

PUZZLE PACKTM

for

Holes

based on the book by Louis Sachar

Written by William T. Collins

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INTRODUCTION

If you already own the LitPlan for this title, this Puzzle Pack will refresh your Unit Resource Materials and Vocabulary Resource Materials sections plus give you additional materials you can substitute into the tests. If you do not already have a complete LitPlan, these pages will give you some supplemental materials to use with your own plan. There are two main groups of materials: one set for unit words (such as characters' names, symbols, places, etc.) and one set for vocabulary words associated with the book.

WORD LIST

There is a word list for both the unit words and the vocabulary words. These lists show you which words are being used in the materials and the clues or definitions being used for those words. You may want to give students a word list with clues/definitions to help them, or you may want students to only have a word list (without clues/definitions) if you want them to work a little harder. Both are available for duplication. The word lists can also be your "calling key" for the bingo games.

FILL IN THE BLANK AND MATCHING

There are 4 each of the fill in the blank and matching worksheets for both the unit and vocabulary words. These pages can be used either as extra worksheets for students or as objective parts of a unit test. They can be done individually if students need extra help or as a whole class activity to review the material covered.

MAGIC SQUARES

The magic squares not only reinforce the material covered but also work on reasoning and math skills. Many teachers have told us that their students really enjoy doing these!

WORD SEARCH PUZZLES

The word search words go in all directions, as indicated on your answer keys. Two of the word search puzzles have the clues listed rather than the words. This makes the puzzle a little more difficult, but it reinforces the material better. Two word search puzzles have words only for students who find the clue puzzles too difficult.

CROSSWORD PUZZLES

Both unit and vocabulary word sections have 4 crossword puzzles.

BINGO CARDS

There are 32 individual bingo cards for the unit words and 32 individual bingo cards for the vocabulary words. You can use your word list as a "call list," calling the words at random and marking them off of your list as you go, or you could use the flash cards by cutting them apart and drawing the words at random from a hat (or box or whatever). To make a better review, you might ask for the definition and spelling of each word as you call it out—or you could call out the definitions and have students tell you the words they need to look for on the puzzle.

JUGGLE LETTERS

The vocabulary juggle letter game is intended to help students learn the spellings of the words. One sheet has the definitions listed on it as an extra help for students who need it or to reinforce the definitions if you choose to do so.

FLASH CARDS

We've included a set of vocabulary flash cards you can duplicate, cut, and fold for your students. Some teachers make a few sets for general use by the class; others make a set for each student. Some teachers duplicate them for each student and have the students cut & fold their own. You can cut out just the words and put them in a hat, have each student pick out one word and write the definition and a sentence for that word. Students then swap words and papers, with the next student adding a sentence of his own under the last one. You can have students swap as many times as you like. Each time the student will read the sentences written prior to his own and then add a sentence. You can cut out the words and definitions separately and play "I Have; Who Has?" Each student in the room draws a word and definition. The first student says, "I have (the name of the word). Who has the definition?" The student with the definition reads it then says, "I have (the name of the vocabulary word she has). Who has the definition?" The round continues until all words and definitions have been given.

Holes Fill In The Blanks 1

 1. Author
2. Katherine's last name
 3. Sam offered these as a remedy.
4. What each boy did when he finished digging his hole
5. Sam's boat: Mary
6. Color of Warden's hair and nails
7. A one-legged one put a curse on the family
 8. Camp Lake
 9. Name of the counselor
10. Digging utensil
11. Stanley found a tube in the hole he dug.
 12. He escaped from the camp before Stanley did.
 13. Katherine made these.
14. Title of the book
15. Stanley's great-great-grandfather
16. Zero drank it.
17. Mr. Sir ate sunflower
 18. Lullaby: If; if
19. Original Mary Lou was Sam's
20. What Zero could not do

