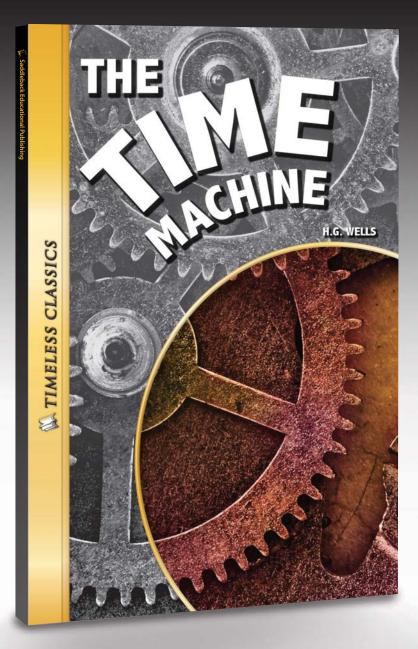
TIMELESS CLASSICS STUDY GUIDE





TIMELESS CLASSICS STUDY GUIDE

Literature Set 1 (1719-1844)

A Christmas Carol The Count of Monte Cristo Frankenstein Gulliver's Travels The Hunchback of Notre Dame The Last of the Mohicans Oliver Twist Pride and Prejudice Robinson Crusoe The Swiss Family Robinson The Three Musketeers

Literature Set 2 (1845-1884)

The Adventures of Huckleberry Finn The Adventures of Tom Sawyer Around the World in 80 Days Great Expectations Jane Eyre The Man in the Iron Mask

Literature Set 3 (1886-1908)

The Call of the Wild Captains Courageous Dracula Dr. Jekyll and Mr. Hyde The Hound of the Baskervilles The Jungle Book Moby Dick The Prince and the Pauper The Scarlet Letter A Tale of Two Cities 20,000 Leagues Under the Sea

Kidnapped The Red Badge of Courage **The Time Machine** Treasure Island The War of the Worlds White Fang



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TIMELESS CLASSICS NOTES TO THE TEACHER

THE NOVELS

Timeless Classics were expressly designed to help struggling readers gain access to some of the world's greatest literature. While retaining the essence and stylistic "flavor" of the original, each novel has been expertly adapted to a reading level that never exceeds grade 4.0.

An ideal introduction to later investigations of the original works, *Timeless Classics* utilize a number of strategies to ensure the involvement of struggling readers: airy, uncomplicated page design; shortened sentences; easy-reading type style; elimination of archaic words and spellings; shortened total book length; and handsome illustrations.

To further engage struggling readers, some of our *Timeless Classics* titles are available in a new and exciting graphic format, which can bridge literacies and build complex reading skills—a perfect opportunity for differentiation.

THE STUDY GUIDES

The *Timeless Classics Study Guides* provide a wealth of reproducible support materials to help students extend the learning experience. Features include critical background notes on both the author and the times, character descriptions, chapter summaries, and eight "universal" exercises that may be used for any *Timeless Classic* or *Saddleback Illustrated Classic*.

In addition to the universal exercises, 26 title-specific activities are included to review, test, or enrich the student's grasp of important vocabulary and concepts. These reproducible worksheets are designed to be used chapter-by-chapter as the student's reading of the novel proceeds. At least two exercises are provided for each book chapter. One of the two always focuses on key vocabulary. The other may be a simple comprehension check or present an important literary concept.

Research shows that the most effective way to improve comprehension is to teach students strategies. The foundation of any comprehension strategy requires knowledge of the skills found in these activities including: main idea, noting details, drawing conclusions, finding the sequence, cause and effect, making inferences, and more. A two-page final exam is also included in every *Timeless Classics Study Guide*.

USING THE STUDY GUIDES

Before assigning any of the reproducible exercises, be sure your students each have a personal copy of the *Glossary* and the *Facts About the Author* and *About the Times*. By organizing the reading process in this way, you will be able to set a purpose for reading and activate prior knowledge. The *Facts About the Author* and *About the Times* lend themselves to any number of writing or research projects you may wish to assign. To further preview the novel, you may wish to review the *Facts About the Characters*. Students will also need to be familiar with many of the literary terms in order to complete the worksheets.

