

FLIGHTS INTO FICTION

Teacher's Lesson Planner

Fairy Tales
Classic Stories
Modern Stories





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About This Manual

Whether you're new or experienced in the use of computer assisted instruction, you will find it easy to integrate *Flights Into Fiction* into your course curriculum.

This manual applies to all three programs in the *Flights Into Fiction* series, and is divided into two main sections: a Teacher's Guide and a Student Workbook.

The Teacher's Guide includes information that will explain how the programs actually work and acquaint you with the content of all three disks. In the margins you will find phrases to help you quickly locate information. We have also placed other pertinent notes in the margin to remind you of important features. This Teacher's Guide includes suggestions for integrating the programs into your own lesson plans. Take special note of the section entitled "Using the Editor," which allows you to customize the content material of any *Flights Into Fiction* program.

The Student Workbook consists of reproducible puzzles and activities for each of the three programs (Fairy Tales, Classic Stories, and Modern Stories). It also includes a cover sheet that students can use to collect all their work into a booklet. Answer keys for all the activities can be found at the end of the Teacher's Guide section of this manual.

If you have problems getting the program to run, and have checked to see that other programs run on your machine, or if you believe you have received defective disks, please contact us toll free at (800) 645-8989, (516) 794-8900 in New York State. Our customer service representatives will be happy to help you. Please have your invoice number handy when you call.

Focus Media warrants all disks to be free of defects for a period of 90 days from date of purchase. After that period, disks may be replaced at a charge of \$10 per program. Please note that Focus Media disks are copy protected, and therefore cannot be duplicated.

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Introduction

You are about to meet Grendel, who cordially invites your students into her mysterious secret tower to take some *Flights Into Fiction!* When your students gaze into Grendel's crystal ball, something really magical happens—suddenly, they find themselves transported into a well-known story. Although they are about to meet the main character, the name is a mystery. Your students won't be able to resist the excitement of gazing into the crystal ball and, with Grendel's help, identifying all their favorite storybook characters.

By pressing a single key from a menu (listing) of clue choices, students will be able to gather whichever information they find most helpful about the storybook characters, and ultimately to identify them.

As a learning tool, *Flights Into Fiction* operates on two levels. The first and most obvious level is that of simple identification; the student accumulates information about a storybook figure and uses it to arrive at a conclusion. Throughout this process, the student may choose information about such things as the character's appearance, location, surroundings, utterances, and companions.

On a deeper level, the student is exposed to processes that require selective and highly deductive thinking. Because the student is encouraged to identify the character using as few clues as possible, the student must think critically and evaluate the information carefully in order to minimize the number of clues used. In some cases, storybook characters may be identified with only a few facts. In other cases, many facts may have to be uncovered in order to distinguish between characters. The careful choice of clues and analysis of the information thus gathered are important features of this program; they serve to foster discriminatory and analytical thinking.

Since student performance is evaluated on a scale from "Beginner" to "Master Gazer," the student can rerun the program several times in the pursuit of a higher rating.

Educational Objectives

The program can be reused effectively by the same student because the characters are generated randomly each time the game is played.

Since *Flights Into Fiction* is not a timed program, students should be encouraged to consider the clues carefully. Some students may jot down notes for future use. They may even note the author's name for locating the book in the local library.

Flights Into Fiction is an exciting addition to a language arts curriculum. The programs are ideally suited for reviewing and expanding background information about various characters, and the game-like nature of the program maintains a high interest level.

Because reading programs vary from one school district to another, an easy-to-use editing feature is provided which allows you to customize the program (see "Using the Editor," p. 8). The editor allows you to replace the characters we have included with characters and clues from stories in your own reading series. You may also choose to keep the stories we have included, but customize them for your students by changing the clues in order to make them easier or more difficult.

As a result of using the *Flights Into Fiction* programs, students will

- understand how unique characteristics form the basis for identification,
- develop note-taking skills,
- relate the authors to the characters in both the modern stories and the classic stories,
- reinforce their skill in reading for details,
- become familiar with well-known storybook characters,
- be encouraged to read further to get to know the characters better.

Program Description

The first thing you will notice about each *Flights Into Fiction* disk is that it has two sides. Upon shipment, both sides contain identical storybook character information and both will boot up (see Start-Up Procedures on the inside front cover of this manual) for playing. The difference is that the information on Side A is indelible, while Side B includes an editing program which allows the teacher to alter the storybook character information. Once any information on Side B has been changed, you will want to be sure to direct your students as to which side of the disk you want them to use. The "Using the Editor" section on page 8 of this manual explains how you may see the information stored on Side B at any given time.

Each of the three disks comes with a cast of 20 characters (see page 6). When the program begins, the student will be asked to enter his or her name. Next, Grendel introduces herself and her crystal ball, and then she explains the rules. The student is given the option of sound or no sound. Finally, the identification process begins with the display of a menu (listing of choices) that allows the student to examine various clues to the identity of the character.

For the sake of clarity, the text of each clue choice will be referred to in the rest of this manual as a clue stem. When the user chooses a particular clue, the stem will be completed with the applicable information. The illustration that follows shows the clue stems in the Fairy Tales program.

Clues Menu

```

Crystal Gazer:      | Flight
Student             | Points: 0
-----
Here are your choices:
<1> I look around and see...
<2> If I listen I can hear...
<3> Something I might have is...
<4> The place where I live...
<5> Someone important to me...
<6> Something special about me...
<7> I appear...
<8> Someone I'm not fond of is...
-----
<C> Ask the Crystal ball a question.
<R> I want to review the information.
<N> I'm ready to name the character.
<G> I give up. Tell me, Grendel.
-----
My choice is---> █
(Pick a number or letter.)
    
```

You can find the clue stems for the Classic Stories and Modern Stories programs on the Clue Sheet for each program found in the Student Workbook at the end of this manual.

Choices <1> through <8> will provide the student with information about the main character's personality, appearance, mood, belongings, or dress; the story's setting; or the other characters. Each clue choice will cost the user one point.

Pressing the <C> key will cause an additional set of clue stems to appear on the screen:

```
Crystal Gazer:      | Flight
Student            | Points: 0
-----
"What knowledge do you seek?"
Crystal ball, tell me...
<1> an activity I might see.
<2> where I am.
<3> a mystery clue.
<4> something magic in the story.
-----
I choose this number ->■
```

Options <1> through <4> may present information about anything from a particular scene or event from the story to an object that plays a prominent role. There is a penalty, however; information from the crystal ball costs two points instead of the usual one, since these clues are often more revealing.

