

Take the  
**STRESS**  
 out of  
*planning*  
 your  
**Novel**  
**Study!**

**SETTINGS and EMOTIONS**

Different settings evoke different emotions. Imagine yourself in each of the settings from the book below. Draw a picture of them below their names. Write quotes or phrases from the book that you think capture the settings. Then, write about how the settings make you feel.

Settings (Time & Place)	Quotes or Phrases	How the setting makes me feel
Chapter 3: The castle library, in the daytime Pictures:		
Chapters 4-5: Princess Pea's room, at bedtime Pictures:		
Chapters 14-18: The dungeon Pictures:		
Chapter 19: The "upstairs" castle Pictures:		
Chapters 25-27: Uncle's house Pictures:		

**Main Events**

Name \_\_\_\_\_

What are the main events in the chapters you have just read? Draw a picture for each, and write accompanying text. At the bottom, give these chapters a different title that you think is fitting.

First, \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Next, \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Last, \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**CAUSES and EFFECTS**

Name \_\_\_\_\_

Read the story events in the left-hand column below. Then, write at least two effects for each cause. Finally, illustrate each of the causes and effects in the last column.

CAUSES	EFFECTS	ILLUSTRATIONS
I Furlough sees Despereaux sitting foot of a king in Princess room. (Chapters 5-10)		
Despereaux is first thrown into dungeon, Gregory the jailer beginning to tell a story. (Chapters 14-15)		
Gregory the jailer holds a match to Despereaux's face. (Chapters 16-17)		
Despereaux falls into the queen's chamber. (Chapters 21-23)		
Despereaux's mother dies. (Chapters 24-25)		

**READING STRATEGY: Predictions**

Name \_\_\_\_\_

BEFORE (Skim upcoming text for clues. What predictions do I have before reading it?)	DURING (What is actually happening in the reading?)	AFTER (Based on the reading I did, what do I predict will happen next?)

# Includes 15 Activities to deepen student understanding.

Focuses include: Plot, Theme, Character Analysis, Setting, Figurative Language, and more!

### PARTNER UP: QUESTIONS AND ANSWERS

Name \_\_\_\_\_

Choose a different question stem for each question below. Circle your choice in the box. With your partner, write questions about the story, and then write their answers.

Circle one. Who What Where When Why How	Question _____	Answer _____
Circle one. Who What Where When Why How	Question _____	Answer _____
Circle one. Who What Where When Why How	Question _____	Answer _____
Circle one. Who What Where When Why How	Question _____	Answer _____

RL.3.4/RI.4.4/SL.4.4

### The Tale of Despereaux: Themes

Name \_\_\_\_\_

Underneath the three story themes below, you will find a list of related questions. Choose and circle one question in each category to answer. Be sure to thoroughly explain your answer. In the very bottom boxes, illustrate your answers in creative ways.

THEME 1: Forgiveness	THEME 2: Loyalty	THEME 3: Courage
1. If you <i>don't</i> forgive someone, how does this affect you? If you <i>do</i> forgive someone, how does this affect you? 2. Do you think the author would agree or disagree with the popular saying, "Revenge is sweet"? Explain. 3. What role does forgiveness play in Despereaux's life? How about Roscuro's life? 4. What do you think the author is trying to convey about forgiveness through The Tale of Despereaux?	1. What is the relationship between loyalty and perfidy? Have you experienced one or both of these in your life? Write about it. 2. Who do you think is the most loyal character in The Tale of Despereaux? Explain. 3. How can you show loyalty to the people you love? 4. What do you think is the most heart wrenching example of betrayal in this story? Can you relate to it?	1. What motivates Despereaux's courage? What motivates you to be courageous? 2. Why do you think the author chooses for a mouse to be the brave hero of this story? 3. Who is the bravest person you know? Why do you consider this person to be so brave? 4. In your opinion, what are some ways that kids in our current world need to be brave?

