

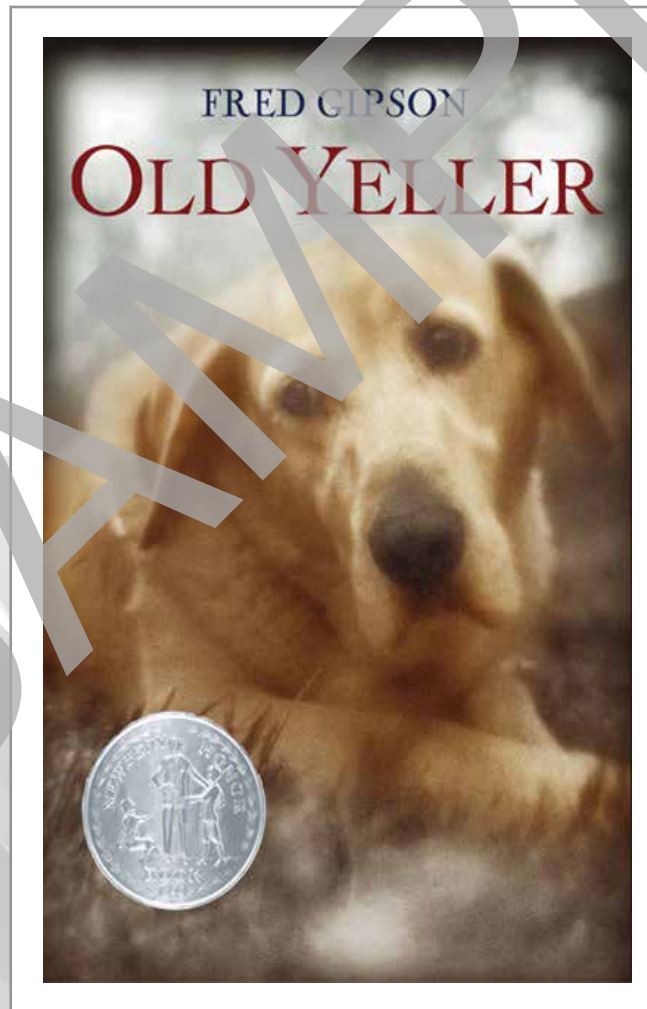


**STUDENT PACKET**

**GRADES 6-8**

# Old Yeller

Fred Gipson



**READ, WRITE, THINK, DISCUSS AND CONNECT**

# Old Yeller

Fred Gipson

## STUDENT PACKET

**NOTE:**

The trade book edition of the novel used to prepare this guide is found in the Novel Units catalog and on the Novel Units website. Using other editions may have varied page references.

Please note: We have assigned Interest Levels based on our knowledge of the themes and ideas of the books included in the Novel Units sets, however, please assess the appropriateness of this novel or trade book for the age level and maturity of your students prior to reading with them. You know your students best!

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**ISBN 978-1-50204-845-5**

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**Directions:** Answer the following questions as you read *Old Yeller*. Review your answers before class discussions, quizzes, or tests.

### Chapter One, pp. 1-14

1. What is the double meaning for Old Yeller's name?
2. What is the setting?
3. What is the narrator's first impression of Old Yeller?
4. Where is the family's father going?
5. What do you know about the narrator?
6. Why does Travis scold Arliss?
7. Why does Travis hit Jumper with the cedar club? Is Travis' plan effective?
8. Why does Travis feel good when he goes to sleep that night?
9. **Prediction:** Why does Travis have to shoot Old Yeller?

### Chapter Two, pp. 15-20

1. When does Old Yeller arrive?
2. What does Old Yeller do when Travis kicks him?
3. How do Arliss and Travis react to the dog? Why do they react the way they do?
4. What are two of Mama's reasons for allowing Little Arliss to keep the dog?
5. What are Travis' jobs for the day?

### Chapter Three, pp. 21-33

1. Who goes with Travis to hunt?
2. What is the second rope for?
3. How does Jumper react to the sound of a gun?
4. Why do animals come to the Salt Licks?
5. What hunting skills does Travis remember?
6. What does Travis know about javelina hogs?
7. What animals distract Travis from looking for deer?
8. Why is Travis upset right after he shoots the doe?
9. Why is Travis so proud of his doe?

Name \_\_\_\_\_

plague (99)  
flustered (127)  
drouth\* (140)

gash (119)  
hurtling (128)  
drag (141)

coaxed (120)  
squeamish (132)  
braying (141)

mournful (123)  
poultice (140)  
stout (146)

(also: \* drought)

### Card Game

**Teacher Directions:** Photocopy the following pages of cards and cut each card out. Allow each student to pick a card until all the cards are taken. The person with the starred card will begin by reading the definition on the card. The person whose card has the word to match the definition goes next. That person calls out the word that matches the definition and then reads the next definition. Play continues in this manner until all cards are read and the student with the starred card reads his or her word aloud. The game may be played multiple times so that all students are able to have a card or draw a new card.

★	<b>hurtling</b>
-----	
easily nauseated or disgusted	

<b>coaxed</b>
-----
long time without rain

<b>squeamish</b>
-----
something that is pulled over a surface

<b>drouth (drought)</b>
-----
making the loud, harsh sound of a donkey

<b>drag</b>
-----
persuade gently, manipulatively

<b>braying</b>
-----
a disease that spreads rapidly and causes many deaths

Name \_\_\_\_\_

### Survival Chart

**Directions:** Below is a list of basic needs. Describe how Travis meets each of these needs while Papa is away. On another sheet of paper, explain how Old Yeller meets each of these needs.

Needs	How Character Gets Them
Food	
Water	
Warmth	
Shelter	
Love	
Companionship	
Mental Stimulation	

Name \_\_\_\_\_

### Pros and Cons

**Directions:** Weigh the pros and cons of Travis' decision to shoot Old Yeller after the dog fought with the mad loafer wolf.

