

# THE EAR, THE EYE AND THE ARM

## LIVING LITERATURE SERIES

NANCY FARMER

A PERMA-BOUND PRODUCTION

TEACHER'S GUIDE

GUIDE WRITTEN BY KATHY SAMMIS

*This guide was prepared using the Penguin Putnam Firebird edition, © 1994. Other editions may differ.*

### SYNOPSIS

**Chap. 1:** This suspenseful, action-packed tale is set in Zimbabwe in the year 2194. Tendai (age 13), Rita (age 11), and Kuda (age four) are the children of General Amadeus Matsika, the nation's Chief of Security, and his wife, a chemist and university professor. The General has waged a successful, years-long war on crime; only the gang called the Masks remains a problem. The Matsika family mansion is a bastion of security, protected by searchlights, alarms, robot Dobermans, and walls topped with machine guns. The children seldom leave the compound, and never alone; they are tutored at home, mostly via holoscreen and computer, and have no playmates. As the novel opens, the Matsika family members seat themselves around the breakfast table, attended by robot servants, following Father's strict rules of dress and conduct as always. The controlled atmosphere is relaxed when the Mellow, a resident Praise Singer, appears and soothes everyone with his songs of individual praise.

**Chap. 2:** Tendai hears the children's martial arts instructor tell Father that Tendai is not cut out for a military career (although Kuda, a "little lion," appears to be). Tendai is too empathetic; he feels his imaginary opponent's pain. He worries that he may be a coward. The instructor also discusses with Father the people of neighboring Gondwana, former enemies, now trading partners. The Gondwannans practice sacrifice, inflicting intense pain on each victim in order to rouse the attention of their gods. After Father and Mother fly off to work in their stretch limo, Tendai switches off the force screen so the pet mynah can fly off to the freedom he himself yearns for.

**Chap. 3:** The Mellow is also nanny to the children, and with Father and Mother gone, he lets the kids do mostly what they want when they're not studying. Tendai yearns to earn his explorer's badge so he can become an Eagle Scout. He plans to cross the city of Harare via public transportation and has promised to take bored, complaining Rita and feisty little Kuda along. But he never quite finds the right moment to ask Father's permission for the adventure. The Mellow says he will get Father to agree to the plan during Praise, when the General will be in a semi-hypnotized state. The next morning, after Praise, Father and Mother leave for work, and leave behind Pass Cards, a permission slip and money.

**Chap. 4:** Out on their own for the first time ever, the children make their way to the crowded bus stop by the bustling market of Mbare Musika. Tendai happily basks in the noise and the smells, while Rita is shocked when a rat attacks her. The children are fascinated by a genetically engineered Blue Monkey in one of the market stalls. The foul-tempered monkey lures the children behind a wall, where two men and the monkey's owner overcome them with chloroform.

**Chap. 5:** Too late, Mother and Father realize that the Mellow has manipulated them. Father launches a massive police search, worried that the children will be easy prey because he has overprotected them. "I made Tendai weak," he says. "He's probably a lot stronger than you imagine," replies the police chief. Meanwhile, the kidnappers take the children to Dead Man's Vlei, a wasteland in the middle of Harare, a former garbage dump contaminated by toxic chemicals a century ago. The children break away from their captors, Knife and Fist, but the shadowy gray *vlei* people emerge from the trash and surround them.

**Chap. 6:** Mother hires the Ear, the Eye and the Arm Detective Agency to find the children. These very unusual sleuths have special abilities due to their mothers' accidental prenatal ingestion of plutonium. The Ear has enormous ears; he can "hear an ant creeping up on the sugar bowl." The Eye has huge all-pupil eyes; he can "see a flea clinging to a hawk's feathers." The Arm resembles a wall spider, with his extra-long arms and legs, and he has great psychic powers. However, their business is less than successful—they live in a run-down office in the slum-suburb called the Cow's Guts.

**Chaps. 7-8:** At Dead Man's Vlei, the children come under the control of the She Elephant, an enormous black woman who rules the no-longer-toxic dump. She sets the children to mining plastic (not produced since the last century's energy famine) from the dump's extensive tunnels.

**Chap. 9:** Ear, Eye, and Arm visit Mbare Musika and learn from the Blue Monkey that the She Elephant got the Matsika children.

**Chap. 10:** As weeks pass, Tendai and his siblings fall into the routine of life in the *vlei*. Tendai chafes at being shackled always. A simple-minded young man called Trashman who makes regular passing-through visits to the *vlei* arrives and bonds with Kuda.

**Chap. 11:** At Mr. Thirsty's, their local watering hole, Ear, Eye, and Arm encounter Knife and Fist, who are there with Knife's always-complaining Granny. The detectives overhear the other group mention the name "She Elephant," but bumble in attempting to apprehend the bad guys. When General Matsika arrives, he finds Tendai's knife, which Knife had hurled at Eye.

**Chap. 12:** Toiling deep underground in the *vlei*, Tendai unearths an ancient *ndoro*, a sea-mollusk disc with connections to the ancestors. Tendai begins a successful routine of asking the unknown *ndoro* ancestor for guidance. The She Elephant declares her intention to sell the Matsika children to the Masks.

**Chap. 13-14:** Kuda screams that he wants his mother, so Trashman runs off with the boy outside the *vlei*; Tendai, temporarily unshackled, and Rita race after the pair. A bus driver takes them to a place that Trashman frequents: Resthaven, "the Heart of Africa," a walled, traditional African village community that is completely shut off from modern society. It

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feels and smells, ancestrally, just right, Tendai thinks.

**Chaps 15:** Ear, Eye, and Arm visit the *vlei* after the children have escaped. Pursued by the *vlei* people and the She Elephant, the detectives barely make it out.

**Chap. 16:** In Resthaven, Tendai reveals a gift for storytelling, no doubt inspired by the spirit of an ancestor. The elders, led by Garikayi, accept Tendai. Then Myanda, Garikayi's older wife, explains: acceptance into Resthaven means you can never leave.

**Chap. 17:** The Mellowier visits the wounded Arm at the hospital, soothing his psyche, which had been bruised by the emotional intensity of the *vlei* people's hatred.

**Chaps. 18-19:** Tendai begins to find his pleasant life at Resthaven, tending cattle with the other boys, a bit boring. Rita deeply resents her status as a girl, forced to work hard all day and evening at menial chores. She also worries about Chipo, Garikayi's fourteen-year-old second wife, who is about to give birth with no modern medical assistance.

**Chaps. 20-21:** Ear, Eye, and Arm join the Matsikas for dinner at the Mile-High MacIlwaine's elegant Starlight Room, one mile up from the ground. Acrophobic Ear faints as the glass elevator shoots up. Back at the Matsika's mansion, the General reveals a dilemma. The bus driver has said that the children are in Resthaven, but Resthaven is an independent country, established two hundred years ago to preserve the spirit of traditional Africa. The General can't invade Resthaven—but the detectives may be able to get inside.

**Chaps. 22-23:** Chipo gives birth to twins, something the villagers believe is caused by witchcraft, resulting in a good twin and an evil twin. The midwives decide the boy twin will live; they will kill the girl twin. Rita temporarily stops the murder of the infant girl, Tendai stands up for Rita, and both children are locked in the punishment hut. That evening, the village's Spirit Medium puts Tendai and Rita through a trial-by-poison to determine if they are witches. The children pass the test, but the jealous medium declares them, along with Kuda, banished.

**Chap. 24:** Outside Resthaven, the children and Trashman jump onto a subway train to evade attacking Masks. They get off at Borrowdale, where Rita remembers the Mellowier's mother lives.

**Chaps. 25-26:** Ear, Eye, and Arm break into Resthaven as the children enter the subway. The sleuths present themselves dramatically at Myanda's witch trial and allow Garikayi and the villagers to drive these "witch's monsters" away, thus purging Myanda of her supposed witchery. Myanda is able to hand the infant girl, Sekai, to Arm, who bonds intensely and psychically with the baby. The group narrowly escapes Resthaven and the pursuing villagers.