1. SACHAR	A. Stanley's nickname
2. LIZARDS	B. What Zero could not do
3. ONLY	C. These were in the suitcase Stanley & Zero found.
4. TEACHER	D. Miss Barlow was doing this when she died.
5. THUMBS	E. Stanley found a tube in the hole he dug.
6. SPAT	F. Zero hid under it.
7. BASEBALL	G. Camp Lake
8. LIPSTICK	H. Title of the book
9. JEWELS	I. Sweet; Clyde's nickname
10. BOAT	J. What each boy did when he finished digging his hole
11. LAUGHING	K. He referred to a Girl Scout camp: Mr
12. FEET	L. Zero drank it.
13. CAVEMAN	M. He escaped from the camp before Stanley did.
14. BARLOW	N. Sam's boat: Mary
15. ZERO	O. Stanley's great-great-grandfather
16. VENOM	P. Color of Warden's hair and nails
17. SIR	Q. Sam offered these as a remedy.
18. READ	R. Lullaby: If; if
19. RED	S. Ingredient in Warden's nail polish
20. HOLES	T. Katherine Barlow's original profession
21. SPLOOSH	U. Dangerous, yellow-spotted ones inhabited the area.
22. LOU	V. Author
23. GREEN	W. Signal Stanley & Zero gave: up
24. ONIONS	X. Game Clyde Livingston played
25. ELYA	Y. Katherine's last name

Holes Matching 1

Holes Magic Squares 1

Match the definition with the vocabulary word. Put your answers in the magic squares below. When your answers are correct, all columns and rows will add to the same number.

A. DONKEY	E. WARDEN	I. YELNATS	M. ONIONS
B. SHOVEL	F. SEEDS	J. WATER	N. RED
C. LOU	G. THUMBS	K. GYPSY	O. ZERONI
D. CAVEMAN	H. BASEBALL	L. ZIGZAG	P. BOAT

- 1. Game Clyde Livingston played
- 2. Sam offered these as a remedy.
- 3. Digging utensil
- 4. A one-legged one put a curse on the family
- 5. Kind of truck Stanley stole and wrecked
- 6. Sam's boat: Mary ____
- 7. Zero hid under it.
- 8. Woman who ran the camp

- 9. Madame who was a one-legged Gypsy
- 10. Mr. Sir ate sunflower ____.
- 11. Stanley's last name
- 12. Stanley's nickname
- 13. Original Mary Lou was Sam's ____.
- 14. Zero attacked him when he started to beat Stanley.
- 15. Signal Stanley & Zero gave: ___ up
- 16. Color of Warden's hair and nails

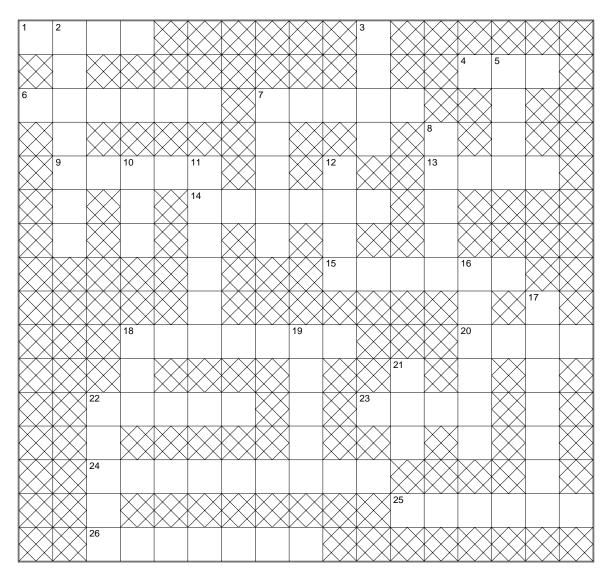
A=	B=	C=	D=
E=	F=	G=	H=
	1 -	0-	11-
l=	J=	K=	L=
M=	N=	O=	P=

Holes Word Search 1

Words are placed backwards, forward, diagonally, up and down. Clues listed below can help you find the words. Circle the hidden vocabulary words in the maze.

