

Kentucky Summative Assessments



Grade 4 Reading Released Items 2026



Directions: Read the passage “Enjoying the Game.” Then answer the questions.

Enjoying the Game

from Video Games

by Jeanne Sturm

- 1 Sailing through space at the speed of light, you spot a villain in an enemy ship. You line him up in your sights and fire. It’s a miss. Now he’s after you! Soaring this way and that, you struggle to escape his missiles, searching for a way out. Something appears ahead, and a rush of hope runs through you. It’s a small planet, possibly a place to hide. You focus your attention on getting to the planet when you feel a blast and a jolt. He’s shot you! Your ship explodes in a blaze of fire.
- 2 Game over.
- 3 Next time, you’ll try another tactic. You’ll always have another game and another opportunity to win.
- 4 That video game you play is part of an industry that seems to grow and change daily. Video games were first introduced to eager players in the early 1970s as arcade games that were about the size of a washing machine. Now, you can hold a game system in one hand and take it with you wherever you go.
- 5 On the earliest video game consoles, you were limited to playing one game. No additional games could be loaded onto the system. The consoles made today play as many games as developers can create.
- 6 You can play a variety of games on your personal computers. Some are sold as CDs or DVDs, and others can be downloaded through the Internet. Many games are educational as well as fun, and you might not even realize how much you are learning as you play.
- 7 You can sharpen your skills in math, geography, science, and reading, or even learn American history, all while having fun on your computer.
- 8 Some people think that there will be no schools in the future. They say children will learn all their subjects by playing computer games. What do you think of that?

From VIDEO GAMES by Jeanne Sturm. Copyright (c) 2009 Rourke Publishing LLC. Used by permission.

**1**

RE011269202_1

How does the phrase “sailing through space” in paragraph 1 contribute to the overall meaning of the article?

- A** It creates the feeling of excitement that players experience while playing the game.
- B** It presents a warning to players who easily become dizzy or have motion sickness.
- C** It describes the violence shown in some games that people may object to.
- D** It offers an example of the games that are most popular among players.



Released Item Performance

Kentucky Summative Assessments

Spring 2026

Grade 4

Reading

Item: RE011269202

Book Question Number: 1

Standard: RI.4, RI.4.4

Item Type: MC

Key: A

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Answer Choice Options			
				A (%)	B (%)	C (%)	D (%)
All Students	49,401	73%	0.73	73%	6%	11%	10%
Gender							
Female	24,235	72%	0.72	72%	6%	12%	10%
Male	25,165	75%	0.75	75%	6%	9%	10%
Ethnicity							
African American	5,131	64%	0.64	64%	11%	15%	11%
American Indian or Alaska Native	68	71%	0.71	71%	4%	15%	10%
Asian	1,096	78%	0.78	78%	4%	10%	9%
Hispanic or Latino	5,203	66%	0.66	66%	9%	13%	13%
Native Hawaiian or Pacific Islander	117	74%	0.74	74%	6%	9%	10%
White (non-Hispanic)	34,851	76%	0.76	76%	5%	10%	9%
Two or more races	2,934	73%	0.73	73%	6%	12%	9%
Migrant							
Migrant	271	58%	0.58	58%	10%	17%	15%
English Learner							
English Learner	4,582	59%	0.59	59%	11%	17%	14%
Economically Disadvantaged							
Economically Disadvantaged	31,057	69%	0.69	69%	7%	12%	11%
Students with Disabilities							
Students with Disabilities	8,714	62%	0.62	62%	9%	13%	16%



2

RE011273065_4

Which organizational pattern **best** represents the overall structure of paragraph 4?

