



GRADE 3 • STORY ELEMENTS

# THE FORGOTTEN DOOR

*Some doors change your life. Others erase it.*

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## STORY ELEMENTS

Every story has characters, a setting, a problem, and a solution. Fill in each box with details from The Forgotten Door.

### CHARACTERS

Who is in the story?

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### SETTING

Where and when does it happen?

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### PROBLEM

What goes wrong?

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### SOLUTION

How does it end?

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GRADE 3 · WHAT HAPPENED FIRST?

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Date: \_\_\_\_\_

## WHAT HAPPENED FIRST?

These events are mixed up. Number them 1 to 7 in the order they happened in the story.

☐

Dani unlocks the door and finds a long, glowing hallway full of drawers.

☐

Back in class, Ava is sitting next to Dani, and Trevor's desk is empty.

☐

Dani snaps her hoodie string and escapes, and the door disappears.

☐

Mr. Devlin can't find Dani's name on his list.

☐

Dani finds pepperoni pizza and a brass key in her lunch bag.

☐

Dani finds a gray wooden door with no knob and feels the words "Make it better."

☐

Mr. Devlin sends Dani to the supply closet for the microscope kit.





GRADE 3 • WORD DETECTIVE

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## WORD DETECTIVE

Read each sentence from the story. Use the clues around the bold word to figure out what it means.

1. *There was no knob. Just a **tarnished** keyhole and a long, hairline crack down the middle.*

I think **tarnished** means:

\_\_\_\_\_

2. *It turned with a soft click, like it was oiled just for her. She **hesitated**.*

I think **hesitated** means:

\_\_\_\_\_

\_\_\_\_\_

3. *The hallway pulsed. The drawers **shimmered**.*

I think **shimmered** means:

\_\_\_\_\_

4. *She touched the paint. Cold and **seamless**. No dent. No scrape.*

I think **seamless** means:

\_\_\_\_\_

\_\_\_\_\_





GRADE 3 • THE HALLWAY OF DRAWERS

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Name: \_\_\_\_\_

Date: \_\_\_\_\_

## THE HALLWAY OF DRAWERS

Draw it. Then write about it.

Draw the hallway of drawers. Label at least three drawers with what you think is inside. Then write 2–3 sentences about the one drawer you would NEVER open, and why.

Draw here