**Chaps. 27-28:** The children find the genteel but decaying estate of the Mellowier's mother, Mrs. Horsepool-Worthingham, a gruff, practical, and crafty postcolonial Englishwoman. She announces that the children will have to stay with her in quarantine, since Rita has chickenpox (almost never seen any more)—Tendai and Kuda are sure to come down with it too, and they must not go home and infect their parents. The sickness progresses as predicted, and Mrs. Horsepool-Worthingham sets each child who is well enough to full days' worth of house and yard chores. She assures them that she has notified their parents of their whereabouts.

**Chap. 29:** Ear, Eye, and Arm find a scrap of Resthaven cloth at the Borrowdale subway stop, proof that the children

were there. But they return to the Cow's Guts—Arm is anxious to be with Sekai—and fail to follow up on Eye's sighting of the She Elephant in the subway, heading for Borrowdale.

**Chap. 30:** Tendai spies on a shocking holophone conversation between Mrs. Horsepool-Worthington and her son the Mellowier. The mother is manipulating her son into hypnotizing General Matsika so he will pay a reward for the return of his children.

**Chaps. 31-32:** Ear, Eye, and Arm finally realize that the Mellowier, haggard with worry, is planting ideas about a reward. They realize the children must be with the Mellowier's mother in Borrowdale. There, the children are about to make a dramatic break for freedom—when the She Elephant storms through the gates. After a struggle, the enormous woman recaptures Tendai and Rita, and carries them off, followed by Trashman happily toting Kuda.

**Chap. 33:** The She Elephant takes the children to a dark room at the top of a high building in a deserted section of Mufakose. It is the secret lair of the Masks, who now surround the children, their faces concealed by hideous, distorted masks.

**Chap. 34:** Ear, Eye, and Arm arrive at Mrs. Horsepool-Worthingham's just after the She Elephant leaves with the children and find a matchbook from the Starlight Room and another scrap of Resthaven cloth. Back at the family mansion, Mother despairs, but Arm reassures her, saying, "The children have proven strong beyond our wildest expectations. At every turn they have behaved with courage and intelligence."

**Chap. 35:** Arm feels himself filled with the *mhondoro*, the spirit of the land, in the form of Monomatapa, founder of the Shona Empire. The *mhondoro* tells Arm that he must save the people from invading alien spirits, which he will see by going to the "highest place." So Arm, Ear, and Eye return to the Starlight Room atop the Mile-High MacIlwaine. Arm psychically senses something very wrong within the heavily guarded Gondwanna Embassy next door.

**Chap. 36:** The Masks announce that they plan to send the children as messengers to their gods, meaning excruciatingly painful ritual death for all three. They transport the terrified children, plus the horrified She Elephant, via flying limo to the Gondwanna Embassy, where diplomatic immunity protects the Masks. Tendai summons up his ancestral warrior spirit, aided by the ancient *ndoro* still around his neck.

**Chaps. 37-39:** On the Mile-High MacIlwaine's swaying observation deck, Arm sees the Masks' limos arrive just below. Urged on by the *mhondoro*, Arm courageously rappels down to the landing pad. Mother arrives at the Starlight Room and leads Eye and the entire staff of the Starlight Room in an assault on the Embassy guards. Arm crashes into the Embassy, but falters as the powerful Big-Head Mask spirit overwhelms him. The *mhondoro* now enters Tendai. As the head Mask prepares to begin the ritual killing of Tendai, the She Elephant breaks the Big-Head Mask in two. Chaos ensues, as the Masks' spirits flee and Mother and her forces sweep in.

**Chap. 40:** Father and his forces arrive and arrest the vanquished Masks, while their evil spirits are swept away entirely. The Matsikas joyfully reunite.

**Epilogue** Subsequent changes in many characters' lives are described, including the children's attendance of public school.

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### TIME LINE

- Sept. 3, 2194** Matsika children go to Mbare Musika market, are kidnapped and brought to Dead Man's Vlei. General and Mrs. Matsika hire Ear, Eye, and Arm to find the children.
- that night** Ear, Eye, and Arm learn that a "She Elephant" has the children.
- weeks later** Ear, Eye, and Arm learn where the She Elephant lives. The children escape from the vlei, go to Resthaven with Trashman.
- that night** Ear, Eye, and Arm visit the vlei. The Resthaven elders give the children tentative permission to stay.
- c. 2 weeks later** Rita saves Chipso's baby girl; the Spirit Medium banishes the children from Resthaven.
- 2:15 a.m.** The children enter the subway station adjacent to Resthaven.
- 2:20 a.m.** Ear, Eye, and Arm arrive at Resthaven wall.
- early a.m.** Ear, Eye, and Arm exit Resthaven with Sekai, the baby girl.
- dawn** The children and Trashman begin their stay at Mrs. Horsepool-Worthingham's.
- 3 weeks later** Ear, Eye, and Arm find Resthaven cloth at Borrowdale subway stop, spot the She Elephant there.
- a few days later** The She Elephant snatches the children from Mrs. Horsepool-Worthingham. Ear, Eye, and Arm arrive just afterward.
- that evening** The She Elephant delivers the children to the Masks/Gondwannans, who take them to the Gondwannan Embassy for the ritual sacrifice; Arm, then Mother and her restaurant forces arrive and save the day.
- midnight** Tendai's fourteenth birthday arrives.

### BIOGRAPHICAL SKETCH

Nancy Farmer (*née* Coe) was born in 1941 and grew up in Yuma, Arizona, along the border with Mexico, in her family's hotel. From the age of nine, she worked at the hotel desk and listened to the many stories told by the hotel's rich mix of customers—including cowboys, circus and rodeo performers, truck drivers, and country singers. After graduating from Reed College in Oregon, Farmer followed her adventurous spirit into Peace Corps service in India from 1963 to 1965. Next came two more years of travel and then studies of chemistry in California. Feeling the urge for adventure again, Farmer took a freighter to Africa in 1971. She landed a job in Mozambique running a lab and checking water purity in small villages around a remote lake, then moved on in 1975 to Zimbabwe working as a lab technician and freelance scientist. There, at the University of Harare, she met and quickly married Harold Farmer, an English professor, in 1976. Their son Daniel was born in 1978. In 1982, bored by being a stay-at-home mom and housewife, Farmer was suddenly struck, while reading a novel, with the feeling that she could write. She immediately sat down, "almost in a trance," as she describes it, and wrote a short story. Her Shona friends told her she had been visited by a *shave*, a wandering spirit that had passed along its storytelling abilities to her. Since then, Farmer has said, "I have been absolutely possessed with the desire to write."

Farmer published several novels and stories for young people with College Press in Zimbabwe. In 1988, the Farmers relocated to California, where Harold attended Stanford University on a scholarship and Nancy worked as a Stanford lab technician. She won a grant of \$20,000 from the National Endowment for the Arts in 1992 that allowed her to write full-time and finish her first U.S.-written novel, published as *Do You Know Me?* in 1993 (a revised version of the Zimbabwe-published *Tapiwa's Uncle*). *The Ear, the Eye and the Arm* followed in 1994 (also a revised version of a Zimbabwe-published novel of the same title). Two more books set in Zimbabwe followed, but Farmer then abandoned that setting because events in that country "became so very depressing." Farmer used her experiences growing up in Yuma as the basis for her novel *The House of the Scorpion*, winner of the 2002 National Book Award for Young People's Literature. The Farmers continue to live in a modest apartment in Menlo Park, California.

