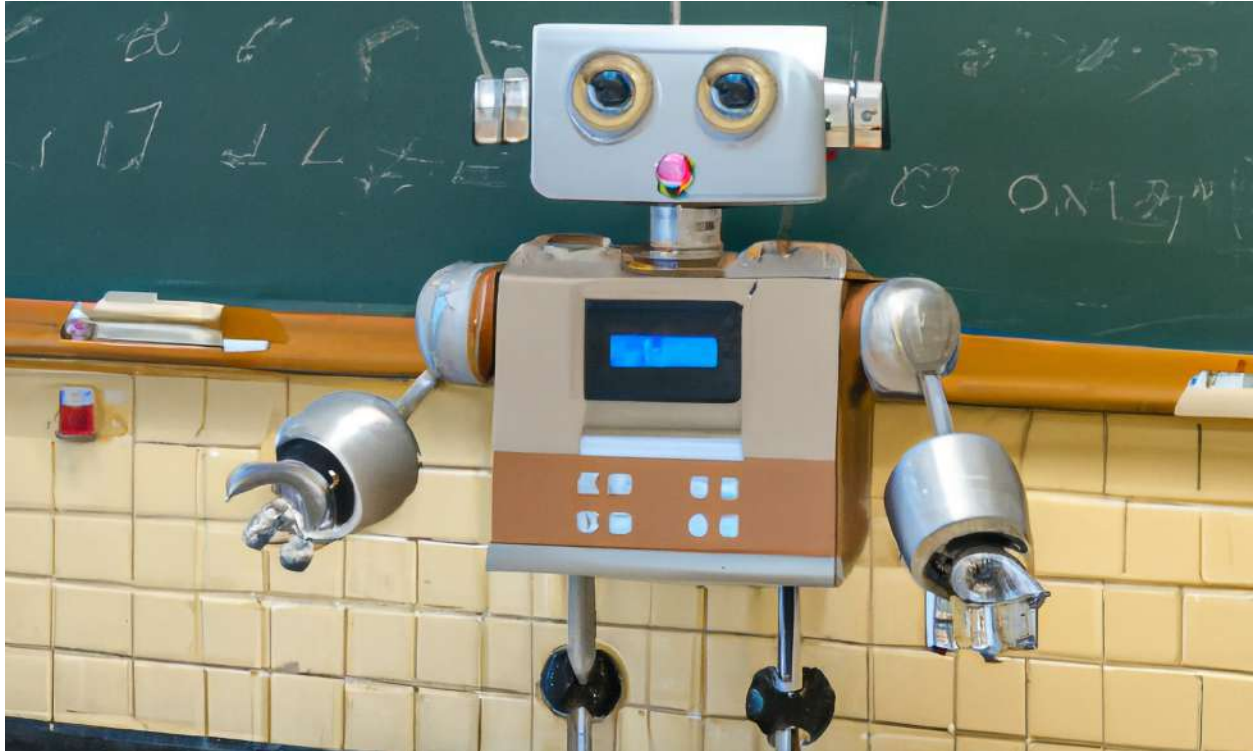




Year 4 Comprehension 17: The Mischievous Robot



In a bustling city of gears, gadgets, and gizmos, there was a remarkable inventor named Professor Emily. She was known far and wide for creating all sorts of amazing machines, but her most extraordinary creation was a mischievous robot named Rusty.

Rusty was a small, shiny robot with a twinkle in his mechanical eyes. He had a heart full of curiosity and a penchant for mischief. He loved exploring the city and discovering new things, but sometimes his curiosity got the best of him.

One sunny morning, Professor Emily gave Rusty a special task. She asked him to go to the city's bustling market to pick up some bolts and gears for her latest invention. Rusty happily accepted the mission and set off with a basket.

As Rusty strolled through the market, he couldn't resist poking and prodding the colorful produce. He accidentally activated a watermelon launcher, sending watermelons soaring through the air. Shouts of surprise filled the market as watermelons crashed into fruit stands and vegetable carts.

Rusty realized he had caused quite a mess and tried to help clean up, but his robot arms were not designed for fruit picking. The market vendors were frustrated, but Rusty's puppy-dog-like eyes made them forgive him.



Determined to complete his mission, Rusty continued on his way. However, he couldn't resist the alluring aroma of freshly baked cookies from a nearby bakery. His mechanical nose led him straight to the source, and he couldn't resist snatching a few cookies when the baker's back was turned.

