

Chapter Eight

1. Vocabulary: Using the Thesaurus

A thesaurus helps you keep your writing lively by offering different and interesting words to use. Look up six of these words. Record an alternate choice: example, conspiracy - counterplot.

blunt	instruction	worship	confuse
loath	ledger	scold	audible
haughty	prank	fend	

2. Different Frontier Homes:

You have now read descriptions of three different homes, Pierre's and Cadillac's in this chapter and the longhouse on pg.86-87. Choose activity a) or b):

a) Building: Using twigs, craft sticks, scraps, and modelling clay, create a detailed model of a home. Use details from the story so others will be able to recognize it. (This could be the beginning of a model fort if you work as a group/class.)

b) Selling: Your job at Frontier Realty is to write up a detailed description of one of the homes, so a new owner would want to buy it.

3. Double Trouble:

What are the first four things you would teach Toine and Jacques not to do and the first four things they should do? Record your rules to look like a classroom poster.

You will not:

You will:

4. Conflicts or problems that a character must solve or overcome keep the plot of a story moving.

In a sentence, for each character, tell what their problem is: Cécile, Lesharo, Marguerite, Toine and Jacques, Marie-Thérèse.