



Match Astronauts, Knights, and Roosters to Settings

Grade 2

Name: _____


Match each story clue to the correct setting.


The setting of a story is WHERE and WHEN it takes place. Look for clue words about location, weather, time of day, or season.





Match Story Clues to Their Settings


COLUMN A

1.  The astronaut floated past a window, watching Earth spin far below. Buttons glowed on the control panel, and a quiet hum filled the air.

2.  Warm sand squished between her toes as she built a tall castle. The sound of crashing waves filled the air, and seagulls cried overhead.

3.  He tiptoed between tall shelves, searching for a book about dinosaurs. A sign whispered, 'Please be quiet,' and he saw many people reading.

4.  The rooster crowed loudly at dawn, waking everyone up. She watched the cows munching grass in the green field and heard pigs oink in the mud.

 Stone walls felt cold and strong as the knight walked through a huge archway. A flag

COLUMN B

(A) Library

(B) Ancient Castle

(C) Space Station

(D) Beach on a hot summer day

(E) Farm



5. _____ with a lion flew high above the tallest tower.