### Themes & Lessons

Name \_\_\_\_\_

Think about the major themes written in the boxes below. Write related lessons that can be learned from the story, in each of the connecting boxes. Then, choose your favorite lesson that you wrote. Design a poster on the next page of your chosen lesson.

Theme: **Revenge**

Lesson: \_\_\_\_\_

Lesson: \_\_\_\_\_

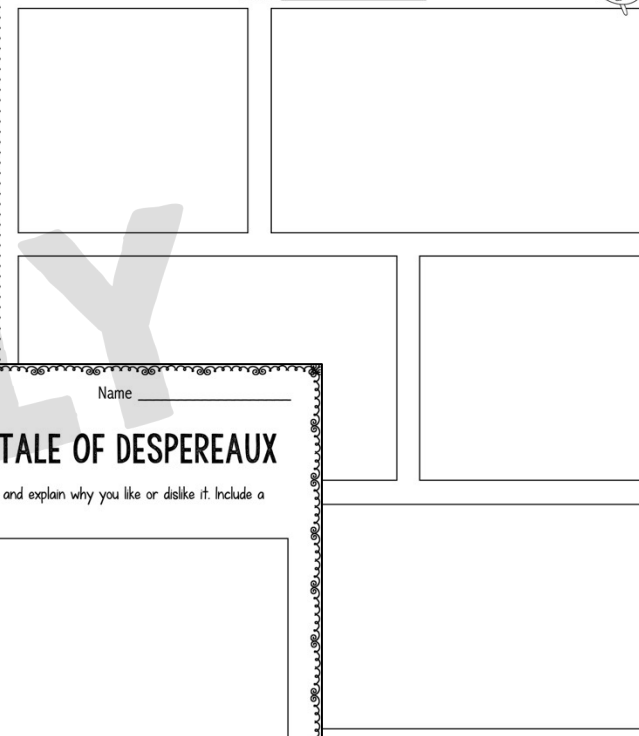
Theme: **Isolation**

### COMIC STRIP

Name \_\_\_\_\_

Design a comic strip below that shows what happened in the reading.

Title: \_\_\_\_\_



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### TWO Points of View

Name \_\_\_\_\_

Choose an important event from the story. Write about the event from two different characters' points of view. Write the characters' names in the spaces provided. Be sure to write about the event in the first person, from each of the characters' points of view. Draw pictures of the event from the two characters' perspectives.

Character 1: \_\_\_\_\_

Character 2: \_\_\_\_\_

\_\_\_\_\_

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### CHARACTER FLIP BOOK: Instructions

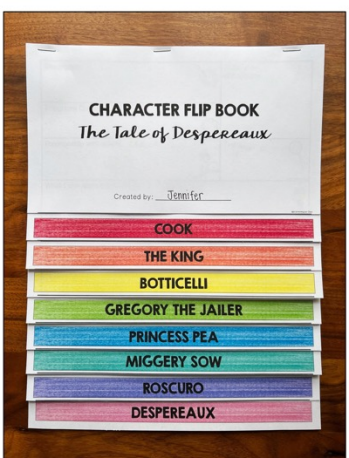
**Step 1:** Choose between the color version or the b/w version. Print out the pages. Confirm that they printed out properly (the labeled names should be staggered).

**Step 2:** Stack your flipbook. Despereaux's page belongs on the bottom of the stack, and the cover page belongs on the top. Staple three times along the top.

**Step 3:** Starting with the cover page, and then working your way down, cut along each of the dotted guide lines.

**Tips:**

- You can pre-make these before distributing to students, or you can simply have the students make their own!
- Also, you can either have each student complete their own, or you can make this activity a collaborative effort. For example, divide your class into 8 groups of 4. Have each of the groups complete ONE of the pages. Then compile each group's work to make one flipbook.
- One great option is to make the flipbooks before you start reading, and have the students work on them gradually, as you work your way through the book. Do a little here and a little there.



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### My Book Review: THE TALE OF DESPEREAUX

Name \_\_\_\_\_

Would you recommend this book? Write about the book, and explain why you like or dislike it. Include a title, picture, and text.