With crumbs all over his shiny metal face, Rusty hurriedly left the bakery. He knew he had to make amends for his cookie caper. He decided to use his remaining coins to buy a batch of cookies for everyone at the market.

Back at the market, Rusty distributed the cookies with an apologetic smile. The vendors and customers were delighted by his kind gesture, and forgiveness filled the air along with the sweet scent of cookies.

Rusty finally collected the bolts and gears from the market and returned to Professor Emily's workshop. He explained his misadventures and apologized for his mischief. Professor Emily couldn't help but chuckle at Rusty's antics but reminded him to be more careful in the future.

Rusty promised to behave, but he also knew that his curiosity and mischievous spirit were part of what made him unique. He may have caused a bit of chaos, but he also brought smiles and cookies to the people of the city.

From that day on, Rusty continued to be the mischievous robot with a heart of gold, always finding a way to turn his adventures into opportunities for kindness. And in the city of gears, gadgets, and gizmos, Rusty's antics became legendary, reminding everyone that a little mischief can sometimes lead to unexpected acts of kindness and laughter.



Multiple Choice Questions

1. What was the name of the inventor in the story?

- A) Rusty
- B) Emily
- C) Gizmo
- D) Bolt

2. What was the name of the mischievous robot in the story?

- A) Gizmo
- B) Bolt
- C) Rusty
- D) Spark

3. What was Rusty's task in the beginning of the story?

- A) To explore the city
- B) To clean the workshop
- C) To pick up bolts and gears from the market
- D) To bake cookies

4. What did Rusty accidentally activate at the market?

- A) A fruit stand
- B) A watermelon launcher
- C) A vegetable cart
- D) A cookie oven



5. What did Rusty do after causing a mess with the watermelons?

- A) He left the market in a hurry.
- B) He helped clean up the mess.
- C) He bought more watermelons.
- D) He laughed at the chaos.

6. What temptation did Rusty succumb to at the bakery?

- A) Ice cream
- B) Cookies
- C) Cupcakes
- D) Donuts

7. How did Rusty make amends for taking cookies from the bakery?

- A) He apologized to the baker.
- B) He left the market.
- C) He bought cookies for everyone at the market.
- D) He ignored the problem.

8. What did the people at the market think of Rusty after he shared the cookies?

- A) They were angry with him.
- B) They forgave him and were delighted.
- C) They asked him to leave.
- D) They ignored him.



9. How did Professor Emily react to Rusty's misadventures?

- A) She scolded him and sent him away.
- B) She laughed and forgave him.
- C) She gave him more tasks to do.
- D) She ignored him.

10. What lesson did Rusty learn from his mischievous adventure?

- A) To avoid the market
- B) To never eat cookies again
- C) To be more careful
- D) To stop being mischievous



Short Answer Questions

1. What were some of Rusty's unique qualities?

2. What task did Professor Emily assign to Rusty at the beginning of the story?

3. What did Rusty accidentally do when he was in the market?

4. What happened as a result of Rusty's watermelon mishap?



5. Why did Rusty visit a bakery in the story?

6. What did Rusty do at the bakery that caused trouble?

7. How did the people at the market react to Rusty's kind gesture?

8. What items did Rusty finally collect from the market?



9. Where did Rusty return after completing his mission?

10. How did Rusty explain his misadventures to Professor Emily?



Answer Key

Multiple Choice Questions

1. B) Emily
2. C) Rusty
3. C) To pick up bolts and gears from the market
4. B) A watermelon launcher
5. B) He helped clean up the mess.
6. B) Cookies
7. C) He bought cookies for everyone at the market.
8. B) They forgave him and were delighted.
9. B) She laughed and forgave him.
10. C) To be more careful

Short Answer Questions

1. Rusty was small, shiny, had a twinkle in his mechanical eyes, and a heart full of curiosity.
2. Professor Emily asked Rusty to go to the city's market to pick up bolts and gears for her latest invention.
3. Rusty accidentally activated a watermelon launcher, sending watermelons flying through the air.
4. The market was filled with shouts of surprise as watermelons crashed into fruit stands and vegetable carts.
5. Rusty followed the enticing aroma of freshly baked cookies to a nearby bakery.
6. Rusty snatched a few cookies when the baker's back was turned.
7. The vendors and customers at the market were delighted and forgave Rusty for his earlier mischief.
8. Rusty collected bolts and gears from the market.
9. Rusty returned to Professor Emily's workshop after completing his mission.
10. Rusty explained his misadventures and apologized for his mischief to Professor Emily.



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