### CRITICS' CORNER

Nancy Farmer told *Publishers Weekly* in 2002, "My first aim is to entertain, to keep [readers] riveted. Secondly, I want them to come away with the feeling that they can be strong, that they can do things—and that they mustn't give in." Readers and critics alike agree that she achieved those aims in *The Ear, the Eye and the Arm*, with the children suspensefully and resourcefully escaping succeeding perilous situations and the sometimes-bumbling detectives continually arriving just not in the nick of time. VOYA admired the "unusually imaginative and engrossing story" and found the setting "fascinating" and the characters "rich and varied." *Booklist* judged, "It's the thrilling adventure that will grab readers, who will also like the comic, tender characterizations." *The Bulletin of the Center for Children's Books* praised the "grand and whole-hearted" adventure and the "splendidly drawn" characters. *Horn Book* wrote, "Farmer's impeccable creation of the futuristic society is a remarkable achievement." *Language Arts* concluded, "Full of action, suspense, and humor, this richly detailed novel reflects a carefully thought-out vision of the future....Farmer's novel offers a good read and rich fodder for discussion." *The Ear, the Eye and the Arm* was a Newbery Honor Book.

### WORKS BY NANCY FARMER

#### For young readers

- Lorelei: The Story of a Bad Cat* (1987; U.S., 1994)  
*The Ear, the Eye and the Arm* (1989; U.S., 1994) (Recorded Books, 1994)  
*Tapiwa's Uncle* (1992)  
*Do You Know Me?* (1993)  
*The Warm Place* (1995)  
*A Girl Named Disaster* (1996)  
*The House of the Scorpion* (2002)  
*The Sea of Trolls* (forthcoming)
- #### Picture Books
- Tsitsi's Skirt* (1988)  
*Runnery Granary* (1996)  
*Casey Jones's Fireman: The Story of Sim Webb* (1998)

### BIBLIOGRAPHY

- Book Report*, November/December 1994, pp. 42-43.  
*Booklist*, April 1, 1994, p. 1436.

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- Brown, Jennifer M., "Voices of Experience" (interview with Nancy Farmer), *Publishers Weekly*, July 22, 2002, pp. 154-55.
- Bulletin of the Center for Children's Books*, March 1994, p. 220.
- Contemporary Authors*, Vol. 167; *New Revision Series*, Vol. 94. Detroit: Gale Research/Group, 1999, 2001.
- Holtze, Sally Holmes, ed. *Seventh Book of Junior Authors & Illustrators*. NY: H.W. Wilson, 1996.
- Horn Book*, September-October 1994, pp. 597-98.
- Horning, Kathleen T., "The House of Farmer" (interview with Nancy Farmer), *School Library Journal*, February 2003, pp. 48ff.
- Language Arts*, April 1995, pp. 294-95.
- Publishers Weekly*, April 11, 1994, p. 66.
- Schneider, Dean, "Zimbabwe 2194: A Future Odyssey," *Book Links*, April/May 2003, pp. 28-31.
- School Library Journal*, July 1994, pp. 147-48.
- Something About the Author*, Vols. 71 & 117. Detroit: Gale Research/Group, 1995, 2000.
- VOYA, June 1994, p. 99.
- Internet sites for Nancy Farmer**
- "An Interview with Nancy Farmer": <[www.suite101.com/article.cfm/african\\_history/97782](http://www.suite101.com/article.cfm/african_history/97782)>
- "Meet the Writers: Nancy Farmer": <[www.barnesandnoble.com/writers/writer.asp?cid=1033958](http://www.barnesandnoble.com/writers/writer.asp?cid=1033958)>

### GENERAL OBJECTIVES

1. To explore characteristics of science fiction novels
2. To speculate on the possible future characteristics of present-day society
3. To explore the ways in which a young person begins to find his or her place in society
4. To examine the nature and expression of courage
5. To discuss the dynamics of family relationships
6. To become familiar with aspects of traditional African societies, including the roles of Praise Singers, spirits, and witches
7. To consider the value of security versus the value of freedom, risk-taking, and exploration
8. To investigate the possibilities of heightened awareness and psychic insight

### SPECIFIC OBJECTIVES

1. To identify elements of the science fiction genre in the novel as well as realistic projections of current problems into the novel's futuristic world
2. To understand the special abilities of Ear, Eye, and Arm and to assess their effectiveness as detectives
3. To trace the series of perilous situations the children find themselves in and note the ways in which they resourcefully save themselves from each
4. To understand the Masks'/Gondwannans' religious beliefs and their plans for the children
5. To recognize the reasons why the Matsika children yearn to leave their secure home and explore the outside world
6. To analyze the reasons for Tendai's and Rita's changing perceptions of Resthaven
7. To assess the roles and characters of the She Elephant

and Mrs. Horsepool-Worthingham

8. To follow the process of Tendai's coming of age in the course of the novel
9. To note the role that ancestors play in the novel

### LITERARY TERMS AND APPLICATIONS

To enhance students' appreciation and understanding of the novel, present them with these terms.

**comic relief:** the interruption of a serious work or suspenseful adventure by short humorous scenes. The detectives' bumbling and their run-down living quarters provide chuckles in between the children's very serious need to survive and the suspenseful pursuit of them by both good and bad forces. Rita's persistent sassy responses to both the She Elephant and Mrs. Horsepool-Worthingham also provide comic relief in serious situations.

**coming-of-age novel:** a work of fiction in which the main character moves into and/or through adolescence and develops at least the beginnings of maturity. In this novel, immature and inexperienced Tendai develops self-esteem and self-reliance, along with a recognition of his own courage, as he successfully grapples with the perilous situations he and his siblings find themselves in.

**epilogue:** a concluding section of a book that briefly outlines the characters' subsequent fates, as the epilogue to this novel does.

**science fiction:** a fictional work that speculates on the possibilities of science and technology to change the human experience and society as we know it, or, more generally, imaginative literature that presents plausible events that might take place in the future. A science fiction tale may be a simple adventure story. Science fiction can also be a means of commenting on human nature and society. This novel mixes exciting adventure with futuristic elements such as flying limos, ubiquitous robots, and holophones/holoscreens. It also projects current societal problems like toxic waste, slums, and gang violence into future society.

**suspense:** expectant uncertainty about the outcome of a plot. This novel sustains a high degree of suspense throughout, especially through the use of subplots. Many chapters end with the children in a perilous situation, with a following chapter switching back to the detectives' and/or the Matsikas' attempts to find the children, then forward again to the children's current dilemma, and so on.

### SETTINGS

The novel is set in and around Harare, Zimbabwe, in the year 2194. In many ways the landscape resembles contemporary city-and-suburb settings, with the addition of futuristic elements such as flying limos and buses, and mile-high buildings. The main settings are the Matsikas' family home, Dead Man's Vlei, Resthaven, Mrs. Horsepool-Worthingham's home, and the top floor of the Mile-High Macllwaine, interspersed with the children's wanderings through the teeming streets of Harare and the quiet streets of Harare's suburbs. The detectives' appallingly filthy and run-down office/apartment and their seedy neighborhood dive, Mr. Thirsty's, provide a comic relief element to the novel's settings.

The Matsikas' home is a bastion of security. The grounds are surrounded by high walls topped with machine guns and further protected by searchlights, alarms, a robot Doberman, a force screen, and sealed gates. Inside, the house is mostly

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populated by machines—robot servants, sentient holophones, holoscreens, a robotic pantry and kitchen. Almost always confined within this luxurious yet sterile compound, the Matsika children are understandably restless and yearning to get out on their own.

Dead Man's Vlei is a former garbage dump that was once contaminated by toxic waste. No longer toxic, the vlei is a vast area full of plastic garbage bags and their contents, plus the vlei people, societal rejects who have made their home here for so long that they blend in, gray, with the landscape. The vlei is crisscrossed with miles of tunnels, where the vlei people mine plastic under the direction of the She Elephant. This is where the children spend the first phase of their captivity.

