

Waltur Puts the Cart Before the Horse

Each word on the left side is from the story. In front of each story word, write the letter that tells the correct meaning.

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| _____ | 1. cart | a. people who vote on contest winners |
| _____ | 2. ribbon | b. to move something toward yourself |
| _____ | 3. judges | c. a talk that somebody gives |
| _____ | 4. push | d. a small wagon pulled by a horse |
| _____ | 5. hurry | e. to run slowly |
| _____ | 6. pull | f. an event with farm animals and prizes |
| _____ | 7. speech | g. a colored piece of cloth given as a prize |
| _____ | 8. trot | h. to move along quickly |
| _____ | 9. fair | i. in front of |
| _____ | 10. before | j. to press against something to move it |

Waltur Puts the Cart Before the Horse

Sometimes one thing happens *because of* another thing. Read the beginning of each sentence below. Put an **X** next to why it happened.

1. **Waltur is late for the fair because**

_____ he spends time writing a speech.

_____ the horse is slow.

2. **Waltur writes a speech because**

_____ he wants to win a blueberry pie.

_____ he thinks he will win First Prize in Sweets.

3. **The horse slows down because**

_____ the hill is steep and Waltur is heavy.

_____ the summer fair is far away.

4. **Waltur puts the cart before the horse because**

_____ he wants to catch up with Matilda.

_____ he thinks it will help him get to the fair faster.

5. **The judges give Waltur Grand Prize because**

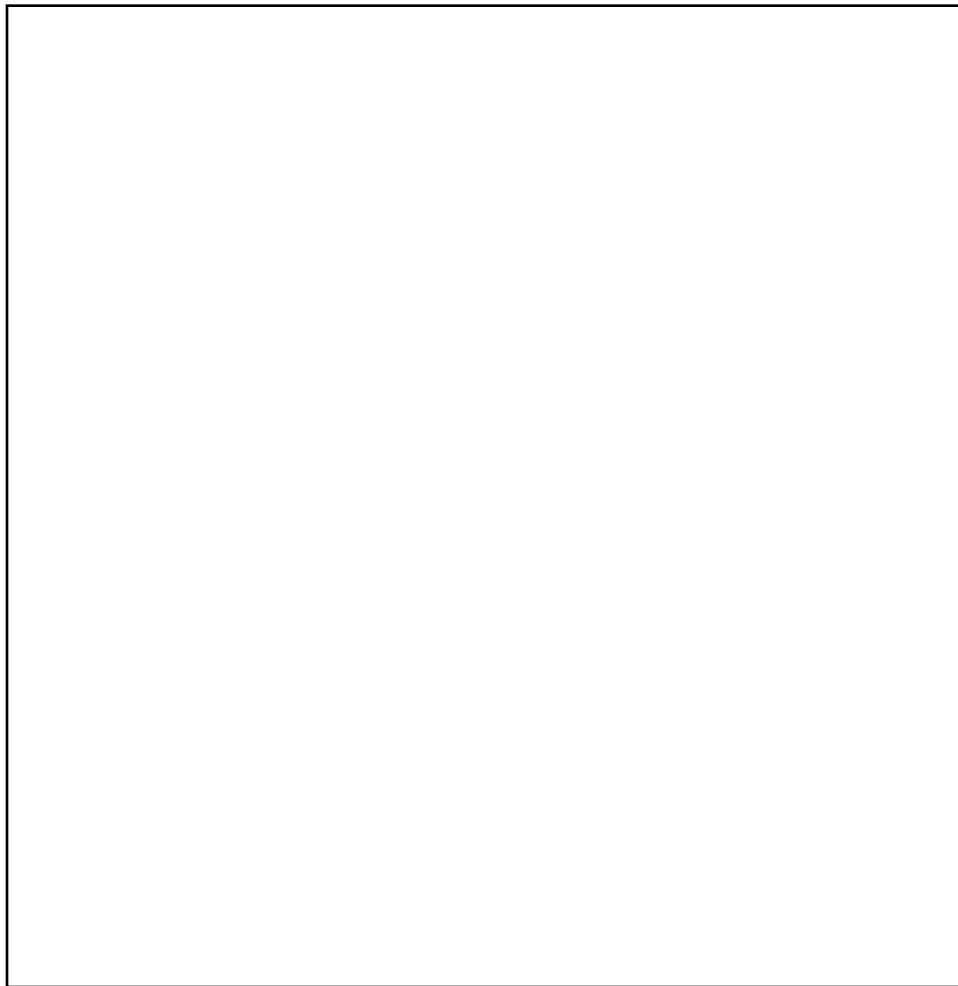
_____ they like his sounds and all the action.

_____ they love the taste of his honey cake.

Waltur Paints Himself into a Corner

Look at the shape below. Pretend that it is Waltur's floor.

1. Start at any corner and number the corners 1, 2, 3, 4.
2. Color the corners the same way Waltur painted his floor.
3. Be sure to show the space where Waltur was trapped.
4. Write a big **W** in the space where Waltur was trapped.



Waltur Paints Himself into a Corner

Think about what happens in this story. One of the three paragraphs below best tells what the story shows. Circle that paragraph.

Waltur paints his floor. He paints all four corners. Then he paints a big circle and stands in it. His friends all clap. Matilda likes the circle. She and Waltur eat fish.

Darwin watches Waltur paint the floor. Darwin and the other animals cheer each time Waltur finishes a corner. At last Waltur is done. He goes outside to play with Darwin and everybody else. After the paint is dry, everybody helps Waltur move the furniture back into his house.

Waltur paints his floor. He paints all four corners. He does not trap himself into a corner. But he traps himself into the middle of the room. Waltur has to wait in the center of his floor until all the paint dries.

Waltur Won't Let Sleeping Dogs Lie

Dog	Matilda	Farmer	Darwin	Waltur
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Fill in the blanks below. Use one of the names from the box above. You may use a name more than once.

1. _____ wants to go for a walk.
2. He wants _____ and _____ to go with him.
3. Along the way they see a _____ asleep on a porch.
4. The _____ belongs to the _____.
5. _____ wants to wake the _____.
6. _____ tells him to let sleeping dogs lie.
7. The next day, _____ sleeps instead of going on a walk.
8. When _____ pokes the _____, it chases him.
9. The _____ comes out of his house and chases Waltur.
10. When Waltur is lost, _____ finds him.

Waltur Won't Let Sleeping Dogs Lie

Every sentence below tells something from the story about Waltur and the sleeping dog. SOME sentences hint that trouble might happen to Waltur.

Put an **X** next to each sentence that hints that trouble might happen to Waltur.

- _____ 1. It is a beautiful day.
- _____ 2. The friends walk past the sleeping dog.
- _____ 3. The bull shakes its horns at Waltur.
- _____ 4. Matilda warns about waking a sleeping dog.
- _____ 5. Waltur pokes the sleeping dog.
- _____ 6. "Grrrrr!"
- _____ 7. "Get that bear!" shouts the farmer.
- _____ 8. The bull gets loose.
- _____ 9. Waltur sees a light in the forest.
- _____ 10. Waltur eats sandwiches and blueberry pie.