The title-specific exercises may be used as a springboard for class discussions and role-playing. Alternatively, you may wish to assign some exercises as homework and others during the closing minutes of a class period.

All exercises in this Guide are designed to accommodate independent study as well as group work. The occasional assignment of study partners or competitive teams often enhances interest and promotes creativity. Oral language activities, such as paraphrasing or summarizing a part of the story, provide an intervention opportunity to strengthen oral language skills and, in turn, strengthen reading skills.

THE TIME MACHINE FACTS ABOUT THE AUTHOR

H. G. WELLS (1866–1946)

The first great writer of science fiction, Herbert George Wells, was born in Kent, England, in 1866. The son of a small tradesman and professional cricketer, Wells worked in a dry goods store and a drugstore before attending the College of Science in Kensington. After graduating, he taught science until 1893, when he began to write for a living.

Wells published his first book, *The Time Machine*, in 1895 when he was 29 years old. In the following two years, publication of *The Island of Dr. Moreau* and *The Invisible Man* firmly established his reputation in the literary world.

Besides his enormously popular science fiction, Wells is known for his satirical novels, such as *Love and Mr. Lewisham*, and his popularized accounts of science and

history such as A Short History of the World and The Science of Life.

Wells was one of the most rigorous intellects of his time. Many of his writings express his strong belief in socialism, feminism, evolutionism, rationalism, and the advances of science. Much of his work was concerned with improving the living conditions of humankind. An outspoken critic of society, Wells himself was often criticized for his radical politics.

Wells became highly eccentric in later life. At the time of his death he had reached a point of deep despair about human development. Yet even to this day, the progressive ideas he developed at the turn of the century are widely regarded as worthy goals for social and scientific advancement.

THE TIME MACHINE FACTS ABOUT THE TIMES

In 1866, when H. G. Wells was born ...

The 14th Amendment to the U.S. Constitution was passed . . . Alfred Nobel invented dynamite . . . Andrew Johnson was president of the United States . . . the carpet sweeper was a popular new invention . . . the American Civil War had been over for one year.

In 1895, when *The Time Machine* was published ...

Babe Ruth and Jack Dempsey were born ... Louis Pasteur died ... Marconi invented the telegraph ... Tchaikovsky's "Swan

Lake" was performed for the first time . . . Cuba battled Spain for its independence.

In 1946, when H. G. Wells died ...

The population of the United States reached 140 million . . . Harry S. Truman was president of the United States . . . Joe Louis defended his heavyweight boxing title for the 23rd time . . . Dr. Benjamin Spock published *Baby and Child Care* . . . comedian W. C. Fields died . . . John D. Rockefeller donated \$8.5 million for the site of the new United Nations complex in New York.

FACTS ABOUT THE CHARACTERS

THE TIME TRAVELER

an English inventor who builds a Time Machine and journeys into the future

THE GUESTS

a group of men who listen to the Time Traveler tell his story: a doctor, a very young man, a mayor, a psychologist, an editor, a reporter, a shy man, a storekeeper named Filby, and the unnamed narrator

WEENA

an Eloi woman whom the Time Traveler saves from drowning and then befriends

THE ELOI

beautiful but weak people of the future who live above ground in the ruins of their former civilization; they are descendants of the modern upper class

THE MORLOCKS

ugly, apelike people of the future who do all the work of the Eloi in their habitat of underground tunnels; they are descendents of the modern working class

THE TIME MACHINE CHAPTER SUMMARIES

CHAPTER 1

An inventor called only "the Time Traveler" invites a group of guests to dinner one evening in 1895. After the meal he excitedly begins challenging conventional ideas about the nature of time and space. The guests-a doctor, a storekeeper, a psychologist, a mayor, a very young man, and the unnamed narrator—are amused by their host's outlandish statements, although somewhat suspicious that he is playing a trick on them. When he actually insists that it is possible to travel through time, the guests laugh until their host shows them a working model of the full-scale Time Machine he has just about finished building. The guests are amazed when the model vanishes before their eyes. Then they eagerly follow the Time Traveler into his laboratory.

