

***Maniac Magee* by Jerry Spinelli**

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Chapters 1 to 5

A. Vocabulary

*Make sure you know what these words before you begin to read.
Check with a dictionary if necessary.*

trestle legend lunging theories hoisted mirage
suspicious puzzlement hauling grungy commotion

B. Read chapters 1 to 5.

C. Understanding the Novel

Answer the questions in complete sentences. Remember to check spelling and punctuation.

1. Why was Jeffrey Magee an orphan?
2. Explain why Jeffrey ran away from his aunt and uncle.
3. Many people claimed to have seen Maniac, but who was the first person to speak to him?
4. Why did Maniac stop and speak to Amanda Beale?
5. What was in Amanda's suitcase and why was she taking it to school?
6. How did Maniac surprise the high school football players?

D. Thinking About the Novel

These questions ask for your ideas and opinions, therefore there are no right or wrong answer, however you must make sure you give reasons for your answers.

1. What is a legend?
Why did Maniac Magee become a local legend?
Name two people you consider to be legends.
Why do you think they are legends?

Chapters 6 to 10 - True or False?

Read each statement, then decide whether it is True or False.

1. Everyone was welcome at the Pickwell's dinner table. _____
2. Mrs. Pickwell invited Jeffrey to stay for dinner. _____
3. John McNab pitched fast balls. _____
4. John McNab's fast balls were easy to hit. _____
5. Jeffrey hit whatever John McNab pitched to him. _____
6. Amanda Beale invented the nickname *Maniac* for Jeffrey. _____
7. For the first few nights Maniac slept in the deer shed at the zoo. _____
8. Maniac Magee could run very fast, even on one rail of the tracks. _____
9. John McNab was a member of the gang called the Cobras. _____
10. The Cobras followed Maniac when he ran into the East End. _____
11. Maniac took a bite of Mars Bar's candy bar. _____
12. A page from Amanda's book was torn in the struggle. _____
13. Mars Bar apologized for taking the book. _____
14. A lady with a broom made Mars Bar return the torn page. _____

Creative Writing Activity 5

Work with a partner for this activity.

There are many interesting characters in this novel.

Each person should choose one and create ten questions you would like to ask the character.

Make sure they are thought provoking questions.

Exchange lists of questions with your partner, then answer the questions as you think the character would answer them.

Afterwards review the questions and answers with your partner.

Creative Writing Activity 6

Amanda Beale was a person who loved school. She enjoyed reading and writing and might have kept a journal.

Pretend you are Amanda and make four or five entries in a journal telling about your encounters with Maniac Magee over the time frame of the novel.

Your journal entries should tell about what happened and how you felt about these events.

Words! Words! Words!
Activity Card 6

Words are broken down into parts called *syllables*.
Each syllable must contain a vowel.

Review the rules for dividing words into syllables.

Complete the following chart.
The first word has been done for you.

	Word	Syllables	Division into Syllables
	<i>obvious</i>	3	<i>ob / vi / ous</i>
1.	puzzlement		
2.	misfortune		
3.	forbidden		
4.	immediately		
5.	nighttime		
6.	sneakers		
7.	allergy		
8.	curiosity		
9.	superintendent		
10.	wonderful		
11.	funeral		
12.	agony		
13.	heroic		
14.	disgrace		
15.	intersection		

Integrated Activities

Activity 8

Work with one or two partners for this activity.

Create a game based on this novel.

It can be a board game, a card game or one that uses a board and cards.

- Consider:
- a) the objective of the game.
 - b) the rules of the game.
 - c) the number of players.
 - d) how to play the game.

When the game is finished, play it two or three times to determine if any changes need to be made.

Teach your game to other members of the class, then ask them to evaluate the game.

Art and Drama

Activity 1

You wrote a script of an event from the novel in Creative Writing, Activity 2.

Work with a group of class mates to present your script.

When you have practiced your performance and are satisfied with it, present to the class.

You may use simple props and costumes to add interest to the performance.