Make Predictions

A prediction is developing an idea about what will happen next in a story. You can use your prior knowledge to help you make predictions. To do this, relate what you already know to details in the story. For example, if you have ever moved to a new neighborhood, you know that making new friends can be difficult. If the story tells you that a character is shy and has moved to a new neighborhood, you can combine what you know with the information in the story to predict that the character will not make friends easily.

Laurence Yep was born and raised in San Francisco, California. A third generation Chinese American, he began writing in high school and sold his first story when he was just eighteen years old. Since then, he has written many books for young people and has won numerous awards. Much of Yep's subject matter reflects his interest in other worlds. His books of science fiction and fantasy tell of strange events in mysterious lands.

Belonging to two cultures: As a youth, Yep says, he “wanted to be as American as possible.” In his early twenties, he became interested in his Chinese roots. He began researching and writing novels about Chinese immigrants and their descendants. During this time, Yep wrote a book, based on Chinese folk tales, that, that included "The Homecoming."

Did you know? Yep is the author of Dragonwings and Dragon's Gate - both were Newbery Honor Books.
Vocabulary Warm-up Word Lists

Study these words from “The Homecoming.” Then, complete the activities.

Word List A

  aroma [uh ROH muh] n. pleasant smell
     The aroma of the cooking hamburgers made everyone feel hungry.

  advising [ad VY zing] v. telling someone how to do something
     My math teacher was advising me to spend more time studying.

  bulged [BUHLJD] v. stuck out, appeared swollen
     My stomach bulged after I ate double desserts.

  distracted [dis TRAK tid] adj. with weakened concentration, without focus
     Because of all the noise, I felt distracted and I couldn’t concentrate.

  interesting [IN tuh res ting] adj. attracting your interest or curiosity
     Trevor found the program so interesting that he didn’t want to turn it off.

  jabbed [JABD] v. made a poking or punching movement
     He jabbed his hand into the freezing water to feel how cold it was.

  odd [AHD] adj. strange, weird, hard to explain
     Selena made an odd choice in picking a horror film; she hates scary movies.

  recipe [RES i pee] n. instructions for how to cook something
     I’m a terrible cook, but I followed the recipe and the dish came out great!

Word List B

  chess [CHES] n. a two-person game strategy played on a checkered board
     In chess, players take turns moving their pieces across the board.

  energy [EN er jee] n. strength to do an activity
     Climbing up the hill took away all our energy.

  firewood [FYR wood] v. logs or twigs that are used for burning in a fire
     We gathered old branches to use as firewood in our campfire.

  hatchet [HACH it] n. a small axe used as a tool to cut wood
     The lumberjack used the hatchet to cut branches and the axe to cut logs.

  homecoming [HOHM kuhm ing] n. going back home after a trip
     The homecoming felt great; we had been gone for so long.

  involved [in VAHLVD] v. took part or was active in something
     Chazz was very involved in sports until he broke his leg.

  shooing [SHOO ing] v. motioning or yelling to drive someone or something away
     She tried shooing away the dog, but it jumped up and licked her.

  wooded [WoOd id] adj. covered with trees
     Before they cut down all the trees, this area was completely wooded.
Vocabulary Warm-up Exercises

Exercise A
Fill in each blank in the paragraph below with an appropriate word from Word List A. Use each word only once.

It felt [1] _____________________ to be in the new house. All of our belongings were still in huge boxes that [2] _____________________ at the sides. Our cat seemed unhappy; she [3] _____________________ her paw at the door over and over, begging to go out. My dad was busy talking to the movers, [4] _____________________ them about where to put furniture.

We showed a movie to my little sister to keep her [5] _____________________ and out of the way. She seemed to find it very [6] ___________________. In the kitchen, my brother cooked from a favorite dinner [7] ___________________. Soon I smelled the familiar [8] ___________________ of my brother’s yummy chicken stew. Luckily, some things were still the same.

Exercise B
Revise each sentence so that the underlined vocabulary word is used in a logical way. Be sure to keep the vocabulary word in your revision.

