**Assessment Tools for Kindergarten - Book: "Emily & Aiden, Gaming"**

**Quiz 1: Comprehension Check**

1. **What does Aiden look forward to doing after school?**
   * A. Reading books
   * B. Playing video games
   * C. Doing homework
2. **Why does Emily remind Aiden to take breaks from gaming?**
   * A. To watch TV
   * B. To eat and drink
   * C. To play more games
3. **What happens when Aiden forgets to set a timer for his gaming?**
   * A. He finishes early
   * B. He loses track of time
   * C. He stops playing

**Quiz 2: Vocabulary and Key Events**

1. **Match the word with its picture:**
   * **Timer**
   * **Game Controller**
   * **Homework**
2. **Fill in the blank:**
   * Aiden loves to play games, but he also needs to \_\_\_\_\_ his homework. (Do)
   * Using a \_\_\_\_\_ helps Aiden keep track of his gaming time. (Timer)
3. **True or False:**
   * Aiden never forgets to do his homework before gaming. (False)
   * Emily helps Aiden understand the importance of balance and responsibility. (True)