Review

If <R> is chosen, all the information the student has requested so far will be displayed at one time on the screen. In order to save screen space, the clue stems are abbreviated here. For example, the first clue stem in Fairy Tales, which states, "I look around and see...," would be shortened to, "I see," on the Review screen. There are no points added to the score if this option is chosen.

When the student is ready to name the storybook character, the <N> key must be pressed. At this point, ten of the twenty characters on the disk will be listed, with the correct answer among the choices. The student needs only to move the cursor next to the character he or she thinks is correct, and to press the RETURN key. If the answer is correct, the game is over, the student's rating will be displayed (see Scoring, below), and he/she may choose to play again or to exit the program. If, however, a wrong answer is chosen, a five-point penalty is added to the score. The student will then be returned to the clues menu to gather more information or to guess again.

The student may stop the program at any time by giving up and pressing the <G> key. Grendel will then display the name of the character, and a fifteen-point penalty will be added to the user's score.

The object of the program is to identify each storybook character while accumulating as few points as possible. Each time clues are requested by the student, or an incorrect guess is made, points are added to his or her score. The points are called "Flight Points," and the total appears in the upper right-hand corner of the screen.

Scoring

Points are added as follows:

| | |
|-----------------------------------|-----------|
| clues 1 through 8 | 1 point |
| information from the crystal ball | 2 points |
| incorrect guess | 5 points |
| giving up | 15 points |
| requesting review | 0 points |
| correct guess | 0 points |

The student's score is evaluated at the end of each identification, and his/her rating as a crystal ball gazer is displayed as follows:

| | |
|--------------|-------------------|
| Master Gazer | 0-3 points |
| Junior Gazer | 4-7 points |
| Trainee | 8-11 points |
| Beginner | 12 or more points |

The student may continue to play until all 20 characters have been attempted, at which time, the program will automatically update the user's score, evaluate his/her overall level of achievement, and end.

A special randomizing feature ensures that the characters will always appear in an unpredictable order so that the sequence cannot be used as a basis for identification, and students will face a new challenge each time the program is used.

Cast of Characters

Fairy Tales

Cinderella
Snow White
Little Red Riding Hood
Rumpelstiltskin
Rapunzel
Goldilocks
The Little Red Hen
Puss (Puss in Boots)
Hansel (Hansel and Gretel)
The Ugly Duckling
Jack (Jack and the Beanstalk)
The Emperor (Emperor's New Clothes)
The Brave Little Tailor
The Sleeping Beauty
The Goose Girl
Beauty (Beauty and the Beast)
King Midas (The Golden Touch)
The Frog Prince
The Pied Piper of Hamelin
The Gingerbread Boy

Alice (in Wonderland)
Dorothy (The Wizard of Oz)
Black Beauty
Brer Rabbit (Uncle Remus Tales)
Winnie the Pooh
Rip van Winkle
Tiny Tim (A Christmas Carol)
Robin Hood
Peter Rabbit
Babar
Bambi
Mr. Toad (The Wind in the Willows)
Madeline
Ichabod Crane (The Legend of Sleepy Hollow)
Mike Mulligan (and His Steam Shovel)
Homer Price
Misty (of Chincoteague)
Caddie Woodlawn
The Velveteen Rabbit
Laura Ingalls (Little House)

Classic Stories

Cam Jansen (and the Mystery of the Circus Clown)
Ramona Quimby (Age 8)
Charlie (and the Chocolate Factory)
Stuart Little
Nate Twitchell (The Enormous Egg)
Otis Spofford
Danny Dunn (Time Traveler)
Mr. Popper (Mr. Popper's Penguins)
Fudge (Tales of a Fourth Grade Nothing)
Amelia Bedelia
Ralph S. Mouse (The Mouse and the Motorcycle)
Clifford (the Big Red Dog)
Paddington Bear
Chester (The Cricket in Times Square)
Henry Huggins
Pippi Longstocking
Mary Poppins
Aldo Applesauce
Charlotte (Charlotte's Web)
The Cat in the Hat

Modern Stories

Using the Editor

Using the editing feature in order to customize the *Flights Into Fiction* program is as easy as using the program itself. Simply boot Side B of the disk (see Start-Up Procedures on the inside front cover of this manual) and enter the password, "REWRITE," when the program asks you to type your name. Should you accidentally try to enter the editing function from the wrong side, the program will direct you to turn the disk over. This "REWRITE" password will yield the following menu (listing of choices):

```

Rewrite Menu

1. See a directory of Story Files
2. See individual Story Files
3. Edit an individual Story File
4. Replace an individual Story File
   with a new storybook character
5. Exit

Press the number of your choice:
```

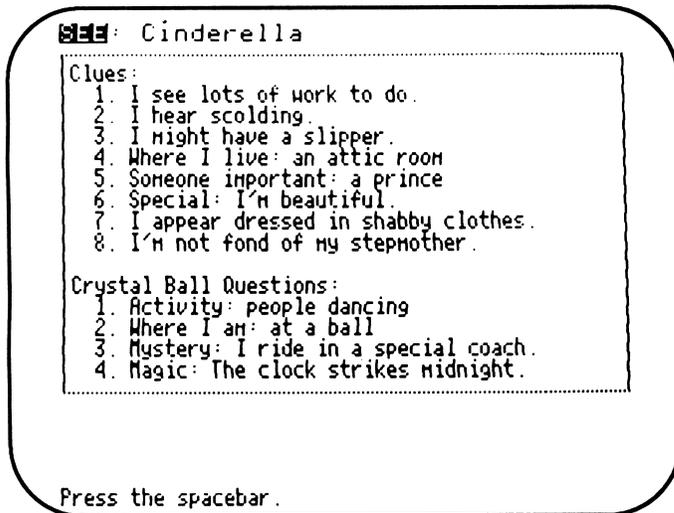
See a Directory of Story Files

This option will allow you to see a listing of all twenty storybook characters (Story Files) that are currently stored on the disk. The program will then return to the Rewrite Menu so that another selection can be made.

See an Individual Story File

This selection will also display a listing of all twenty Story Files with the added option of choosing one to see in its entirety on the screen. When a Story File is chosen, the program will display the complete file of information for that story. For example, if "Cinderella" had been chosen

from the listing of twenty characters on the Fairy Tales disk, the program would advance to the following display:



You will notice that because of screen space limitations, the clue stems are abbreviated so that they appear the same way they would on the Review screen in the program (see p. 4).