Example: When the temperature grew colder, everyone removed their jackets.
When the temperature grew warmer, everyone removed their jackets.

1. I want to go to sleep since I have so much energy.

2. It is easy to find firewood in places where there aren’t any trees.

3. A hatchet is a useful tool for cutting bread.

4. I was so involved in my book that I really wanted to stop reading.

5. Harold was a big fan of games so he hated playing chess.

6. In fall, the ground is covered with leaves because the area is not wooded.

7. Denise really wanted Jackson to join us so she began shooing him away.

8. We had been gone for almost five minutes, so people were excited about our homecoming.
Reading Warm-up A

Read the following passage. Pay special attention to the underlined words. Then, read it again, and complete the activities. Use a separate sheet of paper for your written answers.

Sherry didn't realize what she was getting into when she invited Howard to help make chocolate-chip cookies for the party.

From the minute Howard walked in the door, his behavior was extremely odd. Everything he did seemed strange. Before even saying hello, he grabbed a bunch of chocolate chips. He stuffed so many in his mouth that his cheeks bulged like balloons. Soon, however, Sherry wished that his mouth had stayed full. As soon as he started talking, everything became worse.

"Where did you get this recipe, Sherry?" Howard asked. "This recipe looks awful. I have a good one, but I think you need a better brand of chocolate chips. I don't like the way these chips smell. They have a weird aroma."

The aroma couldn't have been that weird. Howard jabbed his hand into the container of chips a second time.

"I don't think you set the temperature right, Sherry," said Howard, glancing at the oven. "In my opinion, I think if you really want to make delicious cookies, we should use margarine instead of butter."

Sherry was not easily distracted, but Howard's chatter made her lose her concentration. She knocked over the mixing bowl, sending a mess of milk, eggs, and flour onto the floor. Howard looked at the mess. He was about to say something, but before he could, Sherry was pushing him toward the door.

"Howard, I thought having you here would make cooking more interesting. Now I'm looking forward to a boring afternoon. I'm tired of you advising me. I don't need someone telling me how to do everything. So, if you don't mind, I'll see you at the party."

1. List the nearby word that has the same meaning as odd. Describe a behavior that you would find odd.

2. List the words that explain why Howard's cheeks bulged. Tell what bulged means.

3. What does this recipe probably describe how to prepare? Name a favorite recipe of yours.

4. What nearby word has the same meaning as aroma. Name something you think has an unusual aroma.

5. Describe the action Howard made when he jabbed his hand into the container.

6. List the words that tell why Sherry is distracted now. Describe something that might leave you feeling distracted.

7. List the nearby word that has the opposite meaning of interesting. Define interesting.

8. Give one example of how Howard has been advising Sherry.
Reading Warm-up B

Read the following passage. Pay special attention to the underlined words. Then, read it again, and complete the activities. Use a separate sheet of paper for your written answers.

Are you tired of sitting at home, watching television, playing games like chess, and reading books? Maybe it's time you got active and took a trip into the woods. Hiking and backpacking take energy, but they are great activities. They'll help you get physically fit, and allow you to experience the feeling of being close to nature.

There's nothing like walking into a wooded area after months of being trapped in the city. It just feels great to be surrounded by trees. Trees aren't just beautiful; they're useful, too. When you are camping in the woods, it's not hard to find firewood. You'll appreciate this at the end of a hard day's hike when you're ready to cook dinner over a fire. There is nothing like the feeling of chopping wood with a hatchet, then making a fire and cooking a meal outdoors.

Of course, there are some downsides to dining in the wilderness. Mosquitoes, spiders, and ticks call the woods home. Bring the insect repellent, and don't be upset if you have to spend some time shooing the flies away from your food. Overcoming difficulties like bugs and bad weather are just part of the fun. It's also what makes a homecoming such fun as well. After a few days in the wilderness, it's nice to get back home to hot showers and fly-free food.

Does all this sound interesting? If so, it's not hard to get started. Find out if your school has a camping or hiking club. Or talk to your parents and see if you can get them involved in outdoor activities. Once they start participating in these types of activities, it might be hard to get them to stop!

