

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



# Classroom Cereal

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

Story 11

Part 1 of 5

## “Daybreak”

Part 1 of 5: Michael C. Livingston

### Directions

1. Read the story
2. Find the five errors
3. Mark the errors using the key

Every night of the summer, Cooper, Malina, and Rodgers spent hours playing *Daybreak*. It was an online, multiplayer video game where players built forts throughout the night to protect themselves from a zombie invasion at dawn. But summer was almost over, and the soon-to-be eighth graders were getting board. They wanted to play a *real* version of *Daybreak*.

They had tried a few times, once on a camping trip with Coopers parents and once in the woods behind the baseball field in Malina’s neighborhood. They tried staying up all night building their own forts in the wilderness. But these games quickly proved too difficult, too cold, and (even though none of them would admit it) too scary.

But one part of the original *Daybreak* still interested them. Each night, Cooper, Malina, and Rodgers were joined in there gaming session by only one other player. His gamertag was simply “Michael C. Livingston.”

“Who is he?” they asked each other. “Do you think that’s his actual name?”

What made Michael C. Livingston even more Mysterious was his style. For some reason, at the most important part of each game, Michael C. Livingston would yell “IT’S A GLORIOUS MORNING!!!” over and over again. His screaming attracted every zombie right to his fort, and he would always lose. These were the only words he ever spoke.

Now, with the first day of school only a few days away, Cooper, Malina, and Rodgers were dying to know if Michael C. Livingston were a student at Fairview Middle.

### Key

- Spelling error
- Add punctuation
- Capitalize letter
- Remove word
- Wrong word
- Move word
- Make letter lower case

### Checklist

1.
2.
3.
4.
5.

### Question

Would you like to play a “real-life” version of a video game like *Daybreak*?