

# The Phantom Tollbooth

by Norton Juster  
Classroom Favorites



Teacher's Guide by Mary Ellen Snodgrass

A Perma-Bound Production

## SYNOPSIS

A bright, energetic young man named Milo finds relief from his boredom with school and home when a mysterious package appears in his room. The contents, a "genuine turnpike tollbooth," are soon assembled, and Milo sets out in his electric car, using the enclosed map as a guide. He chooses Dictionopolis at random as his destination. Passing through Expectations and Doldrums, Milo meets the Watchdog, Tock, an expert on time, who joins him on his journey.

At Dictionopolis, Tock and Milo gain entrance from a helpful gateman and wander through the word market, examining the fancy words and tasty letters that are for sale. A fight between the Spelling Bee and the Humbug leads to the arrest of Tock and Milo. Officer Shrift escorts them down the musty passageway to their cell in the dungeon, which they share with Aunt Faintly Macabre, the Official Which and great aunt of King Azaz. She explains how she was jailed for her miserly use of words and tells them the story of the land of Null.

According to her tale, a young prince sailed across the Sea of Knowledge and established the kingdom of Wisdom. After a successful beginning, he sent his two sons, Azaz and Mathemagician, out into the wilderness to build two cities, Dictionopolis and Digitopolis. The boys argued about the relative importance of numbers and words; after the old king's death, the boys' sisters, two foundlings named Princess Rhyme and Princess Reason, arbitrated their disagreements until the boys decided to banish the princesses to the Castle in the Air. Left without a mediator, they currently wage wars against each other. The land is in turmoil.

After Milo's departure from the dungeon, he volunteers to help the country return to its former idyllic state by restoring freedom to Rhyme and Reason. On his journey to the Castle in the Air, he, Tock the Watchdog, and Humbug encounter many strange and beguiling creatures, such as Alec Bings, the boy who floats in the air; the lands of Illusion and Reality; Chroma, the maestro who conducts symphonies of color; Kakofonous A. Dischord, the Doctor of Dissonance; and DYNNE, a bluish genie who serves Dr. Dischord.

Milo and his companions forge through the Silent Valley to the fortress of the Soundkeeper, who maintains all the sounds of history in a neat arrangement of file drawers and storage bins. With Milo's help, sound is restored to the valley. Lulled by optimism and a false sense of security, Milo, Tock, and Humbug find themselves transported to the island of Conclusions. Their only escape is to swim the Sea of Knowledge in order to return to the Land Beyond.

Safely back at the electric automobile, they return to their task and soon arrive at the outskirts of Digitopolis.

Dodecahedron, a strange man with twelve faces, welcomes them to the land of numbers. They enter the number mine, where workers fill the storehouse of the Mathemagician with precious stones. The Mathemagician invites the travelers to a lunch of subtraction stew and demonstrates the powers of his magic pencil, which he uses to solve mathematical problems. From Digitopolis Milo takes a long staircase, which he assumes is a shortcut to the Castle in the Air. Milo wastes time with .58, who teaches him about averages; and returns to Digitopolis to follow the standard route to his destination.

The final part of his journey is filled with distractions. Milo parries words with the Everpresent Wordsnatcher; performs meaningless tasks for the Terrible Trivium; and fights off the lures and deceptions of more demons, including Insincerity, the Gelatinous Giant, and the Senses Taker. He climbs the tortuous, windy way to the castle, where Rhyme and Reason welcome him and share their wisdom and advice. Reassured by their sensible outlook, Milo rescues them from the advancing demons.

In a mad dash the princesses cling to Tock's back while Milo and Humbug hang on to his tail. They thwart the Triple Demons of Compromise, Horrible Hopping Hindsight, Gorgons of Hate and Malice, Overbearing Know-it-all, Gross Exaggeration, and Threadbare Excuse before encountering the assembled armies of Wisdom. King Azaz and the Mathemagician join forces to defeat the villains. Milo, Tock, and Humbug are declared "heroes of the realm" and treated to three days of festivities.

