

Name: _____ Date: _____

Tiny Commanders: The Island Sharing Mystery for Pre-K

Imagine you have the only juice box on a hot playground; these scenario-based questions help young thinkers negotiate space and resources through play.

1. Two friends want to build a castle on the only sandbox hill. If they decide to build a bridge between their two towers so they can play together, what are they making?

- A. A secret hideout
- B. A peace treaty (Teamwork)
- C. A sandbox mess
- D. A timeout chair

2. If one group of children has all the toy shovels and another group has all the buckets, they should probably trade so everyone can build.

- A. True
- B. False

3. If a wide river separates two groups of playmates, the river acts as a natural _____ that keeps them apart until they build a boat.

- A. Playground
- B. Border
- C. Skyline
- D. Rainbow

4. There is a very narrow path between two big bushes. If you are the only one who can let people through the path to get to the swings, you are guarding a:

- A. Mountain top
- B. Deep ocean
- C. Chokepoint
- D. Wide forest

5. A king or queen who lives on a high mountain is harder to reach than one who lives on a flat field.

- A. True
- B. False

6. If the only water fountain is in the Blue Room, the children in the Red Room must ask to visit. This means the Blue Room has power because they control a _____.

- A. Toy
- B. Secret
- C. Resource
- D. Song

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7. If three different play-groups all want to use the same 'Magic Tree' for shade, what is the best way to prevent a 'grumpy face' conflict?

- A. Cutting the tree down
- B. Negotiating a schedule
- C. Ignoring the tree
- D. Hiding all the leaves

8. An island is a piece of land with water all around it, which makes it very easy for neighbors to walk over and visit without a boat.

- A. True
- B. False

9. When countries agree to be 'best friends' so they can protect each other from bullies, they are forming an _____.

- A. Exercise
- B. Alliance
- C. Alphabet
- D. Empire

10. Imagine your classroom is divided by a rug. If you want to move from the library to the art table but have to cross the 'Rug Kingdom,' you might need to give them a high-five 'toll.' Why?

- A. Because they are mean
- B. Because they control the transit route
- C. Because high-fives are loud
- D. Because the rug is soft