Pressing the space bar will return the program to the listing so that you may choose to see a different Story File. When you have seen as many as you wish to see, pressing ESCAPE at the listing screen will return you to the Rewrite Menu.

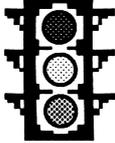
If you wish to retain one of the storybook characters that already exists in the program, but you want to change some of the clues to make them easier or more difficult, this is the option to choose. The listing of all twenty characters will appear first. From this list you will choose the one you wish to edit. Next, all clue information for that story will appear and screen directions will prompt you to indicate the particular clue you wish to change. If at this point you have changed your mind about editing this Story File, you may return to the Rewrite Menu by pressing ESCAPE.

If you choose a clue to edit, a new screen will display the complete clue stem (see Clue Sheets for each disk in the Student Workbook at the end of this manual) as it appears on the clue choices screen in the program, the information currently in the file for that clue, and a prompt to type the

Edit an Individual Story File

new information. Since there are space limitations in the program itself, directions at the bottom of this screen will indicate how many characters and/or spaces you may enter for this particular clue. Once again, you may exit by pressing ESCAPE if you decide against editing this clue. ESCAPE will return you to the previous screen so that you may choose a different clue to edit.

Caution



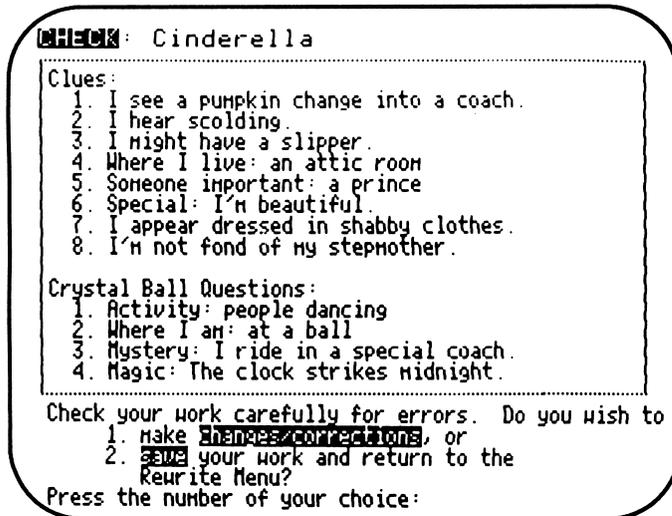
If you have done some editing already, you will want to press * instead of ESCAPE in order to exit, so that you can reach the Check screen where you will be able to save your work. (See "Checking Your Work," below.)

When editing a given clue, it is important to note that the new information you enter will appear in the program exactly as you type it here. This means that you must include any end punctuation you wish to see in the identification part of the program. On the Cinderella file, for example, if you were editing the first clue, "I look around and see...," you would probably want to end your entry with a period so that a complete sentence would result: "I look around and see—lots of work to do." On the other hand, some clues can be completed with a single word or short phrase which doesn't require end punctuation. "The place where I live—an attic room," is an example.

Checking Your Work

You may use the ← and/or DELETE keys to delete and retype as much as you wish until your new clue is exactly what you want. At that time, pressing RETURN will replace the old information with the new and return you to the complete file display so that you may choose another clue to edit. If you are finished editing, pressing * will bring

you to the Check screen (shown below) which allows you to proofread your work one more time and either save it for use in the program, or return to edit some more.



Replace an Individual Story File with a New Storybook Character

This option allows you to produce a completely customized version of *Flights Into Fiction*. By entering this option you will be able to delete a storybook character of your choice and replace it with a brand new one. You may also replace all twenty characters with new ones. Since all twenty original characters are permanently stored on Side A, you will never lose the original material.

When you choose to replace a Story File with a new storybook character, the program will remind you that this necessitates deleting an existing storybook character. At this point you may return to the Rewrite Menu if you did not intend to delete a character, or continue on to erase a file. If you decide to continue, you will choose the Story File that is to be deleted from a listing of all twenty characters currently stored.

Next, the program will prompt you to type the name of the new file you wish to create. Once again, you may ESCAPE to the Rewrite Menu if you have changed your mind. If you decide to continue, it is important to type the storybook character's name and, if necessary, the story title exactly as you wish it to appear in the program when the student chooses to guess the character. You will be allowed to enter as many as 30 letters and spaces for the name.

Note:  The Story File is not erased until its replacement has been saved.

After entering the new name, the program will display the first clue stem and prompt you to type the information that will complete the clue. This will be followed by instructions to complete the second clue and so on until information for all eight clues and all four crystal ball questions have been entered. Directions at the bottom of each screen will indicate how many letters and/or spaces you may enter for the completion of each clue.

Even at this point you may exit by pressing ESCAPE if you decide against creating a new Story File. ESCAPE will return you to the Rewrite Menu with the file you chose to delete still intact.



If you have done some creating already, you will want to finish creating all the clues and crystal ball questions instead of escaping, so that you can reach the Check screen where you will be able to save your work. Partial Story Files cannot be saved since they are not usable in the game.

As in the "Edit an Individual Story File" option, it is important to note that the new information you enter will appear in the program exactly as you type it here. This means that you must include any end punctuation you wish to see in the program.

When the file is filled with information for all twelve clues, you will be instructed to proofread your work (see the Check screen, p. 11). You may then choose to edit the name of this new Story File and/or any clue information, or save your work for use in the program.

Exit Finally, the exit option in the Rewrite Menu allows you to leave the editing feature and return to the name entry point so that a student can then enter and use the program with the changes you have made.

Once you have used the editing feature to customize the *Flights Into Fiction* program, you will want to be sure to direct your students as to which side, A or B, they are to use.

Strategies for Classroom Use

The following are suggestions for utilizing the *Flights Into Fiction* programs and for integrating them into an established reading program:

1. Using these programs either with individuals, small groups, or an entire class will familiarize students with the characters and will encourage youngsters to want to read further to get to know the characters better.
2. Demonstrating the program to an entire class is a good way of familiarizing students with the types of clues they will need to use for identification of the characters, and will prepare them to make carefully considered choices.
3. As a class activity, students could be divided into two competing teams. The object would be for each team to identify the largest number of characters in a given period of time with a minimum of clues.
4. Another class activity could be for the teacher to make the clue selections and have students compete to be the first to guess the identity of the character.
5. Students could work in pairs choosing clues as a team or taking turns selecting clues and competing with one another to guess the character.
6. Students could begin using the program without any teacher input to allow them to develop their own learning strategies. Allowing students to work individually would enable them to play at their own levels of competence. Some students might prefer to uncover clues in the sequence that they are listed; others might wish to jump around and collect all kinds of different information.
7. Students working individually might enjoy charting their own progress and trying to lower their scores, thus improving their ratings as "crystal ball gazers."

