



# Inferences and Conclusions

Name: \_\_\_\_\_

Date: \_\_\_\_\_

Grade: Grade 4

## Part A: Multiple Choice

Circle the best answer for each question.

1. The museum guide dimmed the lights and asked everyone to be quiet before pressing play on the projector. What can you infer is about to happen?

- A) The museum is closing for the day.
- B) A film or presentation is about to begin.
- C) The guide lost the remote control.
- D) Visitors are not allowed to watch videos.

2. "I should have listened to the weather report," Sam muttered as he wrung water from his shirt. What conclusion can you draw?

- A) Sam forgot to do his laundry.
- B) Sam was caught in the rain without preparation.
- C) Sam enjoys playing in puddles.
- D) Sam spilled a drink on himself.

3. The coach benched the star player after he yelled at the referee. What can you infer about the coach?

- A) The coach does not like the star player.
- B) The coach wants the team to lose.
- C) The coach values sportsmanship over winning.
- D) The star player asked to sit out.

4. A passage says: "Nina kept a journal, wrote poetry, and spent her free time at the library." What trait does this evidence support?

- A) Nina is athletic and competitive.
- B) Nina is creative and loves reading and writing.
- C) Nina prefers spending time outdoors.
- D) Nina does not enjoy being alone.

## Part B: Fill in the Blank

Write the correct answer on each line.

1. When you infer a character's feelings, you look at how the character \_\_\_\_\_ and what the character says.
2. A conclusion that contradicts most of the evidence in a passage is probably \_\_\_\_\_.
3. The setting of a story can give readers clues about the \_\_\_\_\_ or feeling of a scene.
4. Strong readers revise their inferences when they encounter new \_\_\_\_\_ later in the text.
5. If a narrator describes a character's hands trembling before a speech, the character is likely feeling \_\_\_\_\_.

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### Part B: Fill in the Blank

Write the correct answer on each line.

1. When you infer a character's feelings, you look at how the character acts and what the character says.
2. A conclusion that contradicts most of the evidence in a passage is probably incorrect.
3. The setting of a story can give readers clues about the mood or feeling of a scene.
4. Strong readers revise their inferences when they encounter new information later in the text.
5. If a narrator describes a character's hands trembling before a speech, the character is likely feeling nervous.