



TEACHER'S PET PUBLICATIONS

PUZZLE PACK™

for

Of Mice and Men

based on the book by  
John Steinbeck

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.

Of Mice and Men Fill In The Blanks 1

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1. Town George and Lennie had to leave.
2. Stable man
3. He is mentally slow but physically strong.
4. Lennie was accused of this in Weed.
5. Lennie carried a dead one in his pocket.
6. She's \_\_\_ bait all set on the trigger.
7. Card game George plays
8. With us it ain't like that. We got a \_\_\_.
9. Killed Candy's dog
10. George and Lennie, for example
11. Lennie often did this; didn't remember.
12. Lennie's aunt who gave him mice
13. Lennie offers to go away and live in one.
14. Guy don't need no \_\_\_ to be a nice fella
15. One in charge
16. Ill-tempered son of the ranch owner
17. George shot Lennie with it.
18. He killed Lennie.
19. George always \_\_\_s about Lennie.
20. Curley wore one on his left hand.

## Of Mice and Men Matching 1

- |                  |  |
|------------------|--|
| ___ 1. BARN      | A. Lennie's aunt who gave him mice                               |
| ___ 2. TRAMP     | B. Author  |
| ___ 3. STEINBECK | C. What Slim has that Lennie wants                               |
| ___ 4. SMALL     | D. George and Lennie, for example                                |
| ___ 5. RAPE      | E. What George and Lennie hope to own someday                    |
| ___ 6. GLOVE     | F. Lennie often did this; didn't remember.                       |
| ___ 7. CROOKS    | G. Curley's wife acts like one.                                  |
| ___ 8. FRIENDS   | H. Ranch foreman   |
| ___ 9. PUPPIES   | I. I done a ___ thing. I done another ___ thing.                 |
| ___ 10. FORGOT   | J. Ranch hand's bed  |
| ___ 11. SALINAS  | K. Slang for a ranch hand's bedroll                              |
| ___ 12. CURLEY   | L. Curley wore one on his left hand.                             |
| ___ 13. BUNDLE   | M. Town George and Lennie had to leave.                          |
| ___ 14. LAND     | N. George always ___s about Lennie.                              |
| ___ 15. BAD      | O. He killed Lennie.   |
| ___ 16. CAMPSITE | P. What Curley likes to do                                       |
| ___ 17. CLARA    | Q. One in charge   |
| ___ 18. SENSE    | R. Outdoor place ranchers stay overnight                         |
| ___ 19. BUNK     | S. Guy don't need no ___ to be a nice fella                      |
| ___ 20. SLIM     | T. Stable man  |
| ___ 21. GEORGE   | U. Place to keep animals and store hay                           |
| ___ 22. BOSS     | V. Ill-tempered son of the ranch owner                           |
| ___ 23. COMPLAIN | W. Lennie's last name  |
| ___ 24. WEED     | X. Lennie was accused of this in Weed.                           |
| ___ 25. FIGHT    | Y. A few miles south of Soledad, this river runs deep and green. |

## Of Mice and Men 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. CLARA  | E. NECK     | I. CARLSON   | M. CROOKS  |
| B. RAPE   | F. GLOVE    | J. COMPLAIN  | N. RABBITS |
| C. CURLEY | G. CAMPSITE | K. HAND      | O. MOUSE   |
| D. FORGOT | H. PUPPIES  | L. SOLITAIRE | P. BEANS   |

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|--|---|
| 1. Lennie was accused of this in Weed.   | 9. George had 4 cans of these to eat; Lennie liked ketchup on his |
| 2. Outdoor place ranchers stay overnight | 10. Killed Candy's dog  |
| 3. Lennie crushed Curley's               | 11. Lennie breaks Curley's wife's                                 |
| 4. What Lennie wants to tend someday     | 12. Lennie often did this; didn't remember.                       |
| 5. Stable man                            | 13. Ill-tempered son of the ranch owner                           |
| 6. Card game George plays                | 14. Curley wore one on his left hand.                             |
| 7. What Slim has that Lennie wants       | 15. George always ____s about Lennie.                             |
| 8. Lennie's aunt who gave him mice       | 16. Lennie carried a dead one in his pocket.                      |