8. Teachers could prepare students for the *Flights Into Fiction* programs by using one of the characters for a STORYBOOK CHARACTER OF THE WEEK or MONTH display, and changing it regularly to stimulate interest in reading and in the programs.

9. A list of the characters that students will meet in the programs (with authors where appropriate) could be displayed in the classroom so that students will find it easier to remember them and to locate the books in the library. This display can also be used as a resource when the program is in use.

Follow-Up Activities

The following activities are intended to assist you in developing in-class and homework assignments related to your use of these programs.

You are encouraged to make unlimited copies of any of the reproducible activity sheets included at the end of this Teacher's Lesson Planner. The activity sheets may be reproduced for individual use or combined into a personal *Flights into Fiction Student Workbook* by adding the cover sheet.

Activity Sheets

Clue Sheets—Students may wish to try playing the role of Grendel. The reproducible sheets, which list clue stems from each of the three disks, can be used in several ways.

- a. Assignments could be given for students to complete a clue sheet as a way of reporting on a book they've read.
- b. Students could write clues for each other, describing characters from their personal reading. These clue sheets could be duplicated for other students to guess the characters.
- c. After becoming familiar with the program, students working individually or in pairs could read a story assigned by the teacher from their own reading text and

then develop clues for identifying the main character. The teacher could then use the work of the entire class to edit the program for a customized version of *Flights Into Fiction*.

Word Search Puzzles—Word search puzzles for use with all three programs are included in this planner.

Matching—Exercises in matching titles and authors of the modern and classic stories are included in this planner.

Crossword Puzzles—Crossword puzzles are included for use with the fairy tales and modern stories.

Students may use the programs to gather background material for word search or crossword puzzle projects that they may wish to create themselves. The programs are loaded with all kinds of information that students can use for their own special projects.

As an art experience, students could draw a scene from one of the stories, or draw the character, or even draw the setting of a story with the character(s) missing. These could be displayed in the classroom for more guessing fun.

For creative writing practice, students could rewrite the endings to their favorite stories.

Other Activities

Teacher's Key to Characters

Fairy Tales Disk

The following key to characters, along with the mystery clue for each, is provided for your convenience in helping students who may be having difficulty identifying a particular character.

Crystal Ball Question: A mystery clue.

Character

| | |
|------------------------------|------------------------------------|
| I ride in a special coach. | Cinderella |
| I have seven friends. | Snow White |
| I am easily tricked. | Little Red Riding Hood |
| My name is unusual. | Rumpelstiltskin |
| My voice attracts a prince. | Rapunzel |
| I eat porridge. | Goldilocks |
| I do all the work by myself. | The Little Red Hen |
| I wear boots. | Puss (Puss In Boots) |
| A bone is very useful. | Hansel (Hansel and Gretel) |
| I become beautiful. | The Ugly Duckling |
| I'm a good climber. | Jack (Jack and the Beanstalk) |
| I love new clothes. | Emporer (Emporer's New Clothes) |
| I killed seven. | The Brave Little Tailor |
| A prince kisses me. | The Sleeping Beauty |
| I tend the flock. | The Goose Girl |
| A rose causes a problem. | Beauty (Beauty and the Beast) |
| It's hard for me to eat. | King Midas (The Golden Touch) |
| I frighten a princess. | The Frog Prince |
| Animals like my music. | The Pied Piper of Hamelin |
| A fox tries to eat me. | The Gingerbread Boy |

Crystal Ball Question:
A mystery clue.

Character

Classic Stories Disk

I cry a pool of tears.
A scarecrow is my friend.

Alice (in Wonderland)
Dorothy
(The Wizard of Oz)

I'm used for transportation.
I try to teach manners.

Black Beauty
Brer Rabbit
(Uncle Remus Tales)

The bell pull is a tail.
I sleep for a long time.
The boss becomes a friend.

Winnie the Pooh
Rip van Winkle
Tiny Tim
(A Christmas Carol)

I share what I have.
I disobey my mother.
I love fine clothes.
I'm afraid of hunters.
Driving fast is great fun.

Robin Hood
Peter Rabbit
Babar
Bambi
Mr. Toad
(Wind in the Willows)

My story is in rhyme.
A pumpkin does me in.
I do my job in one day.
A diamond bracelet is found.
Paul saved my life.
I have a scalp belt.
I replace a china dog.
I eat sugar on snow.

Madeline
Ichabod Crane
Mike Mulligan
Homer Price
Misty (of Chincoteague)
Caddie Woodlawn
Velveteen Rabbit
Laura Ingalls
(Little House)

Modern Stories Disk

Crystal Ball Question: A mystery clue.

