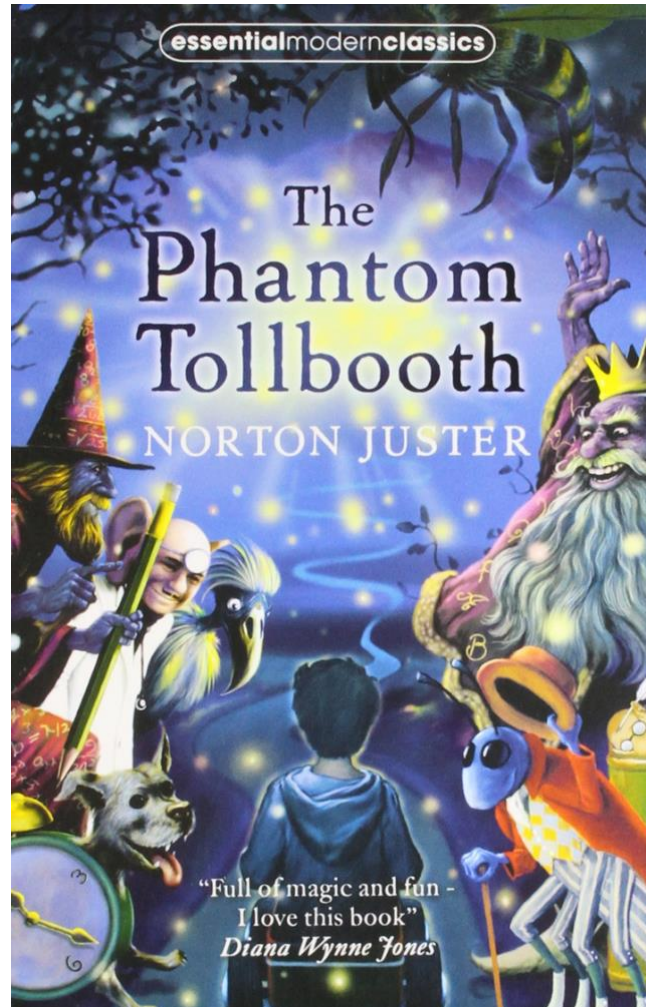


'The Phantom Tollbooth' by Norton Juster



Year 6 to Year 7 Community Literacy Project Transition Pack

Are you ready for your next adventure?

So many things
are possible
just as long as
you don't know
they're
impossible.

- Norton Juster

Introduction

The Phantom Tollbooth by Norton Juster

*Are you interested in stories about imaginary lands?
Are you interested in stories that make you laugh and think?
Are you interested in stories about unusual characters?
Are you interested in travelling to new places?
Are you interested in creating new things to do when you are bored?*

We do hope so because our transition reading project based around the novel, *The Phantom Tollbooth*, has been chosen to engage your wonderful imaginations and help to secure and further accelerate your skills in reading and writing as you prepare to move into Year 7 at the Archer Academy.

All of you will be reading the book and taking part in activities, either with your Year 6 teacher or at home with your family. The activities are designed to help prepare your English language and literature skills for Year 7 so that you are ready to make a flying start.

When you start Year 7 you will continue to study the novel in your English classes but also in Thematic Learning. This should help you to make a confident start to your new curriculum as you will be familiar with some of the content.

We have chosen this novel because it is all about going on a journey, an adventure, and we can learn about ourselves and the world around us when we truly take an opportunity. You are about to go on a very important journey, to the Archer Academy. I wonder how Milo and his adventures might help you to both enjoy the journey and feel prepared (and hopefully excited) for the opportunities ahead of you when you arrive in Year 7.

What is the novel all about?

Milo, is the central character and the hero in *The Phantom Tollbooth*, he is a little boy with a big problem. He is bored. Milo isn't just bored sometimes; he is always bored. Nothing interests him, and he regards the process of seeking knowledge as a big waste of time. Then one day Milo discovers a large package in the corner of his bedroom. Inside it is a genuine turnpike tollbooth just waiting to be erected. When Milo drives his electrical car through the tollbooth gate, he finds himself in *The Lands Beyond* – enchanting home of creatures more strange than he could have ever imagined.



Milo meets a ticking watchdog names Tock, who travels with him to Dictionopolis, the city of words, located in the foothills of Confusion near the Sea of Knowledge. Here people buy and sell letters in the marketplace, words grow on trees in orchards, and people eat their own words. While in Dictionopolis, Milo and Tock are imprisoned with Faintly Macabre, the not-so-wicked Which. She tells Milo the history of the kingdom and describes how Princess Rhyme and Princess Reason have been banned from Wisdom and sent to live in the Castle in the Air.