Although he regrets parting from his companions, Milo returns home, discovering that he has been gone only an hour. He rests, goes to school, and returns to his tollbooth, but finds it gone. A letter informs Milo that other boys and girls need the tollbooth and that Milo, bolstered by his experiences in the Land Beyond, can find his way by himself. The signature, unfortunately, is too blurred for Milo to read. Milo discovers that his world is more interesting than it was before his journey. Surrounded by books to read, projects to begin, and music to play and sing, he renews his interest in nature, conversation, and creativity.

## BIOGRAPHICAL SKETCH

Norton Juster has successfully combined three careers--writing, teaching, and architecture. Born in Brooklyn in 1929, he received a bachelor of architecture in 1952 from the University of Pennsylvania

and studied the following year at the University of Liverpool on a Fulbright fellowship. After a three-year hitch in the United States Naval Reserve Civil Engineering Corps, he entered the firm of Juster and Gugliotta. During his eight years with the firm, Juster produced *The Phantom Tollbooth* (1961), *The Dot and the Line* (1963), and *Alberic the Wise and Other Journeys* (1965). He also served as an instructor at the Pratt Institute.

In 1970 Juster joined the firm of Juster-Pope Associates in Shelburne Falls, Massachusetts, and began teaching design at Hampshire College in Amherst. He wrote *So Sweet to Labor: Rural Women in America 1865-1895* (1979) and a book of verse, *Otter Nonsense* (1982).

### CRITIC'S CORNER

In writing *The Phantom Tollbooth*, Juster joined his talents for literal idioms, puns, and Carrollian wordplay with the artistic skill of Jules Feiffer, award-winning syndicated cartoonist of Clifford, author of *Carnal Knowledge* (1971) and the screenplay *Popeye* (1980), and writer for the *Village Voice* and *Playboy*. Juster won the George G. Stone Center for Children's Books award in 1971. Feiffer won the Academy Award for animated cartoons for Munro in 1961 as well as the George Polk Memorial Award (1962), the Outer Circle Drama Critics Award (1969, 1970), and an Obie award (1967) for his play *Little Murders*.

### GENERAL OBJECTIVES

1. To understand the purpose and meaning of puns, clichés, aphorisms, homonyms, homophones, malapropisms, and other bits of wordplay.
2. To analyze what Milo learns about tackling seemingly impossible tasks.
3. To explain the importance of reason in keeping order in the world.
4. To note the different purposes of numbers and words.
5. To evaluate the worth of fantasy in explaining complex concepts.
6. To explain the journey motif and the part it plays in the novel.
7. To list and explain the small demons that distract Milo from his goal.
8. To evaluate the part the senses play in human awareness.

### SPECIFIC OBJECTIVES

1. To evaluate the assistance of Humbug and Watchdog during Milo's journey.
2. To discuss the effects of loss of sound, color, and sight upon Milo.
3. To analyze Milo's method of destroying the fortress that imprisons sound.
4. To explain how Dictionopolis and Digitopolis grew apart and became enemies.
5. To describe how Faintly Macabre became a witch.
6. To relate Milo's experiences as symphony conductor.

7. To study the appropriateness of character names, such as Officer Shrift, Tock, Trivium, Senses Taker, and Soundkeeper.
8. To discuss the disappearance of the tollbooth and understand the letter which explains its removal.
9. To note Milo's new attitude toward challenging work.

### MEANING STUDY

Below are words, phrases, sentences, or thought units that have a particular meaning in the story. Explain the meaning each has in this book. Page numbers are given so that you can note the context from which the item is taken.