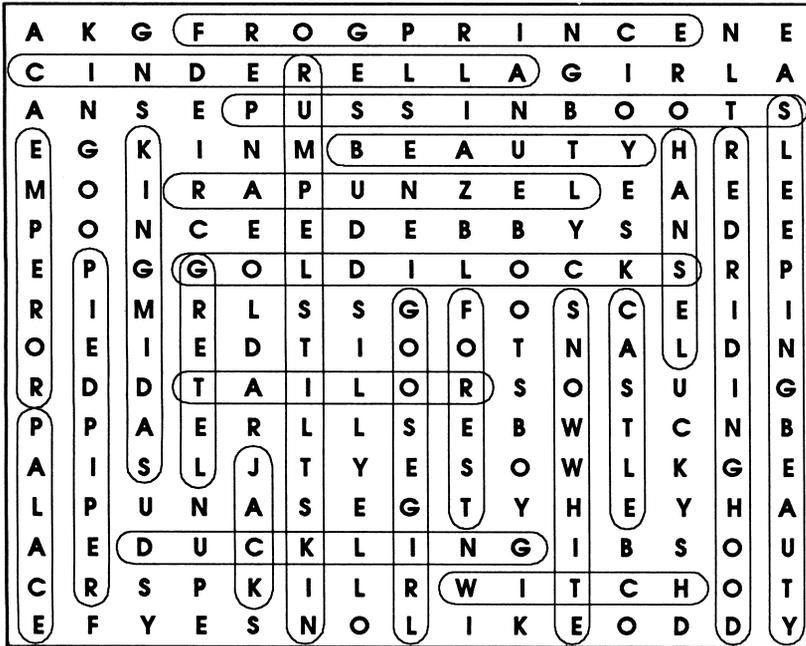
Character

| | |
|-------------------------------|--|
| I solve mysteries. | Cam Jansen |
| I crack an egg on my head. | Ramona Quimby |
| I learn to make candy. | Charlie (and the Chocolate Factory) |
| I find a ring in a drainpipe. | Stuart Little |
| My pet weighs 3,167 pounds. | Nate Twitchell |
| I got my "comeuppance." | Otis Spofford |
| I'm a traveler. | Danny Dunn |
| My friends help pay my bills. | Mr. Popper |
| I ate a turtle. | Fudge (Fourth Grade Nothing) |
| I'm an excellent baker. | Amelia Bedelia |
| Someone brings me my food. | Ralph S. Mouse |
| I give rides to my friends. | Clifford (the Big Red Dog) |
| I once lived in Peru. | Paddington Bear |
| I ate paper money. | Chester (Cricket in Times Square) |
| I share my dog with Robert. | Henry Huggins |
| My suitcase is full of gold. | Pippi Longstocking |
| All I own is in my carpetbag. | Mary Poppins |
| My applesauce spilled. | Aldo Applesauce |
| I had 514 babies. | Charlotte (Charlotte's Web) |
| I always pick up my toys. | Cat in the Hat |

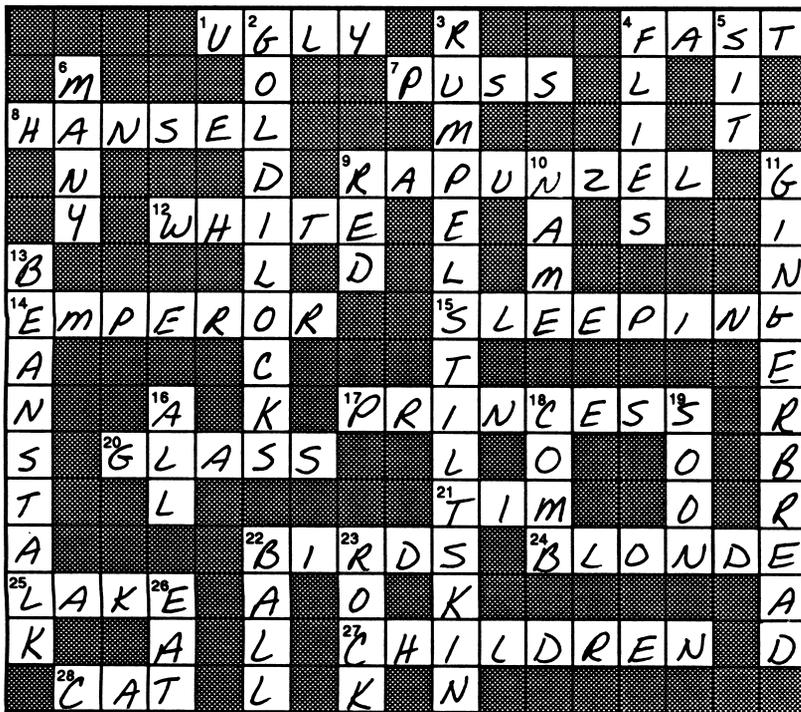
Answer Keys

Fairy Tales

Activity Sheet 2

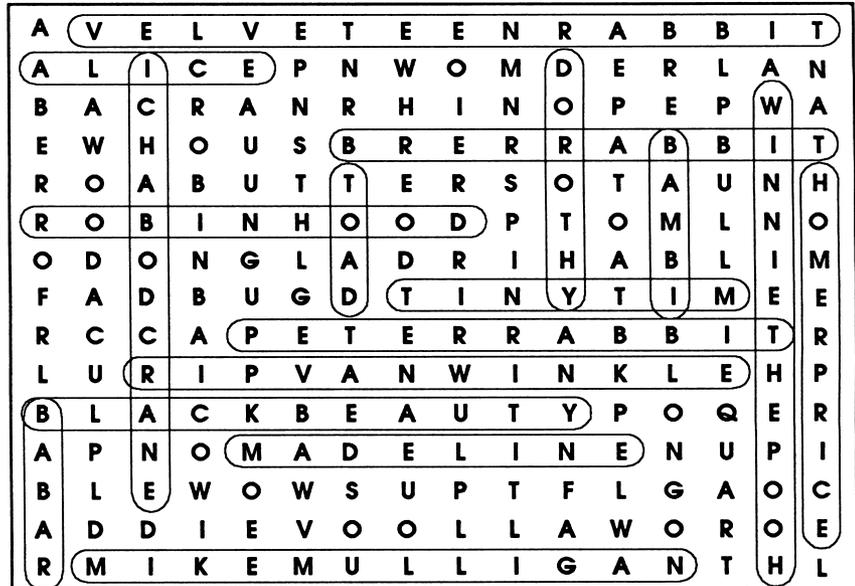


Activity Sheet 3



Classic Stories

Activity Sheet 2



Activity Sheet 3

5 Alice in Wonderland

10 The Wind in the Willows

1 The Wizard of Oz

19 Madeline

16 Black Beauty

2 The Legend of Sleepy Hollow

14 Brer Rabbit

4 Mike Mulligan
and His Steam Shovel

17 Winnie the Pooh

15 Misty of Chincoteague

2 Rip van Winkle

18 Caddie Woodlawn

8 The Adventures of Robin Hood

6 The Velveteen Rabbit

7 Peter Rabbit

11 Little House in the Big Woods

3 The Story of Babar

9 A Christmas Carol

13 Bambi

12 Homer Price

Modern Stories

Activity Sheet 2

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

Activity Sheet 3

- | | |
|--|--------------------------------------|
| <u>4</u> Cam Jansen | <u>2</u> Ralph S. Mouse |
| <u>2</u> Ramona Quimby | <u>6</u> Clifford the Big Red Dog |
| <u>1</u> Charlie and the Chocolate Factory | <u>15</u> Paddington Bear |
| <u>14</u> Stuart Little | <u>3</u> The Cricket in Times Square |
| <u>9</u> The Enormous Egg | <u>2</u> Henry Huggins |
| <u>2</u> Otis Spofford | <u>11</u> Pippi Longstocking |
| <u>5</u> Danny Dunn | <u>13</u> Mary Poppins |
| <u>8</u> Mr. Popper's Penguins | <u>7</u> Aldo Applesauce |
| <u>16</u> Tales of a Fourth Grade Nothing | <u>14</u> Charlotte's Web |
| <u>12</u> Amella Bedella | <u>10</u> The Cat in the Hat |

