



Under the Home

*First Grade Prose
Lesson Guide Printout*

Learn from the Masters

The Story of Doctor Dolittle

Chapter 1: Puddleby

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle is an admired doctor in the town of Puddleby-on-the-Marsh. He lives with his sister, Sarah, and his many pets in a small house with a large garden. His favorite pets are Dab-Dab, the duck, Jip, the dog, Gub-Gub, the pig, Polynesia, the parrot, and Too-Too, the owl. Sarah, who does the housekeeping, dislikes the animals and believes they make the house untidy. Over time, Dr. Dolittle's growing collection of animals drive his patients away. Dr. Dolittle and Sarah grow poorer and poorer, but Dr. Dolittle refuses to part with his beloved pets.

Vocabulary

- **Housekeeper:** A person who manages the running of a household, often including cooking, cleaning, and other tasks.
- **Hedgehog:** A small mammal with a spiny coat and short legs, able to roll into a ball for self-defense.
- **Parrot:** A brightly colored tropical bird with a raucous voice. Many can mimic human speech.
- **Untidy:** Arranged neatly and in order.
- **Sixpence:** An old British coin, last minted in the 1970s.
- **Bureau:** A chest of drawers.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw Dr. Dolittle's favorite pets.
- Dab-Dab the Duck



- Jip the Dog



- Gub-Gub the Pig



- Polynesia the Parrot



- Too-Too the Owl



Review Questions

1. **What does Dr. Dolittle do for a living?** Dr. Dolittle is a people doctor.
2. **Why doesn't Sarah like Dr. Dolittle's animals?** The animals make the house untidy.
3. **Why does Sarah get mad at Dr. Dolittle?** Dr. Dolittle refuses to get rid of any of his pets.
4. **Why does Dr. Dolittle lose his patients?** Dr. Dolittle's many pets drive the people away.

The Story of Doctor Dolittle

Chapter 2: Animal Language

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

One of Dr. Dolittle's last patients, a man who sells meat for cats, suggests he become a veterinarian instead of a people doctor. Polynesia the parrot tells Dr. Dolittle she agrees with the cat's meat man. Polynesia teaches Dr. Dolittle animal language, because in the story animals have their own language and can talk to each other. Some animals speak with their mouths, but others speak with their noses, tails, and ears. Dr. Dolittle learns animal language and gives up being a people doctor to become a veterinarian. He helps a horse going blind in one eye by making him spectacles. Dr. Dolittle becomes famous among the animals all over the land.

Vocabulary

- **Veterinarian:** A person qualified to treat diseased or injured animals.
- **Spectacles:** Glasses.
- **Plow-horse:** A horse used to pull a plow, a large bladed farming implement used to turn soil over in preparation for the planting of seeds.
- **Polynesia:** A subregion containing 1000 southern Pacific Ocean islands.
- **Acre:** A unit of land area.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, some of the animal language involves movements instead of spoken words. Create your own language that uses body movements instead of words.
- Perhaps wiggling your nose means, 'Thank you' and raising your pinky finger means, 'you're welcome.'
- Make up movements for five words or phrases and have a short conversation with them.

Review Questions

1. **What does the cat's meat man tell Dr. Dolittle to do?** To change from being a people doctor to a veterinarian.
2. **What does Polynesia teach to Dr. Dolittle?** Polynesia teaches Dr. Dolittle animal language.
3. **How does Dr. Dolittle help the horse who was blind in one eye?** Dr. Dolittle makes the horse spectacles.
4. **Why is Dr. Dolittle famous among the animals?** Dr. Dolittle is famous among the animals because he can speak their languages.

The Story of Doctor Dolittle

Chapter 3: More Money Troubles

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle makes more money as a veterinarian, and Sarah is happy. But the sick animals who come for treatment do not want to leave. They want to live with Dr. Dolittle, and Dr. Dolittle lets them stay. He takes on more and more pets. Dr. Dolittle gets Chee-Chee the monkey from an organ-grinder and a crocodile who escaped from the circus. People are afraid of the crocodile and no longer bring their pets to Dr. Dolittle. When Dr. Dolittle refuses to get rid of the crocodile, his sister and housekeeper Sarah leaves to get married. Soon, Dr. Dolittle is poor again. With Sarah gone, the animals pitch in with the housework and make a stall to sell vegetables and flowers. But it still isn't enough. Winter comes, there is not enough to eat, and the animals are hungry.

Vocabulary

- **Stall:** A stand or booth for the sale of goods.
- **Laundress:** A woman who washes laundry for a living.
- **Fishmonger:** A person who sells fish for a living.
- **Junket:** A dish of sweetened and flavored curds of milk, often served with fruit.
- **Organ-grinder:** A street musician who plays a type of organ.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Model the Story

- Use Legos, blocks, or other small toys to set up a miniature model of Dr. Dolittle's property
- Model the house, the garden, the vegetable and flower stand, and the fish pond with the crocodile.

Review Questions

1. **Why is Sarah happy at the start of the story?** Sarah is happy at the start of the story because Dr. Dolittle earns money as a veterinarian.
2. **Why does Dr. Dolittle lose his animals patients?** Dr. Dolittle loses his animals patients because he allows a crocodile live at the house. People are too scared to bring their pets for treatment.
3. **Who does Dr. Dolittle take the monkey from?** Dr. Dolittle takes the monkey from the organ-grinder.
4. **How do the animals help Dr. Dolittle?** The animals help Dr. Dolittle with the housekeeping, make a stall, and sell vegetables and flowers.

The Story of Doctor Dolittle

Chapter 4: A Message from Africa

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The monkey Chee-Chee receives a message via a swallow from a cousin in Africa. The monkeys in Africa are sick and dying. The sick monkeys need Dr. Dolittle's help. Dr. Dolittle borrows a boat and supplies from a seaman whose baby Dr. Dolittle once treated for measles. Dr. Dolittle brings Jip the dog, Dab-Dab the duck, Gub-Gub the pig, Too-Too the owl, the crocodile, Chee-Chee the monkey, and Polynesia the parrot along on the voyage. The swallow flies along with the boat and leads the way to Africa.

Vocabulary

- **Measles:** An infectious viral disease causing fever and a red rash on the skin
- **Seaman:** A sailor, especially one below the rank of officer.
- **Africa:** The world's second-largest and second-most-populous continent
- **Hardtack (pilot-bread):** Hard dry bread or biscuit, especially as rations for sailors
- **Anchor:** A heavy object attached to a rope or chain and used to hold a ship in place to the sea bottom.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Pretend to voyage to Africa to cure the sick monkeys.
- Pretend to sail a boat across the ocean.
- Don't forget your pets, and remember to follow the swallow, who knows the way.

Review Questions

1. **Where do Dr. Dolittle and the animals travel?** Dr. Dolittle and the animals travel to Africa.
2. **Why does Dr. Dolittle travel to Africa?** Dr. Dolittle travels to Africa to help the sick monkeys.
3. **How does Dr. Dolittle get a boat and supplies for the voyage?** Dr. Dolittle borrows the boat and supplies from a seaman whose baby Dr. Dolittle had previously treated for measles.
4. **How does Dr. Dolittle know how to get to Africa?** Dr. Dolittle follows a sparrow who knows the way.

The Story of Doctor Dolittle

Chapter 5: The Great Journey

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle and the animals sail toward Africa for six weeks, traveling south to warmer lands. During a thunder and lightning storm, their boat hits a large rock off the coast of Africa. Water fills the hole the rock made and the ship begins to sink and break apart. Chee Chee the monkey and Gub Gub the pig do not know how to swim, so Dab Dab the duck flies a rope to shore and ties it to a tree. Chee Chee and Gub Gub climb along the 'life-line' rope to land. They shelter in a cave until the storm passes. After the storm, they set out into the jungle and meet a local man. They follow the man to the King of the Jolliginki.

Vocabulary

- **Lantern:** A lamp with a transparent case protecting the flame or electric bulb
- **Shooting Star:** A small, rapidly moving body of matter from outer space burning up on entering the earth's atmosphere
- **Equator:** An imaginary line going around the middle of the Earth.
- **Flying Fish:** A fish of warm seas that leaps out of the water and uses its winglike fins to glide over the surface for some distance.
- **Porpoise:** A small toothed whale
- **Stowaway:** A person who sneaks on a vessel, such as a ship or plane, to travel without noticed or paying the fare.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

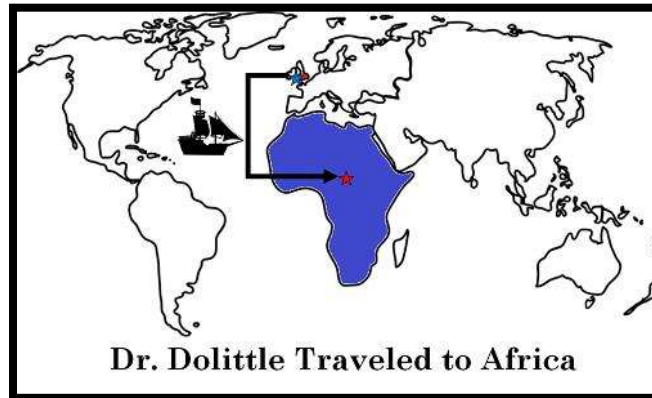
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Map the Story

- Look at the map below to get a rough idea of the voyage that Dr. Dolittle and the animals took to Africa.
- Although we don't know the exact location of the imaginary town of Puddleby, we know Puddleby is somewhere in England.
- Although we don't know the exact location of the imaginary kingdom of Jolliginki, we know Jolliginki is somewhere in Africa.
- Trace the path from England to Africa with your finger. Remember, Dr. Dolittle and the animals travel by ship, so they do not cross any land.
- Would you like to go on a sea voyage someday?



Review Questions

1. **What does the sparrow carry during the dark night, so they ship can follow her?** The sparrow carries a tiny lantern.
2. **Why does the weather get warmer as Dr. Dolittle and the animals sail toward Africa?** The weather becomes warmer because Dr. Dolittle and the animals are sailing south toward the equator, where it is hotter.
3. **How is Dr. Dolittle's boat destroyed?** Dr. Dolittle's boat hits a rock.
4. **How do the animals that cannot swim reach the shore?** The animals that cannot swim climb a rope to the shore.
5. **What do Dr. Dolittle and the animals hear in the jungle?** Dr. Dolittle and the animals hear a man walking.
6. **Where does the man in the jungle take Dr. Dolittle and the animals?** The man in the jungle takes Dr. Dolittle and the animals to meet the king.

The Story of Doctor Dolittle

Chapter 6: Polynesia and the King

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The local man that Dr. Dolittle and the animals meet in the jungle leads them to the King and Queen of the Jolliginki. The king locks Dr. Dolittle and the animals in a dungeon, because the last white men who came to his shores killed many elephants for their ivory tusks. Polynesia hides and escapes being locked in the dungeon. That night, Polynesia sneaks under the king's bed. Mimicking Dr. Dolittle's voice, she claims to be an invisible Dr. Dolittle, and scares the king into freeing the prisoners. Later, the queen sees Polynesia sneaking out of the bedroom. The queen tells the king, and he becomes very angry at being tricked.

Vocabulary

- **Dungeon:** A strong underground prison cell, especially in a castle.
- **Invisible:** Unable to be seen.
- **Latch-key:** A key of an outer door of a house.
- **Ruse:** A trick.
- **Mimic:** To imitate the appearance, words, or actions of something or someone else.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Make a dungeon out of household items such as tables, chairs, sheets, and blankets.
- Have one or more people play dungeon prisoner and the others play dungeon guard.
- As a guard, what must you do to care for your prisoners?
- Perhaps give them plain bread and water to eat and drink.
- As a prisoner, you must follow the guard's orders.

Switch roles after a while. Which role do you prefer playing?

- How does it feel to have control or power over others?
- How does it feel to be powerless?

Review Questions

1. **Who first escapes the dungeon?** The parrot, Polynesia, first escapes the dungeon.
2. **Why does Polynesia mimic Dr. Dolittle's voice?** Polynesia mimics Dr. Dolittle's voice to scare the king into freeing the prisoners.
3. **What threat does Polynesia use against the king?** Polynesia threatens to make the king and his people sick like the monkeys.
4. **Why does the king become angry?** The king becomes angry when he realizes Polynesia tricked him.

The Story of Doctor Dolittle

Chapter 7: The Bridge of Apes

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The King of the Jolliginki sends his people after Dr. Dolittle and his animals. Dr. Dolittle and the animals evade capture, because Chee-Chee knows the jungle better than the king's men and hides them all in a secret spot. Dr. Dolittle and the animals travel toward the Land of the Monkeys, eating fruits, vegetables, honey, and nuts from the land. Unbeknownst to Chee-Chee, the king sends his men back out again to search for them. As Dr. Dolittle and the animals near the Land of the Monkeys, the monkeys spot them and give a big cheer. The king's men also hear the monkeys and chase Dr. Dolittle and the animals. Dr. Dolittle and the animals come to the edge of a high cliff with a river flowing below. The monkeys build a bridge out of their bodies, the famous 'Bridge of Apes.' Dr. Dolittle and the animals climb over the 'Bridge of Apes' to the Land of the Monkeys and escape the king's men.

Vocabulary

- **Gnashed:** Grind (one's teeth) together.
- **Rage:** Violent anger.
- **Mutton:** The meat of mature sheep.
- **Mammoth:** A large hairy extinct elephant with curved tusks.
- **Cliff:** A steep rock face.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- First, play Dr. Dolittle hide-and-go-seek, where the seekers pretend to be the king's men, and the hiders pretend to be Dr. Dolittle and the animals.
- Next, with at least one other person, form your own 'Bridge of Apes' across the floor. How will you link together to form the bridge?
- Alternatively, draw the 'Bridge of Apes' stretching between two cliffs. Draw the river running below the cliffs.

Review Questions

1. **How do Dr. Dolittle and the animals escape the king's men the first time?** Dr. Dolittle and the animals hide in a secret spot that only Chee-Chee knew.
2. **What do Dr. Dolittle and the animals eat to survive in the jungle?** Dr. Dolittle and the animals eat fruits, vegetables, nuts, and honey.
3. **Why do the monkeys cheer when they see Dr. Dolittle?** The monkeys cheer because Dolittle is there to cure the sick monkeys.
4. **How do Dr. Dolittle and the animals cross the river from the clifftop?** Dr. Dolittle and the animals cross the river over the 'Bridge of Apes.'

The Story of Doctor Dolittle

Chapter 8: The Leader of the Lions

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle begins helping the sick monkeys. First, he separates the sick monkeys from the healthy monkeys. Next, he vaccinates the monkeys. Dr. Dolittle builds a big house to shelter the sick monkeys. He asks the lions, leopards, and antelopes to help nurse the sick monkeys. The Leader of the Lions is far too proud to help and refuses. The leopards and antelopes follow the lions and refuse to help. The Leader of the Lions changes his mind when his cub falls ill and Dr. Dolittle helps the cub. With the additional nursing help, the monkeys sick get better.