After the children escape the vlei, they enter Resthaven, a seemingly idyllic oasis walled off from all contact with and knowledge of the city. Resthaven is a traditional African village community whose residents tend livestock and gather food from gardens and the wild. It feels and smells just right to Tendai and Rita at first, but then they become disillusioned with Resthaven's dark side—subjugation of women, infanticide, and witch-hunting.

Mrs. Horsepool-Worthington lives in a crumbling postcolonial estate in the suburb of Borrowdale that becomes the children's third place of detention while they come down with and recover from chicken pox. The She Elephant snatches them from here and brings them to a frightening lair of the Masks atop a high building in a deserted section of Mufakose. From there the Masks take the children to the heavily guarded Gondwanna Embassy on the top floor of the futuristic Mile-High MacIlwaine building in downtown Harare. Also on this top floor is the elegant Starlight Room restaurant, from which Arm and Mother launch separate attacks on the Embassy and rescue the children from the Masks' ominous torture-sacrifice room with its terrifying Big-Head Mask.

### CROSS-CURRICULAR SOURCES

#### Fiction

- Douglas Adams, *Dirk Gently's Holistic Detective Agency*  
Joan Aiken, *Is Underground*  
Nina Bawden, *Off the Road*  
Wilanne Schneider Belden, *Mind-Find*  
Eric Campbell, *The Year of the Leopard*  
Orson Scott Card, ed., *Future on Ice*  
Michael Cart, ed., *Tomorrowland: 10 Stories About the Future*  
Alfred Coppel, *Glory*  
Gary Disher, *Ratface*  
Buchi Emechta, *The Bride Price*  
Gary Kilworth, *The Electric Kid*  
Nancy Kress, the *Beggars* trilogy  
Lois Lowry, *The Giver* and *Gathering Blue*  
Michael Morpurgo, *The Butterfly Lion*  
Beverly Naidoo, *No Turning Back*  
Kenneth Oppel, *Dead Water Zone*  
Mike Resnick, *Kirinyaga: A Fable of Utopia*  
Gillian Rubinstein, *Galax-Arena*  
William Sleator, *Others See Us*  
Michael Stearns, ed., *A Starfarer's Dozen: Stories of Things to Come*  
Charles G. Waugh and Martin H. Greenberg, eds., *Sci-Fi Private Eye*  
Jack Womack, *Random Acts of Senseless Violence*

#### Nonfiction

- Mark Bessire, *Great Zimbabwe*  
John Clute, *Science Fiction: The Illustrated Encyclopedia*  
Harold Courlander, ed., *Treasury of African Folklore*  
Jocelyn Murray, ed., *Cultural Atlas of Africa*  
George Ochoa and Jeff Osier, *The Writer's Guide to Creating a Science Fiction Universe*  
Suzanne Elizabeth Reid, *Presenting Young Adult Science Fiction* (Twayne's U.S. Authors Series)  
Shawn Sheehan, *Zimbabwe*  
Robert Farris Thompson, *Face of the Gods: Art and Atlas of Africa and the African Americans*  
Desmond Tutu, *The African Prayer Book*  
Zimbabwe (Major World Nations Series)

#### CD-ROM

- Encarta Africana* (Microsoft)  
*History and Culture of Africa* (Queue)

#### Internet

- "Africa Online" (search on Zimbabwe for current events):  
<[www.africaonline.com/site/](http://www.africaonline.com/site/)>  
"Faces of the Spirits" (and three other linked sites—African masks):  
<[cti.itc.virginia.edu/~bcr/African\\_Mask\\_Faces.html](http://cti.itc.virginia.edu/~bcr/African_Mask_Faces.html)>  
"Destination Zimbabwe": <[www.lonelyplanet.com/destinations/africa/zimbabwe](http://www.lonelyplanet.com/destinations/africa/zimbabwe)>  
"Mystery of Great Zimbabwe":  
<[www.pbs.org/wgbh/nova/israel/zimbabwe.html](http://www.pbs.org/wgbh/nova/israel/zimbabwe.html)>  
"Linköping Science Fiction & Fantasy Archive":  
<[www2.lysator.liu.se/sf\\_archive/](http://www2.lysator.liu.se/sf_archive/)>  
"Resthaven by Nancy Farmer" (Readers' Theater):  
<[www.aaronshelp.com/rt/RTEO4.html](http://www.aaronshelp.com/rt/RTEO4.html)>  
"Sci-Fi Channel: The Dominion": <[www.scifi.com/](http://www.scifi.com/)>  
"Sunday Standard" (online edition of the print Harare newspaper): <[www.samara.co.zw/standard/index.html](http://www.samara.co.zw/standard/index.html)>  
"The Virtual Zimbabwe": <[www.e-zim.com/](http://www.e-zim.com/)>  
"The World Factbook—Zimbabwe":  
<[www.cia.gov/cia/publications/factbook/geos/zi.html](http://www.cia.gov/cia/publications/factbook/geos/zi.html)>

#### Video

- Africa: A Voyage of Discovery with Basil Davidson Series* (RM Arts)  
*African Art and Culture* (Clearvue)  
*Ancient Africa* (Great Zimbabwe segment) (Schlessinger Media)  
*Building the Future: Cities and Pollution* (Chip Taylor Communications)  
*The Lost City of Zimbabwe* (Films for the Humanities & Sciences)  
*Zimbabwe, Africa's Wildlife Sanctuary* (International Video Network)  
*The Zimbabwe, Botswana & Namibia Experience* (International Video Network)

### THEMES AND MOTIFS

A study of the central issues and situations in *The Ear, the Eye and the Arm* should include these aspects.

#### Themes

- coming of age
- security vs. freedom, risk-taking, and exploration
- resourcefulness and self-rescue
- courage
- growth of self-esteem
- family relationships
- traditional values

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- development and use of special abilities

### Motifs

- ancestors
- masks
- kidnapping
- complaining
- psychic abilities
- futuristic technology
- spirit possession
- tribes
- plastic and trash
- Praise

### MEANING STUDY

Below are words, phrases, or sentences that have a particular meaning in the novel. Explain each as it relates to the book. Use the page numbers given in parentheses to reread the term in context if you wish.