CHAPTER 2

A week later, the narrator, the doctor, and the psychologist are again invited to the Time Traveler's house for dinner. This time they are joined by an editor, a reporter, and a shy man who doesn't speak all evening. Their host is dirty, disheveled, and exhausted when he arrives late to his own dinner party. After changing his clothes, he rejoins them, promising to tell them an amazing story after he eats his dinner.

CHAPTER 3

The Time Traveler tries to describe the dizzying sensation of time travel as he begins his account. Claiming that the Time Machine carried him into the future at lightning speed, he describes landing in a strange place and seeing a huge, marble sphinx. He says that he

then spotted a group of strange little figures looking out at him from a big white building. Finally, he reports being greeted by one of these small figures, a good-looking fellow about four feet tall, wearing a purple robe.

CHAPTER 4

The Time Traveler cannot understand the language of these people of the future. Before going off to explore their land, he takes a safety precaution. He removes the levers that put his Time Machine in motion and puts them in his pocket. But the tiny people seem to pose no threat: They are friendly, childlike, and weak. They lead their guest to their great hall, a once elegant building that is now decaying. There he joins them in a meal of fruit and begins to learn their very simple language. He learns that fruit is their sole food source since most animals have long since become extinct. He also learns that the little people all live, sleep, and eat together in the tall white buildings.

CHAPTER 5

While searching for a place to sleep, the Time Traveler discovers that his Time Machine has disappeared from the lawn in front of the sphinx. The little people have no answer for him when he asks about what happened to it. After sleeping on the lawn, the Time Traveler sees small footprints leading to the base of the sphinx and deduces that his Time Machine has been hidden there. As he explores further, he finds deep, welllike openings in the ground and evidence that air is being pumped through the wells into underground tunnels. Later, he sees one of the

THE TIME MACHINE CHAPTER SUMMARIES

little people drowning and rescues her. This Eloi woman, Weena, tells him that there are creatures called Morlocks living underground. The Time Traveler realizes these are the white, apelike creatures he had seen while sleeping outdoors.

CHAPTER 6

To see the underground world for himself, the Time Traveler says goodbye to Weena and crawls down one of the wells. There he is attacked by Morlocks. But knowing that the Morlocks are blinded by light, he is able to fend them off by lighting matches.

In a large cavern he comes upon the Morlocks' living area and notices food scraps that tell him they are meat-eaters. He also sees many strange, noisy machines there, but cannot inspect them because the Morlocks come after him again. Losing one boot to the grasping hands of the ugly creatures, he finally escapes out the tunnel and back up the well. When he finds himself on the lawn again, Weena is patiently waiting for him.

CHAPTER 7

Now the Time Traveler figures out that the Morlocks do all the work in this future society and the foolishly trusting Eloi have become the Morlocks' "fatted cattle." Hobbling on sore feet, the Time Traveler must now figure out how to open the bronze panels at the sphinx's base, rescue his Time Machine, and take Weena back with him to his own time, 1895.

CHAPTER 8

The Time Traveler and Weena explore a huge, broken-down building called the Green Palace. Finding that it was once a fine museum with many galleries, the Time Traveler rummages through the ruins and finds a box of matches, a jar of camphor, and the iron handle of an old machine that he can use as a club. Thus armed, he feels that he and Weena have a much better chance of escaping.

CHAPTER 9

The Time Traveler lights matches to cover their retreat through a thick forest. But every time one of his matches burns out, the Morlocks dash out of the shadows and attack him. Weena faints from fear, so the Time Traveler builds a fire. The fire goes out while he is sleeping, however, and the Morlocks attack again. But then the darkness fades, the Morlocks run off, and the Time Traveler notices that he has accidentally started a roaring forest fire. When he looks around for Weena, she is gone! Sadly, the Time Traveler limps on toward the sphinx.

CHAPTER 10

The Time Traveler deduces that, in earlier times, the Eloi were the spoiled, idle rich and the Morlocks were the oppressed workers. When the Morlocks' meat supply ran out, however, the lazy, weakened Eloi could not protect themselves from the hungry, work-hardened Morlocks. As he approaches the sphinx, the Time Traveler sees that the panels are open! He realizes just in time that the Morlocks are trying to trick him into entering and then trap him inside. But they don't understand that as soon as he attaches the levers, his machine will "disappear like a ghost"—which it does.