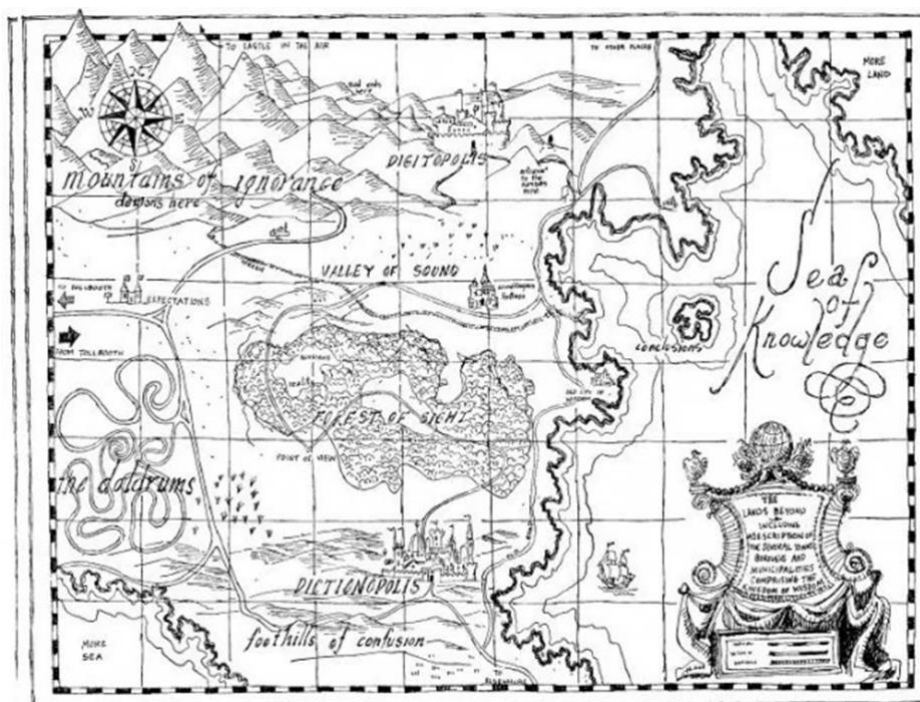
Later, joined by Humbug, the two travel to Digitopolis, the city of numbers. The Ruler of Digitopolis, Mathemagician, gives them a tour of a cavern where numbers are mined and

precious gemstones are simply discarded as worthless. Along the way, Milo has the rare opportunity to orchestrate a sunrise and meet interesting characters. Among the strange people he meets is Dr Dischord who specialises in noises; Alec Bings who 'stands' suspended in mid-air three feet from the ground and sees through things; and a faceless man who thinks the most important thing to do is a useless task.

Then Milo and his two companions courageously embark on a quest through the Mountains of Ignorance. With the black-hearted demons in pursuit, the three bring Rhyme and Reason once more to reign in Wisdom and restore peace between King Azaz, ruler of Dictionopolis, and Mathemagician, ruler of Digitopolis.

During Milo's incredible adventures, he learns that life isn't dull. It is rich with words and numbers, and full of exciting possibilities limited only by his imagination!

All brilliant novels start with a map. The map below can be found at the beginning of the novel and charts Milo's journey. How do you think Milo grows as a person throughout his journey? What does he learn about himself? How does he change?



Now it's time to start reading, thinking and learning. You should follow the instructions below carefully, they will lead you through a series of tasks that you should complete to help you understand the novel and express your ideas.

Task One - Quiz Time

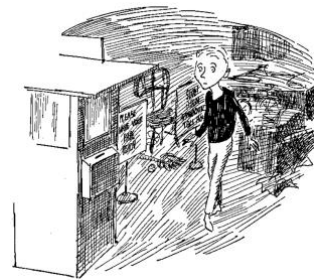
As you complete the different sections of the novel, complete the questions below. This will help you to secure your understanding of the story. You can record your answers directly into this booklet, by hand or on the computer, or you could set your work out separately. You should check with your Year 6 teacher, as they might have some specific requests here.

Chapters 1- 4

1. How does Milo feel when the story begins?
2. Who are the Lethargarians?
3. What did Milo eat at the marketplace, and what was his reaction?
4. In one complete sentence, describe the Humbug.
5. What did Milo learn from Tock?

Chapters 5 - 8

1. Who is Officer Shrift?
2. According to Faintly Macabre, how is the kingdom of Wisdom developed?
3. Why is it said by everyone that Rhyme and Reason answer all problems?
4. What do Milo, Tock and Hambug eat at the Royal Banquet? What do they have for dessert?
5. What does King Azaz give Milo for his journey? What instructions does he give to Milo?



Chapter 9 - 12

1. In one or two complete sentences, describe what is unusual about Alex Bings.
2. Describe the differences between the cities of Reality and Illusion.
3. Who is Chroma the Great?
4. What is Dr Dischord's job?
5. Who lives in the Valley of Sound fortress? What is her job?