Flights Into Fiction

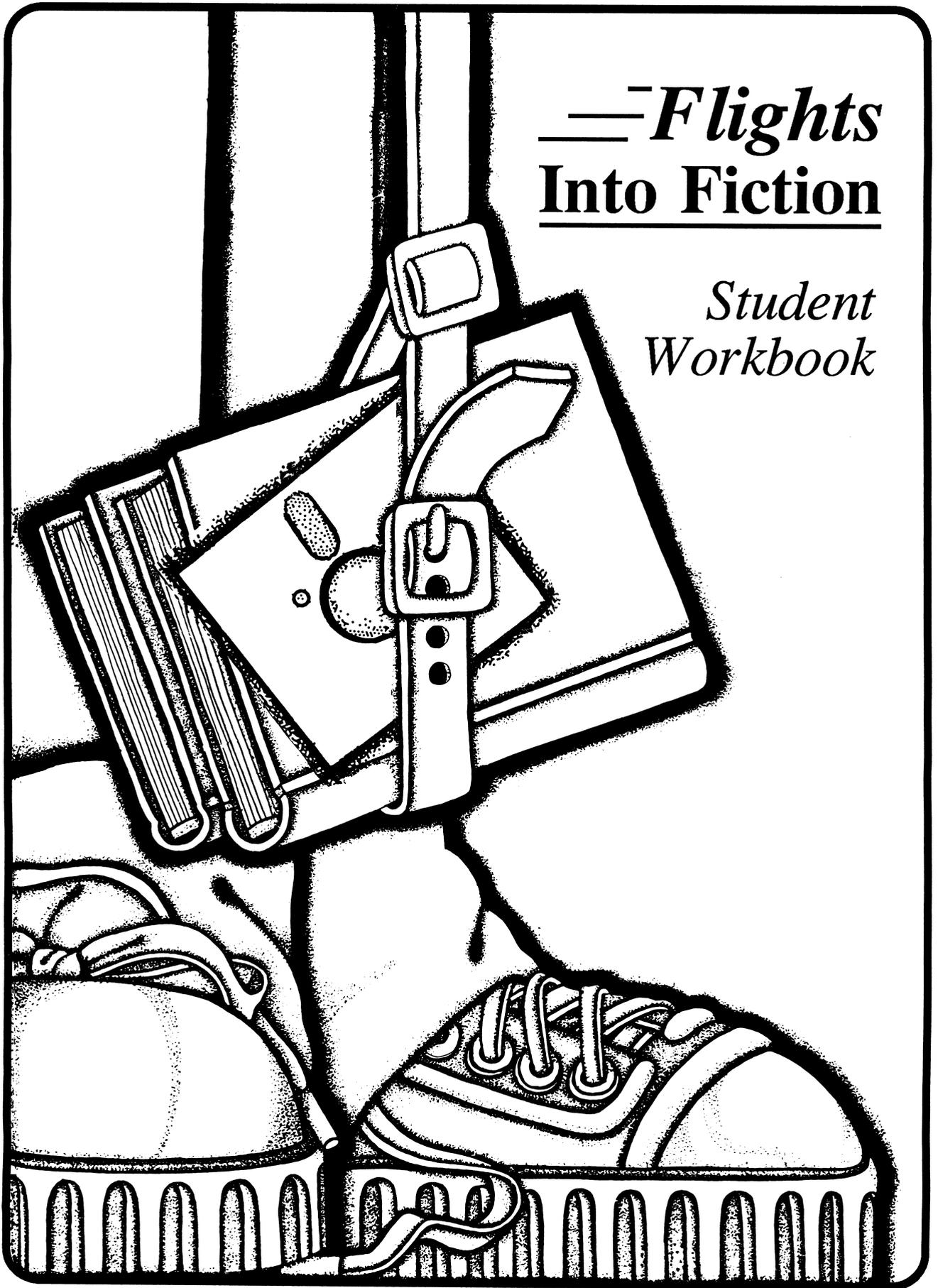
Modern Stories continued

Activity Sheet 4

| | | | | | | | | | | | | | | | |
|-----------------|---|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|--------------|-----------------|-----------------|---|
| ¹ C | H | ² A | R | L | I | E | | | ³ P | O | ⁴ O | R | | ⁵ T | |
| H | | N | | | | | | | O | | T | | | O | |
| ⁶ A | L | D | O | | | | | ⁷ P | I | P | P | I | | ⁸ P | O |
| R | | | | | ⁹ F | | A | | P | | S | | | U | |
| L | | | ¹⁰ C | O | U | L | D | | E | | | | ¹¹ A | S | K |
| O | | | H | | D | | D | | ¹² R | A | L | P | H | | |
| T | | ¹³ P | E | N | G | U | I | N | | | | | E | | |
| T | | | S | | E | | N | | | | | | | ¹⁴ D | |
| ¹⁵ E | X | I | T | | | | | ⁶ | | | | | ¹⁶ C | A | M |
| | | | E | | | | ¹⁷ S | T | ¹⁸ U | ¹⁹ A | R | T | | N | |
| ²⁰ R | O | ²¹ A | R | | ²² S | T | O | P | | A | | | | ²³ N | O |
| E | | m | | ²⁴ D | | ²⁵ A | N | | | ²⁶ M | ²⁷ A | R | ⁴ | | |
| ²⁸ A | N | Y | B | O | D | Y | | | | O | | A | | ²⁹ B | |
| D | | | | O | | | | ³⁰ H | E | N | R | ⁴ | | | U |
| | | ³¹ L | I | B | R | A | R | Y | | | A | | | ³² U | S |

—Flights
Into Fiction

*Student
Workbook*



Clue Sheet

Name _____ Class _____

Story/Book Title _____ Character _____

1. I look around and see...
2. If I listen I can hear...
3. Something I might have is...
4. The place where I live.
5. Someone important to me.
6. Something special about me.
7. I appear...
8. Someone I'm not fond of is...