Vocabulary

- **Vaccinate:** To treat with a vaccine, via a shot, to protect against catching a disease.
- **Nursing:** To provide care for the sick.
- **Scornful:** Feeling or expressing disrespect.
- **Stalk:** Pursue stealthily.
- **Beast:** An animal, especially one that is large or dangerous.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Pretend to be Dr. Dolittle helping the sick monkeys.
- You may substitute stuffed animals for the monkeys.
- Dr. Dolittle should separate the sick monkeys from the healthy monkeys, give the monkeys a vaccination, and build a nice house for the sick monkeys to rest in.

Review Questions

1. **How does Dr. Dolittle help the sick monkeys?** Dr. Dolittle separates sick monkeys from healthy monkeys, vaccinates the monkeys, and builds a house for the sick monkeys.
2. **Why doesn't the Leader of the Lions help Dr. Dolittle nurse the monkeys?** The Leader of the Lions refuses help Dr. Dolittle nurse the monkeys because he is too proud.
3. **Why don't the leopards and the antelopes help Dr. Dolittle?** The leopards and the antelopes follow the Leader of the Lions' lead.
4. **Why does the Leader of the Lions change his mind and help Dr. Dolittle?** The Leader of the Lions changes his mind because his cub is sick and he needs Dr. Dolittle's help.

The Story of Doctor Dolittle

Chapter 9: The Monkey's Council

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle decides to leave Africa and sail back home to Puddleby. He wishes to repay his debt to the seaman who gave him the boat and supplies. The monkeys are sorry to see Dr. Dolittle go. As a show of appreciation for Dr. Dolittle's help, the monkeys decide to hunt down and capture a rare pushmi-pullyu animal to give as a gift to Dr. Dolittle.

Vocabulary

- **Menagerie:** A collection of wild animals in captivity.
- **Iguana:** A tropical lizard, sometimes kept as a pet.
- **Okapi:** A large mammal of the giraffe family that looks like a cross between a deer and a zebra.
- **Belgium:** A country in Western Europe.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

Draw a new imaginary animal no one has ever seen before. Use the questions below to help you draw your animal.

- How many legs and eyes does it have?
- Does it have horns?
- Does it have a tail?
- Does it have wings?
- Does it have claws?
- Does it have stripes or spots or other coloration?
- Can it fly?
- Can it swim?
- Can it run fast?
- Make up a name for your new animal.

Review Questions

1. **Why must Dr. Dolittle return to Puddleby?** Dr. Dolittle must return to Puddleby to pay his debts.
2. **What do the monkeys give Dr. Dolittle?** The monkeys give Dr. Dolittle a rare animal called a pushmi-pullyu.
3. **Why do the monkeys give Dr. Dolittle a pushmi-pullyu?** The monkeys give Dr. Dolittle a pushmi-pullyu so Dr. Dolittle can use the pushmi-pullyu to make money when he returns home.

The Story of Doctor Dolittle

Chapter 10: The Rarest Animal of All

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

In the last chapter, the monkeys decide hunt down and capture a rare pushmi-pullyu animal to give as a gift to Dr. Dolittle. Pushmi-pullyus are two headed animals with no tails. They are hard to catch, because only one head sleeps at a time. The monkeys set out into the jungle to catch a pushmi-pullyu and spot some pushmi-pullyu tracks. The monkeys track the pushmi-pullyu, grab hands and form a circle around where he is hiding, and then close the circle and capture the animal. The monkeys work for three days to persuade the pushmi-pullyu to go with Dr. Dolittle. Eventually, the pushmi-pullyu agrees. The monkeys escort Dr. Dolittle and the animals to the edge of the Land of the Monkeys and say goodbye.

Vocabulary

- **Extinct:** A species with no living members.
- **Gazelle:** A small, slender antelope.
- **Chamois:** An agile goat-antelope.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

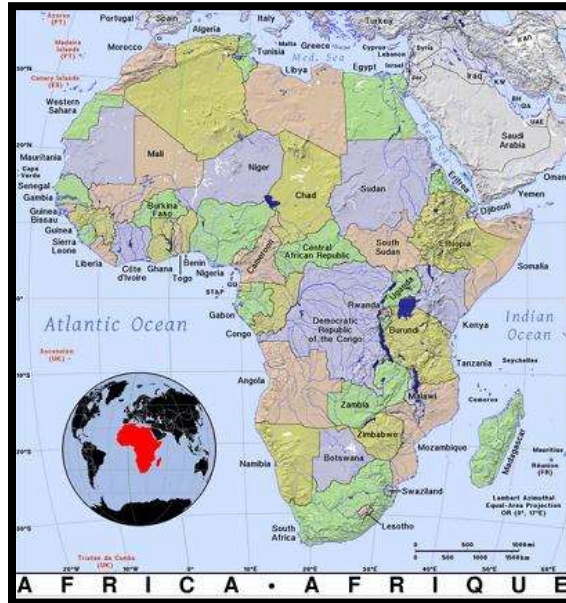
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Dr. Dolittle and the animals travel by ship to Africa.
- Africa is one of seven continents on the earth.
- Examine the map of Africa below, and sketch the shape of Africa.
- Draw some animals you might find in Africa such as monkeys, parrots, and crocodiles.



Review Questions

1. **What is a pushmi-pullyu?** A pushmi-pullyu is an imaginary two-headed animal with no tail.
2. **Why is it hard to sneak up on and catch a pushmi-pullyu?** It is hard to sneak up on and catch a pushmi-pullyu because it has two heads and only one half sleeps at a time.
3. **How do the monkeys catch the pushmi-pullyu?** The monkeys grab hands and form a circle around the pushmi-pullyu.
4. **Do the monkeys force the pushmi-pullyu to go with Dr. Dolittle?** No, the pushmi-pullyu agrees to go with Dr. Dolittle.
5. **Why do the monkeys put a stone at the head of their table?** The monkeys put a stone at the head of their table to honor Dr. Dolittle.

The Story of Doctor Dolittle

Chapter 11: The Black Prince

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

As Dr. Dolittle and the animals walk through the jungle, they lose their guide, Chee-Chee. Lost and confused, they accidentally wander into the garden of the King of the Jolliginki. The king throws Dr. Dolittle and the animals back into the dungeon. The king threatens that Dr. Dolittle will be forced scrub the kitchen floor for the rest of his life. Chee-Chee and Polynesia evade capture. They see the king's son, Prince Bumpo, in the garden. Prince Bumpo wishes aloud that he could be older. Polynesia pretends to be a fairy and tells Prince Bumpo that if he frees Dr. Dolittle and the animals and gives them a ship, that Dr. Dolittle will make him older.

Vocabulary

- **Farewell:** Saying goodbye.
- **Tread:** The manner or sound of someone walking.
- **Stile:** Steps that allow people but not animals to climb a over wall.
- **Disappeared:** No longer visible.
- **Boggy:** Wet and muddy.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

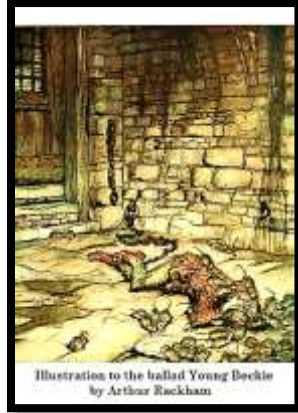
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the king throws Dr. Dolittle and the animals into his dungeon.
- Dungeons are cold, damp, unpleasant places used to lock up prisoners. They often have metal chains fastened to stone walls and barred windows. Many dungeons swarm with rats and insects.
- Examine the picture of the boy in a dungeon below.
- Sketch your own dungeon.
- Who will you imprison in your dungeon drawing?



Review Questions

1. **Why do Dr. Dolittle and the animals get caught by the king?** The king catches Dr. Dolittle and the animals after they become separated from their jungle guide, Chee-Chee, and wander into the king's garden by mistake.
2. **What does the king do when he sees Dr. Dolittle?** The king orders Dr. Dolittle and the animals thrown in the dungeon.
3. **Who does Polynesia and Chee-Chee see in the garden?** Polynesia and Chee-Chee see Prince Bumpo in the garden.
4. **What does Prince Bumpo wish for?** Prince Bumpo wishes to become older to win the heart of Sleeping Beauty.
5. **What does Polynesia ask for in exchange for Dr. Dolittle making Prince Bumpo older?** Polynesia asks Prince Bumpo to free Dr. Dolittle and the animals and to give them a boat.

The Story of Doctor Dolittle

Chapter 12: Medicine and Magic

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Polynesia visits Dr. Dolittle in the dungeon and tells him he must find a way to make Prince Bumpo older. That night, Prince Bumpo visits the dungeon. Dr. Dolittle and Prince Bumpo strike a bargain. Prince Bumpo agrees to free Dr. Dolittle and the animals and gives them a ship and in return Dr. Dolittle agrees to dye Bumpo's hair gray to make him look older. Dr. Dolittle dyes Bumpo's hair gray and then escapes with the animals to the ship Bumpo prepared for them. Dr. Dolittle and the animals sail away. Polynesia, Chee-Chee, and the crocodile decide to stay behind in Africa, their true home.

Vocabulary

- **Dye:** To change the color of something.
- **Magician:** A person with magical powers.
- **Potion:** A liquid with magical properties.
- **Kingdom:** A territory ruled by a King.
- **Gauntlet:** An armored glove, sometimes made of metal.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

In the story, Dr. Dolittle dyes Prince Bumpo's hair gray.

What do you think he needed to dye Bumpo's hair gray? (Answers might include - Water, a basin, dye, towels, etc.)

Think about the process to dye hair. Steps might include:

- First, mix up the dye.
- Second, wet your hair with water.
- Third, apply the dye to your hair.
- Fourth, wait awhile to let the dye work.
- Last, rinse the dye out and let your hair dry.
- Pretend to be Dr. Dolittle dyeing Bumpo's hair gray. Act out the process.

Review Questions

1. **What does Prince Bumpo want from Dr. Dolittle?** Prince Bumpo wants Dr. Dolittle to make him older.
2. **How does Dr. Dolittle make Prince Bumpo look older?** Dr. Dolittle dyes Prince Bumpo's hair gray.
3. **What does Dr. Dolittle earn in return for helping Prince Bumpo?** In return for helping Prince Bumpo, Dr. Dolittle earns his freedom and a ship to sail back to Puddleby.
4. **Why does Dr. Dolittle leave Polynesia, Chee-Chee, and the crocodile behind in Africa?** Dr. Dolittle leaves Polynesia, Chee-Chee, and the crocodile behind because Africa is their home.

The Story of Doctor Dolittle

Chapter 13: Red Sails and Blue Wings

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle and the animals sail homeward. They pass the coast of Barbary, home of the Barbary pirates. They spot a ship with red sails in the distance. Jip, the dog, smells bad pirate men and alerts Dr. Dolittle that the ship with red sails is a pirate ship. Dr. Dolittle and the animals add more sails to their boat to try to outrun the pirates, but the pirate ship draws even nearer. Dr. Dolittle and the animals tie strings from the boat to thousands of swallows. With the help of the swallows, Dr. Dolittle and the animals outrun the pirates.

Vocabulary

- **Scoundrel:** A dishonest or unscrupulous person
- **Swift:** Fast moving.
- **Sails:** Pieces of material extended on the mast of a ship.
- **Mast:** A tall upright post on a ship for carrying sails.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw Dr. Dolittle's ship being pulled by the swallows through the sea.
- Draw the pirate ship with red sails, closing in on them.

Review Questions

1. **What does Jip smell on the ocean journey back to Puddleby?** Jip smells roast beef and the Barbary pirates.
2. **What do Dr. Dolittle and the animals first try to outrun the pirates?** Dr. Dolittle and the animals put up more sails.
3. **Did adding more sails enable Dr. Dolittle and the animals to outrun the pirates?** No, despite adding sails, the pirate ship still grows closer.
4. **What is the second thing that Dr. Dolittle and the animals did to try to outrun the pirates?** Dr. Dolittle and the animals tied the boat to a flock of swallows. The swallows pull the boat through the water.
5. **Did help from the swallows enable Dr. Dolittle and the animals to outrun the pirates?** Yes, with help from the swallows, Dr. Dolittle and the animals outrun the pirate ship.
6. **Why do you think this chapter is called 'Red Sails and Blue Wings?'** The pirate ship have red sails, and the swallows have blue wings.

The Story of Doctor Dolittle

Chapter 14: The Rat's Warning

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The swallows become tired and hide the boat in the deep bay of an island so they can rest. Dr. Dolittle sees the ship rats leaving the ship. One rat tells Dr. Dolittle the ship is bad and will surely sink. Dr. Dolittle and the animals leave the boat to look for water on the island. Canaries on the island show Dr. Dolittle the way to a clear, fresh spring. Two swallows tell Dr. Dolittle the pirates have discovered the ship. They are searching the ship, leaving their own pirate ship abandoned. Dr. Dolittle and the animals sneak aboard the pirate ship, planning to sail away and leave the pirates on the old, unseaworthy ship.

Vocabulary

- **Island:** A piece of land surrounded by water.
- **Bay:** An area of the seashore where the land curves greatly inward
- **Canary:** A bright yellow finch bird.
- **Sugar Cane:** A tropical grass from which sugar can be extracted.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw an old, leaky ship anchored off an island. This ship is soon to sink.
- Draw many rats leaving the ship.

Review Questions

1. **Why do the swallows pull the ship into the bay of the island?** The swallows pull the ship into the bay to take a rest and hide from the pirates.
2. **Why do the rats leave the ship?** The rats leave the ship because it will soon sink.
3. **Who boards and searches Dr. Dolittle's ship?** The pirates board and search Dr. Dolittle's ship.
4. **How do Dr. Dolittle and the animals leave the island and escape the pirates?** Dr. Dolittle and the animals board and plan to sail away in the pirate ship.

The Story of Doctor Dolittle

Chapter 15: The Barbary Dragon

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When Gub-Gub sneezes, the pirates hear and rush upstairs to investigate. Ben Ali, The Barbary Dragon and leader of the pirates, threatens to make roast duck and pork chops out of Dab-Dab, the duck, and Gub-Gub, the pig. Dr. Dolittle talks to the pirates, stalling them in the hope that the old ship the pirates are on will sink. Dr. Dolittle delays long enough so that the boat sinks and the pirates fall into the water. Dr. Dolittle directs sharks to swim around the pirates and keep the pirates from reaching the shore. Dr. Dolittle makes Ben Ali promise to give up his pirating ways and become a seed farmer.

Vocabulary

- **Barbary:** The northern coast of Africa.
- **Pirate:** A person who robs ships at sea.
- **Pork Chop:** Meat taken from pigs.
- **Roast:** Cook in an oven or over a fire.
- **Seed:** An embryonic plant surrounded by a protective covering.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Talk like the pirate 'The Barbary Dragon' in the story. Practice saying the following phrases with a pirate accent:
- 'I be The Dragon of Barbary!'
- 'Ha! Ha! You are caught, my fine friend!'
- 'Send me a trunk-full of gold!'
- 'Thunder and Lightning!—Men, the boat's leaking!'

Activity 5: Act Out the Story

- Play ship and sharks. Get on a couch or other piece of furniture. This is your ship.
- Pretend sharks are circling you in the water below. (Perhaps a sibling or instructor could play 'shark.')
- Watch out for those sharks! They have sharp teeth.
- Oh no! Your boat is sinking. What will you do?