1. arbitration by the princesses (p.77)  
(*a method of settling a problem by choosing an impartial third party to hear both sides and render a judgment that will settle the dispute.*)
2. one is warp and the other woof (p. 77)  
(*Cloth is woven from the interconnection of two threads on a loom: the warp threads run the length of the fabric; the woof threads, carried by a shuttle, pass back and forth through the warp and form the woven structure of the finished product. Just as it takes both warp and woof to weave fabric, it takes both letters and numbers to create meaningful communication.*)
3. Pate de foie gras, soup a l'oignon, fison sous cloches, salade endive, fromages et fruits et demi-tasse.(p. 88)  
(*The menu, written in French, features a spread of goose liver, onion soup, pheasant under glass, an endive salad, cheeses and fruits with coffee.*)
4. I am Chroma the great (p. 124)  
(*The great maestro's name is derived from the Greek word for color, which is the root word of chromatography, chromosome, chromium, chromatic, and other English words dealing with color.*)
5. The Count of Connotation (p.40)  
(*Connotation, as opposed to denotation, refers to the implied meaning of a word; denotation is the simple, literal definition. For example, svelte and wispy give positive meanings for thin, whereas gaunt and skeletal imply negative meanings.*)
6. by master cartographers (pp. 12-13)  
(*makers of charts and maps*)
7. Senses Taker (p. 226)  
(*A pun which satirizes the personal questions asked by the census taker, an official of the government who compiles information about the lifestyles of citizens every ten years for the purpose of comparison.*)
8. Castle in the Air (p.224)  
(*A term denoting romantic dreams that have no basis in fact nor any practical purpose.*)
9. KAKAFONOUS A. DISCHORD (p. 133)  
(*A humorous respelling of cacophonous and discord, words which describe the jarring, disagreeable sounds made by certain letters when used together.*)
10. the land of Null (p.71)  
(*A mathematical concept taken from set theory which means nothing or empty. The mathematical symbol is  $\emptyset$ .*)

## 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.

### Questions 1-5 Literal Level

1. Why is Aunt Faintly Macabre put in prison?  
*(Aunt Faintly Macabre, the not-so-wicked Which and King Azaz's great aunt, admits that her role as Official Which led to her corruption and ultimate punishment. After she received her appointment, she tried to choose proper, fitting words, but she became miserly to the point of suppressing the market for words. In response to her stinginess with words, the people of Dictionopolis become more cautious about buying words at the market. In anger at her miserliness, the king casts her into the dungeon.)*
2. What happens after the cannon fires one tiny word at the Soundkeeper's fortress?  
*(Milo's tiny word--but--pops out of the cannon along with "an immense cloud of gray and white smoke." It flies through the air in a "high, lazy arc" and taps gently at the door. The resulting din is overwhelming: "a blasting, roaring, thundering smash, followed by a crushing, shattering, bursting crash, as every stone in the fortress came toppling to the ground and vaults burst open, spilling the sounds of history into the wind."*  
*After the old sounds "disappeared over the hill in search of their new freedom," Milo notices the Soundkeeper "sitting disconsolately on a pile of rubble." Although she is sorry to see her years of collecting and sorting wasted, she admits that she is at fault. "For you can't improve sound by having only silence. The problem is to use each at the proper time.")*
3. How do the letters of the alphabet taste?  
*(Milo cannot afford to buy the elegant words that are displayed at the market, but the kindly letter salesman gives him free samples of letters. Milo samples an A and finds it "quite sweet and delicious--just the way you'd expect an A to taste." The G's and R's that the salesman eats are juicy, in contrast to Z's, which are "dry and sawdusty," and X's, which are "like a trunkful of stale air." I's and C's are more pleasant, the former "icy and refreshing," and the latter crisp and crunchy; the P, as you might suspect, has pits in it. Before Milo can taste any more letters, however, the Spelling Bee and Humbug disrupt the market. Officer Shrift arrests Milo and Tock and jails them in the dungeon.)*
4. Describe Milo's attempt to conduct a sunrise.  
*(When Milo awakens "at exactly 5:22," he is intrigued by the idea of directing the sunrise. He convinces himself that "it couldn't be very difficult, and since they probably all knew what to do by themselves anyway, and since it did seem a shame to wake anyone so early, and since it might be his only chance to try, and since the musicians were already poised and ready, he would ..."*  
*His motions begin gently; a single piccolo sounds. Two more piccolos reply. From an innocent beginning, Milo is carried away in his direction. The colors grow bright, the sky turns magenta red, light-green snow falls, and the leaves turn orange. Even Tock changes "from brown to a magnificent ultra-*

marine." Milo tries to imitate Chroma, but the musicians play at top speed. After seven rotations of the earth about the sun, Milo drops his arms in exhaustion and the orchestra halts. In five minutes, Milo has sped through a week's time.)

