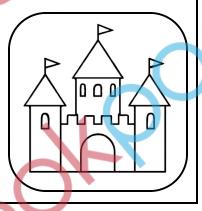Name:

Fairy Tales: Heroes, Castles, and Surprises

Fairy tales are stories that people have told for many years. They often have castles, magical animals, and heroes who go on big adventures. Most fairy tales also have a problem that needs to be solved by the end of the story.

In traditional fairy tales, the hero is usually a prince or a brave man. The princess often waits for help, and the story shows the prince saving the day. Sometimes, there are dragons or other magical creatures that make things more exciting. These stories show what people thought was normal a long time ago.

Today, some fairy tales change these old ideas. Now, anyone can be a hero, not just princes or men. This helps show that everyone can solve problems in their own kind way.

Student Name: **Date:**

Fairy Tales: Heroes, Castles, and Surprises

Fairy tales are stories that people have told for (9)

many years. They often have castles, magical (16)

animals, and heroes who go on big adventures. Most (25)

fairy tales also have a problem that needs to be (35)

solved by the end of the story. (42)

In traditional fairy tales, the hero is usually a (51)

prince or a brave man. The princess often waits (60)

for help, and the story shows the prince saving (69)

the day. Sometimes, there are dragons or other (77)

magical creatures that make things more exciting. (84)

These stories show what people thought was normal (92)

a long time ago. (96)

Today, some fairy tales change these old ideas. (104)

Now, anyone can be a hero, not just princes or (114)

men. This helps show that everyone can solve (122)

problems in their own kind way. (128)

Comprehension Questions:

Literal Question:
Who is usually the hero in old fairy tales?

Answer:
A prince or a brave man.

Student Answer:

_____ **Correct**   _____ **Incorrect**

Inferential Question:
Why do you think fairy tales change over time?

Answer:
To show new ideas about who can be a hero.

Student Answer:

_____ **Correct**   _____ **Incorrect**

Vocabulary Question:
What does 'creatures' mean in the passage?

Answer:
Animals or beings in the story.

Student Answer:

_____ **Correct**   _____ **Incorrect**

Notes:

Scoring Guide

Text Level: F&P GRL K   **Grade Level:** 2   **Word Count:** 128

Total Words Read: _____

Errors: _____

WCPM: (total words read — errors = WCPM) _____

WCPM: Below grade level   At grade level   Above grade level

Prosody: 1   2   3   4

Comprehension: _____ / 3 correct

How to Administer the Fluency Passage Assessment

Assess Oral Reading Fluency

- Give the student a copy of the passage. **Set a timer or stopwatch for 1 minute.**
- Ask the student to begin reading. As the student reads aloud, assess prosody and mark errors and self-corrections on the evaluation copy using the following guides.
- **Stop the student when one minute has passed.** Take note of the last word the student read.
- Score the passage on the evaluation copy according to the **Scoring Guide**. Use the following chart to compare grade level norms for words correctly read per minute.

Marking Conventions	
Attempted Word = Substitution Error	✓ = Accurate Word Reading
^ = Insertion Error	Attempted Word S/C = Self Correction
— = Omission Error	R = Repetition
— = Omission Error	R = Repetition
T = Intervention Error (telling student the word)	

Prosody Rubric	1	2	3	4
Expression and Volume	monotone or quiet	some expression	appropriate expression	varied, natural expression
Phrasing	word-by-word reading	some phrase groupings	generally smooth phrasing	natural, meaningful phrasing
Smoothness	frequent pauses, starts and stops	occasional breaks	mostly smooth reading	fluent and confident
Pace	too slow or too fast	uneven pace	generally appropriate pace	consistent, conversational pace

Grade Level Norms (WCPM) *							
Grade	Fall	Winter	Spring	Grade	Fall	Winter	Spring
First	0 – 10	10 - 50	30 - 90	**Fourth**	70 - 120	80 - 130	90 - 140
Second	30 - 80	50 - 100	70 - 130	**Fifth**	80 - 130	90 - 140	100 - 150
Third	50 – 110	70 - 120	80 - 140	**Sixth**	90 - 140	100 - 150	110 - 160

* Rasinski Words Correct Per Minute Target Rates

Fluency Builder: Fairy Tales: Heroes, Castles, and Surprises

Passage Details

Grade Level: 2

Reading Level: F&P GRL K

Word Count: 128

High-Frequency Words

animal, end, kind, man, story

Suggestions for Use

Increase Exposure to High-Frequency Words

- Before reading, introduce the list of high-frequency words in the passage.
- Find the words in the passage. Highlight or underline the words.

Illustrate and Label Extension Activity

- Have students draw and label items mentioned in the passage.

Link to Writing or Discussion

- Encourage knowledge transfer and personal connection by asking:

    "Describe a hero you would want in a fairy tale."

    "How could a fairy tale end in a different way?"

Use for Repeated Readings

Day 1: Teacher reads aloud, then echo read

Day 2: Partner reading

Day 3: One-minute fluency timing and WCPM tracking

Day 4: Performance reading (with expression!)