14) how the idea of Lickity Split started.

Ten years later, more than thirty (15) young people work at Lickity Split.

They all (16) dream of starting their own businesses when they get older.

Their first (17) taste of success will not be their last!

Answer Key: Unit 5 Computers Could Be Your Doctor

The next time you are sick, your doctor (1) may not be human.

Doctors (2) use computers now to help (3) find why people are sick.

Computers can find the (4) causes of diseases faster and better (5) than doctors.

Some of them can even tell what to do to (6) make the person (7) better.

Human doctors (8) study in medical school, and (9) so do computers.

They learn from (10) medical books.

But (11) unlike doctors, computers find reasons for (12) diseases using only (13) facts.

Doctors sometimes (14) get tired and make (15) mistakes, but computers do not.

Computers (16) analyze lots of data to learn what's wrong.

For example, computers take pictures of (17) healthy bodies.

They (18) compare the pictures to sick bodies.

They also compare (19) data about diseases people have had before.

They check people's family (20) medical history.

However, the computers cannot (21) work alone.

They need human doctors to (22) use them, just like doctors (23) need the computers.

Answer Key: Unit 6 The Best for Your Eyes

“Don’t (1) sit so close to the television.

And don’t use the (2) computer so much.”

Do you (3) often hear this?

Your family is (4) worried about your eyes.

The (5) closer your eyes are to an (6) object, the (7) harder your eyes have to (8) work.

In time, your eyes will get (9) tired and feel (10) weak.

But don’t (11) worry.

This is (12) only for a few minutes.

Just take a couple of (13) deep breaths and (14) rest your eyes.

They will soon be (15) as good as new.

A (16) good rule is “20/20/20.”

(17) Every twenty minutes, look at something twenty feet (18) away.

Do this for (19) at least twenty seconds.

Your eyes will (20) never feel tired!

For the best (21) results, go (22) outside every day.

According to (23) scientists, kids who (24) spend two hours or more (25) outside have the healthiest eyes.

Answer Key: Unit 7 Sunny Days?

(1) Winter is (2) hard for some people.

The sun (3) comes up later in the winter and goes down (4) earlier.

(5) Less light each day may make people feel sadder (6) than usual.

One way to (7) help people like this is to use a sun lamp.

This is a (8) bright white light that people use in the (9) morning.

When a person sits in (10) front of this kind of (11) lamp for thirty minutes, it can help their (12) mood.

This is (13) much better than taking medicine.

Light from a sun lamp has (14) no bad effects on the body.

People who use sun lamps need to (15) choose them carefully though.

Some lamps are built to (16) give off special light to help with skin or (17) eye problems.

These are the wrong lamps to help with a (18) sad mood.

Answer Key: Unit 8 Health Signs in Your Nails

Our (1) fingernails are (2) windows to the (3) inside of our bodies.

Looking at them may help us (4) stay healthy.

Their color is (5) important.

White nails could mean a (6) liver problem.

Nails that are yellow, or have (7) puffy skin around them, could be showing that there is an (8) infection in the (9) body.

People with (10) lung or (11) heart problems may have blue fingernails.

This shows their bodies are not getting (12) enough oxygen.

Fingernails are (13) usually smooth.

If they are not, it may mean a (14) joint problem.

(15) Cracked, (16) dry nails could mean something going on with a body part near our necks.

(17) Dark lines you can see under nails can be (18) serious.

They may be early signs of (19) skin cancer.

If your nails (20) change their color or their (21) texture, talk with your doctor.

Your body may be using your fingernails to (22) tell you something.

Answer Key: Unit 9 Be a Virtual Reality Character

Virtual reality (VR) is a (1) mix of the real (2) world and one that a computer (3) creates.

Most viewers say it's (4) fun and interesting.

(5) Developers work hard to create stories using VR.

There are (6) many parts to the job.

That's (7) because with VR, viewers (8) become part of the story.

VR uses (9) special video that lets viewers look all around.

The viewer (10) interacts with the VR world and the (11) characters.

Viewers can feel (12) what the characters (13) feel.

They can (14) look around the setting.

They see what may (15) happen next.

The VR (16) story feels real.

It is just like (17) real life.

School children are also (18) learning about and (19) making VR.

In one classroom, kids (20) read a book and then (21) created the setting in VR.

They (22) included all the parts they (23) read about.

Then they asked their friends to (24) become part of the story.

Answer Key: Unit 10 The Family That Writes Together

In the (1) early 1800s, the Brontë family (2) lived in the country.

In the house, there were (3) three sisters, one brother, and (4) their father.

(5) Because there were no (6) neighbors nearby, the children played together.

They (7) passed the time telling stories to each other.

As they (8) grew older, they also wrote the stories down.

The three sisters all (9) wrote well.

They (10) decided to try and sell their stories as (11) novels.

However, at that time, (12) women in England did not write books.

The sisters asked a company to (13) publish their novels, but they didn't use their own names.

They used men's names as the writers (14) of each book.

The company (15) eventually published books by all three sisters.

In fact, some of their books are still (16) famous today.

(17) These three sisters were the Brontë sisters: Emily, Charlotte, and Anne.

Answer Key: Unit 11 A Smart Kid

People say Michael Dowling is one of the (1) smartest people in the (2) world.

