TEACHER'S PET PUBLICATIONS

PUZZLE PACK™
for
When the Legends Die
based on the book by
Hal Borland

Written by
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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.

When Legends Die Fill In The Blanks 1

_____ 1. Where the Indians lived

_____ 2. Dolly

_____ 3. Deer family members

_____ 4. Carpentry teacher

_____ 5. Food from animals

_____ 6. Pierce flesh with a sharp object

_____ 7. English teacher

_____ 8. Killer Tom; Bear's Brother

_____ 9. Benny's last name

_____ 10. He killed Frank No Deer.

_____ 11. Tom worked for him after the accident.

_____ 12. Meo grew them

_____ 13. Bet on Tom

_____ 14. Red's last name

_____ 15. Baby bear

_____ 16. One from a bear is long and sharp.

_____ 17. Papers granting permission

_____ 18. When the ____ Die

_____ 19. Thomas was from this Indian tribe.

_____ 20. Thomas broke his

When Legends Die Matching 1

___ 1. BLACK   A. Food from animals

___ 2. STAB   B. Bessie bought Thomas a red one.

___ 3. BLUE   C. Mr. Left Hand

___ 4. LEGENDS   D. Cowboy's night stop

___ 5. SPURS   E. ___ Elk

___ 6. CAMP   F. Thomas ___ Bull

___ 7. ALBERT   G. Meo grew them

___ 8. MEO   H. Pierce flesh with a sharp object

___ 9. THATCHER   I. Bessie bought one for Thomas.

___10. UTE   J. Path; place where animal was

___11. LEFT   K. Where the Indians lived

___12. TRAIL   L. Cowboy's leg protectors

___13. MARY   M. Thomas was from this Indian tribe.

___14. JIM   N. George was killed by one.

___15. BIT   O. Bet on Tom

___16. KNIFE   P. Nurse Redmond

___17. BLANKET   Q. Albert ___ Hand

___18. RESERVATION R. Metal object in a horse's mouth

___19. CHAPS   S. He tended his beans and peppers.

___20. MEAT   T. Nurse Mary

___21. RED   U. Footwear used to urge on horses

___22. ROWENA   V. Jim's last name

___23. AVALANCHE   W. English teacher

___24. BEANS   X. When the ___ Die

___25. REDMOND   Y. Store owner

When Legends Die 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. KNIFE   E. SAWMILL   I. GRAYBACK   M. STORE
B. BEAVERFOOT   F. PERMITS   J. WALK   N. BULL
C. RAIN   G. ROWENA   K. WOODWARD   O. NEIL
D. UTE   H. BLUE   L. RESERVATION P. LEFT

1. ___ Elk

2. Bessie bought one for Thomas.

3. Dolly

4. English teacher

5. Tom had to learn to do it again.

6. Flogged Thomas for fighting

7. Albert ___ Hand

8. Benny's last name

9. Tom worked for him after the accident.

10. Black ___

11. Jim owned one

12. Where the Indians lived

13. Some Indians were stuck working there.

14. Thomas was from this Indian tribe.

15. Water falling from the sky

16. Papers granting permission

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

When Legends Die 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.

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B A T S T Z M B B F A Y P R H Y T H M X
E M Q F B J G L L E S R E T E D J W Q S
A N E D D S Y A U D S P R M D D Q Z T W
N L M G J P X N T K V S M O F J M M Q F
S C L A W N L K H F M K I W W H S O F W
P V V D O X C E E Y F X T E X S D P N B
S P H L T A C T R T J W S X Q H N F H D
M S L H B R L J O E T W Y W L M E D D M
T I Q Y Q N T O G Q D R H Z T B G B J P
D B A X L B F R C C S C N B C I E D S G
X R B K S R O C X H A L B E R T L H A P
G O S T E E P J H J B L V C U W R R W D
H T S V G V M X B A K F J C E P B A M C
D H A T B R B E L L P R B I U L B S I C
L E G W O O D W A R D S O E M B K P L L
B R E M R R V W C T E J F W N N C U L J
W X O R L R E T K X R I E C E N G R M Q
Y O T H A T C H E R N T U I A N Y S A L
R L T I N F R J V K N X L F X M A Q R Y
K T N P D T H O M A S N B U L L P K Y Z
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Albert ___ Hand (4)
Author (7)
Baby bear (3)
Bear's Brother's mother (6)
Bear's ___ (Thomas) (7)
Benny's last name (8)
Bessie bought Thomas a red one. (7)
Bessie bought one for Thomas. (5)
Bet on Tom (3)
Black ___ (4)
Bows shoot them (6)
Bucks and does (4)
Carpentry teacher (5)
Cowboy's leg protectors (5)
Cowboy's night stop (4)
Deer family members (3)
Dolly (10)
Each horse had its own; beat (6)
English teacher (6)
Flogged Thomas for fighting (4)
Food from animals (4)
Footwear used to urge on horses (5)
He killed Frank No Deer. (6)
He tended his beans and peppers. (3)
Jim owned one (5)

