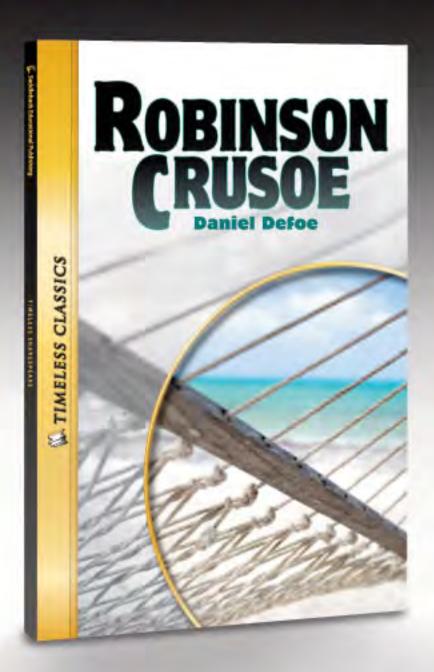
TIMELESS CLASSICS

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.

FACTS ABOUT THE AUTHOR

DANIEL DEFOE

(1660 - 1731)

Daniel Foe was born in 1660, the son of a London candlemaker. (He added the genteel "De" when he was 40 years of age.) Although he studied to be a clergyman, he worked as a trader for a while and then established a brick and tile business. Both businesses were unsuccessful and left him in deep debt.

As an outspoken Puritan, Defoe believed that God had given him a mission to tell the truth about the abuses of religion and politics. He became a journalist and pamphleteer whose work was widely read. In 1703, one of his mocking criticisms, published during Queen Anne's reign, earned him a public whipping and imprisonment for libel.

Defoe began writing fiction when he was 59 years old. His first novel, *The Life and Strange Surprising Adventures of Robinson Crusoe*, was based on the true-life experiences of a Scottish sailor named Alexander Selkirk. According to James Joyce, this novel remains

important because it "devised an artistic form without precedent and infused into the creatures of his pen a truly national soul." Joyce also praised Defoe as "the first English author to write without imitating or adapting foreign works." The eminent English writer Virginia Woolf praised *Robinson Crusoe* as "a masterpiece that marches on with magnificent, downright simplicity."

Regarded as the father of the English novel, Defoe is also remembered today for his novel, *Moll Flanders*, and for his powerful historical reconstruction, *Journal of the Plague Year*. Defoe is also the first author of ghost stories in modern English literature. *A True Relation of the Apparition of One Mrs. Veal* is one of his ghost stories that is still read today.

On April 24, 1731, Daniel Defoe died in Ropemaker's Alley, London. He was buried in Bunhill Fields, alongside another worthy Puritan, John Bunyan.

FACTS ABOUT THE TIMES

In 1660, when Daniel Defoe was born . . .

The first pencil factory was established in Nuremberg, Germany . . . Dutch peasants first settled in South Africa . . . Louis XIV of France married Maria Teresa, the Infanta of Spain.

In 1719, when *Robinson Crusoe* was published . . .

The *Boston Gazette* was founded . . . wallpaper was becoming a fashionable

alternative to paint . . . Peter the Great was the powerful ruler of Russia . . . the first cricket match was held in England . . . Westminster Hospital was founded in London.

In 1731, when Daniel Defoe died ...

In Philadelphia, Benjamin Franklin founded the first public library in America . . . English factory workers were forbidden to emigrate to America . . . ninepins was becoming a popular game in New York.

ROBINSON CRUSOE

FACTS ABOUT THE CHARACTERS

ROBINSON CRUSOE

a young man who leaves his home in Hull, England, to have an adventure at sea; he does not return to England for 36 years

CAPTAIN OF A SHIP BOUND FOR LONDON

the father of Robinson Crusoe's friend; he warns young Crusoe that he will meet disaster at sea

CAPTAIN OF A SHIP BOUND FOR GUINEA

teaches young Crusoe how to sail and how to become a trading merchant

CAPTAIN OF A PIRATE SHIP

a Moor who captures and enslaves Robinson Crusoe for a time

CAPTAIN OF A SHIP BOUND FOR BRAZIL

rescues Crusoe from a small sailboat and introduces him to sugar plantation owners in Brazil

PLANTERS IN BRAZIL

friends who finance Crusoe in a trading venture

FRIDAY

cannibal rescued and civilized by Crusoe

ENGLISH CAPTAIN

returns Crusoe and Friday to England in thanks for being rescued from mutineers

ENGLISH SAILORS

untrustworthy mutineers left on the island when Crusoe returns to England

ROBINSON CRUSOE

CHAPTER SUMMARIES

CHAPTER 1

Robinson Crusoe, the young son of a wealthy merchant in York, England, has always wanted to go to sea in spite of his father's wishes that he become a lawyer. At 19, he visits Hull, a seaport town, and is invited by a friend to sail to London with him on his father's ship. Crusoe cannot resist the temptation, but has second thoughts when the ship is sunk in a storm. Happily, the crew is rescued, but instead of returning home to York, Robinson, "being young and foolish," decides to sail on to London on another ship.

