Name:	(50)	Classro	om Cerea
Date:		Story 4	<b>Part</b> 1 of 5

## "Squirm Worms"

Part 1 of 5: Mr. Nitman's Complaint

Worms were everywhere. Mr. Nitman looked over his classroom and watched them dance on the desks. He knew by now they were called Squirm Worms. Them were electronic toy worms, about the size of a crayon, that danced. They had two legs and two arms attached to a wormy body, and they boogied around on any flat surface. The makers of Squirm Worms claimed the toys helped squirmy children feel more comfortable in school.

"We all know about baseball, but doesn't acidball sound way more exciting?" Mr. Nitman asked with an awkward chuckle. He expected to hear several jeers of disgust after his awful science jok, but he didnt. He looked at the class. A few students were trying to pay attention, but most couldn't help but stare lazily at the wiggling worms in front of them.

Mr. Nitman became annoyed. He knew he had only about a week left before holiday break to finish his unit on acids and bases. Just then, it hit him. Holiday break! Any child who didn't yet already have a Squirm Worm would get one over the Holidays. Then every student would be hypnotized.

Mr. Nitman needed to find a way to get Squirm Worms banned from Fairview Middle.

# BONUS ACTIVITY

What do you imagine Squirm Worms look like?

Draw one in the box to the right!

### **Directions**

- 1. Read the story
- 2. Find the five errors
- 3. Mark the errors using the key

## Key

- Spelling error
· Add punctuation
= - Capitalize letter
O- Remove word
O-Wrong word
J-Move word
Make letter

## **Checklist**

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1.	
$\Box$	

## Question

What are Squirm Worms? Underline the lines in the text that tell you.

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