Review Questions

1. **How does Gub-Gub cause the pirates to rush upstairs?** The pirates hear Gub-Gub sneeze.
2. **What is the nickname of Ben Ali, the pirate leader?** The pirate leader's nickname is The Barbary Dragon
3. **Why do Dab-Dab the duck and Gub-Gub the pig get scared when the pirates said they wanted roast duck and pork chops for dinner?** Because if the pirates caught the animals, the pirates meant to cook them and eat them.
4. **Why does Too-Too, the owl, tell Dr. Dolittle to keep the pirates talking?** So the old ship will have time to sink with the pirates on it.
5. **What happens to the old ship that the pirates are on?** The old ship that the pirates are on sinks.
6. **Dr. Dolittle gives the pirates a choice, either be eaten by sharks or become bird-seed-farmers on the island. Which do the pirates choose?** The pirates choose to become bird-seed-farmers.

The Story of Doctor Dolittle

Chapter 16: Too-Too, the Listener

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle and the animals sail off in the pirate ship. The animals explore the ship, and find that the beautiful pirate ship is full of fancy things. The animals find a locked room, but are unable to find the key. Through the door, Too-too the owl hears someone crying. Dr. Dolittle decides to chop down the door with an axe.

Vocabulary

- **Beautiful:** Pleasing the senses or mind through appearance.
- **Sardines:** Small herring-like fish.
- **Keyhole:** A hole in a lock into which a key is inserted.
- **Shawl:** A piece of fabric worn by women over the shoulders or head.
- **Axe:** A tool with a sharp metal blade on a wooden handle.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw a locked door.
- Imagine what you would keep secret behind a locked door, and draw that as well.

Review Questions

1. **What can't Dr. Dolittle and the animals open on the pirate ship?** Dr. Dolittle and the animals can't open a locked door.
2. **What is behind the locked door?** A person is behind the locked door.
3. **How do Dr. Dolittle and the animals know a person is behind the locked door?** Too-Too, the owl, hears the person put their hand in their pocket.
4. **How does Too-Too know the person behind the locked door is male?** Too-Too realizes the person behind the locked door is male when he hears the sound of short hair being pushed off a face.

The Story of Doctor Dolittle

Chapter 17: The Ocean Gossips

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle chops a hole in the locked door with an axe. They find a small boy inside. The boy tells Dr. Dolittle that the pirates threw his uncle into the sea for refusing to become a pirate. The boy is afraid his uncle has drowned. Dr. Dolittle talks to the porpoises and learns the boy's uncle has not drowned. They boy is very happy. They boy and the animals have a parade to celebrate the good news.

Vocabulary

- **Barrel:** A cylindrical container bulging in the middle, often made of wooden slats with metal hoops around them.
- **Sloop:** A one-masted sailboat.
- **Porpoise:** A small toothed whale.
- **Decapod:** A crustacean of the order Decapoda, such as a shrimp, crab, or lobster.
- **Shellfish:** An aquatic shelled mollusk (e.g., an oyster or cockle) or a crustacean (e.g., a crab or shrimp).
- **Gossip:** Conversation about other people, typically involving details that are not confirmed as being true.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- The pirates sank the little boy's uncle's sloop.
- Sketch your own sloop based on the picture below.



Review Questions

1. **What does Dr. Dolittle do with the axe?** Dr. Dolittle chops a hole in the door with the axe.
2. **What does Dr. Dolittle find behind the locked door?** Dr. Dolittle finds a little boy behind the locked door.
3. **Why is the little boy worried about his uncle?** The little boy worries that his uncle has drowned.
4. **What do the porpoises tell Dr. Dolittle when he asks about the boy's uncle?** The porpoises tell Dr. Dolittle that the little boy's uncle has not drowned.

The Story of Doctor Dolittle

Chapter 18: Smells

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle sends the eagles North, South, East, and West to look for the boy's uncle. The eagles search, but cannot find the boy's uncle. Jip, who can smell things from miles away, searches with his nose but fails to find the boy's uncle. Jip waits for the wind to shift to search more areas by smell.

Vocabulary

- **Eagle:** A large bird of prey with a hooked bill and long broad wings.
- **Gibraltar:** A narrow passage of water between Spain and Africa
- **Wheelbarrow:** A small cart with handles and a single wheel at the front.
- **Conceited:** Overly proud of oneself; vain.
- **Snuff:** Powdered tobacco that is sniffed up the nose rather than smoked.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

Materials: Blindfold, various non-toxic items with strong scents (peanut butter, vanilla extract, coffee, shampoo, perfume, toothpaste, etc.).

In the story, Jip the dog tries to locate the boy's uncle with his nose. Our noses help us smell things.

- See how well you smell things. Set up a smell test at home.
- Blindfold the person being tested.
- Hold various non-toxic items with potent smells under the blindfolded person's nose.
- The blindfolded person should sniff, but not touch, each item.
- See who can identify the most items by their smells.

Review Questions

1. **Why does Dr. Dolittle send for the eagles?** Dr. Dolittle sends for the eagles to ask them for help locating the boy's uncle.
2. **Do the eagles locate the boy's uncle?** No, the eagles do not find the boy's uncle.
3. **How does Jip, the dog, try to find the boy's uncle?** Jip attempts to find the boy's uncle by scent.

The Story of Doctor Dolittle

Chapter 19: The Rock

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When the West wind comes, Jip catches the scent of the boy's uncle. Jip guides the ship toward the uncle. Jip says they must hurry, because he can smell that the uncle is starving. They come upon a large rock in the sea, but do not see the boy's uncle. They search the rock and find a deep hole leading to a cave. They find the boy's uncle asleep in the cave.

Vocabulary

- **Silken:** Soft like silk.
- **China:** A country in east Asia.
- **Mist:** A cloud of tiny water droplets that can obscure vision.
- **Fog:** A thick cloud of tiny water droplets that can obscure vision. Fog reduces visibility less than mist.
- **Tortoise:** A turtle.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- In the story, the boy's uncle is sleeping inside a rock cave.
- Create a cave out of tables, chairs, blankets, etc.
- Have one person play the role of the uncle inside the cave.
- Have another person play the role of Dr. Dolittle, who discovers the man inside the cave.

Review Questions

1. **Does Jip succeed in catching the uncle's scent?** Yes, Jip smells the boy's uncle in the West wind.
2. **Why can't Dr. Dolittle and the animals see the boy's uncle on the rock, even though his scent leads them there?** Dr. Dolittle and the animals can't see the boy's uncle because the boy's uncle is in a cave within the rock.

The Story of Doctor Dolittle

Chapter 20: The Fisherman's Town

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Dr. Dolittle brings the boy's uncle back to the ship. Dr. Dolittle takes the boy and his uncle home to their village. The villagers welcome Dr. Dolittle and Jip as heroes. The village mayor gives Dr. Dolittle a diamond watch and Jip a gold collar. Eventually the Doctor and the animals say goodbye and continue their journey to Puddleby.

Vocabulary

- **Match:** A short, thin piece of wood or cardboard tipped with a substance that is used to light a fire.
- **Punch:** To strike with a fist.
- **Clever:** Quick to understand, learn, or apply ideas.
- **Mayor:** The elected leader of a city town, or village.
- **Parcel:** A thing wrapped in paper to be carried or mailed.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the Mayor gives Dr. Dolittle a diamond watch for rescuing the man and the little boy.
- Draw a watch, including the face, numbers, and hands.
- See below an image of a watch to help you with your drawing.



Review Questions

1. **What does the boy's uncle first do when he awakes?** The boy's uncle tries to punch Dr. Dolittle.
2. **Why does the boy's uncle try to punch Dr. Dolittle?** The boy's uncle thought Dr. Dolittle was a pirate.
3. **Who left the boy's uncle on the rock, and why did they put him there?** The pirates left the boy's uncle on the rock when he refused to join them and become a pirate.
4. **What does the Mayor give to Dr. Dolittle?** The Mayor gives Dr. Dolittle a diamond watch.
5. **Where are Dr. Dolittle and the animals sailing next?** Dr. Dolittle and the animals plan to sail home to Puddleby.

The Story of Doctor Dolittle

Chapter 21: Home Again

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When Dr. Dolittle and the animals arrive in England, they travel in a gypsy-wagon to country fairs and show the pushmi-pullyu. This makes the doctor a rich man. They become tired of traveling, and return home to Puddleby. The Doctor repays his debt to the people who gave him the ship and supplies for the journey. Dr. Dolittle and the animals return to their normal routines of life. Back in Africa, the monkeys and Polynesia discuss whether Dr. Dolittle will ever return. They think he will someday.

Vocabulary

- **Gypsy:** A member of a traveling people that traditionally live by seasonal work, itinerant trade, and fortune-telling.
- **Acrobats:** Entertainers who performs gymnastic feats.
- **Foreign:** Unfamiliar or characteristic of a country or language other than one's own.
- **Showman:** A person who produces or presents shows for other people's entertainment.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Map the Story

- Look at the map below to get a rough idea of the voyage that Dr. Dolittle and the animals took home.
- Although we don't know exactly where the imaginary kingdom of Jolliginki is, we know it is somewhere in Africa.
- Although we don't know exactly where the imaginary town of Puddleby is, we know it is somewhere in England.
- Trace the path with your finger.
- Would you like to go on a sea voyage someday?



Review Questions

1. **What do Dr. Dolittle and the animals do when they return to England?** Dr. Dolittle and the animals travel in a gypsy-wagon to country fairs and show the pushmi-pullyu.
2. **How does Dr. Dolittle become rich?** The Doctor becomes rich by charging people to see the pushmi-pullyu.
3. **What does Dr. Dolittle do upon return to Puddleby?** Dr. Dolittle pays his debts to the sailor and the grocer.
4. **Back in Africa, what do Polynesia, the monkeys, and the crocodile talk about?** Polynesia, the monkeys, and the crocodile discuss whether Dr. Dolittle will ever return to Africa.

The Wind in the Willows

Chapter 1: The River Bank

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

It's spring. The Mole quits his spring cleaning and breaks out of his underground burrow to venture above. He sees his first river and meets the Water Rat, who takes him on his first boat ride. Floating on the river, they pass the Wild Wood, where Badger lives. They stop to have a picnic with the delicious food Rat has packed in his basket. Otter and Badger make appearances. They talk about Toad, who has been out in his new wicker-boat (newest, top-of-the-line, racing boat). They pack up the picnic, and Rat and Mole head for home. On the way back, Mole grabs the sculls (oars) from Rat and capsizes the boat. Rat saves Mole and rights the boat. Rat forgives Mole, invites the Mole back to his home, and says he will teach Mole to row. Rat feeds Mole supper, tells Mole stories, and lets Mole stay in the best bedroom overnight.

Vocabulary

- **Wind:** The perceptible natural movement of the air, especially in the form of a current of air blowing from a particular direction.
- **Willows:** A tree or shrub of temperate climates that typically has narrow leaves, bears catkins, and grows near water.
- **Cellarage:** Cellars collectively.
- **Bijou:** Small and elegant (residence).
- **Sculls:** A pair of small oars used by a single rower.
- **Backwater:** 1) An isolated or peaceful place, 2) A part of a river not reached by the current.
- **Punting:** Travel in a punt (flat-bottomed ferryboat).
- **Weir:** A low dam built across a river to raise the level of water upstream or regulate its flow.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Map the Story

- The Wind in the Willows takes place in England.
- Study the map of Europe below and find the isle of England in the United Kingdom (labeled UK).
- Find the capital city, London.



Activity 5: Draw the Story

The title of the story is, 'The Wind in the Willows.'

- Study the picture of the willow tree below.
- Sketch, color, or paint the willow tree.



Activity 6: Draw the Story

The title of the story is, 'The Wind in the Willows.'

- Study the picture of the willow leaves below.
- Sketch, color, or paint a few long, narrow willow leaves.



Activity 7: Draw the Story

Draw four pictures in sequence (a comic) showing what happened in the story.

- Picture 1: Draw Mole cleaning in his underground burrow.
- Picture 2: Draw Mole and Rat boating down the river.
- Picture 3: Draw Mole and Rat having a picnic.
- Picture 4: Draw Mole and Rat falling out of the boat.

Review Questions

1. **Why had Mole never seen a river or taken a boat ride before?** Because moles live underground.
2. **Who took Mole on a boat ride?** The Water Rat.
3. **What did Rat and Mole do once they traveled to their destination?** They had a picnic.
4. **What happened when Mole grabbed the sculls (oars) from Rat and tried to row?** The boat capsized.
5. **Did Rat forgive Mole for capsizing his boat?** Yes, Rat not only forgave him, he said he'd teach Mole to row, invited Mole to his home, fed him supper, and let him sleep in his best bedroom.

The Wind in the Willows

Chapter 2: The Open Road

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Mole asks Rat to introduce him to Toad. They take the boat down the river to Toad Hall. Toad shows Rat and Mole his gypsy caravan and invites them to travel with him in the caravan. Rat refuses at first, but when Mole wants to go, Rat relents. They set off and at first things go well. Then Toad does not want to do his fair share of work or get up in the morning. As they travel down the road, a motorcar races by and spooks the horse pulling the caravan. The caravan crashes, but Toad doesn't care, because he's already obsessed with getting his own motorcar. They all return home. Rat and Mole later hear that Toad has ordered a very large and very expensive motorcar.

Vocabulary

- **Fitments:** Fixed item of furniture.
- **Voluble:** Talkative.
- **Paddock:** A small field or enclosure where horses are kept.
- **Nosebags:** A strong canvas or leather bag containing grain, fastened over a horse's muzzle for feeding.
- **Wayfarers:** A person who travels on foot.
- **Henceforth:** From this time on.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Examine a Related Picture

- Look at the photo of the gypsy caravan below.
- Describe what you see in the picture aloud.



Review Questions

1. **At Toad Hall, what does Toad show Rat and Mole?** His new canary yellow gypsy caravan.
2. **What does Toad invite Rat and Mole to do?** To travel with him and see the world in his gypsy caravan.
3. **Why doesn't Rat want to go on the trip with Toad?** He prefers his boat and his river home to traveling.
4. **Why does rat eventually agree to go on the trip?** Mole wants to go, plus he knows Toad will quickly lose interest and he will be able to return home soon.
5. **What happens to the horse and the gypsy caravan when the motorcar speeds by?** The horse spooks and crashes the gypsy caravan.
6. **Is Toad upset that his gypsy caravan is broken?** No, he has lost interest in the caravan. Now he wants his own motorcar.

The Wind in the Willows

Chapter 3: The Wild Wood

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Against the advice of Rat, Mole ventures into the Wild Wood to see Badger. In the dark, spooky woods, hateful eyes look out at him from the hollows. Mole hears whistling and the pattering of footsteps all around him. Frightened, Mole curls up in a stump and hides. When Rat discovers Mole is gone, he grabs some weapons and follows Mole into the Wild Wood. Rat finds Mole, and they start for home, but it snows, hiding familiar landmarks. Rat and Mole become lost and continue to wander. When Mole trips over a door scraper, Rat celebrates, recognizing it as belonging to Badger. Rat and Mole scrape at the snow until they find a doormat and a green door. They yank a bell pull and hear it faintly toll inside.