1. List the word that tells the category of chess. Describe one quality you need to play chess.

2. According to the passage, what activities take energy? List two other activities that take lots of energy.

3. Write the phrase that tells you what it's like to be in a wooded area. Name two living things you might see there.

4. Explain why it's not hard to find firewood in these surroundings.

5. Write the phrase that tells you what a hatchet is used for. Name another tool that can be used for this purpose.

6. Write a sentence explaining what you want flies to do when you are shooing them.

7. In your own words, explain what homecoming means.

8. Write the nearby word with a similar meaning to involved. Then, list two activities you would like to get involved in.
“The Homecoming” by Laurence Yep

A. Use one or more words from the list above to complete each sentence.

1. Some stories describe events that could really happen.

2. Their characters and settings are, just like life.

3. Other stories, like folk tales and fairy tales, are set in a world.

4. Things happen that are strange and .

B. Respond to each item with a complete sentence.

1. Describe a realistic story you have read. Tell how it is like real life.

2. Describe a fantasy story you have read. Explain how it is different from real life.
A prediction is a logical guess about what will happen next in a story. You can use your prior knowledge to help you make predictions. To do this, relate what you already know to details in a story. For example, you have prior knowledge about board games like chess. If you haven’t played chess, you have read about it. You may have played a similar game like checkers or Monopoly. You know how a board game looks. You know how the players concentrate on the game. Then, as you read details about the chess game in “The Homecoming,” you are ready to make a prediction, a logical guess, about what might happen next. What if your prediction turns out to be wrong? No problem. Part of the fun of reading is adjusting your predictions as you get more details. As you read, use story clues and your own knowledge to make predictions along the way.

DIRECTIONS: You have prior knowledge about people who give unwanted advice. You have prior knowledge about characters in stories and movies that look strange. You know what happens when someone gets very hungry. Start with your prior knowledge. Combine it with a detail from the story. Then, make a prediction on the following chart. One entry has been modeled for you.

<table>
<thead>
<tr>
<th>Prior Knowledge About Board Games</th>
<th>Detail From Story</th>
<th>Prediction</th>
</tr>
</thead>
<tbody>
<tr>
<td>They take hours to play.</td>
<td>The men play for seven days. =</td>
<td>There is something magical about this game.</td>
</tr>
</tbody>
</table>

1. About people who give unwanted advice

2. About characters who look strange or magical

3. About someone who is hungry

Background for the story

Chess

In “The Homecoming,” the main character loses track of time as he watches two men play chess. Chess is a board game that dates back to the sixth century. The object is to checkmate, or trap, the opponent’s main chess piece called a king. This ancient game of skill can take several hours to complete. The game in the story takes even longer than that!

While you read look for details and events that show this is a fictional story. At the same time, look for lessons from which you might learn.
Once there was a woodcutter who minded everyone’s business but his own. If you were digging a hole, he knew a better way to grip the shovel. If you were cooking a fish, he knew a better recipe. As his village said, he knew a little of everything and most of nothing.

If his wife and children hadn’t made palm leaf fans, the family would have starved. Finally his wife got tired of everyone laughing at them. “You’re supposed to be a woodcutter. Go up to the hill and cut some firewood.”

“Any fool can do that.” The woodcutter picked up his hatchet. “In the mountains there’s plenty of tall oak. That’s what burns best.”

His wife pointed out the window. “But there’s a stand of pine just over the ridge top.”

Her husband looked pained. “Pine won’t sell as well. I’ll take my load into town, where folk are too busy to cut their own. Then I’ll come back with loads of cash.” With a laugh, he shouldered his long pole. After he cut the wood, he would tie it into two big bundles and place each at the end of the pole. Then he would balance the load on his shoulder.

Waving good-bye to his children, he left their house; but his wife walked right with him. “What are you doing?” he asked.

His wife folded her arms as they walked along. “Escorting you.”

He slowed down by a boy who was making a kite out of paper and rice paste. “That thing will never fly. You should—“

His wife caught his arm and pulled him along. “Don’t be such a busybody.”

