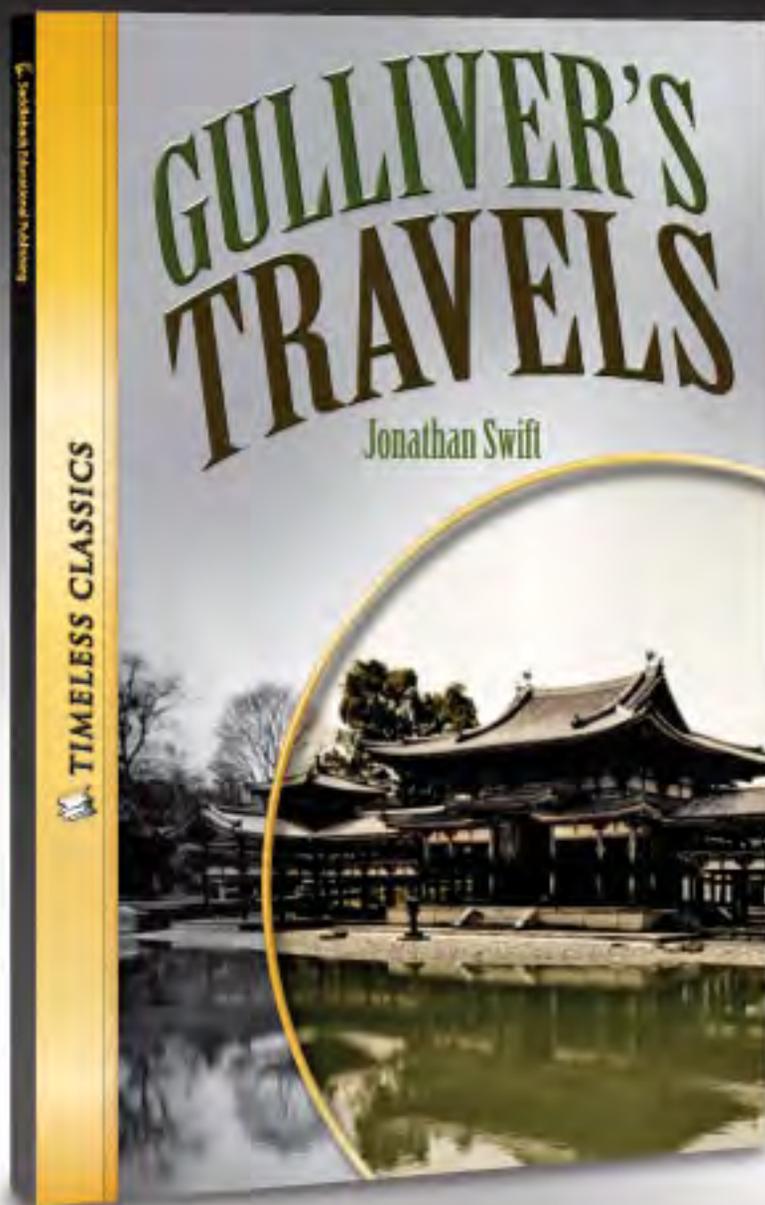


 **TIMELESS CLASSICS**

STUDY GUIDE



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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.

JONATHAN SWIFT

(1667–1745)

A man of many talents and interests, Jonathan Swift was an English satirist, political writer, poet, and clergyman. Born in Dublin of English parents, Swift received his education in Ireland.

Swift's first job was as secretary to Sir William Temple, who had retired after a distinguished political career. It was during this time that Swift learned a great deal about politics and wrote his first prose. Dissatisfied with his early work, he burned most of it. He did, however, become an important political writer of newspaper articles and pamphlets on behalf of his party, the moderate Tories.

After Temple's death, Swift became a clergyman of the Church of England. He was stationed at a small church in Ireland. In 1713, Queen Anne appointed him dean of St. Patrick's Cathedral in Dublin. Except for brief trips, he remained in Ireland for the rest of his life.

Gulliver's Travels, published in 1726, was his masterpiece. This exaggerated tale, while reflecting Swift's playfulness and love of fun, was also a serious criticism of the abuse of reason. Although many criticized *Gulliver's Travels* as bitter and cynical, Swift always maintained that he wrote only for the betterment of mankind.

