



Inferences and Conclusions

Name: _____

Date: _____

Grade: Grade 4

Part A: Multiple Choice

Circle the best answer for each question.

1. Sophia packed her telescope, a blanket, and a star chart before heading to the backyard at nine o'clock at night. What can you infer?

- A) Sophia is planning to camp overnight.
- B) Sophia wants to observe the night sky.
- C) Sophia is afraid of the dark.
- D) Sophia forgot to do her homework.

2. The librarian rearranged the shelves and added a sign that read "New Arrivals." What conclusion can you draw?

- A) The library is closing down.
- B) Old books were thrown away.
- C) The library recently received new books.
- D) Nobody visits the library anymore.

3. "I've been waiting for this all year," whispered Jordan as the curtain rose and music filled the theater. What can you infer about Jordan?

- A) Jordan dislikes live performances.
- B) Jordan is excited about the show.
- C) Jordan is performing on stage tonight.
- D) Jordan accidentally came to the wrong event.

4. The veterinarian examined the puppy, gave it a shot, and told the owner to return in four weeks. What can you conclude?

- A) The puppy is seriously ill.
- B) The owner does not take good care of the puppy.
- C) The puppy received a routine vaccination.
- D) The veterinarian wants to adopt the puppy.

Part B: Fill in the Blank

Write the correct answer on each line.

1. A valid inference must be _____ by evidence from the text, not just opinion.
2. If a character sighs and stares out the window during class, you can infer the character is _____.
3. An author's choice of words, also called _____, can help readers infer the mood of a story.
4. A reader who draws a conclusion without enough evidence is making a hasty _____.
5. Details about a character's appearance, actions, and speech help readers _____ what kind of person the character is.

Part A: Multiple Choice

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Part B: Fill in the Blank

Write the correct answer on each line.

1. A valid inference must be supported by evidence from the text, not just opinion.
2. If a character sighs and stares out the window during class, you can infer the character is bored.
3. An author's choice of words, also called diction, can help readers infer the mood of a story.
4. A reader who draws a conclusion without enough evidence is making a hasty judgment.
5. Details about a character's appearance, actions, and speech help readers determine what kind of person the character is.