No	ame		Do	ate				
-	Dinos	aurs Travel S	tudy Guid	e: Voca	abulary			
	cassette	companions	sturdy	luggage	e rel	atives		
1.	We can play ta	pes in the			player.			
2.	We saw many _			_ at the p	oarty.			
3.	Dad put the		(on top of t	he van.			
4.	A trip is more	fun when you l	nave			_ with you.		
5.	We need a str	ong,		table	to worl	۲ on.		
<u>Comprehension:</u>								
1.	 Which of the following types of travel <u>was not</u> in the story? helicopter plane boat limousine 							
2.	Books and map	os can help you						
ho a. b. c.	When you trav me. toothpaste shampoo pet snake map of your roo	.,	leave your					
4.	4. Write one rule to follow when riding your skateboard or bicycle.							

5. What is a good car game? _____

	_

6. How is traveling on buses and subways alike?

7. What happens after you hear the words ALL ABOARD? _____

8. What is a conductor's job? _____

9. Name one job a ticket agent does.

10. According to this story, why is security important at an airport?

11. What can you do to help you remember your trip?

12. What kind of travel do the words <u>take off</u>, <u>fasten your seat belt</u>, and <u>land</u> tell about? _____

13. What does the author say might happen when you leave your home?

14. List two things that are good about getting home from a trip.

15. What is something good about traveling on foot?