\_\_\_\_\_

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W.3.1/W.4.1/W.5.1/W.6.1 ©2018 Nothing but Class

# Extra *Goodies* make it so easy to use!

Student Packet Cover provided.

Standards are named for you!

End-of-the-book Project Choices to wrap it up!

ACTIVITY PACKET

## The Tale of Despereaux

By Kate DiCamillo










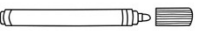

Name \_\_\_\_\_

### TABLE OF CONTENTS: Reading Response Activities

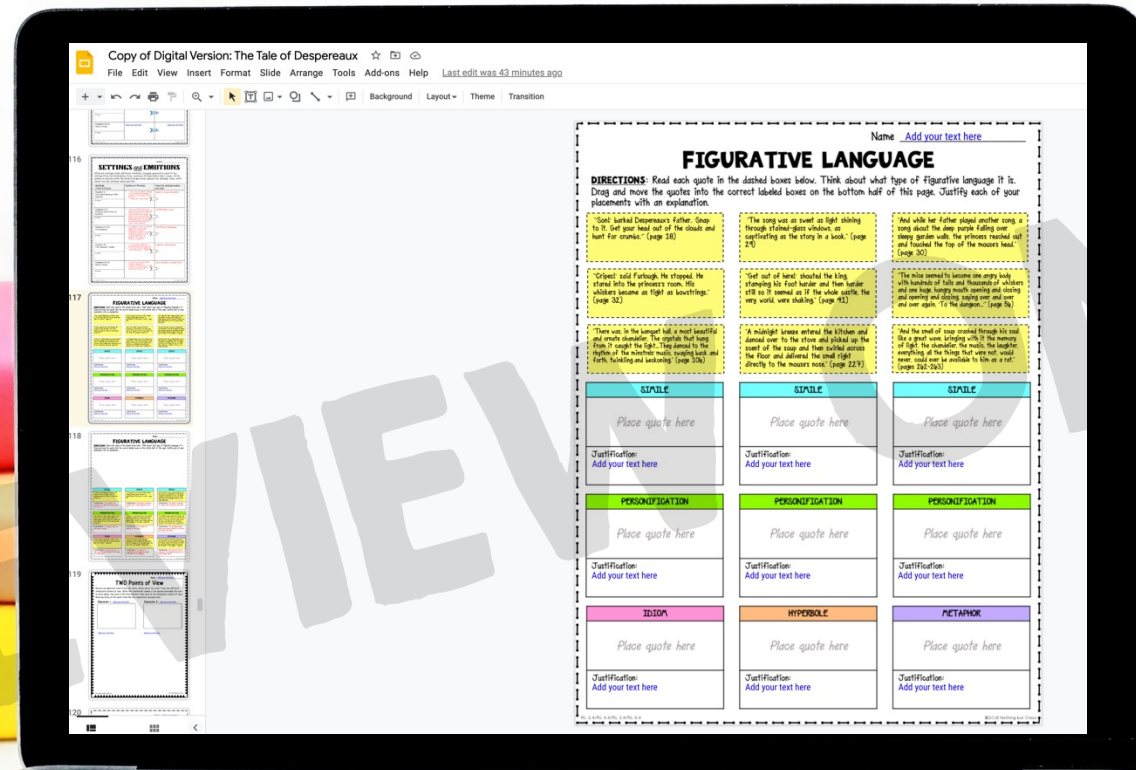
Focus	Common Core	Pages	Resource	Use with Chapter(s)
		3	Activity Packet Cover	
Ask and Answer Questions	RL 3.1/RL 4.1/RL 5.1/RL 6.1	4	Partner Up: Questions and Answers	any
Theme	RL 3.2/RL 4.2/RL 5.2/RL 6.2	5	The Tale of Despereaux: Themes	Use after finishing the novel.
		6-8	Themes & Lessons	Use after finishing the novel.
Plot	RL 3.3/RL 4.3/RL 5.3/RL 6.3	9	Comic Strip	any
		10	Main Events	any
		11-14	Causes and Effects	5-52
Character Analysis	RL 3.3/RL 4.3/RL 5.3/RL 6.3	15-34	Character Flip Book *Instructions, Answer Key, Color version, B/W version	Use throughout the novel or after finishing it.
		35	Character Changes	Use after finishing the novel.
Setting	RL 3.3/RL 4.3/RL 5.3/RL 6.3	36-37	Settings and Emotions	3, 4-5, 14-18, 19, 25-27
Figurative Language	RL 3.4/RL 4.4/RL 5.4/RL 6.4	38-39	Figurative Language	Use after finishing the novel.
Point of View	RL 3.6/RL 4.6/RL 5.6/RL 6.6	40	Two Points of View	any
Connecting Text with Illustrations or Media	RL 3.7/RL 4.7/RL 5.7/RL 6.7	41	Book vs. Movie	Use after finishing the novel & movie.
		42	My Book Cover	Use after finishing the novel.
Reading Strategies & Comprehension	RL 3.10/RL 4.10/RL 5.10/RL 6.10	43	Reading Strategies: Predictions	any
Opinion Writing	W 3.1/W 4.1/W 5.1/W 6.1	44	My Book Review	Use after finishing the novel.
		45-46	The Tale of Despereaux Journal *Freewriting page with Quote Suggestions	Use throughout the novel or after finishing it.
		47-48	Culminating Project Choices with Grading Sheet	Use after finishing the novel.
		49-50	Terms of Use & Artist Credit	

