Name: _____ Date: _____

Cog the Checkers Robot Wants to Lose

Circle group

Cog was a round robot. He had two squeaky wheels. He loved checkers. He never lost. His brain could think of every move.

At first, winning felt good. Then his friends stopped playing. Bea sat on the steps. Jo went home.

"Why won't you play?" asked Cog.

"It is no fun," said Bea. "You always win."

Cog thought hard. His lights blinked. Then he said, "I will try one hand only."

He folded one arm in. Now he took a long time to think. He made mistakes. Bea won the first game. She laughed.

"Again!" said Jo.

Cog lost three games that day. He was so happy.

Questions

1. What did Cog love to play?

_____

_____

2. Why did Cog never lose?

_____

_____

3. Why did his friends stop playing?

_____

_____

4. What did Cog try?

_____

_____

5. Why was Cog happy to lose?

_____

Words to know

checkers: a board game played with round pieces
mistakes: things done the wrong way by accident
folded: bent something and tucked it in

Talk together (every group has these)

1. Find one fact that every group read. How did your sheet say it?
2. What did your sheet tell you that you think another group's did not? Ask them.
3. What is one question about this topic that none of the sheets answered?

Name: _____ Date: _____

Cog the Checkers Robot Wants to Lose

Triangle group

Cog was a round robot with two squeaky wheels. He loved checkers. He never lost a game, because his brain could think of every move.

At first, winning felt great. Then Cog noticed that his friends stopped playing with him. Bea sat on the steps. Jo went home.

"Why won't you play?" Cog asked.

"It is no fun," said Bea. "You always win."

Cog thought hard. His lights blinked slowly. Then he said, "Let me try something new. I will play with one hand tied behind my back."

He folded one arm into his chest. Now he took a long time to think. He made mistakes. Bea won the first game and laughed.

"Again!" said Jo.

Cog lost three games that day. He had never been so happy.

Questions

1. What did Cog love to play?

_____

_____

2. Why did Cog never lose?

_____

_____

3. Why did his friends stop playing?

_____

_____

4. What new thing did Cog try?

_____

_____

5. Why was Cog happy to lose?

_____

_____

Words to know

checkers: a board game played with round pieces
noticed: saw something and thought about it
mistakes: things done the wrong way by accident
folded: bent something and tucked it in

Talk together (every group has these)

1. Find one fact that every group read. How did your sheet say it?
2. What did your sheet tell you that you think another group's did not? Ask them.
3. What is one question about this topic that none of the sheets answered?

Name: _____ Date: _____

Cog the Checkers Robot Wants to Lose

Square group

Cog was a round robot with two squeaky wheels, and he adored checkers. He never lost a single game, because his clever brain could work out every possible move.

At first, winning felt wonderful. But soon Cog noticed that his friends had stopped playing with him. Bea sat sadly on the steps, and Jo wandered home.

"Why won't you play anymore?" Cog asked.

"It is no fun," said Bea. "You always win."

Cog thought very hard, and his lights blinked slowly. Then he said, "Let me try something different. I will play with only one hand."

He folded one arm into his chest. Now he took a long time to think, and he made several mistakes. Bea won the first game and laughed out loud.

"Again!" said Jo.

Cog lost three games that day, and he had never been so happy.

Questions

1. What game did Cog adore?

_____

_____

2. Why did Cog never lose a single game?

_____

_____

3. Why had his friends stopped playing with him?

_____

_____

4. What different thing did Cog try?

_____

_____

5. Why was Cog so happy to lose three games?

_____

_____

Words to know

checkers: a board game played with round pieces
noticed: saw something and thought about it
mistakes: things done the wrong way by accident
folded: bent something and tucked it in

Talk together (every group has these)

1. Find one fact that every group read. How did your sheet say it?
2. What did your sheet tell you that you think another group's did not? Ask them.
3. What is one question about this topic that none of the sheets answered?

For the teacher: Cog the Checkers Robot Wants to Lose

Each student sheet carries a shape, not a level. The same topic and facts, written three ways.

Circle: Cog the Checkers Robot Wants to Lose

Easier · 107 words · Flesch-Kincaid grade -0.5

1. Checkers.
2. His brain could think of every move.
3. It was no fun when he always won.
4. He folded one arm in and played with one hand.
5. His friends laughed and played with him again.

Triangle: Cog the Checkers Robot Wants to Lose

This passage · 128 words · Flesch-Kincaid grade 0.3

1. Checkers.
2. His brain could think of every move.
3. It was no fun when Cog always won.
4. He folded one arm into his chest and played with one hand.
5. His friends were laughing and playing with him again.

Square: Cog the Checkers Robot Wants to Lose

Harder · 141 words · Flesch-Kincaid grade 2.5

1. Checkers.
2. His clever brain could work out every possible move.
3. It was no fun when Cog always won.
4. He folded one arm into his chest and played with only one hand.
5. His friends were laughing and playing with him again.