CHAPTER 11

Hurtling ahead in the far distant future, the Time Traveler witnesses blinding shifts in scenery as the world changes from one millennium to the next. At one point he stops on a red beach and is approached by giant crabs. Even further in the future, he encounters the eerie silence of a now lifeless, frozen world.

CHAPTER 12

Returning at last to his old laboratory, the Time Traveler knows that he has returned to the present, 1895, when he sees the day's date on a newspaper. Hearing the voices of his friends in the dining room, he limps in to join them. They don't believe his story even yet, but they are intrigued by the strange white flowers he shows them, the scars on his hands, and the fact that the Time Machine looks travelworn. When the curious narrator returns the following day, the Time Traveler asks him to wait, but he never returns. The narrator is left to wonder about where the Time Traveler might be now.

THE TIME MACHINE • CHAPTER 1 WORDS AND MEANINGS

NAME				D	ATE									
 Circle the hidden words. They may go up, down, across, 	W	Н	Т	S	I	G	0	L	0	н	С	Y	S	Ρ
backward, or diagonally. Check	E	Ν	Μ	S	W	S	А	J	U	S	А	L	Т	L
off each word as you find it.	G	Ι	А	R	Ν	L	W	Ι	Ν	Κ	Ι	Α	L	S
	Y	D	Y	Μ	Т	0	Н	0	Е	R	W	А	Н	Т
GRAVITY MAYOR	Т	С	0	Ν	S	С	Τ	0	U	S	Ν	Е	S	S
INVENTIONS MODEL	I	0	R	W	Ι	Т	L	S	L	В	Ι	Е	W	Е
	V	Ν	Ι	L	Ν	В	Ρ	Е	Ν	R	L	Т	Y	V
DIMENSIONS INVEST	A	V	S	Е	Т	R	С	0	Ν	Е	G	Н	Е	Ν
CONSCIOUSNESS VOYAGE	R	Ι	V	0	Υ	А	G	Е	D	R	Μ	W	Н	Ι
	G	Ν	S	Н	Ρ	Е	S	0	А	Ι	D	Τ	Т	0
PSYCHOLOGIST SPACE	I	С	М	S	Е	Q	М	U	Е	S	Е	R	D	А
CONVINCE WINK	S	Е	А	R	Α	W	Н	Т	Α	V	Е	W	Ι	L

B. Use words from the puzzle to complete the sentences.

- 1. The ______ is a city's chief elected official.
- 2. A physical object has three _____: height, length, and width.
- 3. The automobile, the electric light, and the computer are three important
- 4. The force of ______ pulls objects toward the earth.
- 5. A ________ studies the workings of the human mind.
- 6. You may ______ at someone to show you're not serious.
- 7. A _______ is a smaller version of a larger object.
- 8. When you ______ in a project, you contribute money or time.
- 9. ______ is the distance or area between things.
- 10. If you bump your head too hard, you may lose ______.

NAME	DATE

A. Who said what? Write a letter to match each character with the words he spoke.

1 the Time Traveler	a. "I suppose you can show that black white by argument!"	is
2 Filby	b. "The math they taught you at school based on incorrect ideas."	l is
3 the doctor	c. "You could invest your money in the and be rich when you got there."	e future
4 the psychologist	d. "Is this a trick—like the ghost you s us last Christmas?"	howed
5 the young man	e. "History teachers could travel back and see what really happened."	in time

B. Circle two words that could be used to describe each character.

1. Time Traveler	worried	imaginativ	ve arroga	ant intelligent
2. the doctor inc	quiring	disgusted	convinced	curious
3. Filby suspicion	us gull	ible inver	ntive tall	cative
4. the psychologist	t brillia	ant mock	ing intrig	gued uncertain
5. the young man	eager	doubtful	bored	fatigued

C. Use words from the box to complete the sentences. Hint: You will *not* use all the words.

complain argue bright proof excited serious unusual	
---	--

- 1. The guests admired their host's _____ mind.
- 2. Filby was a man who liked to ______.
- 3. The psychologist asked the Time Traveler to show him some ______.
- 4. The Time Traveler had never been more ______ in his life.