“If a neighbor’s doing something wrong, it’s the charitable thing to set that person straight.” He tried to stop by a man who was feeding his ducks. “Say, friend. Those ducks’ll get fatter if—“

His wife yanked him away and gave him a good shake. “Do I have to blindfold you? We have two children to feed.”

“I’m not lazy,” he grumbled.

She kept dragging him out of the village. “I never said you were. You can do the work of two people when no one else is around. You’re just too easily distracted.”

She went with him to the very edge of the fields and sent him on his way. “Remember,” she called after him. “Don’t talk to anyone.”
He walked with long, steady strides through the wooded hills. "I'll show her. It isn't how often you do something, it's how you do it. I'll cut twice the wood and sell it for double the price and come back in half the time."

Complaining loudly to himself, he moved deep into the mountains. I want just the right sort of oak, he thought to himself. As he walked along, he kept an eye out for a likely tree.

He didn't see the funny old man until he bumped into him. "Oof, watch where you're going," the old man said.

The old man had a head that bulged as big as a melon. He was dressed in a yellow robe embroidered with storks and pine trees.

Playing chess with the old man was another man so fat he could not close his robe. In his hand he had a large fan painted with drinking scenes.

The fat man wagged a finger at the old man. "Don't try to change the subject. I've got you. It's checkmate in two moves."

The funny old man looked back at the chessboard. The lines were a bright red on yellow paper, and the chess pieces were flat disks with words painted in gold on their tops.

"Is it now, is it now?" the funny old man mused.

The woodcutter remembered his wife's warning. But he said to himself, "I'm not actually talking to them. I'm advising them." So he put down his hatchet and pole. "Actually, if you moved that piece"—he jabbed at a disk—"and moved it there"—he pointed at a spot on the board—"you'd have him."

But the old man moved a different disk.

The fat man scratched the top of his bald head. "Now how'd you think of that?"

The woodcutter rubbed his chin. "Yes, how did you think of that?" But then he nodded his head and pointed to one of the fat man's disks. "Still, if you shifted that one, you'd win."

However, the fat man ignored him as he made another move.

"Well," the woodcutter said to the old man, "you've got him now."

But the old man paid him no more mind than the fat man. "Hmmm," he murmured, and set his chin on his fist as he studied the board.

The woodcutter became so caught up in the game that he squatted down. "I know what you have to do. I'll be right here just in case you need to ask."

Neither man said anything to the woodcutter. They just went on playing, and as they played, the woodcutter became more and more fascinated. He forgot about chopping wood. He even forgot about going home.

When it was night, the funny old man opened a big basket and lifted out a lantern covered with stars. He hung it from a tree and the game went on. Night passed on into day, but the woodcutter was as involved in the game now as the two men.

"Let's take a break." The old man slipped a peach from one big sleeve. The peach was big as the woodcutter's fist, and it filled the woods with a sweet aroma.

"You're just stalling for time," the fat man said. "Move."

"I'm hungry," the old man complained, and took a big bite. However, he shoved a piece along the board. When he held the peach out to the fat man, the fat man bit into it hungrily.
Alternating moves and bites, they went on until there was nothing left of the peach except the peach stone. "I fell much better now," the old man said, and threw the stone over his shoulder.

As the two men had eaten the peach, the woodcutter had discovered that he was famished, but the only thing was the peach stone. "Maybe I can suck on this stone and forget about being hungry. But I wish one of them would ask me for help. We could finish this game a lot quicker."

He tucked the stone into his mouth and tasted some of the peach juices. Instantly, he felt himself filled with energy. Goodness, he thought, I feel like there were lightning bolts zipping around inside me. And he went on watching the game with new energy.

After seven days, the old man stopped and stretched. "I think we're going to have to call this game a draw."

The fat man sighed. "I agree." He began to pick up the pieces.

The woodcutter spat out the stone. "But you could win easily."

The old man finally noticed him. "Are you still here?"

The woodcutter thought that this was his chance now to do a good deed. (4) "It's been a most interesting game. However, if you—"

But the old man made shooing motions with his hands. "You should've gone home long ago."