1. The Mellower launched into his Praise. (Chap. 1, p. 6)  
*(Officially, the Mellower is a Praise Singer, who envelops individual listeners with a combination of music, poetry, and narrative recounting their many strengths and accomplishments. The Praise is "medicine for the soul" that leaves each listener feeling highly mellow. Praise can be a two-edged sword, however, as the Mellower is able to manipulate Father and Mother in their semi-hypnotized listening state to enable the children to embark on their exploration and, later, to plant the idea of paying ransom [to his mother] to get the children back.)*
2. The lion that represented Father's totem (Chap. 1, p. 7)  
*(A totem is the symbol or emblem of a clan, an element of traditional African culture. The fact that Father's totem is the lion later helps Tendai gain initial acceptance at Resthaven because the lion is also a totem of Resthaven's people.)*
3. "This is a plastic mine." (Chap. 8, p. 58)  
*(This is a nicely ironic plotting touch. The plastic that we consider trashy and of little or no value today has become a valuable artifact material by the year 2194, since an energy famine during the 2000s halted production of plastic. The vlei, a former garbage dump, contains vast stores of plastic, which the vlei people mine and the She Elephant sells.)*
4. "Mother often wore a hand-dyed caftan." (Chap. 10, p. 70)  
Rita was dressed in a bark sarong. (Chap. 16, p. 111)  
Eye was admiring his new dashiki. (Chap. 20, p. 139)  
*(A caftan is a long, loose dress, often with wide sleeves, adapted from the long-sleeved ankle-length garment common in eastern Mediterranean lands. A sarong is a long strip of cloth, usually brightly colored and patterned, worn like a skirt by both men and women, especially today in the Malay Archipelago and East Indies. A dashiki is a loose-fitting, usually brightly colored, tunic or robe modeled after traditional African tribal garments. The term dashiki may be of Yoruba origin, or it may have been coined by the U.S. clothing manufacturer J. Benning.)*
5. The elders asked each child to recite a proverb. (Chap. 16, p. 115)  
*(A proverb is a short, traditional saying that expresses an accepted truth or common observation from experience. Tendai falters at Resthaven's proverb-reciting ritual; he has always had a hard time remembering tradi-*
6. the Spirit Medium (Chap. 22, p. 152)  
*(A medium is a person who others believe can communicate with spirits, sending messages to the spirits from the living and receiving messages from the spirits to the living. Spirit Mediums are important figures in traditional African culture, as in Resthaven. The Resthaven Spirit Medium dislikes Tendai and Rita and is jealous of Tendai's ancient ndoro, so he sets up a witch-finding ritual to entrap the children.)*
7. "They left the girl alone with a midwife...If she cried, they couldn't pretend she was stillborn." (Chap. 22, p. 156)  
*(During her childbirthing, Chipso is attended by midwives, women trained and experienced in helping women with childbirth. Midwife-assisted childbirth was the norm throughout human history until the advent of modern medicine, and it has been revived in contemporary times. In this case, the midwives have decided to treat the girl baby as the "evil" twin. They have left the infant alone with a midwife, who is to kill the baby before she cries, so everyone can pretend that the "evil" twin was stillborn, i.e., born dead. Rita throws Resthaven society into turmoil by snatching the baby girl away from the midwife and causing her to cry.)*
8. "You'll have to go into quarantine." (Chap. 25, p. 187)  
*(Quarantine is a period of time during which people with contagious diseases are kept in isolation—in 2003, people in China were quarantined in an attempt to halt the spread of SARS. Chicken pox is highly contagious, dangerous to adults, and virtually unknown in the Zimbabwe of 2194. So Mrs. Horsepool-Worthingham's insistence on keeping the children quarantined at her house does make sense. The Mellower's mother, though, has an immediate ulterior motive—holding the unsuspecting children for ransom and using her son to plant the idea of ransom in General and Mrs. Matsika's heads.)*
9. "That's a garden gnome." "It's a fetish," Rita whispered. "I didn't know the English tribe had them." (Chap. 28, p. 209)  
*(Garden gnomes are very popular today, and apparently they have remained popular, at least among Westerners, all the way to 2194. What Mrs. Horsepool-Worthingham sees as a whimsical character for her garden, Rita interprets in terms of traditional African culture—to Rita, the gnome is a fetish, an object with magic power. Mrs. Horsepool-Worthington, of course, would be highly insulted if Rita were to say this out loud.)*
10. The detectives checked their Nirvana guns. (Chap. 15, p. 105)  
*(The science-fictional Nirvana gun uses vibrations that stimulate the brain's sleep center, causing the shot person to fall asleep for fifteen minutes. We realize that their Nirvana guns will be utterly inadequate, because we know [as Ear, Eye, and Arm do not] that the vlei is filled with masses of vlei people, far too many to stun to sleep with three guns.)*

### COMPREHENSION STUDY

Answer the following questions in your own words. There is not always a right answer. Your judgment is important, and you should be ready to defend your answers by referring to passages in the book.

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### (Literal Level Questions 1-4)

1. What elements of science fiction do you find in the novel? What problems of today's world do you find projected into this future society?  
*(Students will find many examples of science-fiction elements in the novel. Examples include the ubiquitous household robots, the robot Dobermans, the flying limos and buses, the holophones and holoscreens, the automatic pantry, the household force screen, the genetically engineered and talking Blue Monkey, and the Mile-High MacIlwaine building. As today, the city of Harare suffers from overcrowded slums, graffiti, gang violence and other crime, plus environmental damage.)*
2. What special abilities do Ear, Eye, and Arm possess, and why? What clues do they find to the children's whereabouts? How effective are these men as detectives?  
*(Each man is mutated due to their mothers' accidental prenatal ingestion of plutonium. Ear has enormous ears that open out "like huge flowers" and give him extraordinary powers of hearing. Eye has huge all-pupil eyes that give him a greatly intensified sense of sight. Arm has exceptionally long arms and legs, plus great psychic powers. They find an abundance of clues: the Blue Monkey tells them that the children are with the She Elephant; they overhear Knife, Fist, and Granny mention the She Elephant at Mr. Thirsty's and find out they are from the vlei; they find Rita's bag from Resthaven at the Borrowdale subway station; they recognize the Mellower's hints about a reward; and they find the matchbook for the Starlight Room and another Resthaven bag at Mrs. Horsepool-Worthingham's. Yet each time, they arrive just after the children move on, and sometimes they fail to follow up at a vital moment—for example, ignoring the sounds Ear hears in the subway by Resthaven and failing to pursue the She Elephant on her way to Borrowdale. They do bumble, thus providing comic relief, but eventually they save the day.)*
3. What succession of perilous situations do the children find themselves in?  
*(First, they are kidnapped shortly after they leave their family compound and become captives of the She Elephant in Dead Man's Vlei. Escaping from there, they find refuge in Resthaven, only to discover that they cannot leave, ever—until the jealous Spirit Medium subjects them to a witches' test and then exiles them. Almost immediately, the children evade a Mask attack in the subway and find a new refuge at Mrs. Horsepool-Worthingham's decaying estate—only to find that they are prisoners there too. Just as the children are about to escape, the She Elephant invades, carries them off, and places them in deadly peril by delivering them to the Masks.)*
4. What are the Masks'/Gondwannans' plans for Tendai, and how are they thwarted?  
*(The Masks/Gondwannans communicate with their gods by sending sacrificed messengers; in order to rouse the gods' attention, each victim must endure intense pain during the sacrificial killing. Tendai is a great prize for the Masks/ Gondwannans. By defeating his warrior spirit through the pain of the ritual sacrifice, they will surely create a messenger spirit capable of rousing their gods.*

*But just as the sacrifice is about to begin, Arm crashes into the room and disables a number of the Masks/Gondwannans, the She Elephant breaks the Big-Head Mask in two, and Mother sweeps in with her Starlight Room troops. The Masks/ Gondwannans and their twisted spirits are routed.)*

### (Interpretive Level Questions 5-8)

5. Why do the Matsika children yearn to leave their secure home and explore?  
*(Because of their father's fears for their safety, the children have lived an extremely isolated, confined life. They are tutored at home, play only within their own compound, and have no playmates other than themselves. They even have to earn their Scout badges via holoscreen. As Arm asks himself when the detectives visit the family's home, "Where are the people?" Naturally, the children have a great desire to escape the restrictiveness of their lives and explore the real, outside world. When they do, they are almost immediately kidnapped, as Father had feared would happen if they were ever left to themselves.)*
6. Who are the vlei people, and what role does the She Elephant play in their lives?  
*(The vlei people live in Dead Man's Vlei, a wasteland in the middle of Harare, a former garbage dump that was contaminated by toxic chemicals a century ago. The vlei people are rejects from, or have rejected, society and have discovered what no one else knows—Dead Man's Vlei is no longer toxic. The vlei people have adapted to their surroundings, wearing rags and covered in gray mud, so as to be virtually invisible to outsiders. The She Elephant is like a queen bee, the focal point of vlei life as her workers carry out garbage-mining operations; she and the vlei people have a sort of mutual psychic connection.)*
7. How do Tendai's and Rita's initial impressions of Resthaven change?  
*(At first, Resthaven feels just right to both children, evoking ancestral memories. Rita is the first to chafe at aspects of Resthaven life, as she discovers the subservient role of women in this society, performing endless menial tasks during virtually every waking moment. She also disapproves of Chipo having to marry at age 12 and giving birth at age 14 and is extremely annoyed with the many superstitions that govern life. After a while, Tendai finds his days of tending cattle boring, his boy companions lacking imagination, and the ritual fighting distasteful. When he notices that Rita's face is pinched with exhaustion and hunger, and her chest is covered with burns, he realizes they need to leave. The final disillusionment is the villagers' willingness to kill the perfectly healthy girl twin, and the Spirit Medium's manipulation of the people through the witches' trial-by-poison.)*
8. In what ways does Tendai change in the course of the novel?  
*(Tendai experiences a coming-of-age. At first, he doubts his abilities and his courage, especially after the martial arts instructor says Tendai isn't cut out to be a military man and after he and his siblings fall quick, easy prey to the kidnapers. But Tendai finds a way for himself and his siblings out of each perilous situation, adapting to and then escaping from Dead Man's Vlei, Resthaven,*