Crystal ball questions:

1. An activity I might see.
2. Where I am.
3. A mystery clue.
4. Something magic in the story.

Word Search

Name _____ Class _____

Find and circle the listed words in the puzzle. They may be found by reading across and down.

| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | K | G | F | R | O | G | P | R | I | N | C | E | N | E |
| C | I | N | D | E | R | E | L | L | A | G | I | R | L | A |
| A | N | S | E | P | U | S | S | I | N | B | O | O | T | S |
| E | G | K | I | N | M | B | E | A | U | T | Y | H | R | L |
| M | O | I | R | A | P | U | N | Z | E | L | E | A | E | E |
| P | O | N | C | E | E | D | E | B | B | Y | S | N | D | E |
| E | P | G | G | O | L | D | I | L | O | C | K | S | R | P |
| R | I | M | R | L | S | S | G | F | O | S | C | E | I | I |
| O | E | I | E | D | T | I | O | O | T | N | A | L | D | N |
| R | D | D | T | A | I | L | O | R | S | O | S | U | I | G |
| P | P | A | E | R | L | L | S | E | B | W | T | C | N | B |
| A | I | S | L | J | T | Y | E | S | O | W | L | K | G | E |
| L | P | U | N | A | S | E | G | T | Y | H | E | Y | H | A |
| A | E | D | U | C | K | L | I | N | G | I | B | S | O | U |
| C | R | S | P | K | I | L | R | W | I | T | C | H | O | T |
| E | F | Y | E | S | N | O | L | I | K | E | O | D | D | Y |

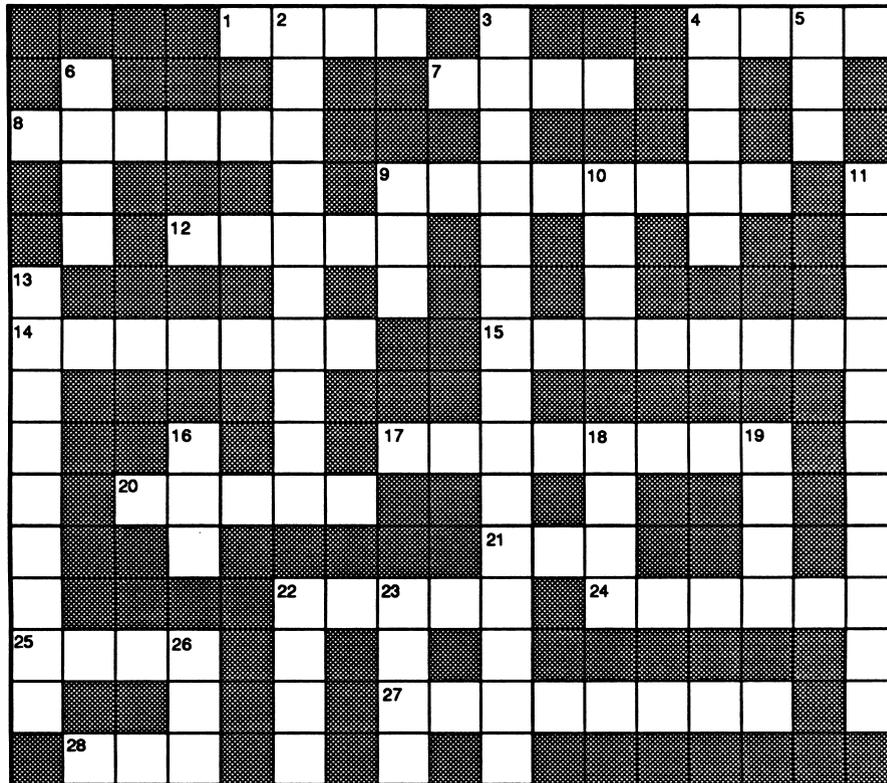
Rumplestiltskin
Cinderella
Rapunzel
Hansel
tailor
duckling
witch
palace

Red Riding Hood
Goldilocks
King Midas
Emperor
Beauty
Puss in Boots
Goose Girl

Sleeping Beauty
Frog Prince
Snow White
Gretel
castle
Pied Piper
Jack
forest

Crossword

Name _____ Class _____



ACROSS

DOWN

- | | |
|--|--|
| <p>1. ___ Duckling</p> <p>4. Opposite of slow</p> <p>7. I wear boots.</p> <p>8. Gretel's brother</p> <p>9. I have long hair.</p> <p>12. Snow ___</p> <p>14. He loves new clothes.</p> <p>15. ___ Beauty</p> <p>17. The one who kisses a frog.</p> <p>20. A ___ slipper</p> <p>21. A boy's name</p> <p>22. They eat the crumbs that my sister and I dropped.</p> <p>24. Goldilocks' hair</p> <p>25. Larger than a pond</p> <p>27. They follow the Pied Piper.</p> <p>28. Puss is one.</p> | <p>2. Ate the porridge</p> <p>3. A most unusual name</p> <p>4. What the Brave Little Tailor killed</p> <p>5. Opposite of stand</p> <p>6. More than one</p> <p>9. Color of the Hen and Riding Hood</p> <p>10. You are called by yours.</p> <p>11. I am baked.</p> <p>13. Jack's plant</p> <p>16. Everything</p> <p>18. Neatens your hair</p> <p>19. Right away</p> <p>22. Foot___</p> <p>23. Like a stone</p> <p>26. What you do at lunch</p> |
|--|--|

Clue Sheet

Name _____ Class _____

Story/Book Title _____ Character _____

1. I look around and see...
2. You'll often find me wearing...
3. Something I might have is...
4. The place where I live.
5. Someone important to me.
6. Something special about me.
7. I appear...
8. You hear:

Crystal ball questions:

1. An activity I might see.
2. Where I am.
3. A mystery clue.
4. The author.

Word Search

Name _____ Class _____

Find and circle the listed words in the puzzle. They may be found by reading across and down.

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

Rip Van Winkle

Brer Rabbit

Mike Mulligan

Madeline

Homer Price

toad

Velveteen Rabbit

Alice

Tiny Tim

Peter Rabbit

Bambi

Winnie the Pooh

Ichabod Crane

Black Beauty

Dorothy

Robin Hood

Babar

Matching

Name _____ Class _____

Match the book titles with the authors. Write the number of the author in the space in front of the book title. One author will match with more than one title.