FACTS ABOUT THE TIMES

In 1667, when Jonathan Swift was born . . .

French troops invaded the Netherlands . . . Isaac Newton constructed the first reflecting telescope and measured the moon's orbit . . . John Milton published *Paradise Lost* . . . Suleiman became ruler of Persia.

In 1726, when *Gulliver's Travels* was published . . .

Coffee was first planted in Brazil . . . Quakers demanded the abolition of

slavery . . . the Prague opera house was founded . . . the first circulating library was established in Edinburgh . . . Catherine the Great became the ruler of Russia.

In 1745, when Jonathan Swift died . . .

The quadrille was the most fashionable dance in France . . . John Jay, who would become the first Chief Justice of the United States, was born . . . the first recorded cricket match was held . . . Scotland's national song, "The Campbells Are Coming," was published.

GULLIVER'S TRAVELS

FACTS ABOUT THE CHARACTERS

LEMUEL GULLIVER (Man-Mountain)

An adventurous Englishman who spends 16 years traveling to strange places

THE EMPEROR OF LILLIPUT

The ruler of an island country populated by very tiny people

RELDRESAL

A Lilliputian who explains to Gulliver the long war between Lilliput and Blefuscu

THE EMPEROR OF BLEFUSCU

Gulliver's host on another island; he helps Gulliver to escape

A FARMER

Gulliver's master in the Land of the Giants; he displays Gulliver as a carnival attraction

GLUMDALCLITCH

The farmer's young daughter who kindly cares for Gulliver

THE KING AND QUEEN

Rulers of the Land of the Giants, they purchase Gulliver; he has many adventures in their palace, where he lives for two years

THE PIRATES

They capture Gulliver's ship and set him adrift in a canoe

MUNODI

Gulliver's guide on the island of Balnibarbi

THE GOVERNOR OF GLUBBDUBDRIB

A sorcerer who shows Gulliver how to speak to the dead

THE KING OF LUGGNAGG

Ruler who requires visitors to lick the floor as they approach his throne

THE IMMORTALS

People on Luggnagg who were granted freedom from death

THE YAHOO

Human-like but ignorant beasts of burden in the land of the Huoyhnhnms

THE HUOYHNHNMS

Intelligent and truthful talking horses who are the masters of their land

THE GRAY HORSE

A leader of the Huoyhnhnms; Gulliver's master

CAPTAIN PEDRO DE MENDEZ

Portuguese ship captain who loans Gulliver money and takes him to Lisbon

GULLIVER'S TRAVELS

CHAPTER SUMMARIES

CHAPTER 1

Lemuel Gulliver, a young English doctor, signs on for a voyage to the East Indies in 1699. When bad weather wrecks his ship, he swims to Lilliput, the nearest island. Upon awakening from a nap on the seashore, he finds himself tied to the ground and being inspected by a crowd of people about six inches tall. Over time, the Emperor of Lilliput comes to trust Gulliver and sees that he is well-treated.

CHAPTER 2

Gulliver is gradually given more freedom in Lilliput. He is also informed of a long-standing war between Lilliput and the neighboring island, Blefuscu. The argument is over the proper way to break an egg—at the small end or the large end. The Emperor of Lilliput enlists Gulliver's aid in attacking the Big Endians' fleet of ships at Blefuscu. As a reward for his help, Gulliver is given the title *Nardac*, the highest title of honor in the land. But when Gulliver refuses to force the Big Endians to break their eggs at the small end, the Emperor begins to plot against him.

CHAPTER 3

Gulliver flees to Blefuscu where he is treated well. The Emperor of Blefuscu refuses to return Gulliver to Lilliput for punishment, in spite of the Emperor of Lilliput's demands. Gulliver finds a large overturned boat and sails away from Blefuscu with the Emperor's blessings. He is soon picked up by an English ship and brought home to England where he sells the tiny animals he has brought with him from Blefuscu.