CHAPTER 2

In London, Crusoe signs on for a trading voyage to Guinea, Africa. He learns about sailing and makes some money trading. So he signs on for another voyage to Africa, but this time the ship is captured by pirates and he is enslaved by Moors. After two years he manages to escape on a small sailboat and is picked up by a ship bound for Brazil. There he learns to be a sugar planter and stays for several years. But he still yearns for the sea and sets out on another trading voyage to Africa. Bad luck and a terrible storm destroy his ship and leave him stranded on an island. He is all alone now, the only man to survive.

CHAPTER 3

Thanking God for saving his life, Crusoe surveys his situation and begins to make a plan of survival. After sleeping in a tree, he swims out to the damaged ship the next day and begins to haul supplies back to the island. As transportation, he makes a raft of the ship's masts. After several trips, he has salvaged food, tools, clothing, books, guns, some money, a dog, and two cats. He finishes

just in time: A storm soon hits and dashes the ship into pieces.

CHAPTER 4

Determined to use his wits to stay alive, Crusoe hunts for food and makes a tent near a cave he has hollowed out of a rock wall. He encircles his camp with a fence and makes furniture by trial and error. He makes a calendar by cutting notches in a tall wooden post. Finally, reflecting on the true dimensions of his "state of affairs," he writes an account of both the good and bad aspects of his situation. He decides at last that "There is something positive that we may be thankful for in any unhappy situation."

CHAPTER 5

A bout of raging fever makes Crusoe feel lonely, regretful, and sorry for himself. As he prays for God's help, however, his health improves and his attitude becomes positive. He further explores his island and is grateful for the beauty of the place. He finds wild grapes and melons, and then discovers that the few seeds he shook out of near-empty grain bags are growing a crop. As his farming succeeds, he enlarges his cave for more storage. He learns to make pots, bake bread, and starts to raise a herd of goats. Thus passes his second year on the island.

CHAPTER 6

Crusoe learns to make clothing from animal hides and builds a huge canoe that turns out to be too heavy to haul to shore from the woods. Then he builds a smaller canoe, and during his sixth year on the

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.

WORDS AND MEANINGS

AME				ATE _					
Us	e the clues to complete the crosswor	rd j	puzzle.	¹ D		² S			
AC	ROSS								
1.	"If you go to sea again, you will meet with nothing but!"			С	³ S				⁴ T
5.	"My father had always wanted me to become a"		⁶ O		⁵ L	Y			
7.	"As a young boy, I liked to I was aboard a ship."				⁷		G		Е
8.	"Going to sea would be a big," my father warned.	,	⁸ M		K				
9.	The city of Hull was a major in England.		9 E	Р					
DO	WN								
1.	The mast cracked and crashed to the		of it 6. "One		ining!" ny broth	ners v	vas aı	n	_ in
2.	"I enjoyed feeling the waves' cold, salty on my face."	ı	the E	British	Army.	,,			
3.	"I was during the storm at sea.	" B	■ Draw a l	ine to	match	each	l		
4.	"Our ship had sunk—without a	_							
	existence with its and the with its and word that means the same) of	n t	the right.						
1.	disaster	a.	nauseated						
2.	lawyer	b.	error						
3.	seasick	c.	attorney						
4.	mistake	d.	catastroph	ne					
Ciı	cle a word to correctly complete ea	ch	sentence.						

- - 1. To be a (seaport / porterhouse), a town must be located on a large body of water.
 - 2. An (official / officer) gives orders to the soldiers in a platoon.
 - 3. The best view of the ocean is from the ship's (deck / hold).
 - 4. The delivery service will (trace / trail) the lost package.
 - 5. Can you (imitate / imagine) yourself as a famous scientist?

PERSONALIZING THE STORY

IAME	E DATE						
	ead the lines from the story. Then relate the story events to experiences you we had in your own life.						
1.	My father's name was Kreutznaer. But because this name was too difficult to say in English, he changed it to Crusoe.						
	Do you know anyone who has changed his or her name to something easier to spell or pronounce? What was the original name? What was the new name?						
2.	My father always wanted me to become a lawyer. But ever since I was a young boy, I had been drawn to the sea.						
	Did your parents ever suggest an occupation for you? Did you agree, or was there a job that interested you more? What kind of work do you think you would like to do?						
3.	Soon I began to feel sick because of the ship's rocking motion. Have you or someone you know ever been seasick? Describe the experience.						
4							
4.	Maybe my father was right. I should have stayed home. Have you ever been sorry that you didn't take someone's good advice?						
	Who gave you the advice? Explain the situation.						
5.	After our ship sank, we were taken ashore at Yarmouth. Kind people gave us places to spend the night.						
	Have you or someone you know ever been rescued from a dangerous situation? Did strangers ever treat you kindly when you were in need of help? Describe what happened.						

SYNONYMS AND ANTONYMS

	joyous perilous journey	speck pour broke	hilarious courteously opportunity		given maiden bursting			
1. my mother's family name		7.	7. my chance to go to sea					
2.	2. to become a lawyer		8.	the mast snapped				
3. life at sea is dangerous			9.	to dump out water	water			
4.	heart filled	with joy	10.	not a trace remaining				
5.	to listen pol	litely	11.	to travel on to London				
6.	father was u	ıpset	12.	keep me safe				
	•	,	nt: You will <i>not</i>	n the box for each bol ouse all the words in the simple silently				
1.	My father w	vas a wealthy		merchant from	n Germany.			
2. His name was too difficult								
				schools.				