

## Drawing Conclusions Worksheet

Read each passage and select the best answer.

He had always wanted to serve his country, but this seemed like madness. He was supposed to fight a war in a foreign land, helping to protect people whom he didn't even know. Michael had a strong sense of patriotism, but he was worried about the bombs, death, and carnage that could await him in Iraq. He pondered whether he would ever see his family again.

1. Summarize what this passage is about... \_\_\_\_\_

2. What conclusions can you draw about how Michael is feeling about going to war?

- a) he regrets joining the military
- b) he is afraid of going into battle
- c) he is looking forward to the challenge of being in the military
- d) he feels proud of his country

The detective had planned to pull all of the suspects into a room. He had already questioned each of them thoroughly and it was something Mr. Mooney had said that really made him think. Mooney had mentioned how horrible it was that Ms. Hitchens had been killed with a knife while the information on the murder weapon was never public. When the detective questioned him on how he knew about the murder weapon he said he had just assumed that was the case. Now with all the possible suspects in the room, detective Williams was ready to make an arrest.

3. Who most likely killed Ms. Hitchens? \_\_\_\_\_

4. What conclusions can you draw about Mr. Mooney's feelings?

- a) he thinks he had gotten away with the crime
- b) he is ready to run and try and get away
- c) he thinks that detective Williams will probably accuse him
- d) he thinks Ms. Hitchens could have committed suicide

Video gaming is one of the largest industries in America. Each day more and more children are getting addicted to video games. There have been many video game opponents accusing the industry of becoming too violent. It is not uncommon to play a shoot'em up game where ten people are getting killed every minute. Yet, despite societal pressures to eliminate violent video games, as each day passes, more gamers are getting hooked.

5. What is the general age group of people who are getting hooked on gaming? \_\_\_\_\_

6. What conclusions can you draw about the video game industry?

- a) as time goes on, pressure to make games less violent will decrease the number of shooting games
- b) as time goes on more parents will prevent their children from playing violent video games
- c) as time goes on the video game industry will lose money
- d) as time goes on more and more children will play video games