**Communication Arts**

**Power Standard 7.5**

**Summative Assessment**

**Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Hour \_\_\_\_\_\_\_\_\_**

**DIRECTIONS: Read “History on the Walls” and then answer the questions below.**

1. Which of these events happened first?
2. Benton began painting the murals in Jefferson City.
3. Benton sketched the uniqueness of New York.
4. Benton’s murals received many different opinions.
5. Benton moved back to Missouri to teach.
6. According to the passage, which is the **most likely** reason Benton traveled around Missouri before beginning the Missouri State Capitol murals?
7. He wanted to gather research about real people.
8. He needed to take a break from teaching art.
9. He wanted to make sure his murals weren’t offensive.
10. He learned the technique while studying in Paris.
11. Thomas Hart Benton did all of the following to capture “Missouri’s history in all its complexity” **EXCEPT**:
12. He painted his father giving a speech in a Missouri town.
13. He chose to include both good and bad aspects of Missouri history.
14. He toured Missouri defending the controversial murals.
15. He based one scene on the folk song “Frankie and Johnny”.
16. In this passage the author describes scenes on three walls of the Missouri murals. Using details from the passage, tell one way the walls are similar and one way they are different.

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**DIRECTIONS:** **Read “The Virtual Dollhouse” by Patricia Covey and answer the following questions.**

1. Which of the following events are in correct sequential order?
2. *The Sims* is the best selling computer game/*SimCity* is the best selling computer game
3. *The Sims* is the best selling computer game/ Will Wright released *SimCity*
4. Wright tries to sell his idea for *The Sims*/ Will Wright designed *SimCity*
5. Will Wright designed *SimCity*/ Will Wright released *The Sims*
6. What was Wright’s biggest problem when trying to sell his idea for *The Sims*?
7. Wright wasn’t sure how many young females would purchase the game.
8. Game players generally prefer games with “superhuman characters”.
9. Industry personnel didn’t think a reality game would be a best seller.
10. He did not have a good track record of designing popular computer games.
11. Which of the following is the **most likely** reason that the title of the passage is “The Virtual Dollhouse”?
12. Like a dollhouse, *The Sims* game is based on fantasy.
13. Like a dollhouse, *The Sims* game is played mostly by women.
14. Like a dollhouse, *The Sims* game has been sold since 1989.
15. Like a dollhouse, *The Sims* game reflects characters in ordinary life.
16. Create a graphic organizer with two comparisons and two contrasts between *The Sims* and real life. Your graphic organizer must be clearly labeled.