

Name Date

Virtual Learning September 29, 2017

Use this week's TIME for Kids (Edition 5–6) cover story to answer the questions. For each question, circle the letter next to the best answer.

RI.5.2; RI.6.2

- 1.** This story is *mainly* about
- how virtual reality (VR) is being used as a teaching tool.
 - the making of *Capturing Everest*.
 - concerns some people have about VR.
 - how VR works.

RI.5.4; RI.6.4

- 2.** Which word means the opposite of *broadens*, in paragraph 5?
- expands
 - limits
 - enlarges
 - widens

RI.5.1; RI.6.1

- 3.** How many school administrators surveyed by TFK had a positive view of VR?
- 15 million
 - 7 out of 10 people surveyed
 - 203
 - 600

RI.5.1; RI.6.1

- 4.** According to research, how many students could be using VR by 2025?
- 203
 - 600
 - 15 million
 - 2,025

RI.5.1; RI.6.1

- 5.** Which are two of the four subject areas that school administrators are most interested in using VR for?
- science and math
 - health and computer science
 - technology and art
 - science and social studies

RI.5.3; RI.6.3

- 6.** What is the relationship between Katelyn Flanagan and Monica Crudele?
- Katelyn is a student at the school where Crudele is a teacher.
 - Crudele is Katelyn's teacher.
 - Crudele taught Katelyn how to use VR.
 - Crudele is Katelyn's mom.

RI.5.1; RI.6.1

- 7.** Why do some companies have age recommendations for their VR products?
- The companies think young kids can't afford VR headsets.
 - The companies don't think VR is good for young kids.
 - The companies have found that VR is harmful to kids' health.
 - The companies are not sure if VR is harmful to kids' health, so they don't recommend it for young kids.

RI.5.8; RI.6.8

- 8.** According to the article, "VR can be pricey." Which reason best supports this statement?
- Google Cardboard is more affordable.
 - [Google Cardboard] viewers cost less than \$15 each.
 - The best headsets cost more than \$500.
 - Google Cardboard viewers must be used with a smartphone.

RI.5.4; RI.6.4

- 9.** What is another word for *hurdles*, in the story's final paragraph?
- difficulties
 - obstacles
 - problems
 - all of the above

RI.5.7; RI.6.7

- 10.** How does the sidebar, "The Sky's the Limit," add to a reader's understanding of VR?
- It explains how VR works.
 - It explains why Time Inc. is involved with VR.
 - It explains why people should see *Capturing Everest*.
 - It explains how one VR film was made.

W.5.1; W.6.1

Bonus VR can be expensive. Do you think the expense is worth it for schools? Use details from the article to support your response.