Chapters 13 – 16

When Milo travelled to Digitopolis, he met Mr Dodecahedron who often spoke in riddles. Below are some questions in the form of riddles. How many can you answer?

1. If numbers are mined in a cavern, what do they do with the broken pieces?
2. If you ate twenty-three bowls of subtraction stew, what would you get?
3. If Mathemagician needs to be in two places at the same time, what does he do?
4. Where do you keep the smallest number possible?
5. What is the only thing you can do easily in Digitopolos?
6. Challenge question: Write your own Maths riddle.

Chapters 17 - 20

1. Describe three tasks that Terrible Trivium asks Milo, Tock and Humbug to do. What is the purpose of these tasks?

a.

b.

c.



2. Who is curled up in front of the first spidery spiral stair?

3. How does the Senses Taker trick Milo, Tock and Humbug?

4. Who lives in the Castle in the Air?

5. In reality, how long is Milo gone from his bedroom? What time does he return home?

6. Challenge question: What is the one important thing Milo learned on his quest to reach the Land of Infinity?

Well done!

Now turn over, to begin the wider activities. Lots of fun and learning opportunities ahead.

Task Two – What does Milo learn along the way?



On his journey, Milo encounters various characters and challenges which offer him the opportunity to grow. As you know, Milo transforms from an apathetic young boy to one who sees the world as a place of endless opportunity.

Instructions: Your job is to explore 6 of the lessons that Milo learns in more detail and present your findings on page 12. To do this you should pick one of the three options below:

<p>Option One: <i>Write</i> a detailed summary of the event and the lesson Milo learns.</p>	<p>Option Two: <i>Draw</i> an illustration depicting the scene with key words summarising the lesson learnt.</p>	<p>Option Three: <i>Create</i> a board game where you must travel from land to land learning important lessons along the way. Your game should be based on the lessons that Milo learns.</p>
<p>Success criteria:</p> <ul style="list-style-type: none"> You should refer to all the characters in the scene and explain why they are important. You must talk about what Milo does and says. Discuss the main lesson that Milo has learnt in this scene. Honour's Thinking: Can you think of a link between what Milo learns at each stage of the journey and your transition from primary to secondary school? 	<p>Success criteria:</p> <ul style="list-style-type: none"> What colours will you use for your illustration? What may your colours represent? Read back through the scene and find important vocabulary to include in your presentation. Honour's Thinking: Include symbols and a key to represent important themes in that scene, for example, education and boredom. How does Juster show that boredom can occur in even the craziest of places? 	<p>Success criteria:</p> <ul style="list-style-type: none"> The aim of the game should be to arrive at a final destination picking up important lessons along the way. You should design the game for students your age. You may wish to use your own materials and use page 12 for planning. <p>Honour's Thinking: Think about the purpose of your game, how can your game help other students learn important life lessons?</p>

Below are the selected scenes. You have been provided with an image and a key quote from the scene. You can use this as your stimulus to help you with this task, or refer back to the text:

1. The Land of the Doldrums

This is the first place Milo arrives to after leaving Expectations. He meets the Lethargarians who live in the Doldrums.

Key quote: *“People who don't pay attention often get stuck in the Doldrums.”*



2. Alec Bings in the Point of View

On his way through the Forest of Sight, Milo takes a turn towards Point of View. Whilst commenting on the landscape, Milo hears the voice of a young boy, Alec Bings who appears to be floating in the air. This intrigues Milo who wants to see things from Alec's perspective.

Key quote: *“There's a lot to see everywhere, if only you keep your eyes open.”*

3. The Island of Conclusion

Milo, Tock and the Humbug are en-route their journey when they suddenly find themselves on the Island of Conclusions, a place that can only be reached by make a decision without having a good reason.

Key quote: *“You can swim all day in the Sea of Knowledge and still come out completely dry. Most people do.”*





4. The Gelatinous Giant

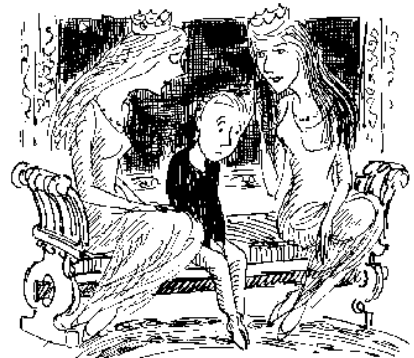
While making their way through the Mountains of Ignorance, Milo and his friends encounter the Gelatinous Giant. The Giant lives every day trying to blend in and agree with everyone around him.

Key quote: *"I'm afraid of everything. That is why I'm so ferocious. If others found out, I'd just die."*

5. Rhyme and Reason

Milo's mission is to save Rhyme and Reason from the Castle in the Air. Once he reaches his destination, he talks to the two princess who share with him powerful lessons about importance of making mistakes.