5. How do citizens of the Doldrums use their time?  
*(Milo is alarmed that thinking and laughing are illegal in the Doldrums. When he asks how the citizens spend their time, a Lethargian reads a sample schedule. The day is filled with wasted time--daydreaming, napping, dawdling and delaying, biding time, lingering and loitering, putting off for tomorrow what could have been done that day, loafing and lounging, dillydallying, and time wasting. He regrets that he has no time left for "brooding, lagging, plodding, or procrastinating." Occasionally, however, he relieves the strain of his daily toil and takes a holiday by going nowhere.)*

### Questions 6-8 Interpretive Level

6. What is Milo's attitude before he finds the tollbooth?  
*(Milo is indecisive about how to spend his time. He always wants to be somewhere other than where he is. Bored, dejected, disillusioned with learning, he rushes toward each meaningless activity in a world that feels "small and empty." In despair he summarizes his outlook on life: "there's nothing for me to do, nowhere I'd care to go, and hardly anything worth seeing.")*
7. How is Milo changed by his experience?  
*(After the package disappears from Milo's apartment, he realizes that, although he misses his friends in the Land Beyond, he has begun to notice nature, colors, sounds, textures, smells, and conversations. The possibilities of his own room encourage him to read books, build and invent things, listen to music, sing, imagine, and create. To Milo, "everything looked new--and worth trying.")*
8. Why does Milo agree to bring back Rhyme and Reason?  
*(Milo is confussed by the contradictory words and laws of Dictionopolis. Humbug suggests many alternatives--"pass a law," "offer a reward," "send for help," "drive a bargain," "pull the switch," "file a brief," "lower the boom," "toe the line," "raise the bridge," and "bar the door"--but Milo's simple suggestion is the only hope for Dictionopolis: "Perhaps you might allow Rhyme and Reason to return."*

*Humbug volunteers Milo with encouraging words: "A simple task... for a brave lad with a stout heart, a steadfast dog, and a serviceable small automobile." The King accepts the proposal, adding: "I would like to make the trip myself... but, since it was your idea, you shall have all the honor and fame." He offers Milo two valuable aids--a box of answers to all the questions in the world and a "dependable, brave, resourceful, and loyal guide, Humbug. Milo sets out, too overwhelmed by his send-off to question the dangers of the trip.)*

### Questions 9 and 10 Critical Level

9. How does Juster explain the disagreement between numbers and letters?  
*(The sons of the old king establish new kingdoms at great distances from each other. Dictionopolis and Digitopolis, bounded by the Mountains of Ignorance and the Foothills of Confusion, grow "suspicious and jealous. Each one tried to outdo the other, and they worked so hard and diligently at it that*

before long their cities rivaled even Wisdom in size and grandeur. When they begin to exceed Wisdom, their bloated egos lead them to folly.

*The intervention of their stepsisters, Rhyme and Reason, is only a stopgap measure. When the sisters declare that words and numbers are of equal value, the boys band together to banish the princesses. After the girls are safely locked away, there is no mediator to keep the peace. The arguments grow into wars, and Wisdom falls into disrepair.)*

10. What does Reason tell Milo about learning?  
*(At the Castle in the Air, Reason, a gentle, helpful lady, urges Milo to consider his mistakes a part of learning. Because he is overwhelmed by the enormity of his task, she consoles him that "It's learning what to do with what you learn and learning why you learn things at all that matters. She encourages him to accept all knowledge, even the parts that seem useless, for "whatever we learn has a purpose and whatever we do affects everything and everyone else, if even in the tiniest way.")*

#### Question 11 - Creative Level

11. Lay out a plan for an orchestra that plays sounds and colors. Arrange the strings, brass, woodwinds, and percussion by the colors of the spectrum. Label the rows of instruments by name and by the shade which each one represents. Select an appropriate symphony for your performance, such as the coming of spring or a picnic in the forest.