- A** Cause and effect
- B** Description of a process
- C** Listing a sequence of events
- D** Comparison of one thing with another



Released Item Performance

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Spring 2026

Grade 4

Reading

Item: RE011273065

Book Question Number: 2

Standard: RI.4, RI.4.5

Item Type: MC

Key: D

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Answer Choice Options			
				A (%)	B (%)	C (%)	D (%)
All Students	49,398	43%	0.43	12%	26%	19%	43%
Gender							
Female	24,233	44%	0.44	12%	26%	18%	44%
Male	25,164	43%	0.43	12%	26%	20%	43%
Ethnicity							
African American	5,131	36%	0.36	16%	27%	20%	36%
American Indian or Alaska Native	68	50%	0.50	10%	21%	19%	50%
Asian	1,096	43%	0.43	9%	29%	19%	43%
Hispanic or Latino	5,203	37%	0.37	14%	28%	20%	37%
Native Hawaiian or Pacific Islander	117	44%	0.44	11%	26%	19%	44%
White (non-Hispanic)	34,849	45%	0.45	11%	25%	19%	45%
Two or more races	2,933	42%	0.42	13%	27%	19%	42%
Migrant							
Migrant	271	38%	0.38	14%	26%	21%	38%
English Learner							
English Learner	4,582	34%	0.34	16%	29%	21%	34%
Economically Disadvantaged							
Economically Disadvantaged	31,056	41%	0.41	14%	26%	19%	41%
Students with Disabilities							
Students with Disabilities	8,713	38%	0.38	17%	23%	21%	38%

**3**

RE011269632_3

Read this sentence from paragraph 5.

The consoles made today play as many games as developers can create.

The word “developers” helps the reader understand that —

- A** video games are played on computers
- B** children learn about video games from teachers
- C** game designers come up with ideas for new video games
- D** those who play video games must learn to use the controls



Released Item Performance

Kentucky Summative Assessments

Spring 2026

Grade 4

Reading

Item: RE011269632

Book Question Number: 3

Standard: RI.4, RI.4.4

Item Type: MC

Key: C

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Answer Choice Options			
				A (%)	B (%)	C (%)	D (%)
All Students	49,390	82%	0.82	6%	3%	82%	9%
Gender							
Female	24,231	80%	0.80	7%	4%	80%	10%
Male	25,158	84%	0.84	5%	3%	84%	7%
Ethnicity							
African American	5,130	70%	0.70	11%	7%	70%	13%
American Indian or Alaska Native	68	81%	0.81	7%	3%	81%	9%
Asian	1,096	87%	0.87	4%	2%	87%	7%
Hispanic or Latino	5,200	76%	0.76	9%	5%	76%	11%
Native Hawaiian or Pacific Islander	117	79%	0.79	5%	7%	79%	9%
White (non-Hispanic)	34,845	85%	0.85	5%	3%	85%	8%
Two or more races	2,933	81%	0.81	6%	4%	81%	9%
Migrant							
Migrant	270	64%	0.64	13%	6%	64%	17%
English Learner							
English Learner	4,579	69%	0.69	11%	6%	69%	14%
Economically Disadvantaged							
Economically Disadvantaged	31,048	78%	0.78	7%	4%	78%	10%
Students with Disabilities							
Students with Disabilities	8,712	68%	0.68	12%	6%	68%	14%



4

RE011268791_3

According to paragraph 6 of the passage, how can video games benefit individuals who play them?

- A** They are produced in several formats.
- B** They are accessible from the Internet.
- C** They can be educational and entertaining.
- D** They can be played on a personal computer.



Released Item Performance

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Spring 2026

Grade 4

Reading

Item: RE011268791

Book Question Number: 4

Standard: RI.4, RI.4.3

Item Type: MC

Key: C

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Answer Choice Options			
				A (%)	B (%)	C (%)	D (%)
All Students	49,393	65%	0.65	10%	12%	65%	14%
Gender							
Female	24,229	64%	0.64	10%	12%	64%	15%
Male	25,163	66%	0.66	9%	12%	66%	12%
Ethnicity							
African American	5,130	55%	0.55	10%	16%	55%	19%
American Indian or Alaska Native	68	60%	0.60	7%	16%	60%	16%
Asian	1,096	72%	0.72	7%	10%	72%	11%
Hispanic or Latino	5,202	56%	0.56	10%	16%	56%	18%
Native Hawaiian or Pacific Islander	117	59%	0.59	13%	14%	59%	15%
White (non-Hispanic)	34,846	68%	0.68	9%	11%	68%	12%
Two or more races	2,933	63%	0.63	10%	13%	63%	14%
Migrant							
Migrant	271	43%	0.43	11%	23%	43%	23%
English Learner							
English Learner	4,581	49%	0.49	10%	20%	49%	21%
Economically Disadvantaged							
Economically Disadvantaged	31,053	60%	0.60	10%	14%	60%	16%
Students with Disabilities							
Students with Disabilities	8,713	53%	0.53	10%	16%	53%	22%

**5**

RE011270111_2

What structure does the author use in paragraphs 6–8 to organize the text?