A=	B=	C=	D=
E=	F=	G=	H=
I=	J=	K=	L=
M=	N=	O=	P=

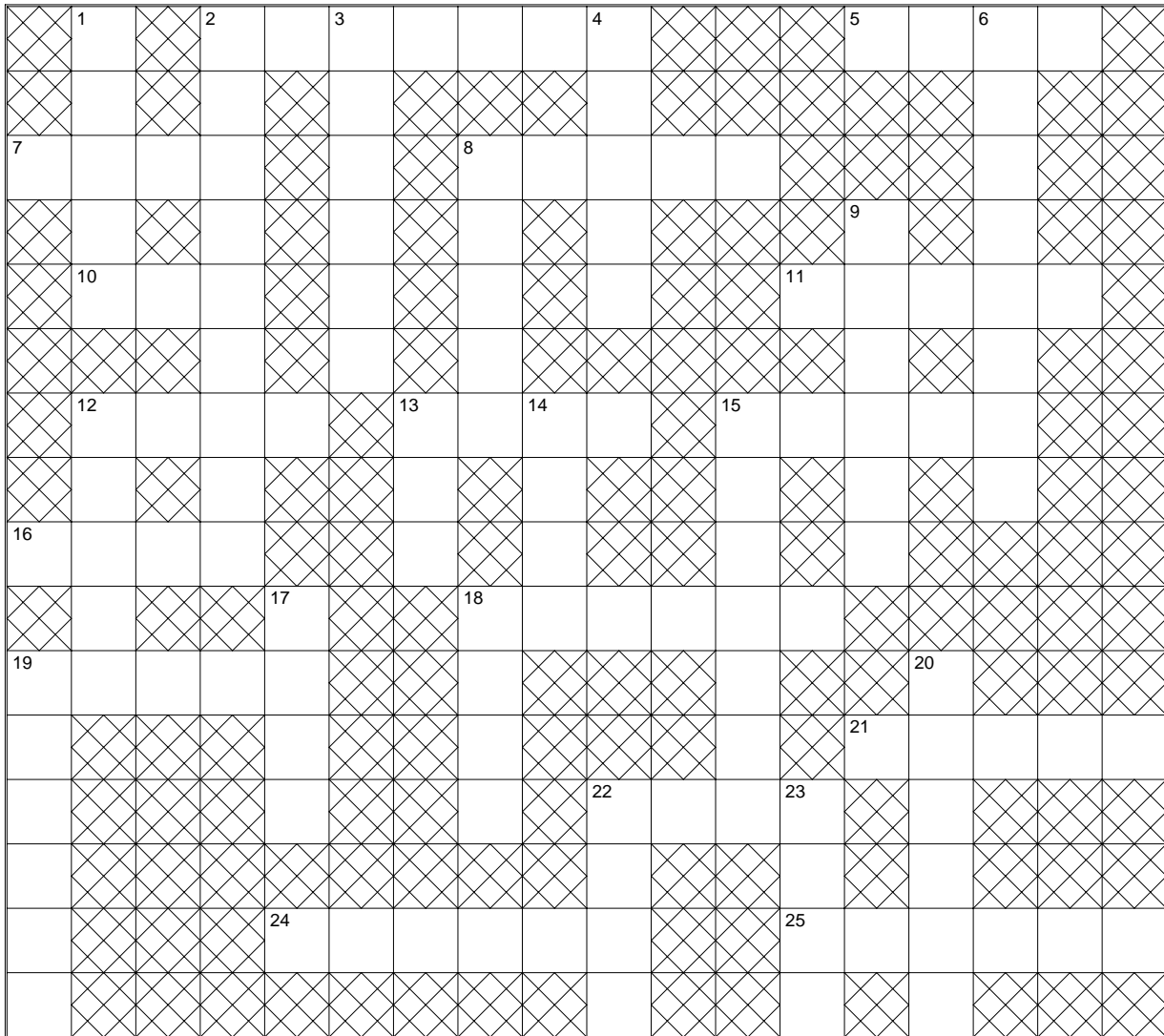
Of Mice and Men Word Search 1



- A few miles south of Soledad, this river runs deep and green. (7)
- Author (9)
- Card game George plays (9)
- Curley wore one on his left hand. (5)
- Curley's wife acts like one. (5)
- George always \_\_\_\_s about Lennie. (8)
- George and Lennie, for example (7)
- George had 4 cans of these to eat; Lennie liked ketchup on his (5)
- George shot Lennie with it. (5)
- George's last name (6)
- Guy don't need no \_\_\_\_ to be a nice fella (5)
- He is mentally slow but physically strong. (6)
- He killed Lennie. (6)
- I done a \_\_\_\_ thing. I done another \_\_\_\_ thing. (3)
- I tell ya a guy gets too lonely an' he gets \_\_\_\_\_. (4)
- Ill-tempered son of the ranch owner (6)
- Killed Candy's dog (7)
- Lennie breaks Curley's wife's (4)
- Lennie carried a dead one in his pocket. (5)
- Lennie crushed Curley's (4)
- Lennie offers to go away and live in one. (4)
- Lennie often did this; didn't remember. (6)

- Lennie was accused of this in Weed. (4)
- Lennie's aunt who gave him mice (5)
- Lennie's last name (5)
- Nobody gets to \_\_\_\_ and nobody gets no land. (6)
- Old swamper whose dog was killed (5)
- One in charge (4)
- Outdoor place ranchers stay overnight (8)
- Place to keep animals and store hay (4)
- Ranch foreman (4)
- Ranch hand's bed (4)
- She's \_\_\_\_ bait all set on the trigger. (4)
- Slang for a ranch hand's bedroll (6)
- Stable man (6)
- Town George and Lennie had to leave. (4)
- What Curley likes to do (5)
- What George and Lennie hope to own someday (4)
- What Lennie liked to do to the dead mouse (3)
- What Lennie wants to tend someday (7)
- What Slim has that Lennie wants (7)
