**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)