Vocabulary

- **Gavotte:** A medium-paced French dance, popular in the 18th century.
- **Nymph:** A mythological spirit of nature imagined as a beautiful maiden inhabiting rivers, woods, or other locations.
- **Languorous:** To be dreamy, relaxing, or lying around.
- **Siesta:** An afternoon rest or nap.
- **Copse:** A small group of trees.
- **Dell:** A small valley, usually among trees.
- **Cudgel:** A short thick stick used as a weapon.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- In the story, Mole is surrounded by mean eyes, pattering feet, and whistling. Act out the roles of Mole and the creatures in the wood.
- One person pretend to walk through the forest.
- Another person (people) hide and peer at the walking person, making whistling noises and stomping their feet.

Review Questions

1. **Why does Mole set out into the Wild Wood?** To find and meet Badger.
2. **Why does Mole hide in the Wild Wood?** Mean eyes watch him and he hears whistling and footsteps all around him.
3. **Who rescues Mole from his hiding place?** The Rat.
4. **Why can't Rat and Mole find their way out of the Wild Wood?** Snow falls, covering familiar landscapes.
5. **What hard object does Mole trip over that eventually leads to Badger?** A snow scraper.

The Wind in the Willows

Chapter 4: Mr. Badger

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Badger welcomes Rat and Mole inside his underground home. Badger lets them warm themselves by the fire, feeds them, and gives them cozy, comfortable places to sleep. The next day Rat is anxious to get back to the river. Badger leads them through a labyrinth of tunnels and grand halls and up and out of the Wild Wood. Badger remarks his underground home was built long ago by men. He says that when men come, animals leave, but eventually men depart and animals return.

Vocabulary

- **Draught:** A current of cool air in a room or other confined space. (British Spelling)
- **Trestle:** A framework consisting of a horizontal beam supported by two pairs of sloping legs, used in pairs to support a flat surface such as a tabletop
- **Repast:** A meal.
- **Injunction:** An authoritative warning or order.
- **Tunnel:** An artificial underground passage, especially one built through a hill or under a building, road, or river.
- **Grand Hall:** Main room of home or building, often used for socializing, celebrating, and eating.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw Badger's underground home with its tunnels and grand halls.

Review Questions

1. **Is Badger happy to see Rat and Mole at his door?** He isn't until Rat identifies himself, then he happily welcomes them inside.
2. **Where does Badger live?** Underground - his home consists of tunnels and halls.
3. **Who feels more at home in Badger's underground dwelling - Mole or Rat?** Mole, because Moles live underground.
4. **How do Mole and Rat get out of the Wild Wood?** Badger shows them the way underground, through his tunnels.
5. **What other animals besides Badger do Mole and Rat meet at Badger's home?** The little hedgehogs and Otter.

The Wind in the Willows

Chapter 5: Dulce Domum

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Mole and Rat head home after a day of exploring with Otter. After passing through a quiet village, Mole smells his old home. When Mole asks Rat if they can stop, Rat refuses since it is snowing and getting dark. When Rat realizes how much Mole misses old home, Rat apologizes and agrees to visit Mole's old home. Mole and Rat return to Mole's old home, and they have dinner. That night, they hear field mice singing Yule-time carols. They invite the mice inside and make mulled ale. Rat and Mole spend the night, and Mole sleeps with great contentment in his own little place in the world that he can always count on.

Vocabulary

- **Tributary:** A river or stream flowing into a larger river or lake.
- **Casement:** A window or part of a window set on a hinge so that it opens like a door.
- **Appurtenance:** An accessory or other item associated with a particular activity or style of living.
- **Filament:** A slender threadlike object or fiber.
- **Yule-time:** An archaic term for Christmas.
- **Carol:** A religious folk song or popular hymn, particularly one associated with Christmas.
- **Mulled Ale:** Beer and spices that have been simmered.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the field mice as they sing carols.

Review Questions

1. **What does Mole sense after he and Rat pass through the village?** His old home.
2. **Why does Rat refuse to stop when Mole asks?** Because it is night and the snow is coming. Rat doesn't realize how important it is to Mole that they stop.
3. **What does Rat do when he realizes how important it was to Mole to stop and visit his old home?** He insists they go out at once back to Mole's old home.
4. **What does Rat think of Mole's old home?** He admires its organization and compactness.
5. **Why do Rat and Mole hear singing in Mole's old home?** They hear field mice who are singing Yule-time carols.
6. **What does Rat make for the field mice to drink?** Mulled Ale.

The Wind in the Willows

Chapter 6: Mr. Toad

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Badger enlists Rat and Mole to rescue Toad from himself, for Toad has ordered yet another expensive motorcar. They travel to Toad Hall, where Toad is about to take a ride in his new red motorcar. Badger lectures Toad about squandering his money, his reckless driving, his car crashes, and his incidents with the police. Toad says he is NOT sorry and will continue to drive motorcars. Badger, Rat, and Mole lock Toad in his bedroom and keep watch over him for days. Toad pretends to be very ill and tricks Rat into fetching a doctor and lawyer. Toad dresses in his driving clothes and runs away from Toad Hall. When Toad hears a motorcar, his obsession takes over and he steals the car. He is caught and brought up on trial. For the crimes of stealing the car, reckless driving, and disrespect to the police, a judge sentences Toad to 20 years in prison.

Vocabulary

- **Wonted:** Habitual; usual.
- **Habiliments:** Clothing.
- **Gaiters:** A garment similar to leggings, worn to cover or protect the ankle and lower leg.
- **Countenance:** A person's face or facial expression.
- **Panoply:** A splendid display.
- **Gaoler:** A person in charge of a jail or of the prisoners in it.
- **Murrain:** A plague, epidemic, or crop blight.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Make a drawing showing Toad's actions and his consequences.
- Draw Toad driving recklessly in his bright red motorcar.
- Next, draw Toad in jail.

Review Questions

1. **Why does Badger lecture Toad?** To save him from himself. Toad squanders his money on expensive motorcars, drives recklessly, and gets into trouble with the police.
2. **Does Toad change his ways after the lecture?** No, Toad is not the least bit sorry.
3. **What do Badger, Mole, and Rat do when Toad refuses to change his ways?** They lock him in his bedroom and watch over him.
4. **How does Toad escape the bedroom?** Toad pretends to be very ill and sends Rat for a doctor and his lawyer.
5. **What does Toad do when he sees a motorcar?** He steals it, drives recklessly, and is captured by police.
6. **What are the consequences for Toad's actions?** A judge sentences Toad to 20 years in jail.

The Wind in the Willows

Chapter 7: The Piper at the Gates of Dawn

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Otter's child, Portly, is missing. Night has fallen. Mole and Rat take the boat out at night to search for the little otter. As they row up and down the river, Rat and Mole hear a distant piping. They follow the song to an island, where they find the demi-god Pan playing his pan-pipes over a sleeping Portly. When the sun rises, Pan disappears and Mole and Rat forget about their encounter with Pan. Mole and Rat return Portly to his family.

Vocabulary

- **Selvedge:** An edge produced on woven fabric during manufacture that prevents it from unraveling.
- **Weir:** A low dam built across a river to raise the level of water upstream or regulate its flow.
- **Ford:** A shallow place in a river or stream allowing one to walk or drive across.
- **Faun:** One of a class of rural gods, represented as a man with a goat's horns, ears, legs, and tail.
- **Pan:** Greek god of hunting, shepherds, and flocks that takes the shape of a faun.
- **Pan-pipes:** A musical instrument made from a row of short pipes fixed together and played by blowing across the top.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Experience the Story

- Play the video in the online lesson and listen to the pan-pipes.

Review Questions

1. **Why is Otter worried?** His child, Portly, has been missing for days.
2. **Why do Rat and Mole take the boat out at night?** To search for Portly.
3. **What do they hear as they are searching for Portly?** The music of pan-pipes.
4. **Who is playing the pan-pipes?** The faun god Pan.
5. **Where do they find Portly?** On the island where they see Pan.

The Wind in the Willows

Chapter 8: Toad's Adventures

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Imprisoned in jail, Toad becomes so depressed his health suffers. The jailer's daughter takes pity on Toad and nurses him back to health. Toad and the girl become friends, and she agrees to help him escape. Toad pays the girl's aunt, a washerwoman, for a dress, an apron, a shawl, and a bonnet. Costumed in the clothing, Toad pretends to be the washerwoman and sneaks out of the jail. When Toad tries to buy a train ticket to travel home, he discovers he's left his money in his regular clothes back at the jail. A kind engine-driver allows him to ride on the train engine. Another train starts to follow Toad's train, and Toad realizes it is the police. The kind engine-driver slows the train so Toad can jump off. Toad lands unharmed and successfully evades the police. He laughs at his daring escape and sets off into the woods for home.

Vocabulary

- **Immured:** Enclose or confine (someone) against their will.
- **Noisome:** Disagreeable; unpleasant.
- **Antimacassar:** A piece of cloth put over the back of a chair to protect it from grease and dirt or as an ornament.
- **Piebald:** Having irregular patches of two colors, typically black and white.
- **Bubble-and-squeak:** Cooked cabbage fried with cooked potatoes and often meat.
- **Snap-dragon:** A plant bearing spikes of brightly colored two-lobed flowers that gape like a mouth when a bee lands on the curved lip.
- **Ramble:** Walk for pleasure, typically without a definite route.
- **Sanguine:** Optimistic or positive, especially in an apparently bad or difficult situation.
- **Sovereign:** A supreme ruler, especially a monarch.
- **Chaff:** Lighthearted joking; banter.
- **Halberd:** A combined spear and battle-ax.
- **Night-jar:** A gray-brown nocturnal insectivorous bird with a distinctive call.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw Toad jumping off the train.

Review Questions

1. **Who helps Toad escape the jail?** The jailer's daughter and her washerwoman aunt.
2. **Why does the washerwoman help Toad?** He pays her.
3. **What does the washerwoman leave for Toad in exchange for the money?** A dress, an apron, a shawl, and a bonnet.
4. **Why doesn't Toad have money to buy a train ticket?** He's left his own clothing back at the jail, which contains his money.
5. **Who allows Toad to ride on the train?** A kind engine-driver.
6. **Who chases the train Toad is riding on?** Policemen, riding on their own train.
7. **How does Toad escape the policemen?** The engine-driver slows so Toad can jump off the train. The policemen do not see Toad jump off and continue chasing the train.

The Wind in the Willows

Chapter 9: Wayfarers All

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

With fall approaching, migrating animals prepare to travel south for the winter. Rat is unhappy that many of his animal friends will be leaving. Rat meets a seafaring rat from Constantinople. The seafarer wishes he could remain in one place, but his seafaring life of sailing the world will not let him go. The seafarer tells Rat about voyages to exotic foreign countries such as Italy and Spain. The seafarer invites Rat to travel with him. Caught within a migratory trance, Rat goes home, packs a bag, and selects a walking stick. Mole appears as Rat steps out the door. Rat says he's traveling South with the other animals. Mole realizes Rat is not himself and wrestles him back inside, where Rat collapses and begins to cry. Eventually, the spell over Rat breaks.

Vocabulary

- **Pomp:** Ceremony and splendid display, especially at a public event.
- **Rowan:** A mountain ash tree or its scarlet berry.
- **Premonition:** A strong feeling that something is about to happen.
- **Pinion:** The outer part of a bird's wing including the flight feathers.
- **Peremptory:** Insisting on immediate attention or obedience, especially in an imperious way.
- **Moorhen:** A female red grouse (large game bird).
- **Levant:** An area in the eastern Mediterranean, including countries such as Greece, Turkey, Israel, and Palestine.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Map the Story

In the story, the seafaring rat sails the seas around Europe. Zoom in to find the following locations visited by the seafaring rat on the map of Europe below.

- İstanbul, Turkey (Originally called Constantinople)
- Greece (Grecian Islands)
- Adriatic Sea
- Italy (Venice, Palermo, Alassio)
- Sardinia (Island of Italy)
- Corsica (Island of Italy)
- France (Marseilles, Bordeaux)
- Spain (Lisbon)
- Portugal (Oporto)
- England (Cornwall, Devon)



Review Questions

1. **Which season is approaching?** Fall.
2. **Why do some animals migrate south for the winter?** During the winter months, it is warmer and there is plentiful food in the south.
3. **What happened to the swallow that tried to remain in the north over the winter?** She was far too cold and had nothing to eat. She barely survived her journey south through harsh, cold conditions. She will never try to stay north during the winter again.
4. **Who does the Rat meet?** A seafaring rat from foreign lands.
5. **What invitation does the seafaring rat extend to the Water Rat?** The seafaring rat invites the Water Rat to travel south.
6. **Does Rat want to go with the seafarer?** At first, yes. He goes home and packs.
7. **Who stops the Water Rat from going with the seafarer?** The Mole.

The Wind in the Willows

Chapter 10: The Further Adventures of Toad

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

After escaping prison and jumping from the train, Toad is on his way home. Still in disguise and pretending to be a washerwoman, Toad meets a barge-woman, who gives him a ride on her barge. The barge-woman asks Toad to wash her clothes. Toad tries to wash the clothes, but fails miserably. When the barge-woman realizes the washerwoman is really a toad, she tosses Toad off the barge. In retaliation, Toad steals the horse pulling the barge. Toad trades the horse to a gypsy for some money and food. As he walks down the road, a motorcar rumbles toward him. He flags it down, then realizes it is the car he was thrown into jail for stealing. The gentlemen in the car don't recognize Toad through his washerwoman disguise and give him a ride. Overcome with the desire to drive the motorcar, Toad convinces the gentlemen to let him drive. He goes wild, drives too fast, and announces himself as the Toad. The men try to grab him, but the car crashes. Toad is chased by some policemen and falls in the river. He drags himself out and sees the Water Rat.

Vocabulary

- **Flags:** Short for flagstones.
- **Rustic:** Of or relating to the countryside; rural.
- **Gunwale:** The upper edge of the side of a boat or ship.
- **Tiller:** A horizontal bar fitted to the head of a boat's rudder post and used as a lever for steering.
- **Barge:** A flat-bottomed boat for carrying freight, typically on canals and rivers, either under its own power or towed by another.
- **Dote:** Be extremely and uncritically fond of.
- **Shilling:** A former British coin and monetary unit equal to one twentieth of a pound or twelve pence.
- **Sixpence:** A coin worth six old pence, withdrawn in 1980.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, a barge-woman gives Toad a ride on her horse-drawn barge. Draw a horse walking on a towpath and pulling a boat. See the image below as a reference.



Review Questions

1. **Why does the barge-woman toss Toad off the barge?** Because she realizes he is a toad and not a washerwoman.
2. **How does Toad get revenge against the barge-woman?** He steals her horse.
3. **Who does Toad haggle with over the price of the horse?** The gypsy man.
4. **What does Toad get from the gypsy man in exchange for the horse?** Six shillings and sixpence and as much stew as he can eat.
5. **What familiar car does Toad take a ride in?** The same car he was thrown into jail for stealing.
6. **How does Toad escape the policemen?** He falls into the river, which carries him away.

