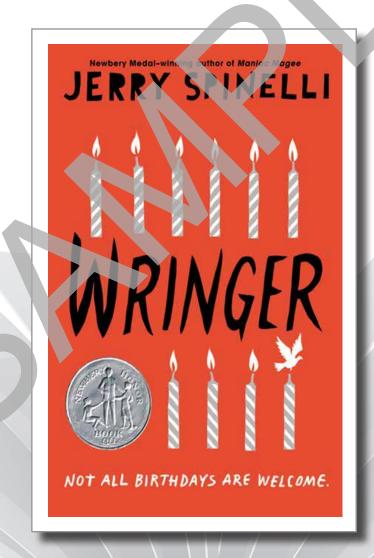


STUDENT PACKET

GRADES 6-8

Wringer Spinelli



READ, WRITE, THINK, DISCUSS AND CONNECT

Wringer

Jerry Spinelli

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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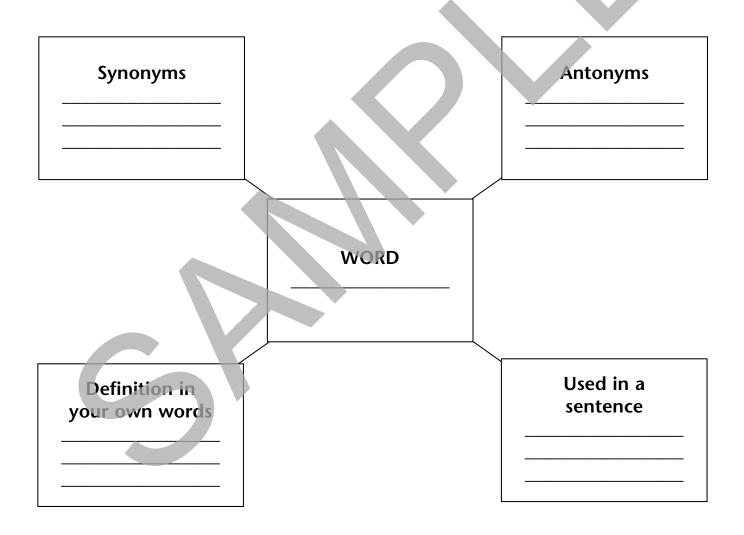
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- 5. Where do Palmer and his father go to see the Titans baseball game?
- 6. What important event happens at the Titans baseball game?
- 7. What does Palmer imagine he feels as he holds the foul ball his father gave him?
- 8. What are the men and women doing to get ready for the town's celebration?
- 9. What does Palmer dream about one night?
- 10. Name Palmer's favorite pie at the Family Fest.
- 11. What does Palmer's father do this year at the Family Fest that he had not done in years past?
- 12. Where does Palmer ride his bike on Friday?
- 13. What does Palmer find at the train station?
- 14. How many birds do the white boxes hold?
- 15. What jobs do Beans, Mutto, and Henry have at the Family Fest?
- 16. Who does Palmer meet at the Family Fest?
- 17. Where does Dorothy tell Palmer she let Nipper go?
- 18. Who runs away from Palmer screaming? Why?
- 19. Who tells Palmer that he must leave the stack of pigeon crates?
- 20. What does one shooter aim and shoot at instead of a pigeon?
- 21. Who does Palmer talk to at the edge of the shooting field?
- 22. Who takes Nipper to the center of the field and slams him to the ground?
- 23. How does Palmer save his pigeon from being killed?

legendary (20)	ultimate (21)	zombies (21)	hotfoot (23)
bashed (25)	gravely (26)	daintily (27)	bluntly (28)
warpath (28)	tingled (31)	boulevard (33)	squeamish (33)
diminishing (34)	taunt (36)	befuddled (36)	bewildered (39)
spewing (39)	hobbling (39)	etched (42)	teeming (42)

Directions: Choose ten words from the vocabulary list. On a separate sheet of paper, make a word map (like the one shown below) for each word.



Sociogram

Directions: A sociogram shows the relationship between characters in a story. Think about Palmer LaRue and his relationships with the characters listed on the sociogram. Complete the sociogram by writing a word to describe the relationship between Palmer and each character. Remember, relationships go both ways, so each line requires a descriptive word. Add other characters to the sociogram and describe the relationship between them and Palmer.

