

# I Books

## **Purpose:**

To review the book *Rump* by Liesl Shurtliff.

## **To Make:**

Cut approximately 25 Valentine hearts out of construction paper. On the hearts, write:

5 points (*write on 7 hearts*)

10 points (*write on 6 hearts*)

15 points (*write on 5 hearts*)

20 points (*write on 4 hearts*)

25 points (*write on 3 hearts*)

TREAT (*optional*) (*write on 1 heart*)

## **To Play:**

Lay out point hearts face down similarly to Memory or Concentration cards. These can also be placed in a bag to be drawn blind.

Divide the group into two teams. Alternate asking questions. If a team member answers a question correctly, let that person pick a heart to determine the number of points earned for that answer. The team keeps the point heart until all questions are answered or all hearts are drawn, completing the game. Total all heart points and the side with the most points wins. If you include a Treat card, give a treat such as a bookmark or paperback book to the student, but no team points.

## Story and Character Questions

1. The book *Rump* is what genre? (fairy tale)
2. Name the author. (Liesl Shurtliff) title page or cover
3. What is the favorite village joke? (Rump is named after a cow's rear end) p1
4. Why couldn't Rump's name be taken back? (Names have meaning and power. Your name is your destiny) p2
5. What is the best way to get rid of pixies? (Be dirty. Pixies hate to be dirty) p25
6. What was the miller's first consequence for lying to the king? (His daughter was taken to the castle to spin gold) p76
7. What did Rump do when he felt responsible for the miller's daughter being taken away? (Visited the Witch of the Woods for advice) p79
8. Why did Rump's mother die? (The spinning magic drained her life.) p85
9. What was the price, the consequence of the spinning magic? (The spinner's will and control. The inability to refuse a bargain.) p81
10. Why did Rump ultimately leave the village? (To save Opal, the miller's daughter) p92
11. Name 3 of the troubles Rump had before finding Opal. (Nothing the donkey did not cooperate; sneaking into the castle in a load of straw; being discovered by a maid; diving into a thorn bush; figuring out which tower Opal was in; climbing the tower) pp94-101
12. How did Rump think of the name Robert when he did not want to tell his real name? (Opal had called him that in the tower.) p122
13. What was the advice the Witch of the Woods gave Rump as he

left? (Watch your step) p90

14. Where did Rump go to find his mother's family? (Yonder) p133

15. What was Rump doing when captured by trolls? (Looking for food; Trying to pick an apple) p136

16. What were the trolls collecting and hiding and why? (Magic objects, so greedy humans could not use them to cause trouble) p150

17. The trolls had a mirror that would tell you or show you whatever you want. Can you think of another story that had a mirror like that? (*Harry Potter and the Sorcerer's Stone*, Mirror of Erised)

18. When Rump found his mother's family, what were they called? (The Wool Witches because of their ability to spin, or Ida, Balthilda, and Hadel) p168-169

19. What is a rumpel? (The Wool Witch's work, wrapped and trapped in magic.) p176

20. Why did Rump leave his aunts in Yonder? (The miller was looking for him; his aunts were unsafe with him there.) p203

21. Rumpel is tighter than any real rope. What did it cause Rump to do? (Return to the castle to collect Opal's child, even though he did not want to) p211

22. How did the miller persuade Rump to spin again? (Captured his friend Red and threatened her) p220

23. How did Rump tell Opal she could break the bargain and keep her baby? (Guess his real name, not Rump) p227

24. What did the troll eating the poison apple teach Rump? (He can be stronger than the magic rumpel.) p241

25. How did Rump and Red escape from the miller and the castle? (Rump broke pixie nests and the enraged pixies attacked the miller

allowing them to escape) p251

26. Why did The Mountain and The Village look different to Rumpelstiltskin when he returned home? (Because he had changed) p256

27. What was Rumpelstiltskin's last task in the story? (He gave the mountain a name.) p258