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and Borrowdale [in this case, almost escaping] successfully [aided by Rita's ever-present resistance to fetters on her freedom]. When captured by the Masks, Tendai fights back and summons up his warrior spirit in defiance of the threatened torture. When the mhondoro enters Tendai, the boy gains a massive infusion of self-esteem at being considered worthy of this great honor. On his thirteenth birthday, Tendai had boyishly wished for adventure. Now, on his fourteenth birthday, a greatly matured Tendai wishes for courage, to face the truth, and ask questions, and do the right thing always.)

### (Critical Level Questions 9-12)

9. The Arm tells Mother, "At every turn the children have behaved with courage and intelligence." In what ways is this true?  
(In each case, Tendai and Rita intelligently adapt to the rules of their new societies while remaining alert to possibilities of leaving. Rita bravely talks back to the She Elephant and Mrs. Horsepool-Worthington, but intelligently stops just short of going too far. Both children display courage in racing out of the vlei, and they hatch a clever plot to expose Mrs. Horsepool-Worthington. Tendai displays remarkable courage in the face of imminent death by torture at the hands of the Masks/Gondwannans.)
10. What role do ancestors play in the plot?  
(After he finds the ndoro, Tendai often appeals successfully for guidance to the unknown ndoro ancestor. The ancestor seems to guide Tendai to the well shaft in the vlei, and Kuda's fever abates after Tendai appeals to the ancestor. When the mhondoro connects with Arm and then Tendai, the spirit does so in the form of the legendary Shona ancestor Monomatapa. The Mellow's gift of storytelling comes to him from a shave, a wandering spirit of someone else's ancestor. Rita is clearly the recipient of a gift for mathematics from her great-grandmother's mudzimu [a family spirit]. When he is a bit older, Kuda is possessed by the mudzimu of a warrior ancestor, confirming the frequent description of Kuda as a "little lion." The people of Resthaven are very aware of the need to be respectful of the ancestors and their ways.)
11. What is your assessment of the She Elephant's character?  
(Answers will vary. She is violent, she makes deals with criminals, and she buys and resells kidnapped children. Yet she is a mother figure to the vlei people who give her their loyalty, and she treats Tendai's monkey bite and feeds the children generously. She ruthlessly tracks down the Matsika children and heartlessly sells them to the Masks, yet is horrified when she learns that the Masks plan to torture-sacrifice the children. She helps save the children by breaking the Big-Face Mask in half—then stuffs her pockets with the Masks' jewels while the climactic battle rages around her.)
12. Was Mrs. Horsepool-Worthington's sentence for holding the children and scheming to return them for a ransom appropriate, in your opinion?  
(Answers will vary. It seems somewhat lenient not to require any jail time and merely to work for a clothing charity in restitution.)

### (Creative Level Questions 13-15)

13. What is your interpretation of the novel's cover art?
14. Relate one or more episodes in the novel from Rita's point of view.
15. Write a scene in which the children relate their adventure experiences to their parents, and perform the scene with classmates.

## ACROSS THE CURRICULUM

### Art

1. Create a class display of images of African masks. Explain the use and meaning of each mask. You could also create your own version of a traditional African mask.
2. Build a diorama of Resthaven, or draw a map of it.
3. Create images of some of the novel's memorable characters, such as Ear, Eye, Arm, the She Elephant, the Blue Monkey, the Big-Head Mask, and the automatic Doberman.
4. Draw a map tracing the children's adventures in and around Harare and its suburbs.

### Science

1. Create an illustrated field guide to some of the African flora and fauna mentioned in the novel.
2. Work with classmates to build a simple robot or robotlike device.
3. Explain the effects of chloroform and/or plutonium on the human body.
4. Explain what elements of current technology could be developed to mature into the future technologies depicted in the novel.

### Health

1. Explain and demonstrate correct first-aid techniques for treating animal bites, shock, and wounds.
2. Research and report on chicken pox—its causes, its effects, its treatment, and the development of a vaccine for the illness. Explain why it was plausible for Mrs. Horsepool-Worthington to insist on quarantining the children when they had chicken pox.
3. Tendai believes that Kuda's case of chicken pox is so bad because Kuda is so unhappy in the Kiddie Koop. Explore the concept of mind-body connection in illnesses.
4. Research and report on childbirth practices and management through history.

### History and Social Studies

1. Read portions of Sun Tzu's *Art of War* and summarize the main points.
2. Research and report on the Shona Empire and the role of the Shona in modern-day Zimbabwe.
3. With classmates, create a bulletin board of current events in Zimbabwe, including the push to turn white-owned farms over to black Zimbabweans, and opinions about President Mugabe.
4. Research and report on shantytowns in or adjacent to garbage dumps in developing countries of the world. Include a description of living conditions there, an explanation of why these shantytowns exist where they do and of the risks involved for residents, and an exploration of possible solutions to the situation.
5. Create an annotated, illustrated timeline of events in Zimbabwe from the time of British rule to the present



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day. Why do you think recent events in Zimbabwe have caused author Nancy Farmer to stop writing novels set in that country, where she lived for many years?

6. Research and report on the belief in witches and witchcraft, and actions in response to those beliefs, over history and/or today.

### Language Arts

1. Read Lois Lowry's *The Giver*. Then, with classmates who have also read it, compare that novel's vision of the future with the vision of this novel. What common themes do you find?
2. Compose titles for some or all of the novel's chapters. Share titles with classmates, and then vote on a class favorite for each chapter.
3. List the various terms that have been used for this type of writing in addition to "science fiction." Which term do you think best describes this novel, and why? Do you have a term of your own that you think is more fitting?
4. Nancy Farmer makes her writing more vivid by using similes and metaphors, as in "the Mile-High Macllwaine swayed like a huge flower on its stem" and "the Praise threw its shining coils around both parents." Write some similes and metaphors of your own about elements of this novel.

### Mathematics

1. Browse online to find items that are sold in typical Zimbabwean markets. Convert the prices from Zimbabwean currency to U.S. dollars.
2. Develop a mile and kilometer distance key for the map of Resthaven (see *Art* above).

### Music

1. Play recordings of traditional Shona or other Zimbabwean music in class. One resource is the CD *Shona Spirit—Mbira Masters from Zimbabwe*, Music of the World.
2. Create a Praise Song about a friend or family member.

### Psychology

Investigate the possibility of psychic awareness or ESP.

### STUDENT INVOLVEMENT ACTIVITIES

1. The Matsika estate is thoroughly protected by security devices. Investigate what security systems could be installed to protect your home or school. How effective do you think these might be?
2. Tendai yearns to become an Eagle Scout. Find out what you would have to do to achieve this designation.
3. With classmates, collect traditional African proverbs. For each, brainstorm a parallel Western proverb. Create a series of display placards that feature pairs of these proverbs.
4. Invite a martial arts instructor to class to demonstrate and explain techniques. Or, have classmates who have studied martial arts demonstrate and explain their skills.
5. With classmates, act out dramatic scenes from the novel, such as the initial kidnapping at Mbare Musika and the climactic scene inside the Gondwanna Embassy. (See the "Resthaven" Readers' Theater Web site listed above in Cross-Curricular Sources.)
6. Suppose you wanted to become a licensed detective, like Ear, Eye, and Arm. Investigate what local and state requirements you would have to meet to set yourself up as a detective agency where you live.

