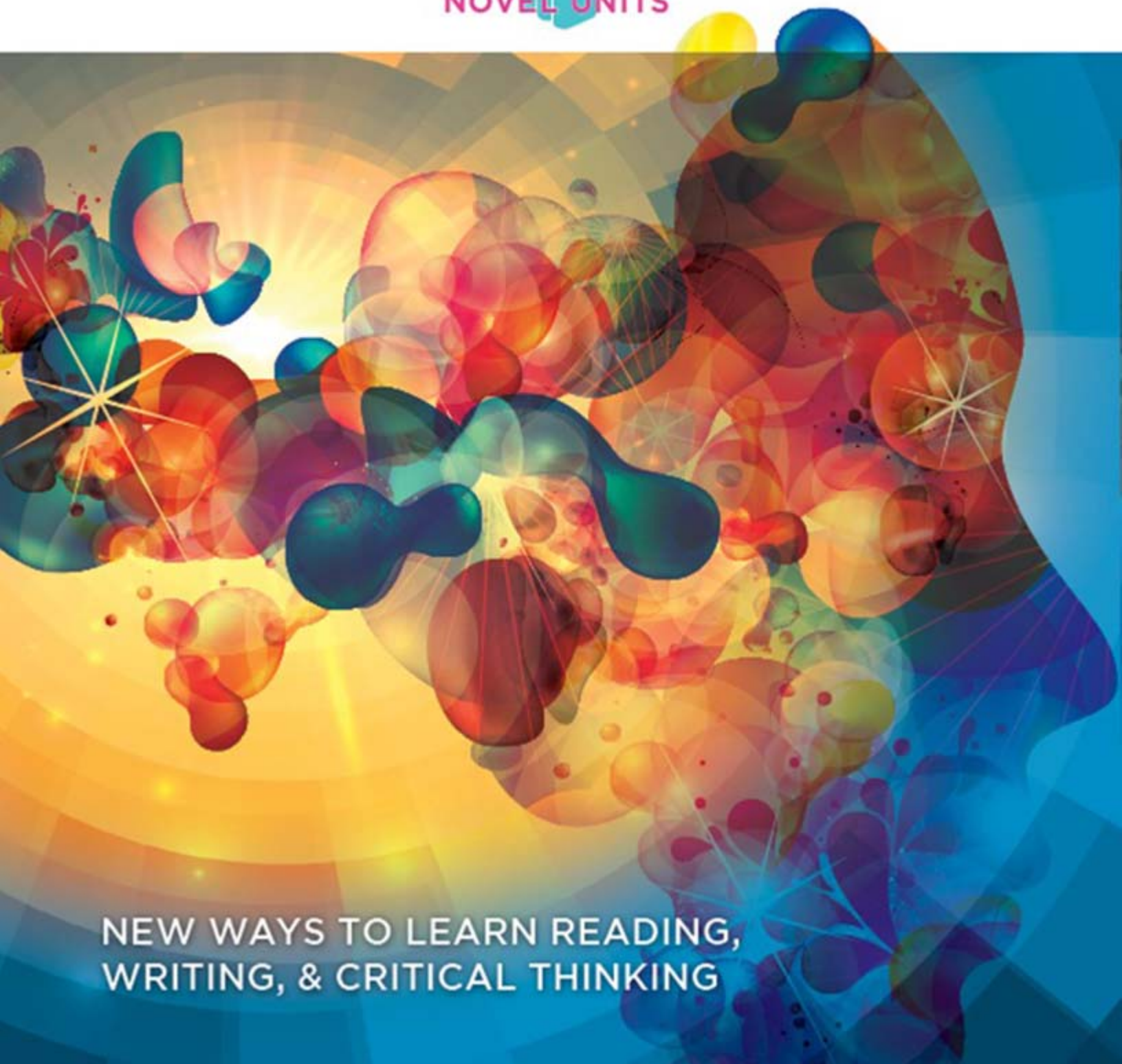


# The BFG

Roald Dahl



NEW WAYS TO LEARN READING,  
WRITING, & CRITICAL THINKING



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# THE BFG

by  
Roald Dahl

Illustrated by Quentin Blake

## Student Packet

Written by  
James H Duncan

**Contains masters for:**

- 2 Prereading Activities
- 5 Vocabulary Activities
- 1 Study Guide
- 2 Comprehension Activities
- 2 Character Analysis Activities
- 2 Literary Analysis Activities
- 1 Critical Thinking Activity
- 3 Quizzes
- 1 Novel Test

**PLUS**

- Detailed Answer Key
- and Scoring Rubric

### Teacher Note

Selected activities, quizzes, and test questions in this Novel Units® Student Packet are labeled with the appropriate reading/language arts skills for quick reference. These skills can be found above quiz/test questions or sections and in the activity headings.

### Note

The 2007 Puffin Books re-issued edition of the novel, © 1982 by Roald Dahl (text) and Quentin Blake (illustrations), was used to prepare this guide. The page references may differ in other editions. Novel ISBN: 978-0-14-241038-7

**Please note:** Please assess the appropriateness of this novel for the age level and maturity of your students prior to reading and discussing it with them.

