

If you read *Mrs. Frisby and the Rats of NIMH*, choose 4 of the questions below to answer on a separate sheet of paper. Be sure to think through the question and write a well-written response.

1.	How do you usually feel about mice and rats? What about when you were reading the book? What would your parents say if you caught a wild mouse and wanted to keep it as a pet?
2.	If you could be any of the creatures in <i>Mrs. Frisby and the Rats of NIMH</i> for just one day, which one would you be? Why?
3.	Can you think of a time when you made something cool out of scraps like the rats did? Describe it, or using recyclable materials make a model of it.
4.	What really enabled the rats' escape was not just that they were smarter, but that they were taught to read. How did reading help them escape? How many times a day do you use reading? What would it be like not to be able to read (even though you may be very smart)?
5.	If you were given a choice about taking shots to make you smarter, would you take them? What if the medicine had only been tested on rats? What if it had never been tested at all?
6.	The rats weren't given a choice about taking shots. Almost all of our medications are tested on animals before people take them. Humans benefit tremendously, but the cost to the animals is very high. Is it right to test medications on animals? Would you be willing to take medications that had never been tested? Why or why not? Explain.
7.	The Plan was going to enable the rats to live without stealing, but their lifestyle would be a lot different. (No electricity, growing their own food, etc.) If you were a rat, would you take Nicodemous' side or Jenner's side? Being right can be extremely inconvenient. How much of civilization would you be willing to give up to be right? For instance, if all car companies were owned and run by evil people, would you be willing to stop using cars? Or if plastic were extremely harmful to the environment, would you be willing to stop using it? (This means no computers, no markers, no phones, no baggies, etc.)
8.	Mrs. Frisby was very courageous and took lots of risks. Can you think of some? One risk she took was leaving all of her children behind to go on a life-threatening journey to find something that might help one of the children. If she hadn't made it back, none of the three children had a good chance to live without her. Was this fair to the other kids? Is this something you would want your parent to do?

If you read *Poppy!*, answer the following questions:

1). Tragedy strikes early when Mr. Ocax kills Ragweed. Were you shocked by Ragweed's murder? Did it frighten you? Why do you think Avi started his story in this way? Is this an unusual event in the animal world?

2). What kind of leader is Lungwort? How does he remain in control of the family? Does Ragweed have the right to question him and challenge his authority? How does Mr. Ocax control the mice? Do the mice have the right to challenge his authority? Explain.

3). Avi's characters each have a dominant personality characteristic: Lungwort is fatherly, Ragweed is cocky, Mr. Ocax is threatening, Poppy is thoughtful, and Ereth is prickly in his quills and in his speech. Find **examples** of things each character **says that reflects his or her personality**. What are your favorite Ereth sayings?

4). Ereth says that Poppy is "pretty small to be a heroine" (p. 113). Poppy herself says that it is "so hard to be courageous" (p. 87). How would you explain Poppy's success? What do you consider her greatest obstacle? What qualities does she have that allow her to triumph?

Poppy/ Mrs. Frisby/Cricket PROJECT!

Your Cause/Effect board game is due on March 10th.

A traditional hero story involves a pattern that oral storytellers once used to remember how the story unfolds. In this pattern, the hero is called to adventure by a problem requiring him or her to leave home and travel to another world. The hero is tested by many trials and enemies, meets friends and helpers along the way, and has a talisman (lucky charm). He or she will reach a low point and nearly give up but will ultimately triumph and return home a changed person. Create a chart illustrating these steps and identify each of these elements in Poppy's/Mrs. Frisby's/or Chester's journey.

After identifying the important events in the character's life and the decisions they made, create a BOARD GAME that represents the journey they have taken, along with the obstacles and trials they had to endure along the way.

Your Board GAME should contain the following:

- 1). A neat and colorful board that is easy to follow and is decorated in accordance with the setting of the story. The spaces should be large enough to accommodate any playing pieces.
- 2). A complete set of rules (preferably typed) that explains who goes first, how to move about the board, what the different activities/spaces/ mean, how to win the game, etc.
- 3). Any playing pieces necessary (player cards, tokens, etc.).
- 4). Your players should experience the journey of your character by hitting low points (penalties) and high points (rewards) and the story should be told by experiencing the game.