CHAPTER 4

After two months at home, Gulliver goes off on another voyage in 1702. But bad weather throws the ship off course and Gulliver is marooned on the shore of the Land of the Giants. When a farmer picks him up, Gulliver is 60 feet off the ground. The farmer's daughter is kind to Gulliver, but the farmer decides to exhibit his tiny guest. After too many performances on a long tour, Gulliver becomes very thin, weak, and exhausted.

CHAPTER 5

After being purchased by the queen of the Land of the Giants, Gulliver has many hair-raising adventures such as being teased by the palace dwarf, attacked by giant wasps, and frightened by a giant frog in his swimming trough. Most frighteningly, he is dangled from the top of a tall building by a mischievous monkey.

CHAPTER 6

The king of the Land of the Giants is shocked and disgusted at Gulliver's tales of English life and politics. He rejects Gulliver's offer to manufacture gunpowder. After two years in this kingdom, Gulliver makes a strange escape. His box is picked up by an eagle and then dropped in the ocean. He is rescued by a British ship. At first, the captain thinks Gulliver's story of the Land of the Giants is insane, but he is finally convinced, and allows Gulliver to return to England with them.

CHAPTER 7

After two months at home, Gulliver sails on the *Hopewell* as ship's doctor. The ship is

TIMELESS CLASSICS

LITERARY GLOSSARY

action what happens in a story; the acts or events that take place

The war story was full of battle action.

author the writer of a book, story, article, etc.

Ernest Hemingway was an American author.

author's purpose the author's specific goal or reason for writing a certain book

In that novel, the author's purpose was to make readers laugh.

character a fictional person who plays a part in a story or novel

Long John Silver is an important character in *Treasure Island*.

classic excellent artwork, novel, painting, symphony, etc. that remains popular over many years

Norman Mailer's *The Naked and the Dead* has become an American classic

climax the outcome of the novel's main conflict

The capture of the criminal was the climax of the detective story.

conclusion the resolution of all plot conflicts, bringing the story to a close

That play's conclusion was very satisfying. Every conflict was resolved.

conflict The struggle between characters or forces at the center of the story

The conflict was resolved when the suspect confessed.

description the parts of a story or novel that tell about the appearance of the setting or characters

His description of the Alps was breathtaking.

dialogue words spoken by the characters in a novel, story, or play

The dialogue in that comedy is very witty and amusing.

effect in literature, an impression created by the writer

Murder mysteries often create a suspenseful, chilling effect.

event a specific occurrence; something that happens

A plane crash is the first event in that adventure novel.

fiction a literary work in which the plot and characters are the products of the author's imagination

Mary Shelley's *Frankenstein* is a popular work of fiction.

figurative language colorful wording not meant to be taken literally, but to form a colorful, sharp picture in the mind

A "screaming" headline may be set in large type, but it makes no sound at all.

imagery figures of speech that help the reader to visualize the characters or setting; pictures in words

In Stephen Crane's imagery, the color of blood suggests courage.

introduction a short reading that presents and explains a novel; sometimes the first part of a novel that sets the scene

The introduction to *Frankenstein* is in the form of a letter.

mood the overall feeling or atmosphere the author creates in a story or novel

The author's skillful use of language created a dismal, hopeless mood.

moral the instructive point of a story or novel; the lesson to be drawn by the reader

The moral of the story is to choose your friends carefully.

NAME _____

DATE _____

A. Circle the hidden words. They may go up, down, across, backward, or diagonally. Check off each word as you find it.

- | | |
|---------------------|-----------------------|
| ___ PLAGUE | ___ MERCY |
| ___ APPETITE | ___ VOYAGE |
| ___ TEMPLE | ___ COMPANIONS |
| ___ DEVICE | ___ HOSPITABLE |
| ___ SIGNALS | ___ CARCASS |
| ___ POTION | ___ FAMINE |

C	L	M	J	N	O	Q	E	N	I	M	A	F
A	A	S	X	T	Y	U	P	S	E	M	B	O
R	E	P	O	T	I	O	N	L	A	O	H	K
C	S	D	P	F	H	N	B	A	J	X	C	I
A	Y	C	R	E	M	A	P	N	O	Y	R	E
S	E	W	A	X	T	C	B	G	V	L	C	U
S	S	C	D	I	N	I	J	I	F	I	T	G
T	E	M	P	L	E	A	T	S	V	D	F	A
G	J	S	H	P	O	L	M	E	N	G	K	L
V	O	Y	A	G	E	B	D	K	L	A	F	P
H	M	U	S	N	O	I	N	A	P	M	O	C