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## Note to the Teacher

Selected activities, quizzes, and test questions in this Novel Units® Student Packet are labeled with the following reading/language arts skills for quick reference. These skills can be found above quiz/test questions or sections and in the activity headings.

**Basic Understanding:** The student will demonstrate a basic understanding of written texts. The student will:

- use a text's structure or other sources to locate and recall information (Locate Information)
- determine main idea and identify relevant facts and details (Main Idea and Details)
- use prior knowledge and experience to comprehend and bring meaning to a text (Prior Knowledge)
- summarize major ideas in a text (Summarize Major Ideas)

**Literary Elements:** The student will apply knowledge of literary elements to understand written texts. The student will:

- analyze characters from a story (Character Analysis)
- analyze conflict and problem resolution (Conflict/Resolution)
- recognize and interpret literary devices (flashback, foreshadowing, symbolism, simile, metaphor, etc.) (Literary Devices)
- consider characters' points of view (Point of View)
- recognize and analyze a story's setting (Setting)
- understand and explain themes in a text (Theme)

**Analyze Written Texts:** The student will use a variety of strategies to analyze written texts. The student will:

- identify the author's purpose (Author's Purpose)
- identify cause and effect relationships in a text (Cause/Effect)
- identify characteristics representative of a given genre (Genre)
- interpret information given in a text (Interpret Text)
- make and verify predictions with information from a text (Predictions)
- sequence events in chronological order (Sequencing)
- identify and use multiple text formats (Text Format)
- follow written directions and write directions for others to follow (Follow/Write Directions)

**Critical Thinking:** The student will apply critical-thinking skills to analyze written texts. The student will:

- write and complete analogies (Analogies)
- find similarities and differences throughout a text (Compare/Contrast)
- draw conclusions from information given (Drawing Conclusions)
- make and explain inferences (Inferences)
- respond to texts by making connections and observations (Making Connections)
- recognize and identify the mood of a text (Mood)
- recognize an author's style and how it affects a text (Style)
- support responses by referring to relevant aspects of a text (Support Responses)
- recognize and identify the author's tone (Tone)
- write to entertain, such as through humorous poetry or short stories (Write to Entertain)
- write to express ideas (Write to Express)
- write to inform (Write to Inform)
- write to persuade (Write to Persuade)
- demonstrate understanding by creating visual images based on text descriptions (Visualizing)
- practice math skills as they relate to a text (Math Skills)



Name \_\_\_\_\_

## Vocabulary Comprehension

travel  
stride  
fishy  
forgive

cloak  
blaze  
cellar

glance  
match  
curious

fierce  
remark  
soil

**Directions:** Choose the word or phrase closest in meaning to the **bolded** vocabulary word as it is used in the novel.

- |                        |               |              |                  |               |
|------------------------|---------------|--------------|------------------|---------------|
| ___ 1. <b>travel</b>   | a. jerk       | b. journey   | c. jump          | d. justly     |
| ___ 2. <b>cloak</b>    | a. rag        | b. ribbon    | c. robe          | d. rope       |
| ___ 3. <b>glance</b>   | a. peek       | b. practice  | c. protect       | d. pry        |
| ___ 4. <b>fierce</b>   | a. agreeable  | b. angry     | c. annoyed       | d. awesome    |
| ___ 5. <b>stride</b>   | a. stalk      | b. steer     | c. step          | d. stomp      |
| ___ 6. <b>blaze</b>    | a. flash      | b. flicker   | c. flight        | d. force      |
| ___ 7. <b>match</b>    | a. go against | b. go behind | c. go over       | d. go with    |
| ___ 8. <b>remark</b>   | a. scene      | b. secret    | c. shout         | d. statement  |
| ___ 9. <b>fishy</b>    | a. safe       | b. solid     | c. still         | d. suspicious |
| ___ 10. <b>cellar</b>  | a. barn       | b. basement  | c. bathroom      | d. bedroom    |
| ___ 11. <b>curious</b> | a. old        | b. offensive | c. old-fashioned | d. ordinary   |
| ___ 12. <b>soil</b>    | a. dark       | b. dirt      | c. ditch         | d. dump       |
| ___ 13. <b>forgive</b> | a. elevate    | b. enroll    | c. excite        | d. excuse     |

Name \_\_\_\_\_

*(Sequencing)*

**A. Directions:** Label the following events (*a–j*) in the order they occur in the novel.

1. Sophie and the BFG create a plan to save children from the other giants.
2. Mary shows the Queen a news story about children who have vanished.
3. The BFG gives the Fleshlumpeater a nightmare about Jack the giant-killer.
4. The BFG uses his strong hearing to locate the Queen's bedroom.
5. The BFG appears to the Queen.
6. The BFG catches a golden phizzwizd and a troglodumper in Dream Country.
7. The BFG uses an eggbeater to mix many dreams together.
8. Mary discovers Sophie sitting on the window sill.
9. Sophie reads the labels on the BFG's dream jars.
10. The BFG carries Sophie to London in his ear.

*(Compare/Contrast)*

**B. Open-Ended Comprehension:** On the lines below, explain why the BFG refuses to try to stop the other giants. How is Sophie able to change the BFG's mind? Continue on a separate sheet of paper if necessary.