The Wind in the Willows

Chapter 11: Like Summer Tempests Came His Tears

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Rat brings Toad inside his home and admonishes him for how he has behaved. Rat tells Toad that a group of armed weasels and ferrets have taken over Toad Hall. Ignoring Rat's advice, Toad storms down to Toad Hall to get his house back and is shot at by a sentry. Next, Toad tries to approach Toad Hall with Rat's boat, but the sentries drop a big rock on the boat and sink it. Toad gives up and returns to Rat's home. Together, with Badger and Mole, they plot together to invade Toad Hall through a secret passageway.

Vocabulary

- **Subterfuge:** Deceit used to achieve a goal.
- **Humbugged:** Deceived; tricked.
- **Ignominiously:** In a manner deserving or causing public disgrace or shame.
- **Mutinously:** Willfully or disobediently.
- **Stoat:** A small carnivorous mammal of the weasel family that has chestnut fur with white underparts and a black-tipped tail.
- **Weasel:** A small, slender, carnivorous mammal related to, but generally smaller than, the stoat.
- **Ferret:** A domesticated polecat kept as a pet or used, especially in Europe, for catching rabbits. It is typically albino or brown.
- **Sentry:** A soldier stationed to keep guard or to control access to a place.
- **Parapet:** A low protective wall along the edge of a roof, bridge, or balcony.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

Look at the pictures of animals mentioned in the story below and sketch them.

- Stoat:



- Weasel:



- Ferret:



Review Questions

1. **What happens to Toad Hall?** It was taken over by armed weasels and ferrets.
2. **What happens when Toad approaches Toad Hall by foot?** A sentry shoots at him.
3. **What happens when Toad approaches Toad Hall by boat?** The sentries drop a big rock on the boat and sink it.
4. **What is the plan that Rat, Badger, Mole, and Toad devise to retake Toad Hall?** They plan to sneak past the sentries using a secret tunnel which leads to the pantry.

The Wind in the Willows

Chapter 12: The Return of Ulysses

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Badger, Rat, Mole, and Toad invade Toad Hall through the secret passage to the butler's pantry. They defeat the weasels and ferrets and take back the house. They hold a banquet in celebration of Toad's triumphant return for their surrounding neighbors. At the banquet, Toad turns over a new leaf and is no longer his braggy, arrogant self. Toad financially compensates those who helped him and those who he wronged. Badger, Rat, Mole, and Toad continue on to lead great lives of joy and contentment.

Vocabulary

- **Butler's Pantry:** A small service and storage room between a kitchen and a dining room.
- **Ancestral:** Of, belonging to, inherited from, or denoting an ancestor or ancestors.
- **Valor:** Great courage in the face of danger, especially in battle.
- **Consummate:** Showing a high degree of skill and flair; complete or perfect.
- **Oblige:** Be indebted or grateful.
- **Toil:** Work extremely hard or incessantly.
- **Uncion:** A manner of expression arising or apparently arising from deep emotion, especially as intended to flatter.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the secret passageway that leads from outside Toad Hall to the butler's pantry.

Review Questions

1. **How do the animals sneak into Toad Hall past the sentries?** They use a secret passageway that leads from outside the hall to the butler's pantry.
2. **What does Mole order the captured ferrets to do?** Mole orders the ferrets to clean the upstairs bedrooms.
3. **What event do the four animals host for the other animals that live nearby?** They host a big banquet.
4. **Does Toad make big bragging speeches and sing songs at the banquet?** No, he has turned over a new leaf. He is quiet and respectable at the banquet.

The Princess and the Goblin

Chapter 1: Why the Princess Has a Story About Her

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Eight-year-old princess Irene lives halfway up a mountain in a large castle-house. Hideous, but clever and strong goblins live within hollow caverns and passages in the surrounding mountains. The goblins once lived above ground and now resent the people who live in their old homeland. The goblins only venture from their caverns above ground at night. The little princess never sees the night sky, as she stays inside at night to avoid the goblins.

Vocabulary

- **Princess:** The daughter of a king.
- **Cavern:** A cave or a large underground chamber.
- **Mine:** An excavation in the earth for extracting coal or other minerals.
- **Subterranean:** Existing, occurring, or done under the earth's surface.
- **Refuge:** A condition of being safe or sheltered from pursuit, danger, or trouble.
- **Hideous:** Ugly or disgusting to look at.
- **Grotesque:** Very ugly or comically distorted.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Sketch a copy of the image of mountains below.
- Draw Princess Irene's castle-house halfway up one of the mountains.
- Draw some goblins beneath the surface of the mountains and under the castle-house.



Activity 5: Act Out the Story

- Create a mountain cavern and passages out of tables, chairs, and blankets.
- Pretend to be the goblins lurking underneath.

Review Questions

1. **Why doesn't Irene live in the castle with her mother and father?** Her mother is in poor health and cannot care for her.
2. **Does subterranean mean above the ground or under the ground?** Subterranean means under the ground.
3. **What lives in the subterranean caverns under the mountains?** Goblins live in the subterranean caverns under the mountains.
4. **Why has Irene never seen the night sky?** Because the goblins come out above ground at night.
5. **Are the goblins beautiful or grotesque in appearance?** Goblins are grotesque in appearance.

The Princess and the Goblin

Chapter 2: The Princess Loses Herself

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When left alone in the nursery, the princess ventures out to explore the house and discovers a staircase. She ascends the staircase to the upper floors of the house, where she wanders long passageways flanked by many doors. All the passageways look the same, causing the princess to become lost. Feeling panicked, she begins to cry and runs through the corridors. She eventually finds a narrow, steep staircase that leads further up into the frightening unknown.

Vocabulary

- **Nursery:** A room in a house for the special use of young children.
- **Gruel:** A thin liquid food of oatmeal or other meal boiled in milk or water.
- **Nurse:** A person employed or trained to take charge of young children (dated).
- **Passage:** A narrow way, typically having walls on either side.
- **Frock:** A woman's or girl's dress.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

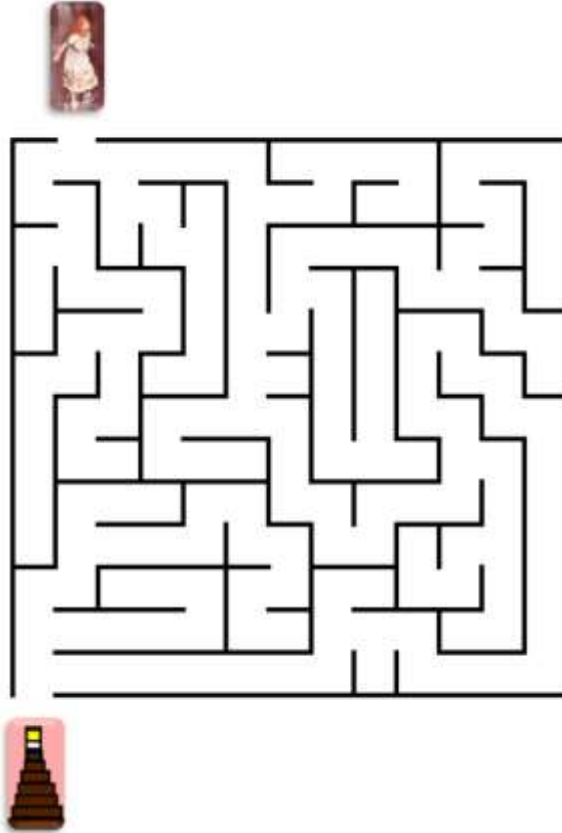
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Solve the Story

- Help princess Irene find the way to the staircase.
- Zoom in and trace the correct path with your finger or the mouse pointer through the maze below.



Review Questions

1. **Why is the princess able to leave the nursery and explore the house by herself?** Her nurse leaves her alone in her nursery.
2. **What new place does the princess explore?** The princess ascends a staircase and explores the upper floors of the house.
3. **Why does the princess begin to cry?** She becomes lost in a maze of passages and doors and cannot find her way back to the nursery.
4. **Does the second staircase the princess finds lead back to the nursery?** No, it leads further up, away from the nursery.

The Princess and the Goblin

Chapter 3: The Princess and-We Shall See Who

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess hears a noise and discovers a lady spinning in a room. The lady looks young but the princess senses she is very old. Later the lady reveals she is far older than 100. The old lady says she has the same name as the princess and reveals she is the princess' great-great-grandmother, Queen Irene. The old lady says she lives by eating pigeon eggs and shows the princess her pigeons. The old lady leads the princess back to her nursery.

Vocabulary

- **Globular:** Globe-shaped; spherical.
- **Hearken:** Listen.
- **Bewildered:** Confused or puzzled.
- **Vulgar:** Lacking sophistication or good taste; unrefined.
- **Spinning-wheel:** A machine for spinning yarn or thread, with a spindle driven by a wheel attached to a crank or treadle.
- **Spinning:** The process of converting fibers into thread or yarn.
- **Thread:** A long, thin strand of cotton, nylon, or other fibers used in sewing or weaving.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

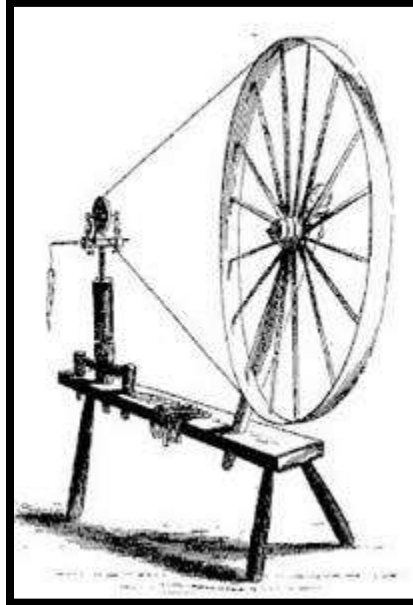
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Study the image of a spinning wheel below and sketch it.



Review Questions

1. **What does the princess find behind a door at the top of the second staircase?** The princess discovers a woman who looks young but is actually old.
2. **What is the woman's name?** The woman's name is Irene, just like the princess.
3. **The title of the chapter is 'The Princess and--We Shall See Who.' Who is 'We Shall See Who?'** The title refers to the princess' great-great-grandmother, Queen Irene.
4. **How old is Queen Irene?** We don't know exactly, but far older than 100.
5. **What type of animal does the old woman keep?** The old woman keeps pigeons.
6. **What does the old woman eat?** The old woman eats pigeon eggs.
7. **How does the princess get back to her nursery?** The old woman shows her the way.

The Princess and the Goblin

Chapter 4: What the Nurse Thought of It

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess tells her nurse about meeting her great-great-grandmother, Queen Irene. The nurse does not believe the princess' story, which angers the princess. The nurse and princess reconcile, but the nurse still doesn't believe the princess met her great-great-grandmother.

Vocabulary

- **Make-believes:** Made up stories, lies, or something that is not true.
- **Vexed:** Angry or cross.
- **Handkerchief:** A square of cotton or other finely woven material, typically carried in one's pocket and intended for blowing or wiping one's nose.
- **Cherub:** A winged angelic being, often portrayed as a chubby child with wings.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Identify the 'Make-Believes'

Identify which of the following statements are make-believes and which are true.

- Monkeys have wings and lay eggs.
- There exist human babies as tall as skyscrapers.
- Penguins have hooves and manes like ponies.
- Fish swim underwater.
- Dogs fly up in the clouds as fast as airplanes.

Review Questions

1. **Who does the princess confide in about meeting her great-great-grandmother?** Her nurse.
2. **Does the nurse believe the princess' story?** No, she thinks the princess is telling make-believes.
3. **What does the princess do when she realizes the nurse does not believe her?** She cries, eats little, and refuses to kiss her nurse at bedtime.
4. **In the end, do the princess and her nurse become friendly again?** Yes, they reconcile by the end of the chapter.
5. **In the end, does the nurse believe the princess' story?** No, the nurse still does not believe the princess.

The Princess and the Goblin

Chapter 5: The Princess Lets Well Alone

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess resolves to prove to her nurse, Lootie, that her great-great-grandmother exists. Princess Irene decides to ask her great-great-grandmother for permission to introduce Lootie. The princess sets out to find her great-great-grandmother and instead becomes lost. Eventually, the princess finds a staircase that leads down to the kitchen. The servants in the kitchen are excited to see her. Lootie finds the princess and returns the princess to the nursery.

Vocabulary

- **Tower:** A tall narrow building.
- **Weight:** The heaviness of something.
- **Seldom:** Not often, rarely.
- **Quest:** To search for something.
- **Servant:** A person who performs duties for others, especially a person employed in a house on domestic duties or as a personal attendant.
- **(Keep Your Own) Counsel:** Say nothing about what one believes, knows, or plans.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the princess Irene with the stars in her blue eyes.

Review Questions

1. **Why does the princess set out to find her great-great-grandmother?** To ask if she can bring her nurse with her to prove her great-great-grandmother exists.
2. **Does the princess find her great-great-grandmother?** No, she becomes lost.
3. **Where does the downward staircase lead the princess?** The staircase leads to the kitchen.
4. **Who is Lottie?** Lottie is the pet name the princess calls her nurse.

The Princess and the Goblin

Chapter 6: The Little Miner

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Princess Irene and Lootie take a walk outside, but lose track of time and stay out past sundown. Fearing the goblins and losing her job for keeping the princess out too late, Lootie panics, pulls the princess along too fast, and causes the princess to fall and skin her knees. Lootie is so scared and panicked, they become lost. They encounter Curdie, a handsome and brave miner boy, who sings to keep the goblins away. Curdie leads them back to the castle-house. The princess promises to kiss Curdie for his help, but Lootie will not allow it. Curdie says he will return someday to enable the princess to keep her promise.

Vocabulary

- **His Majesty:** A formal title for a king.
- **Rive:** Split or tear apart violently.
- **Mattock:** An agricultural tool shaped like a pickax.
- **Helve:** The handle of a weapon or tool.
- **Rout:** A disorderly retreat of defeated troops.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

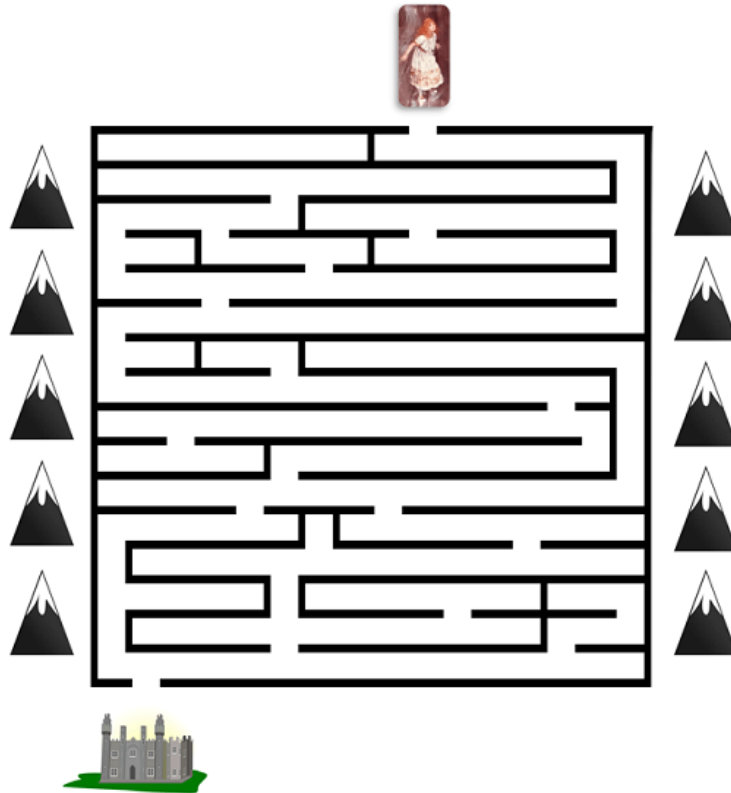
Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Solve the Story

- Help princess Irene find the way through the mountains to her castle-house.
- Zoom in and trace the correct path with your finger or the mouse pointer through the maze below.