0	Ν	I	Ο	Ν	S	D	F	J	С	Р	V	V	J	С	Z	L	Ν	Υ	D
J	R	Υ	Τ	Ν	F	R	0	J	Ε	В	L	D	Ε	Α	I	ı	J	Ε	V
V	Н	С	Q	Χ	K	K	Т	Ν	K	L	F	K	W	V	G	Z	D	L	T
T	В	L	Ν	С	Z	Р	D	Χ	K	Р	В	В	Ε	Ε	Z	Α	Χ	Ν	V
L	L	Α	В	Ε	S	Α	В	Z	Т	Ε	М	W	L	M	Α	R	Q	Α	W
D	Υ	U	Ρ	Р	Ν	Q	Н	Ε	Ε	Ζ	Υ	Z	S	Α	G	D	Υ	Τ	G
P	L	G	Z	S	Н	Ρ	Ε	С	Α	Р	D	D	В	Ν	S	S	Ρ	S	R
N	С	Н	K	Т	S	F	L	С	С	Ρ	Q	Т	Q	Υ	F	V	G	G	G
R	G	ı	Ν	F	Н	Ν	S	V	Н	S	Ε	Т	Q	R	Н	R	В	С	В
L	В	Ν	F	Ν	Q	W	L	Ρ	Ε	Z	В	Α	Z	Ν	W	Α	G	Н	F
Q	R	G	L	Р	W	R	J	Ρ	R	K	Q	С	С	М	D	Н	Χ	J	L
Q	W	Н	D	S	Н	С	Υ	W	V	В	V	В	М	Н	Ρ	С	V	ı	W
Z	Ν	Q	Ν	В	V	L	Т	С	Χ	М	Χ	J	Ν	Р	Ε	Α	Р	Р	R
T	Т	Ν	С	Q	В	Н	В	С	R	Н	S	0	0	L	Р	S	K	W	Υ
Q	Q	K	Р	Q	D	Α	Н	В	K	Т	G	Н	R	В	Т	Р	Α	F	Υ
Z	Q	L	Υ	A	R	G	D	0	J	S	В	Т	W	ı	Н	R	Ζ	Χ	Z
М	Е	М	Е	L	М	G	W	D	L	Н	L	Q	С	V	D	Χ	Χ	F	S
Z	Е	R	0	Ν	L	Υ	W	Α	Т	Ε	R	K	С	Е	R	W	U	В	D
В	Е	W	0	М	V	Р	D	G	V	С	S	L	N	Ν	Р	0	М	Т	J
D	J	N	Ď	N	H	S	G	Ō	М	T	D	K	D	0	Ĺ	Ū	С	W	T
G	R	E	E	N	Ì	Y	H	Y	J	0	S	i	R	M	Н	Ē	Ĺ	Υ	A
В	0	A	T	W	D	S	N	Ĺ	Y	R	S	P	Α	Т	S	E	E	D	S

Sam offered these as a remedy. (6)
Sam's boat: Mary (3)
Sign on the rec room door: Room (5)
Signal Stanley & Zero gave: up (6)
Stanley found a tube in the hole he dug. (8)
Stanley's great-great-grandfather (4)
Stanley's last name (7)
Stanley's nickname (7)
Sweet; Clyde's nickname (4)
These were in the suitcase Stanley & Zero found
(6)
Title of the book (5)
What Zero could not do (4)
What each boy did when he finished digging his
hole (4)
Woman who ran the camp (6)
Zero attacked him when he started to beat
Stanley. (6)
Zero drank it. (7)
Zero hid under it. (4)
Zero's real name (6)



Across

- What each boy did when he finished digging his hole
- 4. Mr. Pendanski's nickname
- 6. Woman who ran the camp
- 7. Kind of truck Stanley stole and wrecked
- 9. Title of the book
- 13. Stanley's great-great-grandfather
- 14. Zero's real name
- 15. Signal Stanley & Zero gave: ___ up
- 18. Zero drank it.
- 20. What Zero could not do
- 22. Camp ___ Lake
- 23. He escaped from the camp before Stanley did.
- 24. Name of the counselor
- 25. Sam offered these as a remedy.
- 26. Stanley's last name

Down

- 2. Katherine made these.
 3. Sweet ____; Clyde's nickname
 5. Lullaby: If ____; if ___.
 7. Sign on the rec room door: ____ Room
 8. Ingredient in Warden's nail polish
 10. Sam's boat: Mary ____
 11. Digging utensil
 12. Zero hid under it.
 16. Katherine's last name
 17. Stanley's nickname
- 18. He referred to a Girl Scout camp: Mr. ____
- 19. Mr. Sir ate sunflower ____.
- 21. Color of Warden's hair and nails
- 22. A one-legged one put a curse on the family

Holes

ZIGZAG	DONKEY	LOU	PEACHES	BOAT
PENDANSKI	BARLOW	SEEDS	THUMBS	GYPSY
SHOVEL	HECTOR	FREE SPACE	SPAT	SPLOOSH
HOLES	LIZARDS	FEET	ZERO	ZERONI
CAVEMAN	WATER	LAUGHING	READ	SACHAR

Holes

JEWELS	GREEN	VENOM	BASEBALL	SIR
ONLY	МОМ	ELYA	TEACHER	YELNATS
RED	WARDEN	FREE SPACE	LIPSTICK	SACHAR
READ	LAUGHING	WATER	CAVEMAN	ZERONI
ZERO	FEET	LIZARDS	HOLES	SPLOOSH