

# Table of Contents

Introduction .....	3
Sample Lesson Plan .....	4
Before the Book ( <i>Pre-Reading Activities</i> ) .....	5
About the Author .....	6
Book Summary .....	7
Vocabulary Lists .....	8
Vocabulary Activity Ideas .....	9
SECTION 1 ( <i>Chapters 1-4</i> ) .....	10
❖ Quiz Time!	
❖ Hands-On Project— <i>Make Alphabet Letters</i>	
❖ Cooperative Learning Activity— <i>Beyond the Phantom Tollbooth</i>	
❖ Curriculum Connections— <i>Geography/Map Skills: Where in the World Is Milo?</i>	
❖ Into Your Life— <i>Reader’s Response Journals</i>	
SECTION 2 ( <i>Chapters 5-8</i> ) .....	15
❖ Quiz Time!	
❖ Hands-On Project— <i>My Personal Coat of Arms</i>	
❖ Cooperative Learning Activity— <i>A Meal Fit for a King!</i>	
❖ Curriculum Connections— <i>History: How Did We Get That Word?</i>	
❖ Into Your Life— <i>Into the Unknown</i>	
SECTION 3 ( <i>Chapters 9-12</i> ) .....	20
❖ Quiz Time!	
❖ Hands-On Project— <i>Hear All About It!</i>	
❖ Cooperative Learning Activity— <i>The Sounds of Silence</i>	
❖ Curriculum Connections— <i>Science: It’s a Colorful World!</i>	
❖ Into Your Life— <i>Point of View</i>	
SECTION 4 ( <i>Chapters 13-16</i> ) .....	25
❖ Quiz Time!	
❖ Hands-On Project— <i>The Man of Many Faces</i>	
❖ Cooperative Learning Activity— <i>Become a Math Wizard</i>	
❖ Curriculum Connections— <i>Language Arts: Milo’s Days With Digits</i>	
❖ Into Your Life— <i>Look Before You Leap!</i>	
SECTION 5 ( <i>Chapters 17-20</i> ) .....	30
❖ Quiz Time!	
❖ Hands-On Project— <i>Now You See It, Now You Don’t!</i>	
❖ Cooperative Learning Activity— <i>The Ledger of Life</i>	
❖ Curriculum Connections— <i>Visual Arts: In the Dark</i>	
❖ Into Your Life— <i>Forever Friends</i>	
After the Book (Post-Reading Activities)	
Any Questions?.....	35
Book Report Ideas .....	36
Research Ideas .....	37
Culminating Activity: <i>Festival of Knowledge</i> .....	38
Unit Test Options .....	42
Bibliography of Related Reading .....	45
Answer Key .....	46

# The Sounds of Silence

When Milo and his friends went to the Valley of Sound, they had the opportunity to discover what it was like to be in a place that was completely silent. They didn't like being in a place where there was no noise, and they soon discovered that it was very hard to communicate. How are you at communicating without words? Pantomime is the art of communicating a message without the use of voice or other sound. In pantomime, you use body language, facial expressions, and actions to convey your message.
















Try playing charades. The basic idea is for someone to act out in pantomime a word or a series of words which an audience tries to guess. In a class, the game can be played with groups of 6-8 players. If your class is large, you can divide into four or five teams and have the winning team of each round play another winning group. One at a time the players of a given team act out their words while the other members of the team try to guess the charade. Each team performs the charade in the same way and is timed. After every team has had a turn, a timekeeper announces the team who finishes in the shortest amount of time as the winner. You can choose a non-player as the timekeeper. It doesn't matter how the charades are solved as long as the "mime" does not make any noise.

Once everyone understands pantomime, select a popular television show, movie, song, story, or poem to pantomime for the class.



# Become a Math Wizard

Mr. Dodecahedron and Mathemagician taught Milo that numbers can be friendly and fun. You and your friends can have fun with numbers too. The object of the game below is to get an appropriate person to autograph each space. When you find someone who fits the description found in the first space, have him/her autograph that space on your board and go on to the next space. You may not use the same person more than once on your game card. When all of the spaces are autographed, you win!

<h1>Go!</h1>	Someone whose hair is longer than thirteen inches (33 cm). 	Someone whose foot is about eight inches long (20 cm). 
Someone who has traveled in an airplane more than 3,000 miles (5,000 km). 	Someone who has three brothers and no sisters. 	Someone who can multiply 12 x 23 in his/her head. 
Someone who has a collection of more than 500 things. 	Someone who has lines in the palm of his/her hand that look like the digit three. 	Someone whose first, middle, and last names have a total of seventeen letters. 
Someone who can count to one hundred by fives in less than five seconds. 	Someone who knows someone living that is over one hundred years old. 	Someone whose street address numbers total thirteen. 
Someone who knows how many feet are in a mile or meters in a kilometer. 	Someone who has five pets. 	Someone whose first name has exactly seven letters. 
<h1>End!</h1> <h2>Hooray for You!</h2>	Someone who can count by sevens to 98. 	Someone who likes math better than reading or spelling. 