B. Complete the sentences with words from the puzzle.

- Gulliver's second _____ was on a ship called the *Antelope*.
- When their ship sank, Gulliver and his _____ were at the _____ of the waves.
- Gulliver made _____ to show that he was hungry, and the people were amazed by his _____.
- Some thought Gulliver's huge diet might cause a _____ in the land.
- If Gulliver were killed, the people were afraid that his rotting _____ might cause a _____.
- The little people drugged Gulliver with a sleeping _____ and carried him to an ancient _____.

NAME _____

DATE _____

A. Unscramble the **boldface** letters to make a word from the story. Write the word to correctly complete each sentence.

1. An important-looking person climbed onto a **FALTROMP** _____ to speak to Gulliver.
2. Some 1,500 tiny horses pulled Gulliver all the way to the **LAPCAIT** _____ city.
3. The emperor walked with an air of **SAYJEMT** _____.
4. Gulliver tried to be **PAISLEBHOT** _____ when the little people marched along his chest.
5. The soldiers seemed to be **SPREEDSIM** _____ by Gulliver's mercy.
6. A team of 300 **RATSOIL** _____ made Gulliver a new set of clothes.
7. The villagers who gave Gulliver food would be paid from the emperor's **SYRTUARE** _____.

B. Answer the questions in complete sentences.

1. The *Antelope* was bound for the East Indies. How did Gulliver end up in Lilliput?

2. Why didn't Gulliver walk around and explore the island immediately?

3. Why did the emperor have his officers search through Gulliver's belongings?

NAME _____

DATE _____

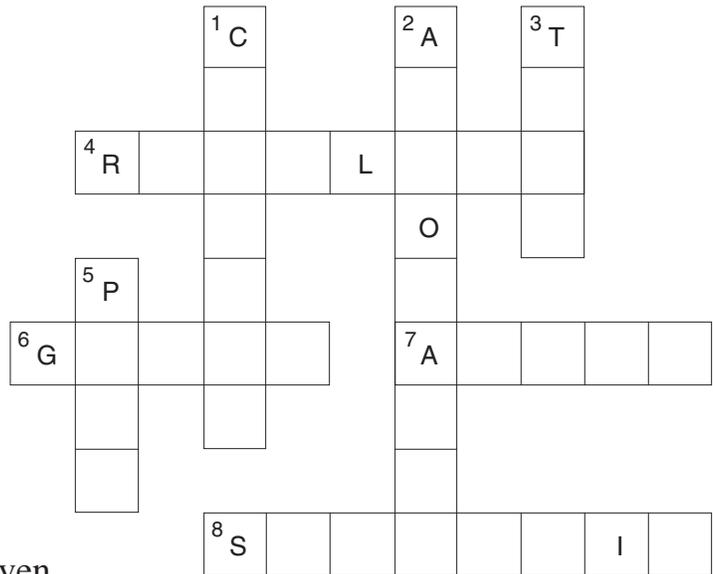
A. Use the clues to complete the crossword puzzle.

ACROSS

- 4. struggled against authority or control
- 6. deep sadness; mourning
- 7. sharp-pointed shaft shot with a bow
- 8. excellent; brilliant; magnificent

DOWN

- 1. official advisors to the head of a nation
- 2. portion or amount regularly given
- 3. regular rise and fall of the ocean's surface
- 5. the forward part of a ship



B. Complete the sentences with words from the puzzle.

- 1. Big Endians _____ against the emperor.
- 2. The rooms in the emperor's palace were _____.
- 3. Gulliver fastened a hook to the _____ of each ship.
- 4. The enemy gave a great cry of _____ when Gulliver took their ships.
- 5. The emperor suggested to his _____ that Gulliver be given some freedom.
- 6. Gulliver's daily _____ of food would be enough to feed 1,728 Lilliputians.