- | | |
|--|----------------------------|
| ___ Alice in Wonderland | 1. L. Frank Baum |
| ___ The Wizard of Oz | 2. Washington Irving |
| ___ Black Beauty | 3. Jean de Brunhoff |
| ___ Brer Rabbit | 4. Virginia Burton |
| ___ Winnie the Pooh | 5. Lewis Carroll |
| ___ Rip van Winkle | 6. Margery Williams Bianco |
| ___ The Adventures of Robin Hood | 7. Beatrix Potter |
| ___ Peter Rabbit | 8. Howard Pyle |
| ___ The Story of Babar | 9. Charles Dickens |
| ___ Bambi | 10. Kenneth Grahame |
| ___ The Wind in the Willows | 11. Laura Ingalls Wilder |
| ___ Madeline | 12. Robert McCloskey |
| ___ The Legend of Sleepy Hollow | 13. Felix Salten |
| ___ Mike Mulligan and His Steam Shovel | 14. Joel Chandler Harris |
| ___ Misty of Chincoteague | 15. Marguerite Henry |
| ___ Caddie Woodlawn | 16. Anna Sewell |
| ___ The Velveteen Rabbit | 17. A.A. Milne |
| ___ Little House in the Big Woods | 18. Carol R. Brink |
| ___ A Christmas Carol | 19. Ludwig Bemelmans |
| ___ Homer Price | |

Clue Sheet

Name _____ Class _____

Story/Book Title _____ Character _____

1. I look around and see...
2. You'll often find me wearing...
3. Something I might have is...
4. The place where I live.
5. Someone important to me.
6. Something special about me.
7. An animal in my story.
8. You hear:

Crystal ball questions:

1. An activity I might see.
2. Where I am.
3. A mystery clue.
4. The author.

Word Search

Name _____ Class _____

Find and circle the listed words in the puzzle. They may be found by reading across and down.

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

Aldo Applesauce
 Ramona Quimby
 Stuart Little
 Chester
 Paddington
 Fudge

Pippi Longstocking
 Mary Poppins
 Clifford
 Mr. Popper
 Nate Twitchell
 Danny Dunn
 Charlotte

Ralph S. Mouse
 Cam Jansen
 Otis Spofford
 Charlie
 Henry Huggins
 cat

Matching

Name _____ Class _____

Match the book titles with the authors. Write the number of the author in the space in front of the book title. Some authors will match with more than one title.

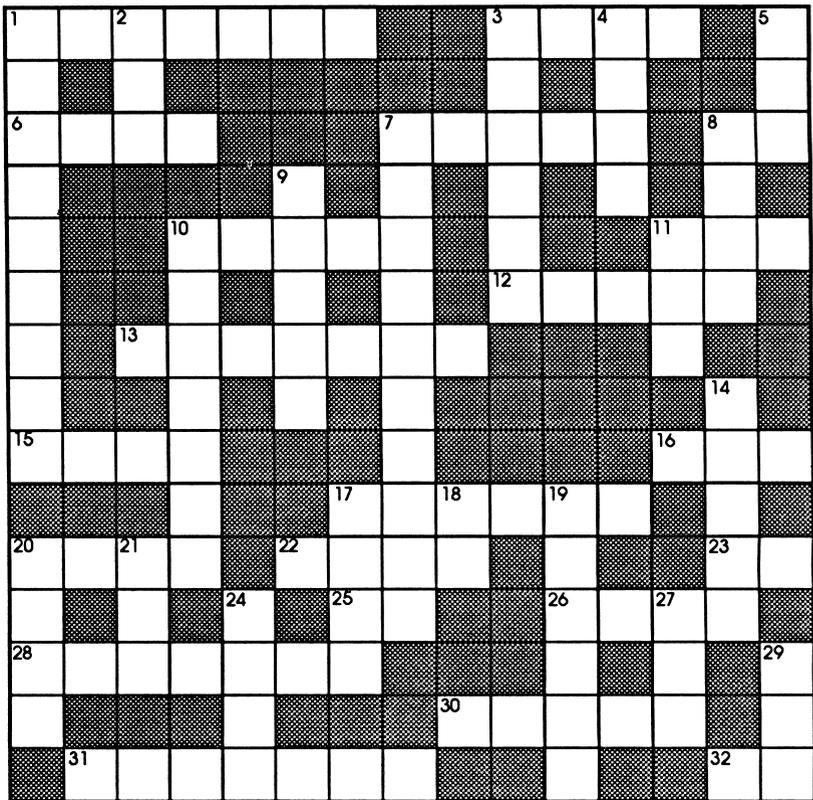
- | | |
|---|-------------------------------|
| _____ Cam Jansen | 1. Roald Dahl |
| _____ Ramona Quimby | 2. Beverly Cleary |
| _____ Charlie and the Chocolate Factory | 3. George Selden |
| _____ Stuart Little | 4. David Adler |
| _____ The Enormous Egg | 5. Williams and Abrashkin |
| _____ Otis Spofford | 6. Norman Bridwell |
| _____ Danny Dunn | 7. Joanna Hurwitz |
| _____ Mr. Popper's Penguins | 8. Richard & Florence Atwater |
| _____ Tales of a Fourth Grade Nothing | 9. Oliver Butterworth |
| _____ Amelia Bedelia | 10. Dr. Seuss |
| _____ Ralph S. Mouse | 11. Astrid Lindgren |
| _____ Clifford the Big Red Dog | 12. Peggy Parish |
| _____ Paddington Bear | 13. P.L. Travers |
| _____ The Cricket in Times Square | 14. E.B. White |
| _____ Henry Huggins | 15. Michael Bond |
| _____ Pippi Longstocking | 16. Judy Blume |
| _____ Mary Poppins | |
| _____ Aldo Applesauce | |
| _____ Charlotte's Web | |
| _____ The Cat in the Hat | |

Crossword

Name _____ Class _____

DOWN

1. Wilbur's spider friend
2. Jack _ Jill
3. Mr. _'s Penguins
4. _ Spofford
5. Also
7. A bear's name
8. Opposite of pull
9. Character who ate a turtle
10. The Cricket in Times Square
11. Gorilla
14. _ Dunn
17. Remain
18. Opposite of down
19. _ Quimby
20. A library activity
21. A girl's name
24. An entry way
27. A boy's nickname
29. A school _



ACROSS

- | | |
|---------------------------------|-----------------------------|
| 1. _ and the Chocolate Factory | 16. _ Jansen |
| 3. Opposite of rich | 17. _ Little |
| 6. _ Applesauce | 20. Sound a lion makes |
| 7. _ Longstocking | 22. Opposite of start |
| 8. Abbreviation for post office | 23. Opposite of yes |
| 10. Might | 25. _ egg |
| 11. To question | 26. _ Poppins |
| 12. _ Mouse | 28. Opposite of nobody |
| 13. Mr. Popper's friend | 30. _ Huggins |
| 14. Owner of the Enormous Egg | 31. Quiet place for reading |
| 15. The way out | 32. We |

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