- A** Sequence
- B** Description
- C** Cause and effect
- D** Chronological order



Released Item Performance

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Spring 2026

Grade 4

Reading

Item: RE011270111

Book Question Number: 5

Standard: RI.4, RI.4.5

Item Type: MC

Key: B

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Answer Choice Options			
				A (%)	B (%)	C (%)	D (%)
All Students	49,389	44%	0.44	13%	44%	28%	15%
Gender							
Female	24,230	46%	0.46	12%	46%	27%	15%
Male	25,158	42%	0.42	13%	42%	29%	15%
Ethnicity							
African American	5,130	38%	0.38	14%	38%	30%	18%
American Indian or Alaska Native	68	43%	0.43	16%	43%	26%	15%
Asian	1,096	48%	0.48	12%	48%	27%	13%
Hispanic or Latino	5,201	40%	0.40	13%	40%	29%	18%
Native Hawaiian or Pacific Islander	117	36%	0.36	19%	36%	28%	17%
White (non-Hispanic)	34,844	45%	0.45	12%	45%	28%	15%
Two or more races	2,932	43%	0.43	12%	43%	30%	15%
Migrant							
Migrant	271	35%	0.35	15%	35%	27%	23%
English Learner							
English Learner	4,580	36%	0.36	14%	36%	29%	21%
Economically Disadvantaged							
Economically Disadvantaged	31,049	41%	0.41	13%	41%	29%	17%
Students with Disabilities							
Students with Disabilities	8,711	33%	0.33	14%	33%	31%	22%



6

RE011266114_2,3

Which **two** sentences support the idea that video games have changed over time?

- A** “You’ll always have another game and another opportunity to win.” (paragraph 3)
- B** “Video games were first introduced to eager players in the early 1970s as arcade games that were about the size of a washing machine.” (paragraph 4)
- C** “On the earliest video game consoles, you were limited to playing one game.” (paragraph 5)
- D** “You can sharpen your skills in math, geography, science, and reading, or even learn American history, all while having fun on your computer.” (paragraph 7)
- E** “They say children will learn all their subjects by playing computer games.” (paragraph 8)



Released Item Performance

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Spring 2026

Grade 4

Reading

Item: RE011266114

Book Question Number: 6

Standard: RI.4, RI.4.1

Item Type: MS

Key: B,C

Student Group	Number of Students	Percent Correct	Average Item Score	Item Breakout Statistics - Score Percentages		
				Score 0 (%)	Score 1 (%)	Score 2 (%)
All Students	49,188	67.0%	1.34	12%	42%	46%
Gender						
Female	24,125	67.5%	1.35	12%	41%	47%
Male	25,062	66.5%	1.33	12%	42%	45%
Ethnicity						
African American	5,088	60.7%	1.21	15%	48%	36%
American Indian or Alaska Native	67	63.4%	1.27	12%	49%	39%
Asian	1,095	69.6%	1.39	13%	35%	52%
Hispanic or Latino	5,176	61.6%	1.23	16%	46%	39%
Native Hawaiian or Pacific Islander	116	61.6%	1.23	17%	42%	41%
White (non-Hispanic)	34,723	68.7%	1.37	11%	40%	49%
Two or more races	2,922	66.0%	1.32	13%	43%	45%
Migrant						
Migrant	271	53.1%	1.06	18%	57%	25%
English Learner						
English Learner	4,549	56.5%	1.13	19%	50%	32%
Economically Disadvantaged						
Economically Disadvantaged	30,893	63.8%	1.28	14%	44%	42%
Students with Disabilities						
Students with Disabilities	8,629	58.1%	1.16	18%	49%	34%



Investing in Kentucky's Future, One Student at a Time