Name: _____ Date: _____

The Chess Clock Truce

Circle group

Ravi and his sister Dina had one tablet. They fought about it every afternoon. "You've had it forever!" Dina would shout. "I'm on level nine!" Ravi would shout back. Their parents ran out of patience. The tablet sat on top of the refrigerator since Sunday.

On Thursday, Grandpa came with a dusty wooden box. Inside was an old chess clock with two faces and two big buttons. "When you press your button, your time runs and the other one stops," he said. "Try it."

Ravi set both sides for thirty minutes. He pressed his button. The clock began to tick. It felt strange. He could see his time running out, so he thought about how to use it.

When his half hour ended, he handed over the tablet. He did not fuss. Dina played for her half hour. She did not waste one minute chatting.

By the third day, something odd happened. Dina stopped the clock early. "I'm bored with this level," she said. "You can have my last ten minutes." The next day Ravi did the same when he saw her drawing.

Mom found the clock beside the tablet one evening. "I thought you needed a referee," she said.

"We needed a ticking sound," said Ravi. "It's easier to be fair when you can hear it."

Questions

1. What did Ravi and Dina argue about?

_____

_____

2. What did Grandpa bring?

_____

_____

3. How much time did Ravi set on each side?

_____

_____

4. What happens to your time when you press your button?

_____

_____

5. Why did Ravi think about how to use his time?

_____

_____

6. Why did Ravi say it was easier to be fair when you can hear it?

_____

_____

Words to know

patience: the ability to stay calm while waiting or when things are hard
fuss: a lot of unnecessary complaining
referee: a person who makes sure a game is played fairly
tablet: a flat computer that you hold and touch to use

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: _____

The Chess Clock Truce

Triangle group

Ravi and his sister Dina owned exactly one tablet, and they quarreled about it every single afternoon. Dina would shout that Ravi had been using it forever, and Ravi would shout that he was almost finished with level nine. Their parents eventually ran out of patience, and the tablet had been sitting on top of the refrigerator since Sunday.

On Thursday, Grandpa arrived carrying a dusty wooden box with an old chess clock inside. It had two faces and two big buttons, and he explained that when you press your button, your own time runs and the other player's time stops. "Give it a try," he said.

Ravi set both sides for thirty minutes and pressed his button, and the clock began to tick. It felt strange. He suddenly noticed how quickly his minutes were draining away, and he paused to think about how he really wanted to spend them.

When his half hour ended, he handed over the tablet without a fuss. Dina played during her turn, and she did not waste a single minute chatting. By the third day, something unexpected happened. Dina stopped the clock early because she was bored with her level, and she gave Ravi her last ten minutes. The next day Ravi returned the favor when he saw her working on a drawing.

Mom found the clock sitting beside the tablet one evening and shook her head in wonder. "I thought you two needed a referee," she said.

"We needed a ticking noise," said Ravi. "It's easier to be fair when you can hear it."

Questions

1. What did Ravi and Dina argue about?

_____

_____

2. What did Grandpa bring?

_____

_____

3. How much time did Ravi set on each side of the clock?

_____

_____

4. What happens to your own time when you press your button?

_____

_____

5. Why did Ravi think more carefully about how to use his time?

_____

_____

6. Why did Ravi say it was easier to be fair when you can hear it?

_____

_____

Words to know

patience: the ability to stay calm while waiting or when things are hard
draining: slowly running out or getting used up
fuss: a lot of unnecessary complaining
referee: a person who makes sure a game is played fairly
tablet: a flat computer that you hold and touch to use

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: _____

The Chess Clock Truce

Square group

Ravi and his sister Dina owned exactly one tablet, and they quarreled about it every single afternoon. Dina would shout that Ravi had been monopolizing it forever, and Ravi would shout that he was almost finished with level nine. Their parents eventually ran out of patience, and the tablet had been sitting on top of the refrigerator since Sunday.

On Thursday, Grandpa arrived carrying a dusty wooden box that held an antique chess clock. It had two faces and two enormous buttons, and he explained that when you press your button, your own time runs while the other player's time stops. "Give it a try," he said.

Ravi set both sides for thirty minutes and pressed his button, and the clock began to tick. It felt strange. He suddenly noticed how quickly his minutes were draining away, and he paused to consider how he truly wanted to spend them.

When his half hour ended, he handed over the tablet without any fuss. Dina played during her turn, and she did not waste a single minute chatting. By the third day, something completely unexpected happened. Dina stopped the clock early because she was bored with her level, and she generously offered Ravi her last ten minutes. The next day Ravi returned the favor when he noticed her working on a drawing.

Mom found the clock sitting beside the tablet one evening and shook her head in wonder. "I thought you two needed a referee," she said.

"We needed a ticking noise," said Ravi. "It turns out that it's much easier to be fair when you can actually hear it."

Questions

1. What did Ravi and Dina quarrel about every afternoon?

_____

_____

2. What did Grandpa bring in the dusty wooden box?

_____

_____

3. How much time did Ravi set on each side of the clock?

_____

_____

4. What happens to your own time when you press your button?

_____

_____

5. Why did Ravi think more carefully about how to spend his time?

_____

_____

6. Why did Ravi say it was easier to be fair when you can hear it?

_____

_____

Words to know

patience: the ability to stay calm while waiting or when things are hard
draining: slowly running out or getting used up
fuss: a lot of unnecessary complaining
referee: a person who makes sure a game is played fairly
tablet: a flat computer that you hold and touch to use

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: The Chess Clock Truce

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

Circle: The Chess Clock Truce

Easier · 217 words · Flesch-Kincaid grade 2.6

1. Who got to use their one tablet.
2. An old chess clock in a wooden box.
3. Thirty minutes.
4. Your time runs and the other person's time stops.
5. He could see and hear his minutes running out.
6. The ticking showed each person's share, so they stopped fighting and began giving time away.

Triangle: The Chess Clock Truce

This passage · 261 words · Flesch-Kincaid grade 6.5

1. Who got to use their one tablet.
2. An old chess clock in a wooden box.
3. Thirty minutes.
4. Your time runs and the other person's stops.
5. He could see and hear his minutes running down.
6. The ticking showed each person's share, so they stopped arguing and began giving time away.

Square: The Chess Clock Truce

Harder · 268 words · Flesch-Kincaid grade 7.4

1. Who got to use their one tablet.
2. An old chess clock.
3. Thirty minutes.
4. Your time runs and the other player's time stops.
5. He could see and hear his minutes draining away.
6. The ticking showed each person's share, so they stopped arguing and began giving time away.