#### Student Involvement Activities

1. Choose a few of Benjamin Franklin's sayings and explain them in modern terms, such as "Early to bed and early to rise, makes a man healthy, wealthy, and wise" or "A rolling stone gathers no moss" or "A stitch in time saves nine."
2. Create a mathematical puzzle for Milo to solve, such as a time and work problem or a time and distance problem. Make a poster using symbols and diagrams which illustrates the answer to the puzzle without using any computation.
3. Invent some names of creatures who would live in Digitopolis and illustrate plane figures, such as the triangle, rhombus, trapezoid, parallelogram, square, pentagon, octagon, hexagon, and arc.
4. Describe how you would conduct a winter storm. Include the changes in the sky, clouds, wind, temperature, and precipitation. Emphasize how you would conclude the storm.
5. Create a cat to serve as companion to Watchdog. Give it a name and function having to do with direction.
6. Make an oral report on cartography. Describe some of the more important concepts of mapmaking, such as mercator projection, longitude and latitude, time zones, topography, and the international dateline.
7. Describe an underwater adventure in which Milo, Humbug, and Watchdog guide a submarine through the Sea of Knowledge. What ocean creatures will they meet? What dangers will threaten them? How will they return to land?
8. Listen to parts of Edvard Grieg's *Peer Gynt Suite*. Describe what pictures come to your mind as you contrast several sections, such as "In the Hall of the Mountain King," "Ase's Death," "Anitra's Dance," and "Morning."
9. Create an ideal world in which each of the five senses enjoys the greatest pleasures. Elaborate on the experiences that you would enjoy most. Include some variety to relieve boredom and some companions and pets to share your perfect kingdom.
10. Write a final chapter for the book in which you explain the changes Rhyme and Reason make in the Mountains of Ignorance, the Doldrums, the Foothills of Confusion, the Valley of Sound, and the Forest of Sight.

## THE PHANTOM TOLLBOOTH

### VOCABULARY TEST

Match each of the underlined words with a synonym from the list below. Place the letter of your response in the blank provided at left.

- \_\_\_\_\_ 1. "A very commendable ambition, young man," said a small voice from across the cell.
- \_\_\_\_\_ 2. "Superfluous," advised the count.
- \_\_\_\_\_ 3. "Reticence or common sense," said the undersecretary.
- \_\_\_\_\_ 4. The dusty wagon was lined with shelves full of curious boxes and jars of a kind found in old apothecary shops.
- \_\_\_\_\_ 5. When he reached the car, the figure doffed his cap and recited in a loud clear voice...
- \_\_\_\_\_ 6. As they drove along, Tock continued to explain the importance of time, quoting the old philosophers and poets and illustrating each point with gestures that brought him perilously close to tumbling headlong from the speeding automobile.
- \_\_\_\_\_ 7. "You see," continued another in a more conciliatory tone, "it's really quite strenuous doing nothing all day...."
- \_\_\_\_\_ 8. "This," said the bee with complete disdain, "is the Humbug."
- \_\_\_\_\_ 9. Then one day I realized that I'd never amount to anything without an education and, being naturally adept at spelling, I decided that--"
- \_\_\_\_\_ 10. The bee, who had tangled himself in some bunting, toppled to the ground knocking Milo over on top of him...
- \_\_\_\_\_ 11. "You have committed the following crimes," he continued: "having a dog with an unauthorized alarm, sowing confusion, upsetting the applectart, wreaking havoc, and mincing words."
- \_\_\_\_\_ 12. The air was dank and musty--like the smell of wet blankets--and the massive stone walls were slimy to the touch.
- \_\_\_\_\_ 13. No words were sold, the market place closed down, and the people grew poor and disconsolate.
- \_\_\_\_\_ 14. Each one contained the exact words spoken by the various guests, and they all began eating immediately with great gusto.
- \_\_\_\_\_ 15. "Loyal subjects and friends," continued Azaz, his voice echoing in the almost empty room "once again on this gala occasion we have--"

- |                |                 |                |
|----------------|-----------------|----------------|
| A. banners     | F. enthusiasm   | K. sad         |
| B. contempt    | G. festive      | L. shyness     |
| C. damp        | H. pharmacy     | M. skillful    |
| D. dangerously | I. praiseworthy | N. unnecessary |
| E. demanding   | J. removed      | O. uproar      |

## TEST A

### Part 1: Character Identification (30 points)

Select the character who speaks each of the following quotations. Place the letter of your response in the blank provided at left.