Key quote: *"You must never feel badly about making mistakes ... as long as you take the trouble to learn from them. For you often learn more by being wrong for the right reasons than you do by being right for the wrong reasons."*



6. A scene of your choice!

Pick an additional scene of your choice, one that you think shares an important lesson. Annotate your image with information about the key message and why you think it is important. Select a key quote from the scene and write it below:

Key quote:





The Land of the Doldrums:

Alec Bings in the Point of View:

The Island of Conclusions:



The Gelatinous Giant:

Rhyme and Reason:

Your choice:



Task Three – Designing your own character to join Milo and his adventure

Your imagination now needs to come to the fore. You should design your own character to join Milo on his journey through The Phantom Tollbooth.

Things to think about first:

Where might your character live?

What could be special about your character?

What could they teach Milo?

How could you show this through a drawing?

You should now design your own character below. Draw the character and label it to include:

- A name-pun
- A quirky/unique trait or potential character flaw
- Effective adjectives to describe appearance
- Effective verbs and adverbs to describe actions and speech

My character:

Once you have designed your character, visually, you will need to write a description of them. **What makes an effective character description?**

- Precise vocabulary
- Show not tell
- Not a list
- Speech that adds value to, rather than distracts from, the character

Use the success criteria below to help you.

Task Four – what might happen next?

Your final task is to write the next chapter for the book. Imagine that Norton Juster, the author, has got in touch with you. Mr Juster is worried that readers of the novel have been left with too many questions and a desire to know what might happen next. You have been asked by Mr Juster to write the additional chapter (what an honour), this should include Milo visiting one final land- a land that you create.

You should include the character you have designed and created in your novel. I wonder what they might get up to?

You might want to ask a parent or your teacher to help you here.

Instructions

- Plan the land that Milo will visit – what will Milo learn and experience here?
- What adventures will happen?
- How do Milo and your character meet on the land? What impact does your character have on Milo in this final land?

You should consider a moral message for the end of your chapter (this happens throughout the novel). Use the questions below to help you think about your ideas here. For example you might want to use the following ideas to help you, *quitter/giving up – mountain to climb, have to keep going despite slipping back/has to use rope to help himself/go another way round/new character provides solution/might guide him/give him tool*

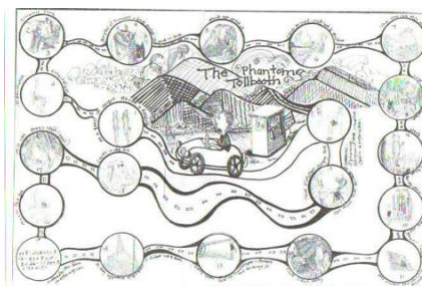
- What does their character learn?
- What hardship does he overcome?
- What tool/equipment does the character give to Milo to continue their journey?

Success Criteria

- You should write your chapter the 3rd person narrative
- You should use of tense for effect
- You should demonstrate a shift in formality
- Your writing should be cohesive and fluid
- You should make precise vocabulary choices (you might want to choose some words from your glossary)
- You should use varied sentences (both lengths and openers)

Use lined paper or type your chapter on the computer.

Enjoy!



Stretch and Challenge Tasks

These tasks are optional but lots of fun. There are three types of tasks so you should find something that interests you.

Writing tasks	Drawing tasks	Creative tasks
<ol style="list-style-type: none"> 1. Write your own blurb for the back cover of the story. 2. Write a diary entry from the perspective of one of the characters. 	<ol style="list-style-type: none"> 1. Put together a storyboard of each chapter of the book with an illustration. 2. Create your own front cover for the novel. 	<ol style="list-style-type: none"> 1. Create a 'Phantom Tollbooth' app. 2. Create a 3D version of one of the lands in the story.
<p>Success criteria:</p> <ul style="list-style-type: none"> • Aim for 3 – 4 paragraphs. • Plan your work first. • You can pick what person and tense you write in. Make sure that you keep to the same person and tense throughout the piece • Use descriptive writing techniques to keep your reader interested. Use the following list to help you: adjectives, adverbs, verbs, similes, personification, metaphors, colour imagery and onomatopoeia. 	<p>Success criteria:</p> <ul style="list-style-type: none"> • Make sure that your image conveys the important parts of the story. • Use colour in a creative way to bring your drawings to life. • Try to include details in your sketches that convey interesting elements of the story and the character. • You should use shading to enhance your illustrations. 	<p>Success criteria:</p> <ul style="list-style-type: none"> • Your app or land should show the important lessons that Milo learns. • For the land you may wish to use paper, paint, glue, old cereal boxes, newspapers and other resources. • For the app, you may wish to display your work as a poster or a presentation using PowerPoint.

Have fun!

