FOCUS QUESTIONS FOR Candy

1	. Write a few	sentences	explaining	how peop	ple create	ideas for r	new c	andy.

2. If you could create a new candy, what would it taste like?

- 3. What is the first step of making candy after the ideas are ready?
 - A. packaging the candy
 - **B.** putting candy into molds
 - **C.** getting the ingredients
- **4.** Why might big companies need trucks to move their products?
 - **A.** They sell candy in only one store.
 - **B.** They sell huge amounts of candy.
 - **C.** They sell candy close to the factory.

5. What does **requires** mean in the *Candy* book?

Chocolate candy usually needs milk and sugar. It uses cocoa, too. Hard candy **requires** sugar, food coloring, and flavoring.

- A. must have
- B. looks like
- C. creates a lot of
- **6.** What does **unique** mean in the *Candy* book?

Maybe a candy has a flavor no other company used before. Ads can point out the candy's **unique** flavor.

- A. small
- **B.** different
- C. old

Answer Key for Candy

- 1. Answers will vary
- 2. Answers will vary
- **3**. C
- **4.** B
- **5**. A
- **6.** B

Snack Chips

1 . V	Vrite a t	few s	sentence	s exp	laining	the	main	ideas	of	Chapter	4.
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2. If you could make a new chip flavor, what would it taste like?

- 3. What is one way that companies come up with new chip flavors?
 - **A.** by making chips in a factory
 - **B.** by looking at food trends
 - C. by making a chip commercial
- **4.** Why would testing be important when creating new foods?
 - **A.** Testing can help improve the foods.
 - **B.** Testing can help advertise the foods.
 - **C.** Testing can help keep the foods the same.

5. What does **compete** mean in the *Snack Chips* book?

Different chip companies **compete** for the same customers. So, companies may copy similar businesses.

- **A.** hire workers in factories
- **B.** start new chip companies
- C. try to gain or win something
- 6. What does feedback mean in the Snack Chips book?

These people give their **feedback**. They state their opinions about the chips' taste and feel.

- A. thoughts
- **B.** money
- C. company

Answer Key for Snack Chips

- 1. Answers will vary
- 2. Answers will vary
- **3**. B
- **4.** A
- **5.** C
- **6**. A

FOCUS QUESTIONS FOR

Sneakers

1	\Mrita a	fow so	ntancas	explaining	how com	nanioc	advartica	cnaakarc
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2. What feature of sneakers do you think is most useful? Why?

- 3. What is a last?
 - A. a brand-new shoe
 - **B.** a model foot
 - C. a tool to cut shapes
- **4.** Why might customers buy sneakers that a celebrity advertises?
 - **A.** Customers may trust the celebrity's opinion.
 - **B.** Customers think the celebrity's ads are boring.
 - C. Customers forget to buy shoes when they see the celebrity.

5. What does **durable** mean in the *Sneakers* book?

Sneakers must be comfortable and **durable**. So, testers make sure the sneakers won't break. They walk and run in the shoes.

- A. weak and small
- **B.** tough and long-lasting
- C. large and thin
- **6.** What does **limited-time** mean in the *Sneakers* book?

Some companies sell **limited-time** sneakers. People often want to buy the shoes before they're gone.

- A. sold forever
- B. never made or sold
- **C.** sold during a short period

Answer Key for Sneakers

- 1. Answers will vary
- 2. Answers will vary
- **3**. B
- **4.** A
- **5.** B
- **6**. C

FOCUS QUESTIONS FOR

Sports Gear

1.	Write a	tew sent	tences e	xplaining	the m	ain idea	s of C	Chapter	2.

2. If you could improve one piece of sports gear, what would it be? Why?

- **3.** What kind of hits do bicycle helmets best protect the head from?
 - A. tackles
 - **B.** running
 - C. falls
- **4.** Why would sports gear need to meet safety rules?
 - **A.** Athletes can get hurt using unsafe gear.
 - **B.** Athletes can easily lose unsafe gear.
 - **C.** Athletes can get tired using unsafe gear.

5. What does **injured** mean in the *Sports Gear* book?

The boy hits the ground. But he is not **injured**. His helmet and pads keep him safe.

- A. tall
- **B.** hurt
- C. fast
- **6.** What does **adjust** mean in the *Sports Gear* book?

Other times, workers need to make changes. They **adjust** the prototype and try again.

- **A.** to keep something the same
- **B.** to fix something
- C. to sell something

Answer Key for Sports Gear

- 1. Answers will vary
- 2. Answers will vary
- **3**. C
- **4.** A
- **5.** B
- **6.** B

FOCUS QUESTIONS FOR **TVS**

1 . \	Write a f	few sen	tences	expl	laining	the	main	ideas	of	Chapt	ter	2.
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2. What features of a TV are the most important to you? Why?

- **3.** When was the first TV created?
 - **A.** 1920s
 - **B.** 1960s
 - **C.** 2000s
- **4.** Why might companies advertise to certain groups of people?
 - **A.** All customers want the same TV.
 - **B.** Customers may want different kinds of TVs.
 - **C.** Companies want fewer customers to buy TVs.

5. What does **partnerships** mean in the *TVs* book?

Partnerships can help companies find buyers, too. A TV company may team up with a streaming or gaming service.

- A. when companies do everything alone
- **B.** when companies give away free things
- C. when companies work together
- **6.** What does **target** mean in the *TVs* book?

Often, TV ads **target** certain groups. Internet connection may be important to young customers. Older buyers may focus on size.

- **A.** hide from
- **B.** ignore customers
- C. aim messages at

Answer Key for TVs

- 1. Answers will vary
- 2. Answers will vary
- **3**. A
- **4.** B
- **5**. C
- **6.** C

FOCUS QUESTIONS FOR

Video Games

1.	Write a	few	sentences	explaining	the main	ideas of	Chapter	3.

2. Would you like to create video games? Why or why not?

- **3.** What is one way that people come up with new video game ideas?
 - **A.** People create video game discs.
 - **B.** People play other video games.
 - **C.** People fix video game mistakes.
- **4.** Why might companies want to talk to gamers online?
 - **A.** so companies can write more code with gamers
 - **B.** so companies hear fewer opinions from gamers
 - **C.** so companies can get more gamers interested in their games

5. What does **storyboards** mean in the *Video Games* book?

Drawings show how the game will look. Artists may sketch out the plot. For example, they use **storyboards** to show each scene.

- **A.** a set of images
- **B.** a long book
- C. a game's music
- **6.** What does **eventually** mean in the *Video Games* book?

Ideas often change during this process. Parts from the prototype might not work. But **eventually**, the teams create a finished game.

- **A.** right away
- **B.** later on
- **C.** before anything else

Answer Key for Video Games

- 1. Answers will vary
- 2. Answers will vary
- **3**. B
- **4.** C
- **5**. A
- **6.** B