Review Questions

1. **Why might the king dismiss Lootie if he finds out that the princess was outside after sundown?**
Because the princess was in terrible danger from the goblins that come up from their caverns after sundown.
2. **How does the princess skin her knees?** She falls when her nurse pulls her along too fast.
3. **Why isn't the princess frightened to be outside after sundown?** She doesn't know about the goblins. The servants are forbidden from telling her about the goblins.
4. **Why does Curdie sing?** Curdie sings to keep the goblins away. The goblins do not like singing.
5. **Why are the goblins afraid of Curdie?** Because he is not afraid of them.
6. **What does Curdie do for work?** He is a miner.
7. **What does the princess promise Curdie?** The princess promises to give Curdie a kiss.

The Princess and the Goblin

Chapter 7: The Mines

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie hears goblins outside his house, but scares them away by singing a song. Goblins hate new songs they have never heard before the most. Curdie goes down under the mountains into the mines with his father to mine for ore. The miners use pickaxes and explosives to break up the ore before carrying it out of the mountain and selling it. Curdie decides to work overnight to save extra money to buy his mother a red petticoat and to find out what the goblins were up to. During the night, Curdie and the other miners hear the tap tap of the goblins doing their own mining, which is odd, since the goblins never carry any ore out of the mountain.

Vocabulary

- **Asunder:** Apart, divided, or in pieces.
- **Enmity:** The state of feeling of being hostile toward someone or something.
- **Ore:** A naturally occurring solid material from which a metal or valuable mineral can be profitably extracted.
- **Flint:** A hard gray rock used with steel to produce a spark to make fire.
- **Tinder-box:** A box containing tinder, flint, a steel, and other items for kindling fires.
- **Pickaxe:** A tool consisting of a long handle set at right angles in the middle of a curved iron or steel bar with a point at one end and a chisel edge or point at the other, used for breaking up hard ground or rock.
- **Lode:** A fracture in rock containing a deposit of minerals or ore in the earth.
- **Verse:** A group of lines that form a unit in a poem or song.
- **Parson:** A person ordained for religious duties in the church.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Compose a Song for the Story

Make up your own number rhyming song to scare away the goblins. Complete each ellipsis (..) with your own lyrics.

- One, two, ..
- Three, four, ..
- Five, six, ..
- Seven, eight, ..
- Nine, ten, ..

Instructors - to help children, offer the below sample lists of rhyming words.

- Two: Shoe, glue, boo, boo-hoo, zoo, flue, flew, coo, blew, blue, chew, clue, cue, dew, do, goo
- Four: Boar, bore, for, ore, oar, pour, roar, score, lore
- Six: Bricks, chicks, clicks, cricks, flicks, hicks, licks, nicks, picks, sticks, ticks, tricks, wicks
- Eight: Ate, bait, crate, date, fate, freight, gate, gait, grate, great, hate, late, plate, state, wait
- Ten: Been, den, glen, hen, men, pen, then, when, wren, yen, zen.

Review Questions

1. **What does Curdie hear outside his home?** He hears goblins, but scares them away by starting a song.
2. **What do the miners search for in the mountain?** The miners search for ore, which contains valuable minerals or metals.
3. **How do miners get ore out of the mountain?** They break up rock with their pickaxes or blow up the rock with explosives before carrying it out.
4. **What types of songs do goblins hate the most?** Brand new songs that they have never heard before.
5. **What do some miners do to make extra money?** They work all night to find extra ore.
6. **Who else mines the mountains at night?** The goblins also mine at night.
7. **Why does Curdie work overnight mining in the mountain?** He works overnight to earn extra money for a red petticoat for his mother and to learn what the goblins are up to.

The Princess and the Goblin

Chapter 8: The Goblins

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

As Curdie mines overnight, he overhears a conversation between a goblin family through a thin section of rock. The goblin family is packing up and traveling to the goblin king's palace. Curdie learns that the goblins are mining to make new houses for themselves further away from the miners. He hears that the goblins are planning some mischief against the miners. He discovers that the goblins have soft, vulnerable feet. He also learns that the goblin king's first wife was a human, and that goblins have no toes. Curdie quietly removes rock, intent on following the family to the palace so he can learn more about the goblins' nefarious plans for the miners.

Vocabulary

- **Heed:** Pay attention to; take notice of.
- **Primordial:** Existing at or from the beginning of time, basic and fundamental.
- **Handicraft:** A particular skill of making decorative objects by hand.
- **Probability:** The likelihood of something happening.
- **Remnant:** A small remaining quantity of something.
- **Realm:** A kingdom.
- **Baleful:** Threatening harm; menacing.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Review from the story how a goblin foot differs from a human foot.
- Draw a human foot with its five toes.
- Draw a goblin foot next to the human foot.

Review Questions

1. **What is a goblin's glory?** A goblin's glory is their head, because it is so hard.
2. **What is the weakest, softest part of a goblin?** Their feet.
3. **Why don't goblins wear shoes to protect their soft feet?** The goblin king doesn't wear shoes. The queen does wear shoes since the first queen did, but prohibits the other goblin women from wearing them.
4. **Was the king's first wife a goblin?** No, she was a human from above the ground.
5. **How did the king's first wife die?** She died when the young half-goblin prince was born.
6. **How are goblin feet different from human feet?** Goblins have no toes.
7. **What information did Curdie learn by listening in on the goblin's conversation?** That the goblins were mining to make new houses for themselves far off from where the humans mined, that the goblins were planning some mischief against the miners, and that the goblins have soft, vulnerable feet.

The Princess and the Goblin

Chapter 9: The Hall of the Goblin Palace

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie follows the goblin family to the king's court. There he learns that the goblins have two plans for the miners, a primary plan and a backup plan. The primary plan is unclear. The backup plan involves flooding the mines and drowning the miners. Curdie eventually makes his way out of the mountain and returns home to tell his father of the goblins' plans.

Vocabulary

- **Excavation:** The site that earth has been removed from by digging.
- **Greyhound:** A dog of a tall, slender breed having keen sight and capable of high speed.
- **Galleries:** Horizontal underground passages, especially in a mine.
- **Stalactites:** A tapering structure hanging like an icicle from the roof of a cave, formed from mineral deposits from dripping water.
- **Reservoir:** A large natural or artificial lake used as a source of water supply.
- **Statue:** A carved or cast figure of a person or animal, especially one that is life-size or larger.
- **Excogitate:** Think out, plan, or devise.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- See below a picture of stalactites in a cave. Note how they look like stone icicles hanging down from the ceiling.
- Stalactites hang from a cave ceiling. You can remember this, because the word 'stalactite' contains the letter 'c' for 'ceiling.'
- Draw a cavern full of stalactites.



Review Questions

1. **Why does Curdie follow the goblin family?** He wishes to learn more about the goblins' evil plans for the miners.
2. **What does Curdie learn about the goblins' plans for the miners?** He learns there are two plans, a primary plan and a backup plan. The primary plan is unclear. The backup plan involves flooding the mines and drowning the miners.
3. **What does Curdie do when he exits the mountain?** He walks home and tells his father about the goblins' plans.

The Princess and the Goblin

Chapter 10: The Princess's King-Papa

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The king returns to the castle-house on horseback with his men. The princess tells the king that she has met Queen Irene, her great-great-grandmother. The king reveals he did not know that Queen Irene was in the house. As the princess says it must have been a dream, a white pigeon flies in and lands on her head. The king says he cannot visit Queen Irene unless he has been invited. The king reveals he knows the princess and Lottie were out past sundown. The princess begs her father to spare Lottie, but later the king talks to Lottie and makes her cry.

Vocabulary

- **Fleecy:** White and fluffy.
- **Weather-cock:** A revolving rooster-shaped pointer that shows the direction of the wind.
- **Dismount:** Get off a horse, bicycle, or other thing that one is riding.
- **Counsellor:** A person trained to give guidance or advice.
- **Cower:** Crouch down in fear.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw a white pigeon sitting on the princess' head.
- Study the pigeon below for inspiration.



Review Questions

1. **Did the king know Queen Irene was living in the castle-house?** No, the king says he did not know.
2. **What happens when the princess decides meeting Queen Irene must have been a dream?** A pigeon flies in and lands on her head.
3. **Will the king go with the princess to meet Queen Irene?** No, the king says he must be invited first.
4. **What did the king know about that surprised the princess?** That the princess and Lootie were outside past sundown.
5. **Who makes Lootie cry?** The king.

The Princess and the Goblin

Chapter 11: The Old Lady's Bedroom

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess pricks her hand on a brooch while playing, and her hand becomes swollen and infected. That night, the pain from her hand wakes her. She walks about the house, locates the staircase, and finds her great-great-grandmother, Queen Irene. The old lady reveals she is spinning the princess a special thread made from spider web fetched by the pigeons. The old lady puts soothing ointment on the princess' hand and allows the princess to sleep in the old lady's bedroom. A great orb hangs from the bedroom ceiling that shines like moonlight. Its power keeps the bedroom lovely and perhaps, keeps the old lady lovely as well. The old lady tells the princess to visit again next Friday, or risk not being able to visit again for a long time. Irene wakes the next morning in her own bed. Her hand is healed, and only the sweet scent of the ointment lingers.

Vocabulary

- **Accoutrements:** Additional items of dress or equipment, or other items carried or worn by a person or used for a particular activity.
- **Brooch:** An ornament fastened to clothing with a hinged pin and catch.
- **Poultice:** A soft, moist mass of material, typically of plant material or flour, applied to the body to relieve soreness and inflammation and kept in place with a cloth.
- **Distaff:** A stick or spindle onto which wool or flax is wound for spinning.
- **Coverlid:** A bedspread.
- **Casket:** A small ornamental box or chest for holding jewels, letters, or other valuable objects.
- **Cambric:** A lightweight, closely woven white linen or cotton fabric.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

In the story, the princess pricks her finger on a brooch.

- Sketch the red bow brooch shown below.
- Note the straight pin that runs behind it. The pin is used to fasten the brooch to clothing.



Activity 5: Draw the Story

In the story, the old lady spins spider webs into a thread for the princess.

- Sketch the spider web shown below.



Review Questions

1. **How does the princess hurt her hand?** She pricks it with an old brooch.
2. **What is the old lady spinning?** She spins spider webs brought from far off by her pigeons.
3. **Who is the old lady spinning the spider webs into thread for?** She spins the thread for the princess.
4. **What hangs from the center of the ceiling of the old lady's bedroom?** An orb that glows like moonlight.
5. **How is the princess' swollen hand healed?** The old lady applies a special ointment that heals the hand.
6. **What must the princess do, or risk not seeing the old lady again for a long time?** She must visit the old lady again on the next Friday.

The Princess and the Goblin

Chapter 12: A Short Chapter About Curdie

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie has a wonderful mother. She is trustworthy, she can keep a secret, and she works hard to make a comfortable home for Curdie and his father after their hard days of work in the dark, deep mines. Curdie's mother helps him untangle the string he uses to explore the mines. Curdie uses a ball of string to be able to explore unknown passages in the mines and to find his way back. He anchors the string to his pickaxe and unrolls the string as he explores. Upon reaching the end of his exploration, he follows the string back to his pickaxe. By the time Curdie returns to his pickaxe, the string is always terribly tangled. He brings the tangled string home, and by the next morning, it is back in a ball, untangled by his wonderful mother.

Vocabulary

- **Reconnoitering:** A military term for making an observation of a region.
- **Expedition:** A journey undertaken by a group of people with a particular purpose, especially that of exploration, scientific research, or war.
- **Cobs:** Another word for goblins.
- **Inundation:** Flooding. In the book, 'the inundation', refers to the goblins' backup plan to flood the mines and drown the miners.
- **Sapper:** An engineer responsible for tasks such as laying and clearing mines, etc.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Play Curdie hide-and-peek.
- Get a big ball of string or yarn.
- Secure the end of the string to an anchor in your house.
- The hider takes a ball of string and hides in the house. The hider should take a convoluted path to make it more interesting for the seeker.
- The seeker follows the string, winding it up as they go, until they find the hider.

Review Questions

1. **Why is Curdie's mother a wonderful mother?** She is trustworthy and keeps a comfortable home for Curdie and his father.
2. **How does Curdie find his way back when exploring the mines?** He secures the end of a ball of string to his pickaxe, unrolls the string as he explores, and follows the string back to his pickaxe.
3. **Who untangles the string for Curdie after he falls sleep each night?** His mother untangles the string.

The Princess and the Goblin

Chapter 13: The Cobs' Creatures

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

During the night, the men-at-arms guarding the castle-house begin seeing strange, grotesque creatures frolicking in the moonlight. These creatures are the domesticated animals of the goblins. The goblins steal regular animals from above the earth and bring them underground. Spending too long in the dark, underground chambers of the mines transforms these animals into their current hideous forms. The creatures have found a hole the goblins made while mining and escape out during the night.

Vocabulary

- **Turnip:** A round root with white or cream flesh that is eaten as a vegetable and has edible leaves.
- **Pull:** Drink.
- **Gamboling:** Running or jumping about playfully.
- **Uncouth:** Lacking good manners, refinement, or grace.
- **Dissonance:** A tension or clash resulting from the combination of two disharmonious or unsuitable elements.
- **Men-at-arms:** Soldiers, especially those heavily armed and mounted on horseback.
- **Spectral:** Of or like a ghost.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Read the below excerpts from the story and draw the creature described.
- Its body might have been that of a dog or wolf, .. its head was twice the size it ought to have been and round as a ball.
- The face was more like one carved by a boy upon the turnip inside which he is going to put a candle in (e.g. like a Halloween jack-o-lantern).

Review Questions

1. **What are the grotesque creatures the men-at-arms guarding the castle-house see at night?** The goblins' pets.
2. **What were the creatures originally?** Regular domestic and wild animals from above ground, foxes, dogs, cats, chickens, pigs, small bears.
3. **Why are the men seeing the creatures now for the first time?** The creatures found a hole recently made by the goblins which leads above the ground.
4. **Did the creatures want to hurt the humans or help the goblins with their evil plots?** No, the creatures just wanted to play outside in the fresh air on the broad lawns of the castle-house.

