



Learning to Say Okay



Today, I wanted to play with my friend
Sam.



Sam was playing with a toy car.



I asked, "Can I play with the car too?"



Sam said, "No, not right now."



I felt a little sad.



I took a deep breath.



I said, "Okay, maybe later."



Sam smiled at me.



I played with my toy blocks.



I built a tall tower.



Sam finished with the car.



He asked, "Do you want to play now?"



I said, "Yes, please!"



We played together happily.



Saying "okay" made my friend smile.



It feels good to wait and share.

Vocabulary

⇒ ■ Vocabulary:

1. Friend

- Someone you like and enjoy spending time with

2. Play

- Having fun with toys or games

3. Car

- A toy that looks like a vehicle you can push or drive

4. Sad

- Feeling not happy or a little upset

5. Okay

- A word to show you understand and agree to wait

6. Smile

- A happy face that shows you're feeling good

7. Tower

- Something tall you build, like with blocks

8. Share

- Taking turns or letting others use what you have

Spellings

A: Friend

B: Freind

A: Play

B: Pley

A: Car

B: Kar

A: Sad

B: Sadd

A: Okay

B: Okey

A: Smile

B: Smille

A: Share

B: Schare

A: Together

B: Togetherar

Comprehension Questions

■ Topic: Learning to Say Okay

Comprehension Questions (Choose the Best Answer)

1. What did Sam say when asked to share the toy car?

A: "Yes, you can play now."

B: "No, not right now."

2. How did the main character feel when Sam said no?

A: Happy

B: A little sad

3. What did the main character do after feeling sad?

A: Cried loudly

B: Took a deep breath and said, "Okay, maybe later."

4. What did the main character do while waiting to play with the car?

A: Sat and did nothing

B: Played with toy blocks and built a tall tower

5. What happened after Sam finished playing with the car?

A: He ignored the main character

B: He asked if the main character wanted to play now

6. Why did saying "okay" make Sam smile?

A: Because it showed patience and understanding

B: Because it was a funny word

7. Why is it good to wait and share?

A: It helps make friends and makes playing fun for everyone

B: It makes you feel bored

Open-Ended Questions

1. How did you feel when Sam said, "No, not right now"?
2. What do you think helped you feel better while waiting to play with the car?
3. Why do you think Sam smiled when you said, "Okay, maybe later"?
4. How did playing with your toy blocks help you while waiting for your turn?
5. What can you do next time if you have to wait to play with a toy?