Jim's last name (8)
Killer Tom; Bear's Brother (6)
Luther and Thomas shared one. (4)
Meo grew them (5)
Metal object in a horse's mouth (3)
Mr. Left Hand (6)
Nurse Mary (7)
Nurse Redmond (4)
One from a bear is long and sharp. (4)
Papers granting permission (7)
Path; place where animal was (5)
Pierce flesh with a sharp object (4)
Red's last name (6)
Some Indians were stuck working there. (7)
Store owner (3)
Thomas ___ Bull (5)
Thomas broke his (3)
Thomas was from this Indian tribe. (3)
Thomas's roommate (6)
Tom had to learn to do it again. (4)
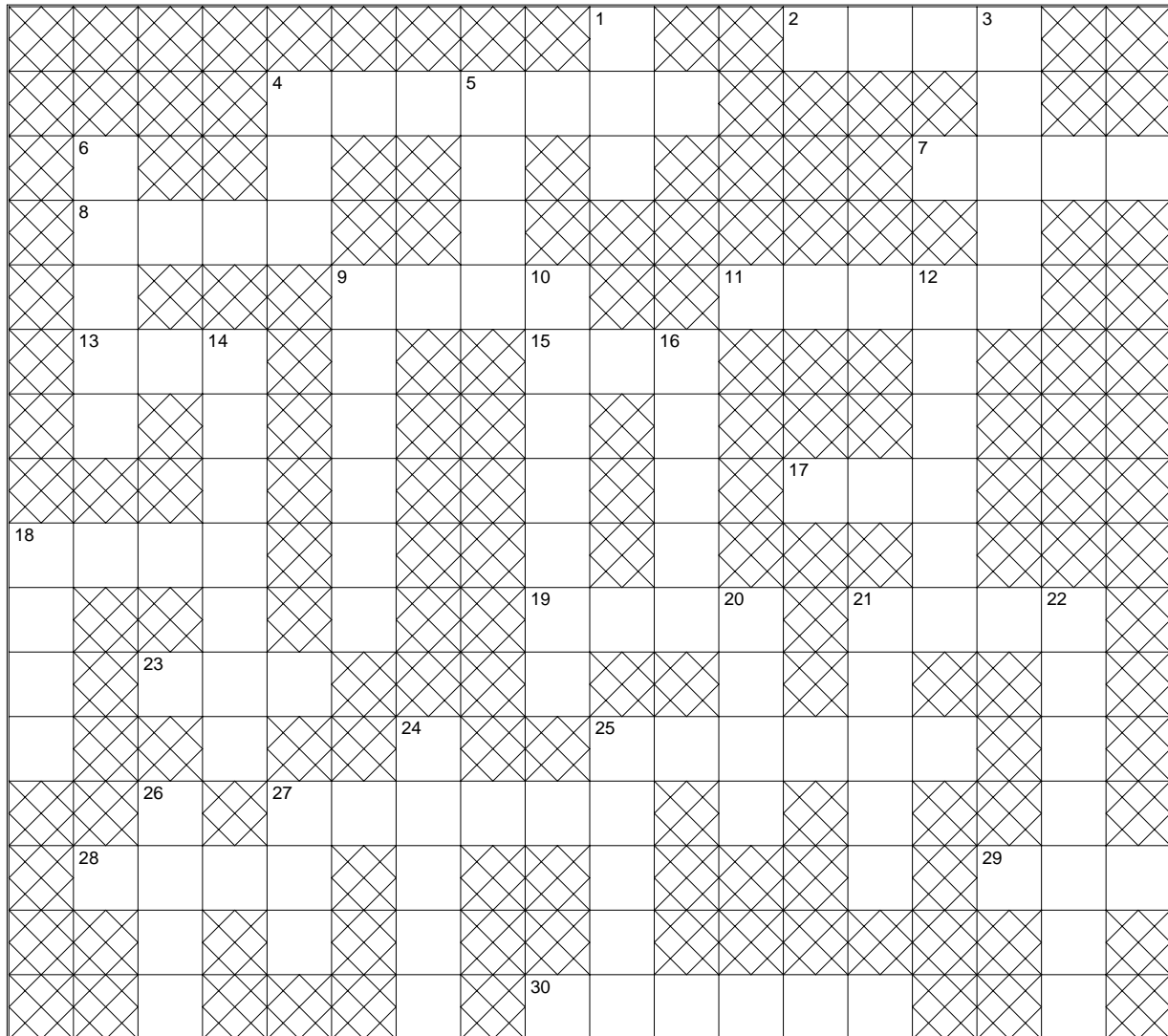Tom worked for him after the accident. (8)
Water falling from the sky (4)
When the ___ Die (7)
___ Elk (4)

When Legends Die Crossword 1

Across
2. Pierce flesh with a sharp object
4. Bessie bought Thomas a red one.
7. Tom had to learn to do it again.
8. Albert ___ Hand
9. Black ___
11. Footwear used to urge on horses
13. Baby bear
15. Deer family members
17. Thomas was from this Indian tribe.
18. Food from animals
19. Bucks and does
21. Cowboy's night stop
23. Bet on Tom
25. Killer Tom; Bear's Brother
27. Thomas's roommate
28. ___ Elk
29. Store owner
30. Mr. Left Hand

Down
1. He tended his beans and peppers.
3. Meo grew them
4. Metal object in a horse's mouth
5. Flogged Thomas for fighting
6. Thomas ___ Bull
9. Bear's Brother's mother
10. When the ___ Die
12. English teacher
14. Bear's ___ (Thomas)
16. Bessie bought one for Thomas.
18. Nurse Redmond
20. Luther and Thomas shared one.
21. Cowboy's leg protectors
22. Papers granting permission
24. Jim owned one
25. Path; place where animal was
26. One from a bear is long and sharp.
27. Thomas broke his

WOODWARD	SPURS	WALK	CUB	PERMITS
BEAVERFOOT	BIT	DEER	STORE	MARY
BLANKET	TRAIL	FREE SPACE	BULL	ROOM
ARROWS	BLUE	RESERVATION	BENNY	NEIL
REDMOND	GEORGE	LEGENDS	ELK	RHYTHM

CLAW	UTE	JIM	BLACK	LEG
RED	BEANS	THATCHER	STAB	BORLAND
CAMP	RAIN	FREE SPACE	DILLON	MEO
LUTHER	THOMAS	LEFT	CHAPS	ROWENA
BESSIE	MEAT	GRAYBACK	ALBERT	SAWMILL