- \_\_\_\_\_ 1. Perhaps--p-e-r-h-a-p-s-- you are under the misapprehension--m-i-s-a-p-p-r-e-h-e-n-s-i-o-n-- that I am dangerous...
- \_\_\_\_\_ 2. Turn off that dog: it's disrespectful to sound your alarm in the presence of a policeman.
- \_\_\_\_\_ 3. You must never feel badly about making mistakes...as long as you take the trouble to learn from them.
- \_\_\_\_\_ 4. A-A-R-G-H, numbers! Never mention numbers here.
- \_\_\_\_\_ 5. I only treat illnesses that don't exist: that way, if I can't cure them, there's no harm done--just one of the precautions of the trade..
- \_\_\_\_\_ 6. Symphonies are the large beautiful carpets with all the rhythms and melodies woven in.
- \_\_\_\_\_ 7. Well, I *would* like to make another trip...but I really don't know when I'll have the time.
- \_\_\_\_\_ 8. Every average family has 2.58 children, so I always have someone to play with.
- \_\_\_\_\_ 9. Here in Digitopolis we have our meals when we're full and eat until we're hungry.
- \_\_\_\_\_ 10. Now I have one for smiling, one for laughing, one for crying, one for frowning, one for thinking, one for pouting, and six more besides.
- \_\_\_\_\_ 11. And rainbows are best of all--and blazing neon signs, and taxicabs with stripes, and the soft muted tones of a foggy day.
- \_\_\_\_\_ 12. We're an old and noble family, honorable to the core--*Insecticus Humbugium*, if I may use the Latin.
- \_\_\_\_\_ 13. So time was invented to help them keep track of the day and get places when they should.
- \_\_\_\_\_ 14. For years and years I was in charge of choosing which words were to be used for all occasions, which ones to say and which ones not to say, which ones to write and which ones not to write.
- \_\_\_\_\_ 15. I'll steal your sense of purpose, take your sense of duty, destroy your sense of proportion--and, but for one thing, you'd be helpless yet.

- |                 |                   |                 |
|-----------------|-------------------|-----------------|
| A. Chroma       | F. King Azaz      | K. Reason       |
| B. Dodecahedron | G. Mathemagician  | L. Senses Taker |
| C. Dr. Dischord | H. Milo           | M. Sound Keeper |
| D. .58          | I. Officer Shrift | N. Spelling Bee |
| E. Humbug       | J. Official Which | O. Tock         |



## TEST B

### Part I: Matching(30 points)

Match parts of famous sayings mentioned in the novel. You will have answers left over when you finish.

- |                                 |                            |
|---------------------------------|----------------------------|
| _____ 1. Brevity is             | A. a thread.               |
| _____ 2. An ill-chosen word is  | B. be silent wisely.       |
| _____ 3. Speak fitly or         | C. bite my head off.       |
| _____ 4. Silence is             | D. but it pours.           |
| _____ 5. [Time] and tide        | E. golden.                 |
| _____ 6. Make mountains         | F. half-baked ideas.       |
| _____ 7. Make hay               | G. happens for the best.   |
| _____ 8. Leave no stone         | H. and into the fire.      |
| _____ 9. Hang by                | I. it's another.           |
| _____10. To eat                 | J. more than you can chew. |
| _____11. To bite off            | K. my words.               |
| _____12. In one ear and         | L. out of molehills.       |
| _____13. If it isn't one thing, | M. out the other.          |
| _____14. Out of the frying pan  | N. splits hairs.           |
| _____15. It never rains         | O. the fool's messenger.   |
|                                 | P. the soul of wit.        |
|                                 | Q. unturned.               |
|                                 | R. wait for no man.        |
|                                 | S. while the sun shines.   |
|                                 | T. your just desserts.     |



**Part II: Multiple Choice (20 points)**

Complete the following statements by selecting the correct phrase. Place the letter of your response in the blank provided at left.