- With us it ain't like that. We got a \_\_\_\_\_. (6)

Of Mice and Men Crossword 1



Across

- 2. A few miles south of Soledad, this river runs deep and green.
- 5. Lennie breaks Curley's wife's
- 7. She's \_\_\_ bait all set on the trigger.
- 8. Old swamper whose dog was killed
- 10. What Lennie liked to do to the dead mouse
- 11. Lennie carried a dead one in his pocket.
- 12. Ranch foreman
- 13. Place to keep animals and store hay
- 15. What Curley likes to do
- 16. Lennie offers to go away and live in one.
- 18. Nobody gets to \_\_\_ and nobody gets no land.
- 19. Curley wore one on his left hand.
- 21. George shot Lennie with it.
- 22. One in charge
- 24. George's last name
- 25. Ill-tempered son of the ranch owner

Down

- 1. Curley's wife acts like one.
- 2. Card game George plays
- 3. He is mentally slow but physically strong.
- 4. Guy don't need no \_\_\_ to be a nice fella
- 6. Outdoor place ranchers stay overnight
- 8. Lennie's aunt who gave him mice
- 9. Lennie often did this; didn't remember.
- 12. Lennie's last name
- 13. I done a \_\_\_ thing. I done another \_\_\_ thing.
- 14. Lennie was accused of this in Weed.
- 15. George and Lennie, for example
- 17. Town George and Lennie had to leave.
- 18. Lennie crushed Curley's
- 19. He killed Lennie.
- 20. With us it ain't like that. We got a \_\_\_.
- 22. Ranch hand's bed
- 23. I tell ya a guy gets too lonely an' he gets \_\_\_.

Of Mice and Men

GEORGE	BAD	FORGOT	CURLEY	HAND
RABBITS	RAPE	BEANS	SLIM	BUNK
WEED	CANDY	FREE SPACE	BINDLE	CLARA
STEINBECK	FUTURE	MOUSE	SALINAS	NECK
FRIENDS	CAVE	PET	TRAMP	MILTON

Of Mice and Men

CAMPSITE	COMPLAIN	GLOVE	BARN	PUPPIES
JAIL	SENSE	LENNIE	SOLITAIRE	SICK
LUGER	LAND	FREE SPACE	CARLSON	SMALL
FIGHT	HEAVEN	MILTON	TRAMP	PET
CAVE	FRIENDS	NECK	SALINAS	MOUSE