The Princess and the Goblin

Chapter 14: That Night Week

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When Friday arrives, the princess keeps quiet and behaves, wanting to be able to visit her great-great-grandmother. As night falls and Lootie leaves to fetch the princess' tea, one of the goblins' grotesque creatures jumps into the nursery through an open window. The princess panics and runs out of the castle-house. Guided back by the moon-like orb glowing from the old lady's room, the princess makes her way back to the castle-house. By now, Lootie has found the princess missing and people are looking for her. But they do not find her before she climbs the stairs and reaches the old lady's door.

Vocabulary

- **Ascent:** A climb or walk to the summit of a mountain or hill.
- **Elude:** Evade or escape from a danger, enemy, or pursuer.
- **Stilts:** Either of a pair of upright poles with supports for the feet enabling the user to walk at a distance above the ground.
- **Overtake:** Catch up with and pass while traveling in the same direction.
- **Pounce:** Spring or swoop suddenly to catch prey.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

Read the below excerpts from the story and draw the creature described.

- ..a pair of eyes, bright with a green light.'
- 'It was like a cat, with legs as long as a horse's.'
- 'Its body no bigger and its legs no thicker than those of a cat.'
- 'The awful creature with the stilt-legs.'

Review Questions

1. **Why does the princess behave so well on Friday?** She wants to be able to visit her grandmother.
2. **What jumps in the nursery window?** One of the goblin's creatures. It has glowing green eyes, the small body of a cat, and the long, narrow legs of a horse.
3. **How does the princess escape the creature?** She runs out of the castle-house.
4. **How does the princess find her way back to the castle-house?** She first follows her grandmother's glowing orb and then the lit windows of the house.
5. **Where does the princess go upon returning to the castle-house?** She climbs the stairs to see her grandmother.

The Princess and the Goblin

Chapter 15: Woven and then Spun

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

After being scared by the cat creature, running outside, and following her grandmother's beacon back to the house, the princess ascends the stairs to visit her grandmother. Her grandmother gives the princess an opal ring and a grey-white ball created by her spinning. In times of trouble the princess is to put the ring under her pillow and follow the thread back to her grandmother, no matter how convoluted the path. Her grandmother keeps the grey-white ball in her cabinet, although she says it truly belongs to the princess.

Vocabulary

- **Cataract:** A large waterfall.
- **Opal:** A gemstone, typically semitransparent and showing varying colors against a pale or dark ground.
- **Carcenet:** A necklace or ornamental collar, typically made of gold or set with jewels.
- **Nigh:** Near.
- **Brooding:** Sitting on eggs to hatch them.
- **Mirth:** Amusement, especially as expressed in laughter.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Review Questions

1. **What has the old lady spun out of the cobwebs?** A ball of thread.
2. **What does the old lady give to the princess?** A ring and the cobweb ball, but the ball must stay with the old lady.
3. **What connects the ring to the ball?** A thread made of cobwebs.
4. **How can the princess use her ring?** When she places the ring under her pillow, she can follow the thread back to her grandmother.
5. **Will the thread always lead directly back to her grandmother?** No, but her grandmother says the princess must trust the thread and follow its path.
6. **Why doesn't the old lady give the dirty princess a bath?** The old lady wants the household staff to believe the princess' story of running away from the long-legged cat that jumped in the nursery.

The Princess and the Goblin

Chapter 16: The Ring

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Lootie scolds the princess for running out of the castle. The princess reminds Lootie of when Lootie became so scared she got them lost, and Lootie leaves the princess alone after that. Lootie remarks on how the princess' ring glows. As a distraction, the princess asks Lootie where she got the ring. Lootie replies that perhaps the princess' mother gave the princess the ring.

Vocabulary

- **Reproach:** Address someone in such a way as to express disapproval or disappointment.
- **Twilight Fancy:** A nightmare.
- **Exult:** Show or feel elation or jubilation, especially as the result of a success.
- **Gambol:** Run or jump about playfully.
- **Pretense:** An attempt to make something that is not the case appear true.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Princess Irene flees from her half castle, half house.
- Sketch a castle, as shown below.



Review Questions

1. **Where does the princess claim she's been while missing?** Outside the castle, running and hiding from the cat creature.
2. **How does the princess stop Lottie from scolding her about leaving the castle?** The princess reminds Lottie of when Lottie was so scared she got them lost.
3. **How does the princess explain the ring that the old lady gave her?** She confuses Lottie by asking the nurse if she knew where the ring came from.

The Princess and the Goblin

Chapter 17: Springtime

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

When spring comes, the king returns to visit the princess. The princess asks the king about her ring, and the king tells her that it was her mother's once. The king disappears up the stairs, perhaps to visit the old lady. Before leaving the castle-house again, he leaves six of his men to defend against the goblin's creatures. The princess spends time outside in the sunshine, enjoying the flowers and visiting with the goats.

Vocabulary

- **Dominion:** The territory under a king or government's control.
- **Incapable:** Unable to behave rationally or manage one's affairs; incompetent.
- **Unjust:** Not based on or behaving according to what is morally right and fair.
- **Primrose:** A plant that produces pale yellow flowers in the early spring.
- **Kid:** A young goat.
- **Scruple:** A feeling of doubt or hesitation about the morality or propriety of a course of action.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the princess' favorite flower was the primrose.
- Draw a yellow primrose, as shown below.



Review Questions

1. **Who comes to visit the princess in the spring?** The king.
2. **Where does the king tell the princess her ring came from?** It came from her queen-mamma.
3. **Where does the king go during his visit?** Up the staircase, possibly to visit the old lady.
4. **What is the princess' favorite flower?** The primrose.
5. **Which animals does the princess like?** The goats.
6. **Why don't goblins like dogs?** Because dogs bite them on their tender and vulnerable feet.

The Princess and the Goblin

Chapter 18: Curdie's Clue

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

One night in the caves, as Curdie follows his string back to his pickaxe, he discovers the goblins' creatures have uprooted the pickaxe and are playing with it. He fends off the creatures, but finds himself lost in the darkness. He stumbles upon the private chambers of the goblin royal family. He listens to them discuss getting a human princess for their half-human, half-goblin crown-prince, Harelip. He crawls a bit closer, slips, and tumbles down among them. He asks the king for an escort out of the mountain, but the king orders his goblins to attack. Curdie sings a rhyme and strikes their tender goblin feet with his pickaxe. The queen, who wears hard shoes of granite, tackles Curdie into a dark chamber. Curdie loses consciousness. When he awakes, Curdie finds the goblins have piled up stones so he cannot get back out of the hole which he fell through. Curdie is trapped in the darkness.

Vocabulary

- **Boring:** Making a hole in something.
- **Dodging:** Avoiding someone or something by a sudden quick movement.
- **Bewildered:** Perplexed and confused.
- **Wallowing:** Rolling from side to side.
- **Routed:** Defeated and caused to retreat.
- **Mica:** A shiny mineral with a layered structure, found as minute scales in granite and other rocks, or as crystals.
- **Liberality:** The quality of giving or spending freely.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Take turns playing the roles of Curdie following his string and the goblin's creatures, which uproot Curdie's pickaxe.
- Get a big ball of string or yarn.
- Secure the end of the string to an anchor in your house.
- The person playing 'Curdie' takes a convoluted path under tables, around couches, etc.
- The person playing a creature moves the anchor to another part of the house.
- 'Curdie' then follows the string back. Does Curdie end up at the original location?

Review Questions

1. **Why does Curdie get lost as he follows his string through the mines?** The goblin creatures uproot his pickaxe, play with it, and carry it around.
2. **Where does Curdie end up as he tries to find his way out of the caves?** He stumbles upon the private royal apartments of the king and queen.
3. **What does Curdie learn about the crown prince?** The crown prince plans to make a human his princess.
4. **How is Curdie discovered by the king and the rest of the goblins?** He crawls forward to hear better and falls into the middle of them.
5. **What does Curdie ask from the king?** Curdie asks for an escort out of the mountain.
6. **Does the king grant Curdie's request for an escort?** No, the king orders his minions to attack Curdie.
7. **Why does the queen triumph over Curdie?** She wears granite shoes, which protect her vulnerable feet.

The Princess and the Goblin

Chapter 19: Goblin Counsels

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The goblin king announces his intention to let Curdie starve to death, but the queen suggests feeding him to their creatures. Curdie sings some insulting rhymes, chanting that the queen has toes. The king, who has never seen the queen's feet, commands the queen to remove her shoes. The queen refuses. The king attempts to remove them, but the queen wins the scuffle with her husband. The king and queen decide to starve Curdie for a couple of days to weaken him before feeding him to their creatures. Curdie plots to pretend he's dying, to try to trick the goblins into freeing him from his stone prison before his strength fails. Curdie lies in the darkness and waits, inventing more rhymes.

Vocabulary

- **Dwelling:** A house, apartment, or other place of residence.
- **Mole Eyes:** Very small eyes that cannot see well in the daylight.
- **Citadel:** A fortress protecting or dominating a city.
- **Incalculable:** Unable to be estimated or calculated.
- **Luxuries:** Inessential, desirable items that are expensive or difficult to obtain.
- **Wretch:** A despicable or contemptible person.
- **Scorn:** The feeling or belief that someone or something is worthless or despicable; contempt.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Act out the goblins trapping Curdie in the cave chamber.
- Make the chamber Curdie is trapped in out of a table or a couch.
- Perhaps use blankets, chairs, big boxes or other large item for the stones that traps Curdie in the cave chamber.

Review Questions

1. **What does the king want to do with Curdie?** He wants to leave him trapped until he starves to death.
2. **What does the queen want to do with Curdie?** She wishes to feed him to their creatures.
3. **Why does the king ask the queen to remove her shoes?** Curdie sings a song that claims the queen has toes, and the king has never seen the queen's feet.
4. **Does the queen have toes?** We don't know. The queen won the fight with the king and refuses to remove her shoes.
5. **How does Curdie plan to escape?** He plans to pretend to be dying to trick them into letting him out while he still has some strength.

The Princess and the Goblin

Chapter 20: Irene's Clue

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess wakes from her bed to a horrible snarling (which, unknown to the princess, was only a tussle between a regular cat and dog). She places her ring under her pillow and follows the thread out of the house and into the mountains. The thread leads her under the mountains, to the pile of rocks outside the very chamber where Curdie is trapped. The thread leads into the pile of rocks, so the princess cannot proceed any further. The princess doesn't realize Curdie is on the other side. Frightened, she tries to follow the thread back out of the caverns, but the thread disappears each time she turns back. The princess begins to cry.

Vocabulary

- **Gossamer:** A fine, filmy substance consisting of cobwebs spun by small spiders, which is seen especially in autumn.
- **Horizon:** The line at which the earth's surface and the sky appear to meet.
- **Cleaving:** Splitting or severing something.
- **Jabbered:** Spoken rapidly and excitedly but with little sense.
- **Prattled:** Spoken at length in a foolish or inconsequential way.
- **Embers:** Small pieces of burning or glowing coal or wood in a dying fire.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Play Curdie hide-and-seek once more.
- Get a big ball of string or yarn.
- Secure the end of the string to an anchor in your house.
- The hider takes a ball of string and hides in the house. The hider should take a convoluted path to make it more interesting for the seeker.
- The seeker follows the string from the anchor, until they find the hider.

Review Questions

1. **Why does the princess put the ring under her pillow?** She is frightened by a ruckus and snarling.
2. **What caused the ruckus that frightened the princess?** A regular dog and cat fighting.
3. **Where does the thread lead the princess?** To the pile of rocks blocking Curdie in the underground chamber.
4. **What happens when the princess tries to follow the thread back out of the caves?** The thread disappears.
5. **What does the princess do at the end of the story?** She cries on the rocks.

The Princess and the Goblin

Chapter 21: The Escape

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess stops crying and begins moving the rocks to follow the string. As she moves the rocks, she hears Curdie singing and realizes he is on the other side. Eventually she clears enough rocks so that Curdie can move the main slab blocking him in. They follow the string into the hole, through very narrow passages, until they reach a chamber where the king and queen are sleeping. As they pass through the chamber, Curdie finds his pickaxe. Curdie can't resist removing the queen's shoe and sees that she has six toes. As he tries to remove the other shoe, the king and queen awaken. Curdie and the princess run away, continuing to follow the string. They follow the string along a river, and eventually come out in the princess' garden next to her house. Curdie and the princess follow the string, up the staircase toward the princess' grandmother, Queen Irene.

Vocabulary

- **Mechanically:** Done automatically, without much thought.
- **Pother:** A commotion or fuss.
- **Crept:** Moved slowly and carefully.
- **Torch:** A portable means of illumination such as a piece of wood or cloth soaked in tallow or an oil lamp on a pole.
- **Sheepskin:** A sheep's skin with the wool on, especially when made into a garment or rug.
- **Vex:** Make someone feel annoyed, frustrated, or worried, especially with trivial matters.
- **Yielded:** Give way to arguments, demands, or pressure.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the goblin queen's foot with its six toes.

Review Questions

1. **How does the princess know Curdie is behind the pile of stones?** She hears him singing.
2. **How does Curdie get his pickaxe back?** The string leads him to the chamber where the king and queen are sleeping and where they have taken his pickaxe.
3. **What does Curdie discover when he removes the queen's shoe?** The queen has toes, just like the last queen.
4. **Where does the river lead?** To the princess' garden, next to her house.
5. **Where does the string want them to go once they have reached the house?** Up the stairs, toward the old lady.

The Princess and the Goblin

Chapter 22: The Old Lady and Curdie

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess leads Curdie to her grandmother's room, but Curdie cannot see or hear the old lady. Curdie believes the princess is making a fool of him. Feeling offended, Curdie sets off for home. The old lady gives the princess a special bath, which heals all of the princess' bruises. The old lady cleans the princess' nightgown in the rose fire and puts the princess to bed for a long sleep.

Vocabulary

- **Ascend:** Go up or climb.
- **Garret:** A top-floor or attic room.
- **Expostulated:** Express strong disapproval or disagreement.
- **Gulf:** A deep ravine, chasm, or abyss.
- **Obliged:** Do as someone asks or desires in order to help or please them.
- **Gypsy:** A member of a traveling people with dark skin and hair who speak Romany and traditionally live by seasonal work, itinerant trade, and fortune-telling.
- **Counterpane:** A bedspread.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the bathtub full of stars.

Review Questions

1. **What does Curdie think of the princess' grandmother?** He cannot see her, nor hear her, so he believes the princess is trying to trick him.
2. **How does the old lady heal the princess' bruises?** She submerges her in a special bath.
3. **How does the old lady clean the princess' nightgown?** She puts it in the rose fire.

The Princess and the Goblin

Chapter 23: Curdie and His Mother

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie tells his parents about the princess saving him from the goblins. His mother admonishes him for not believing the princess. Curdie's mother tells him her own incredible story of being rescued from the goblins by a glowing orb and a silvery bird. Curdie's mother again states she does not believe that the princess lied. Curdie believes the goblins are tunneling toward the princess' house and that the goblins plan to kidnap the princess and make her marry Prince Harelip.