7. With classmates, prepare and serve a meal featuring traditional African foods.
8. Speculate with classmates what form your society and world societies might have developed by the year 2194.

### ALTERNATIVE ASSESSMENT

1. Develop a detailed character list for the novel. Beside each name, describe the person's physical appearance, character traits, relationship to other people in the novel, and role in the novel's events.
2. Create a chart that traces the novel's parallel events as experienced by the children, General and Mrs. Matsika, and the three detectives.
3. Describe each of the novel's main settings—the Matsika home, Dead Man's Vlei, Resthaven, Mrs. Horsepool-Worthingham's residence, and the Mile-High Macllwaine/Gondwanna Embassy/Starlight Room—and explain what happens at each setting. Also, explain how these settings are both refuges and traps.

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### VOCABULARY TEST

Match each underlined word with its meaning listed below. Write the letter of the meaning in the space next to the sentence number.

- |             |                             |                |             |
|-------------|-----------------------------|----------------|-------------|
| a. piercing | f. sauciness, insolence     | k. betrayal    | p. stupor   |
| b. hoodlums | g. frightening unreal being | l. with sorrow | q. wailing  |
| c. tramp    | h. disarranged & untidy     | m. misgivings  | r. trash    |
| d. carried  | i. agonizing                | n. trembling   | s. cringe   |
| e. rabble   | j. very upset               | o. ashamed     | t. shackled |

- \_\_\_ 1. Now was the time to ask about the trip, but the same torpor that had overtaken Father also affected Tendai.
- \_\_\_ 2. The distraught robots were trying to clean up the mess.
- \_\_\_ 3. "Your father will throw me into the street when he finds out," the Mellow said mournfully.
- \_\_\_ 4. Tendai had never seen the Mellow do anything except cover in front of Father.
- \_\_\_ 5. The Blue Monkey's owner followed Tendai with a hangdog look.
- \_\_\_ 6. Mother looked up to see the police dragging in the disheveled Mellow.
- \_\_\_ 7. "Please don't be busy," Mother added with a tremor. Arm picked up at once.
- \_\_\_ 8. "I don't lower *my* standards because I'm surrounded with riffruff," Rita sniffed.
- \_\_\_ 9. When the cart was filled with refuse, Rita and Tendai pulled it down the tunnel to the main chamber.
- \_\_\_ 10. The chain around Tendai's ankle was attached to a chunk of concrete. Rita was fettered the same way.
- \_\_\_ 11. "We could become millionaires," Rita said cheerfully. She seemed to have no qualms about disturbing the ancestors.
- \_\_\_ 12. "You thought, Let's take Granny out to lunch. Let's play a trick on her. Oh, you worthless hooligans!"
- \_\_\_ 13. The medium began to stalk around the clearing, skewering the villagers with his gaze.
- \_\_\_ 14. A high ululating cry brought Tendai instantly awake.
- \_\_\_ 15. "I know a hobo when I see one!" Mrs. Horsepool-Worthingham declared. Trashman had to stay outside.
- \_\_\_ 16. The gate was so heavy, it moved with excruciating slowness.
- \_\_\_ 17. "For that bit of impertinence you may polish the coal stove tomorrow, young lady."
- \_\_\_ 18. The She Elephant toted Rita, and behind came Trashman with Kuda.
- \_\_\_ 19. "Boo!" Arm cried, whirling around. The English women shrieked. "I make a great bogeyman," Arm said proudly to Ear.
- \_\_\_ 20. You should have confronted Mrs. Horsepool-Worthingham the minute you learned about her treachery.

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### COMPREHENSION TEST A

#### Part I: Matching (30 points)

Read each character description. In the list below, find the character who matches the description. Write the letter of the character in the space next to the description number. Use each name only once.

- |   |                               |
|---|-------------------------------|
| _____ 1. Long-time resident of Resthaven who used to live in the city.              | a. Tendai                     |
| _____ 2. Enormous black woman who recaptures the children.                          | b. Rita                       |
| _____ 3. Long-limbed detective with a powerful gift for reading minds.              | c. Kuda                       |
| _____ 4. Plump girl, quick to complain and ready to quarrel.                        | d. Mother                     |
| _____ 5. Always complaining, unwilling resident of the <i>vlei</i> .                | e. Father                     |
| _____ 6. Usually gentle, elegant university professor.                              | f. Sekai                      |
| _____ 7. Simple-minded young man with a great attachment to Kuda.                   | g. Fist                       |
| _____ 8. Fourteen-year-old who gives birth to twins.                                | h. Arm                        |
| _____ 9. The Matsikas' resident Praise Singer and the children's nanny.             | i. Chipo                      |
| _____ 10. Feisty four-year-old, a "little lion."                                    | j. Granny                     |
| _____ 11. Thirteen-year-old who is possessed temporarily by the <i>mhondoro</i> .   | k. She Elephant               |
| _____ 12. One of the men who kidnap the children and take them to the <i>vlei</i> . | l. Mrs. Horsepool-Worthingham |
| _____ 13. Powerful chief who wears a general's uniform.                             | m. Trashman                   |
| _____ 14. Mother of the Mellow, keeps the children for weeks at her home.           | n. Myanda                     |
| _____ 15. Baby girl who forms a strong bond with Arm.                               | o. Mellow                     |

#### Part II: Short Answer (30 points)

Write a one- or two-word answer to each of the following questions.

1. What is the name of the restaurant at the top of the Mile-High MacIlwaine?
2. What city does Tendai set out to explore?
3. What is the name of the slum where Ear, Eye, and Arm live?
4. In what country do the events of this novel take place?
5. Who is the author of this novel?
6. What valuable thing, no longer made, is abundant in the old garbage dump?
7. What violent gang has survived Father's war on crime?
8. Who conducts the witch-finding *muteyo* ceremony in Resthaven?
9. What genetically engineered creature helps kidnap the children?
10. What item belonging to Tendai do the hoodlums leave behind at Mr. Thirsty's?
11. Which African tribe are the Matsikas members of?
12. What childhood disease do all three children come down with?
13. What toxic substance did the mothers of Ear, Eye, and Arm accidentally ingest when they were pregnant?
14. What arachnid creature does Arm resemble when he stretches out his arms and legs?
15. Whose spirits do the people of Resthaven pay great respect and attention to?

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### Part III: Multiple Choice (20 points)

Underline the choice that correctly completes each of these sentences.

1. The Matsikas live in the suburb of (Mufakose, Mazoe, Cow's Guts, Harare).
2. The Matsikas' yard is patrolled by a robot (soldier, bodyguard, tank, dog).
3. In this novel, people often talk to each other via (holophone, walkie-talkie, cell phone, psychic connection).
4. Tendai unearths an ancient (*tsotsi*, *mutupo*, *ndoro*, hoopoe) in the garbage dump.
5. The Mellower belongs to the (English, Ndebele, Xhosa, Portuguese) tribe.
6. The She Elephant rules over the (Mask, Gondwannan, Resthaven, *vlei*) people.
7. The villagers believe that (girls, twins, proverbs, fights) are caused by witchcraft.
8. One of the Mellower's jobs is to heap (praise, guilt, punishments, doubts) on people.
9. Mrs. Horsepool-Worthingham's cat is named (Fang, Son of Steel, Pasha's Favorite, Persia).
10. The Masks's most ancient and powerful fetish is the (Lion, Big-Head, Warthog, Crocodile) mask.

### Part IV: Essay (20 points)

Choose two and answer in complete sentences.

1. Describe the children's experiences at Resthaven.
2. In what ways are the detectives both bumbling and effective?
3. What role does the Mellower play in the novel?