He has an (3) amazing brain.

When he was six years old, Michael (4) started reading books.

Even big books were (5) no problem for Michael.

Michael was reading books (6) like The Lord of the Rings and (7) plays by Shakespeare!

(8) By the time he was eight, he could (9) speak English and Hebrew.

(10) Since then, Michael has (11) picked up two more languages.

He (12) chose Mandarin and Old Norse.

At ten years old, Michael was a (13) published writer.

That was (14) when the first of his three (15) fantasy books came out.

Michael didn't write the books (16) alone.

His (17) mother helped him.

But the books don't have Michael's name (18) on the front.

He and his mother used (19) another name, Tobias Druitt, on them.

Answer Key: Unit 12 Jules Verne: The Father of the Future

Jules Verne (1) was born in 1828.

He (2) enjoyed writing about the future.

In 1863, he (3) wrote *Paris in the Twentieth Century*.

No one wanted to (4) publish it.

In it, Verne (5) described machines like TVs, air conditioners, and subways.

At that time, people couldn't (6) imagine what those things were!

A company (7) finally published the book in 1994, (8) almost 130 years later.

In 1865, a company published *From the* (9) Earth *to the* (10) Moon.

Verne wrote about (11) space travel and landing on the Moon.

However, (12) airplanes did not (13) exist in 1865.

Verne (14) wrote *in the Year 2889* in 1889.

(15) In it, Verne described video calls.

Someone (16) invented the telephone in 1876, but the first video call wasn't (17) made until 1964.

Jules Verne (18) died in 1905.

(19) Long after his death, many of the things Verne (20) predicted came true.

That is why he is (21) sometimes called the Father of the Future!

Answer Key: Unit 13 Machine Learning

(1) Humans learn by trying things.

Can (2) computers learn the (3) same way?

The (4) answer is yes.

(5) Machine learning is when computers (6) analyze data and then make a model.

From the model, they (7) make decisions.

Computers make (8) faster, (9) better decisions than humans.

Computers that use machine learning study (10) past data and then predict (11) future events.

The computers in (12) self-driving cars are an (13) example of machine learning.

They analyze data, such as the (14) size and (15) speed of an object.

Then the machine (16) decides if the (17) object is a car, person, or sign.

Computers that use machine learning can also tell (18) doctors why a person is sick.

They (19) compare pictures of healthy bodies and sick bodies.

Another example is (20) shopping websites that analyze the history of what a person bought.

They show new things that the person (21) might want to buy.

People (22) hope machine learning will help us all (23) make better decisions.

Answer Key: Unit 14 The Meaning of Zero

The (1) number zero shows that there is no amount.

You can (2) add (+) or (3) subtract (-) zero from a number.

Then that number (4) remains unchanged.

You can (5) multiply (×) a (6) number by zero.

Then that number (7) becomes zero.

However, you cannot (8) divide (÷) a number by zero.

(9) Zero is a special number that we (10) sometimes use as a (11) placeholder.

The number 607 could be (12) mistaken for 67 (13) without the zero.

Zero (14) changes the number 67 to a much larger number: 607.

We (15) use zero to write big numbers.

For example, the number one (16) followed by one (17) hundred zeros is a huge number.

It (18) would be difficult to express this number using only 1 through 9.

Zero might mean (19) nothing on its own, but the meaning of zero is very important.

Zero is a (20) magic number!

Answer Key: Unit 15 Kinds of Graphs

When you (1) make a (2) graph, how do you know what kind to (3) make?

(4) Graphs are (5) pictures that help us understand data.

A (6) key explains the colors.

Picture graphs use (7) pictures or (8) symbols.

One picture (9) often means more than one thing.

(10) Bar graphs have bars that go up and down or across.

(11) Data can be in (12) words or (13) numbers.

Bar graphs compare things (14) between different groups.

A (15) circle graph is round.

It is (16) divided into (17) fractions like pie slices.

It is also called a (18) pie chart.

It (19) compares parts of a whole.

Different (20) parts are shown in different colors.

(21) Line graphs (22) show points on a graph.

You form a line by (23) connecting the points.

You can (24) follow changes over time with line graphs.

The next time you want to (25) show some (26) information quickly, you will know the (27) best way!

Answer Key: Unit 16 Ancient Pyramids and Angles

The (1) Great Pyramid of Khufu is in Giza, Egypt.

It was the (2) largest building on the earth until 1300 CE.

It is an (3) outstanding structure.

There are (4) three pyramids in Giza.

(5) Each is (6) made of 2.5-ton blocks.

People (7) brought 2.3 million (8) blocks across the Nile River.

They (9) pulled them all (10) up the sides of the pyramids.

There are (11) many kinds of pyramids, but the ones in Giza are (12) called true pyramids.

That is (13) because all four sides (14) rise at 52-degree (15) angles to the top.

The angle (16) measurements are perfect.

The (17) secret of this angle is science.

This is the (18) maximum angle that sand can (19) create when you make a (20) pile of it.

No matter (21) how much sand you pour, after a while, the sand won't (22) pile up anymore.

You can (23) try it with dry sand, sugar, or salt, but 52° is the (24) steepest angle that you can create.