- \_\_\_\_\_ 1. Milo hears the story of the two abandoned princesses from
- A. Faintly Macabre.
  - B. Canby.
  - C. King Azaz.
  - D. Tock.
- \_\_\_\_\_ 2. When Milo requests "one little sound as a souvenir,"
- A. the Soundkeeper gives him the word but.
  - B. Dr. Dischord refuses to allow him near the drawers of sounds.
  - C. the townspeople fire a cannon loaded with hundreds of words.
  - D. the Soundkeeper says it is "strictly against the rules."
- \_\_\_\_\_ 3. After Milo takes a wrong turn at a fork in the road,
- A. he arrives in the Doldrums.
  - B. he discovers a little man conducting a sunset.
  - C. Tock wanders away in search of a delightful smell.
  - D. Humbug gets out the map and locates a shortcut.
- \_\_\_\_\_ 4. The Spelling Bee calls the Humbug
- A. balderdash.
  - B. short shrift.
  - C. an imposter.
  - D. the son of a prominent family.
- \_\_\_\_\_ 5. Milo discovers that Officer Shrift
- A. has upset the applecart.
  - B. sells tasty letters of the alphabet.
  - C. is also judge and jailer.
  - D. is Aunt Faintly's nephew.
- \_\_\_\_\_ 6. The Everpresent Wordsnatcher confuses Milo by
- A. giving him faulty directions to the Forest of Silence.
  - B. making a play on the word sense.
  - C. sending Milo to Context.
  - D. thinking up pointless tasks for Milo to do.

- \_\_\_\_\_ 7. It is impossible for Milo to
- A. empty the well with an eye dropper.
  - B. pick up grains of sand with tweezers.
  - C. dig a hole with a needle.
  - D. move an enormous mound of sand.
- \_\_\_\_\_ 8. Milo escapes the Terrible Trivium after
- A. Aunt Faintly shows him the way out of the cell.
  - B. the demon of insincerity yells "Run! Run!"
  - C. The gelatinous giant threatens to swallow him.
  - D. King Azaz gives Milo gives Milo a box of ideas.
- \_\_\_\_\_ 9. The Princess of Pure Reason assures Milo that
- A. "whatever we learn has a purpose."
  - B. numbers are more useful than letters.
  - C. the senses are necessary for a full enjoyment of the world.
  - D. "there's so *much* to learn."
- \_\_\_\_\_ 10. The kingdom of Wisdom expands after
- A. Rhyme and Reason establish a strong fortress.
  - B. the king sends his two sons out to found new cities.
  - C. the island of Conclusions appears on the horizon.
  - D. Ships arrive from the Sea of Knowledge.



## ANSWERS

### Vocabulary

- |      |       |       |
|------|-------|-------|
| 1. I | 6. D  | 11. O |
| 2. N | 7. E  | 12. C |
| 3. L | 8. B  | 13. K |
| 4. H | 9. M  | 14. F |
| 5. J | 10. A | 15. G |

### TEST A

#### Part I: Character Identification (30 points)

- |      |       |       |
|------|-------|-------|
| 1. N | 6. M  | 11. A |
| 2. I | 7. H  | 12. E |
| 3. K | 8. D  | 13. O |
| 4. F | 9. G  | 14. J |
| 5. C | 10. B | 15. L |

#### Part II: True/False (30 points)

- |      |       |       |
|------|-------|-------|
| 1. T | 6. F  | 11. F |
| 2. T | 7. T  | 12. F |
| 3. F | 8. T  | 13. T |
| 4. T | 9. F  | 14. F |
| 5. F | 10. T | 15. T |

#### Part III: Identification (10 points)

1. Milo uses his electric automobile when he sets out past the tollbooth on the way to Dictionopolis.
2. Milo reserves the word but in his mouth and loads it into the cannon to be fired at the Soundkeeper's fortress.
3. In Digitopolis people keep eating bowls of subtraction stew when they are full until they are hungry again.

4. The distance Milo must travel from the road sign to Digitopolis.

5. The magic staff used by the Mathemagician.

### TEST B

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

- |      |       |       |
|------|-------|-------|
| 1. P | 6. L  | 11. J |
| 2. O | 7. S  | 12. M |
| 3. B | 8. Q  | 13. I |
| 4. E | 9. A  | 14. H |
| 5. R | 10. K | 15. D |

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

- |      |       |
|------|-------|
| 1. A | 6. B  |
| 2. D | 7. D  |
| 3. A | 8. B  |
| 4. C | 9. A  |
| 5. C | 10. B |

#### Part III: Short Answer (20 points)

- |                        |                        |
|------------------------|------------------------|
| 1. a castle in the air | 6. a prison            |
| 2. a point of view     | 7. Threadbare Excuse   |
| 3. the giant           | 8. heroes of the realm |
| 4. Chroma              | 9. Dr. Dischord        |
| 5. numbers             | 10. bass drum          |



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