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### COMPREHENSION TEST B

#### Part I: Matching (30 points)

Read each quotation. Find the character who speaks the words in the list below. Write the letter of the character in the space next to the quotation number. Use each name only once.

- |           |           |                               |
|-----------|-----------|-------------------------------|
| a. Tendai | f. Ear    | k. She Elephant               |
| b. Rita   | g. Knife  | l. Mrs. Horsepool-Worthingham |
| c. Kuda   | h. Arm    | m. Garikayi                   |
| d. Mother | i. Eye    | n. Spirit Medium              |
| e. Father | j. Granny | o. Mellower                   |

- \_\_\_ 1. "I—wouldn't mind as much—if I knew the children were being taken care of."
- \_\_\_ 2. "I hear footsteps. Several people are walking along the subway platform down below."
- \_\_\_ 3. "I want you to hypnotize the Matsikas into offering a large sum of money for the return of their brats."
- \_\_\_ 4. "Prison, yesss. That's where you belong. Criminals! Sinners! You're all going straight to hell!"
- \_\_\_ 5. "This one must take the *muteyo*. This one...and this one."
- \_\_\_ 6. *Go back, you filthy Gondwannan spirits! I'm a Shona warrior.*
- \_\_\_ 7. "I could see a flea clinging to a hawk's feathers."
- \_\_\_ 8. "I want my mama!"
- \_\_\_ 9. "Don't you insult my granny!"
- \_\_\_ 10. "I'm the awfulest, most despicable creature that ever existed. I ought to be fed to the crocodiles at the zoo."
- \_\_\_ 11. "So of course it's the *girl* who has to go. Let's throw the *girl* away."
- \_\_\_ 12. "The *mhondoro* spoke to me. Me! A nobody from the Cow's Guts."
- \_\_\_ 13. "Catch children. Bring them to meeeee."
- \_\_\_ 14. "My senior wife. You came to us from *Mwari's* country. We accepted you. We still do."
- \_\_\_ 15. "They're like babies out there! Why, why didn't I let them grow up?"

#### Part II: Fill-In (30 points)

Write one or two words in each blank to make each statement true.

- Tendai's, Rita's, and Kuda's last name is \_\_\_\_\_.
- The former garbage dump, no longer toxic, is called \_\_\_\_\_ Vlei.
- The city's tallest building is the \_\_\_\_\_ Macllwaine.
- "The Heart of Africa," where people live in the traditional way, is named \_\_\_\_\_.
- The Mellower is also known as the \_\_\_\_\_, for his calming chants.
- Feisty Kuda is often called a "little \_\_\_\_\_."
- One of the detectives has \_\_\_\_\_ that fold in and spread out like morning glories.
- Mother contacts the Ear, the Eye and the Arm \_\_\_\_\_ Agency.
- Tendai communicates with a(n) \_\_\_\_\_ through the *ndoro* he wears.
- The local bar that Ear, Eye, and Arm frequent for fruit juice is named \_\_\_\_\_.
- Mrs. Horsepool-Worthingham locks Kuda into a cage-like device called a \_\_\_\_\_.
- The Masks conduct their sacrifice rituals in the \_\_\_\_\_ Embassy.
- The Spirit Medium accuses Myanda of being a(n) \_\_\_\_\_.
- Mrs. Horsepool-Worthingham is a member of the \_\_\_\_\_ tribe.
- A terrifying Presence reveals itself in the \_\_\_\_\_ Mask.

## THE EAR, THE EYE AND THE ARM

### Part III: Multiple Choice (20 points)

Underline the choice that correctly completes each of these sentences.

1. (Shaka, Sundiata, Monomotapa, Mansa Musa) was the ruler of the Shona Empire centuries ago.
2. The Mellower got his remarkable storytelling ability from a wandering spirit called a(n) (*shave*, *ndoro*, *dare*, *dwaal*).
3. Tendai wants to earn his scouting (martial arts, physics, geology, explorer) badge.
4. The events of this novel take place in the year (1901, 2025, 2194, 2250).
5. Ear, Eye, and Arm are armed with (machine guns, Nirvana guns, knives, spears).
6. Father and Mother travel in their flying (subway, sleigh, rocket ship, limo).
7. The maitre d' is the person in charge of the (Macllwaine building, Starlight Room, security forces, Masks).
8. Mrs. Horsepool-Worthingham lives in the suburb of (Borrowdale, Mazoe, Cow's Guts, Harare).
9. At the novel's end, Tendai celebrates his (twelfth, thirteenth, fourteenth, fifteenth) birthday.
10. Ambassador Obambo Chivari wears a (Gorilla, Warthog, Gazelle, Doberman) mask.

### Part IV: Essay (20 points)

Choose two and answer in complete sentences.

1. In what ways are the detectives both bumbling and effective?
2. What skills and character traits help Tendai, Rita, and Kuda cope with and survive their adventures?
3. Describe the children's experiences at Resthaven.

## THE EAR, THE EYE AND THE ARM

### ANSWER KEY

#### VOCABULARY TEST

- |      |       |       |       |
|------|-------|-------|-------|
| 1. p | 6. h  | 11. m | 16. i |
| 2. j | 7. n  | 12. b | 17. f |
| 3. l | 8. e  | 13. a | 18. d |
| 4. s | 9. r  | 14. q | 19. g |
| 5. o | 10. t | 15. c | 20. k |

#### COMPREHENSION TEST A

##### Part I: Matching (30 points)

- |      |       |       |
|------|-------|-------|
| 1. n | 6. d  | 11. a |
| 2. k | 7. m  | 12. g |
| 3. h | 8. i  | 13. e |
| 4. b | 9. o  | 14. l |
| 5. j | 10. c | 15. f |

##### Part II: Short Answer (30 points)

- |                   |                 |
|-------------------|-----------------|
| 1. Starlight Room | 9. Blue Monkey  |
| 2. Harare         | 10. knife       |
| 3. Cow's Guts     | 11. Shona       |
| 4. Zimbabwe       | 12. chicken pox |
| 5. Nancy Farmer   | 13. plutonium   |
| 6. plastic        | 14. wall spider |
| 7. Masks          | 15. ancestors   |
| 8. Spirit Medium  |                 |

##### Part III: Multiple Choice (20 points)

- |                 |                     |
|-----------------|---------------------|
| 1. Mazoe        | 6. <i>vlei</i>      |
| 2. dog          | 7. twins            |
| 3. holophone    | 8. praise           |
| 4. <i>ndoro</i> | 9. Pasha's Favorite |
| 5. English      | 10. Big-Head        |

##### Part IV: Essay (20 points)

Answers will vary.

#### COMPREHENSION TEST B

##### Part I: Matching (30 points)

- |      |       |       |
|------|-------|-------|
| 1. d | 6. a  | 11. b |
| 2. f | 7. i  | 12. h |
| 3. l | 8. c  | 13. k |
| 4. j | 9. g  | 14. m |
| 5. n | 10. o | 15. e |

##### Part II: Fill-In (30 points)

- |                  |                   |
|------------------|-------------------|
| 1. Matsika       | 9. ancestor       |
| 2. Dead Man's    | 10. Mr. Thirsty's |
| 3. Mile-High     | 11. Kiddie Koop   |
| 4. Resthaven     | 12. Gondwannan    |
| 5. Praise Singer | 13. witch         |
| 6. lion          | 14. English       |
| 7. ears          | 15. Big-Head      |
| 8. Detective     |                   |

##### Part III: Multiple Choice (20 points)

- |                 |                   |
|-----------------|-------------------|
| 1. Monomotapa   | 6. limo           |
| 2. <i>shave</i> | 7. Starlight Room |
| 3. explorer     | 8. Borrowdale     |
| 4. 2194         | 9. fourteenth     |
| 5. Nirvana guns | 10. Warthog       |

##### Part IV: Essay (20 points)

Answers will vary.



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