Vocabulary

- **Vexed:** Annoyed, frustrated, or worried.
- **Fancy:** Imagine; Think.
- **Sparing:** Moderate; economical.
- **Bantam:** A chicken of a small breed, of which the cock is noted for its aggressiveness.
- **Pease Pudding:** A pudding made of boiled legumes, spices, water, salt, and sometimes ham.
- **Obstinate:** Stubbornly refusing to change one's opinion or chosen course of action, despite attempts to persuade one to do so.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the glowing orb and the silvery bird from the story.

Review Questions

1. **What happened to Curdie's mother that makes her believe the princess' story of the thread and her grandmother?** Curdie's mother was once rescued from the goblins by a glowing orb and a silvery bird.
2. **Where does Curdie believe the goblins are tunneling?** Curdie believes the goblins are tunneling toward the princess' house.
3. **What does Curdie believe the goblins plan to do to the princess?** Curdie believes the goblins plan to kidnap the princess and force her to marry Prince Harelip.

The Princess and the Goblin

Chapter 24: Irene Behaves Like a Princess

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The princess awakes to her nurse and many other servants staring at her. Lootie is quite vexed with the princess, believing her to have hidden under the covers from them all. The princess refuses to tell Lootie what happened, because she thinks Lootie will not believe her. Lootie becomes even more angry, so the princess asks the captain of the gentlemen-at-arms to take charge of her and to notify her Papa that she would like to speak to him. As the princess looks to a scullery-maid to watch over her, Lootie breaks down and cries. The princess decides to keep Lootie on and cancels her order to send for the king. The princess says she is to remain in the charge of the captain of the gentlemen-at-arms.

Vocabulary

- **Horrid:** Very unpleasant or disagreeable.
- **Consequences:** A result or effect of an action.
- **Truth:** That which is true or in accordance with fact or reality.
- **Stories:** False statements or explanations; lies.
- **Rude:** Offensively impolite or ill-mannered.
- **Provoking:** Causing annoyance; irritating.
- **Lies:** An intentionally false statement.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

Say whether the following are the truth or lies/stories.

- The moon is made from cheese.
- Mice are larger than horses.
- Cats have ears and tails.
- The President of the United States has a pet dragon that he rides around the world.

Review Questions

1. **Where does Lottie think the princess was?** Lottie believes the princess was hiding under the bedclothes.
2. **Why is Lottie so angry?** She is worried about the princess and worried about losing her job.
3. **How does the princess pull rank on Lottie and bring her in line?** She demands her father be sent for and threatens to replace Lottie.
4. **Why does the princess decide to keep Lottie on?** Because Lottie breaks down and begins to cry, and is now under the princess' control.

The Princess and the Goblin

Chapter 25: Curdie Comes to Grief

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie keeps watch over the cave entrance in the garden outside the princess' castle-house. As he watches, the gentlemen-at-arms shoot him with a bolt, believing him to be a goblin. The gentlemen-at-arms capture Curdie and bring him inside, where Lootie lies and claims Curdie was trying to kiss the princess. The gentlemen-at-arms lock Curdie in a room and keep him under watch. Curdie tries to convince the guards to watch for the goblins, but they believe Curdie is raving mad.

Vocabulary

- **Diligent:** Having or showing care and conscientiousness in one's work or duties.
- **Endeavors:** Attempts to achieve a goal.
- **Contemptible:** Deserving contempt; despicable; hateful.
- **Excavators:** People who remove earth carefully and systematically from an archaeological site in order to find buried remains.
- **Tread:** A manner or the sound of someone walking.
- **Impertinence:** Lack of respect; rudeness.
- **Bolt:** A short heavy arrow shot from a crossbow.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Examine the pictures of a crossbow and arrow/bolt below and sketch them.



Review Questions

1. **Why does Curdie watch the cave entrance in the garden?** He's been following the progress of the goblins inside the mountain, and believes this may be where they will eventually come out.
2. **Who shoots Curdie with a bolt from a crossbow?** The gentlemen-at-arms.
3. **Why does Curdie tell the gentlemen-at-arms the truth about the goblins?** He wants the gentlemen-at-arms to watch for the goblins, since he is imprisoned.
4. **Do the gentlemen-at-arms believe Curdie about the goblins?** No, they think he is raving mad.

The Princess and the Goblin

Chapter 26: The Goblin-Miners

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The servants hear noises like thunder and the castle-house shakes. The servants believe the thundering may be rats or the miners, but it is actually the goblins tunneling toward the house to break in and kidnap the princess. Unbeknownst to the servants above, the goblins break into the wine cellar. The goblins cheer as they hustle back to tell the royal family of their triumph. The royal family comes to the wine cellar and open the door to the rest of the house.

Vocabulary

- **Horrid:** Causing horror.
- **Affright:** Frighten someone.
- **Earthquake:** A sudden and violent shaking of the ground, sometimes causing great destruction, as a result of movements within the earth's crust or volcanic action.
- **Foundation:** The lowest load-bearing part of a building, typically below ground level.
- **Wine Cellar:** An underground cellar in which wine is stored.
- **Vessel:** A hollow container, especially one used to hold liquid, such as a bowl or cask.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the goblins break into the wine cellar, where wine is stored in barrels or casks.
- Wine is an adult drink made from fermented grape juice.
- Draw the wine barrels as pictured below.



Review Questions

1. **What do the servants first think they hear in the house?** The servants think they hear a large group of rats.
2. **What does Lottie think the noises sound like?** Lottie believes it is the miners at work.
3. **What is the actual sound the servants hear?** The goblins mining through the mountain to break into the house.
4. **Into which room do the goblins break through?** The wine cellar.
5. **Why are the goblins breaking into the house?** The goblins plan to steal Princess Irene and marry her to Prince Harelip.

The Princess and the Goblin

Chapter 27: The Goblins in the King's House

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

As the goblins invade the house, Curdie sleeps and dreams of everything that has happened with the princess. He dreams of a lady with white hair rubbing him with something that smells of roses. The dream lady waves her hands over Curdie, healing his wounds. Curdie awakens to the uproar of the goblin invasion and rushes out of the room. He grabs a knife and starts slashing and stamping on goblin feet. He rescues the gentlemen-at-arms and the servants in the cellar and sends the goblins scattering. But the princess is gone, believed to be taken by the goblins. Curdie vows to get the princess back.

Vocabulary

- **Profoundest:** Greatest or most intense.
- **Casement:** A window or part of a window set on a hinge so that it opens like a door.
- **Multitudinous:** Very numerous.
- **Strife:** Angry or bitter disagreement over fundamental issues; conflict.
- **Incarnate:** Especially a deity or spirit, embodied in flesh; in human form.
- **Whirlwind:** A column of air moving rapidly around and around in a cylindrical or funnel.
- **Hitherto:** Until now or until the point in time under discussion.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Pretend to fight the goblins.
- Slash with an imaginary knife.
- Stamp on imaginary goblin feet.

Review Questions

1. **Who heals Curdie and helps him awaken?** The old lady.
2. **How does Curdie defeat the goblins?** He slashes them with his knife, sings his rhymes, stamps their vulnerable feet, and tells others to stamp their feet too.
3. **Who does Curdie rescue from Prince Harelip?** Lootie.
4. **Where is the princess?** No one knows. No one can find her.
5. **Why does Curdie believe the princess was kidnapped by the goblins?** Her room is in a disarray, and no one can find her.

The Princess and the Goblin

Chapter 28: Curdie's Guide

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

As Curdie resolves to set off after the goblins, a thread that he can feel, but can't see touches his hand. The thread leads him back to his mother and father's cottage. There Curdie finds the princess in his mother's arms. The princess had heard a ruckus, placed her ring under her pillow, and followed the thread to Curdie's home. The princess never even saw the goblins in her house. Curdie's mother takes the princess back to the castle. Curdie wakes his father and tells him something of great import. His father rushes out of the cottage.

Vocabulary

- **Guide:** To show or indicate the way to someone.
- **Flashed:** To understand something in a quick rush.
- **Slip:** Escape or get loose from.
- **Vanish:** Disappear suddenly and completely.
- **Downcast:** Looking downward.
- **Shuddering:** Trembling convulsively, typically as a result of fear or revulsion.
- **Rise:** Move from a lower position to a higher one; come or go up.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the chapter, Curdie follows a string to his parents' cottage in the mountains.
- Examine the mountain cottage below and sketch it.



Review Questions

1. **Why doesn't Curdie go after the goblins into the mountain?** He feels a thread touch his hand.
2. **Where does the thread lead Curdie?** The thread leads to his parents' cottage.
3. **Who does Curdie unexpectedly find at the cottage?** Curdie finds the princess in the cottage.
4. **How did the princess get to the cottage?** The princess heard a ruckus and followed her string there to safety.
5. **Who does Curdie tell something important to?** Curdie tells something important to his father.
6. **Why does Curdie's father rush out of the cottage?** Curdie told him something, but we don't know what yet.
7. **What do you think Curdie told his father?** Most likely something about the second plan of the goblins (flooding the mines and drowning the miners), seeing as the first had failed (kidnapping the princess).

The Princess and the Goblin

Chapter 29: Masonwork

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

Curdie and his father rush to the mine to tell the miners that the goblins may soon enact the second plan, which entails flooding the mines. The miners work to shore up a weak wall with stones and cement. They hear water running, but soon realize it is not the goblins' flood. Instead, a great storm has descended upon the mountain. Curdie and his father hurry back to the cottage, which sits between two rivers of water. Curdie and his father find Curdie's mother and the princess safe in the cottage. Due to the swollen rivers, the princess cannot return home until morning. The princess falls asleep watching her grandmother's light shining through the darkness.

Vocabulary

- **Masonwork:** Stonework.
- **Buttress:** A projecting support of stone or brick built against a wall.
- **Lancing:** Move suddenly and quickly.
- **Tempest:** A violent windy storm.
- **Wretched:** Of poor quality; very bad.
- **Merrier:** Cheerful and lively.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Study the raging river below and sketch it.



Review Questions

1. **What did Curdie tell his father that made him rush from the cottage?** Curdie told his father the goblins would be enacting their backup plan to flood the mines.
2. **What do the miners do to combat the goblin's second plan?** They reinforced the weak wall through which the water might flood the mines with rocks and concrete.
3. **Why do the miners hear a new sound of running water?** A storm rages outside.
4. **Why do Curdie and his father rush home to the cottage?** To check on the mother and the princess.
5. **Why can't the princess go home until morning?** Water rushes all about the cottage and it isn't safe to travel.

The Princess and the Goblin

Chapter 30: The King and the Kiss

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The next morning, Curdie's father, Peter, heads to work. Curdie and his mother take the princess home. When they arrive, the king is there and he is overjoyed to see the princess. The king allows the princess to keep her word, and the princess kisses Curdie. The king throws a feast in celebration, and the merriment continues long after the princess falls asleep.

Vocabulary

- **Torrent:** A strong and fast-moving stream of water.
- **Unendurable:** Not able to be tolerated or endured.
- **Misery:** A state or feeling of great distress or discomfort of mind or body.
- **Awed:** Filled with awe or wonder.
- **Inarticulate:** Unable to speak distinctly or express oneself clearly.
- **Asunder:** Apart; divided.
- **Feast:** A large meal, typically one in celebration of something.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the king throws a feast to celebrate the princess' safe homecoming.
- Study the image of a feast below and sketch it.
- Think about what kinds of food you would like to eat at your feast and include them in your picture.



Review Questions

1. **Who carries the princess over water to keep her from getting wet?** Curdie carries the princess.
2. **Who is at the princess' house when they arrive?** The princess' father, the king, is at the house.
3. **Why is the king sad before he sees the princess?** The king believes the goblins have captured the princess.
4. **How does the princess keep her promise to Curdie?** The princess kisses Curdie, with the blessing of her king papa.
5. **What does the king do to celebrate the princess' safe return?** The king throws a feast that lasts into the night.

The Princess and the Goblin

Chapter 31: The Subterranean Waters

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

As the feast continues, the princess awakens and follows her thread to her Papa. She tells him she hears something. They hear a sound like distant thunder. Curdie realizes what it is and asks the king to evacuate the house. The people leave the house just in time to escape a torrent of water cascading down on the house from inside the mountain. Curdie realizes that the goblins have executed their second plan, but the wall of concrete and stones built by the miners diverted the flood of water from the mines to the channel that leads to the house. Dead goblins float through the house, accidentally drowned by their own evil plots. The king offers Curdie a position in his guard, but Curdie declines, preferring to remain with his parents and asking instead for a red petticoat for his mother. The princess and her Papa leave the castle-house for the main castle, but the princess says they'll return the next summer to see Curdie and his parents.

Vocabulary

- **Harpist:** A musician who plays the harp.
- **Escort:** A person or a group accompanying another for protection, security.
- **Ballad:** A poem or song narrating a story in short stanzas.
- **Prowess:** Skill or expertise in a particular activity or field.
- **Thitherward:** Toward a point or place.
- **Turbid:** Cloudy, opaque, or thick with suspended matter.
- **Catastrophe:** An event causing great and often sudden damage or suffering; a disaster.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the house of the princess floods in a torrent of water.
- Study the image of a flooded house below and sketch it.
- What is the only part of the house that you can see?



Review Questions

1. **Who alerts the king of the distant rumbling sound?** The princess, guided by her string.
2. **Who realizes what the sound of the rumble means?** Curdie realizes it is the flood from the goblin's backup plan.
3. **What does Curdie ask the king to do without asking any questions?** Curdie asks the king to evacuate the house of all people.
4. **Why does the house flood?** The goblins unleashed water from under the mountain. However, because the miners blocked the mines with rock and cement, the water took an alternate path down a channel to the house.
5. **What happens to the goblins?** Many of them drown due to the diverted water.
6. **Why does Curdie decline to serve in the king's guard?** He wants to stay with his parents.

The Princess and the Goblin

Chapter 32: The Last Chapter

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the synopsis.
- Study the vocabulary words.
- Complete the enrichment activities.
- Discuss the review questions.

Synopsis

The servants and guards split up and stay with the miners in their homes. In the coming days, they all work to divert the flood and clear the house of water. Many goblins died in the flood, including the queen, but some goblins make it out of the mountain alive. Over the years, the goblins became milder of character, softer of head and heart, and harder of foot. Eventually, the miners eliminate all the goblin's creatures. There is more to the story, but those tales are left for the next novel, 'The Princess and Curdie.'

Vocabulary

- **Origin:** The point or place where something begins, arises, or is derived.
- **Outlet:** A pipe or hole through which water or gas may escape.
- **Multitude:** A large number.
- **Barricade:** An improvised barrier erected across a street or other thoroughfare to prevent or delay the movement of opposing forces.
- **Inundation:** Flooding.
- **Degrees:** A stage in a scale or series.
- **History:** The study of past events, particularly in human affairs.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the caves below the mountain flood with water.
- Study the image of a cave filled with water and sketch or color it.



Review Questions

1. **How do the miners and servants clear the house of water?** They make alternate outlets for the water to flow through.
2. **Did all the goblins die?** No, some escape, although we know the queen died.
3. **What happens to the remaining goblins over the years?** They grow milder in temperament and learn to get along with the humans.
4. **What happens to the remaining goblin's creatures?** The miners kill them.