## Culminating Project Choices

In the boxes below, you will find nine choices to complete after you finish the book. Each of the projects is worth a certain number of stars. You must choose one or more projects that add up to at least \_\_\_\_\_ stars. Color in the stars of the project(s) you choose.

<p><b>Author Research</b> ☆☆</p> <p>Use the Internet to do research about the author, Kate DiCamillo. Write a biography about her. Be sure to include a Works Cited page.</p> 	<p><b>Playwright</b> ☆☆</p> <p>Choose your favorite scene(s) from the story. Write it in the form of a play. Either record it to broadcast, or perform it live in front of the class. You will need to get some classmates to play your supporting actors.</p> 	<p><b>Sequel</b> ☆☆</p> <p>Write a "spinoff" of the story, starring either Mig, Roscuro, or Princess Pea. Include illustrations with your story.</p> 
<p><b>Game On</b> ☆☆☆</p> <p>Create a board game that is themed around the book. Your game must include a board, game pieces, instructions, question cards, and any other materials needed to play the game. You will present your game to the class.</p> 	<p><b>Alternate Ending</b> ☆</p> <p>Do you wish <u>The Tale of Despereaux</u> had a different ending to the story. Write an alternate ending to the story. Include an illustration with your alternate ending.</p> 	<p><b>Newspaper</b> ☆☆☆</p> <p>Write a complete newspaper about the events that happen in the book. Include some articles, a comic strip, an advertisement, an obituary, and any other newspaper parts you can think of!</p> 
<p><b>3D Characters</b> ☆☆</p> <p>Create 3D depictions of the characters. You might use clay, play-doh, posterboard, yarn, wood, or any other material you choose. Include index cards with descriptions about each character.</p> 	<p><b>Paper Bag Book</b> ☆☆</p> <p>Fill a bag with 7-9 items that represent important parts of the book. Present the items to the class and explain why each item is important. Design the outside of the bag to include the book's title, author, and a picture.</p> 	<p><b>Puppet Show</b> ☆☆</p> <p>Create puppets that depict the characters in the book. Use the puppets to act out a scene from the book in front of the class. The puppets may be made out of any material you choose. Be sure to turn in a written manuscript of your play.</p> 

# Google Slides Version *included.*



- Full-color, interactive adaptations of all resources.
- Text boxes placed everywhere students must type.
- Students can access the digital version from home OR school.
- Teachers and students can easily send this back and forth using Google Drive or Google Classroom!
- Easy instructions included.

Your purchase includes *both* the printable & the Google versions of this resource.