"But I—" began the woodcutter.

The fat man rose. "Go home. It may already be too late."

That's funny thing to say, the woodcutter thought. He turned around to get his things. But big, fat mushrooms had sprouted among the roots of the trees. A brown carpet surrounded him. He brushed the mushrooms aside until he found a rusty hatchet blade. He couldn't find a trace of the hatchet shaft or of his carrying pole.

Puzzled, he picked up the hatchet blade. "This can't be mine. My hatchet was practically new. Have you two gentlemen seen it?" He turned around again, but the two men had disappeared along with the chessboard and chess pieces.

"That's gratitude for you." Picking up the rusty hatchet blade, the woodcutter tried to make his way back through the woods; but he could not find the way he had come up. "It's like someone rearranged all the trees."

Somehow he made his way out of the mountains. However, fields and villages now stood where there had once been wooded hills. "What are you doing here?" he asked a farmer.

"What are you?" the farmer snorted, and went back to working in his field.

The woodcutter thought about telling him that he was swinging his hoe wrong, but he remembered what the two men had said. So he hurried home instead.

The woodcutter followed the river until he reached his own village, but as he walked through the fields, he didn't recognize one person. There was even a pond before the village gates. It had never been there before. He broke into a run, but there was a different house in the spot where his home had been. Even so, he burst into the place.

Two strange children looked up from the table, and a strange woman picked up a broom. "Out!"

The woodcutter raised his arms protectively. "Wait, I live here."
But the woman beat the woodcutter with a broom until he retreated into the street. By now, a crowd had gathered. The woodcutter looked around desperately "What's happened to my village? Doesn't anyone know me?"

The village schoolteacher had come out of the school. He asked the woodcutter his name, and when the woodcutter told him, the schoolteacher pulled at his whiskers. "That name sounds familiar, but it can't be."

With the crowd following them, he led the woodcutter to the clan temple. "I collect odd, interesting stories." The schoolteacher got out a thick book. "There's a strange incident in the clan book." He leafed through the book toward the beginning and pointed to a name. "A woodcutter left the village and never came back." He added quietly. "But that was several thousand years ago."

"That's impossible," the woodcutter insisted. "I just stayed away to watch two men play a game of chess." he schoolteacher sighed. "The two men must have been saints. Time doesn't pass for them as it does for us."

And at that moment, the woodcutter remembered his wife's warning.

But it was too late now.
Literary Analysis: Plot

The plot of "The Homecoming" is the arrangement of events in the story. The elements of plot include:

- Exposition: introduction of the setting, characters, and basic situation
- Conflict: the story's central problem
- Rising action: events that increase the tension
- Climax: high point of the story when the story's outcome becomes clear
- Falling action: events that follow the climax
- Resolution: the final outcome

All the events in a plot follow one after another in a logical way. Like most stories, "The Homecoming" centers on a conflict or struggle. You keep reading because you want to find out who will win the conflict or how the problem will be solved. At the climax of the story, you know who or what will win. The problem is solved. The story ends.

A. DIRECTIONS: The following questions focus on the exposition, the rising action, and the falling action in "The Homecoming." Answer each question on lined paper.

1. The exposition introduces the setting, characters, and basic situation. Here is one exposition detail:
   Exposition detail: The woodcutter will be an important character.
   Write another exposition detail.
   Exposition detail:

2. The events in the rising action come before the climax. There are many events in the rising action of "The Homecoming." Here is one event in the rising action:
   Rising action event: The woodcutter leaves the village.
   Write two additional events that happen in the rising action.
   Rising action events:
   a.
   b.

3. In "The Homecoming," there are many events in the falling action. Here is one:
   Falling action event: The woodcutter goes home.
   What is another event that happens in the falling action.
A. DIRECTIONS: In each question below, think about the meaning of the underlined word from the Word List. Then answer the questions.

1. Listening to music **distracted** you from studying for a spelling test. Is your teacher likely to accept that as a good reason for your getting a poor grade? Why or why not?

   **Answer:**
   **Explanation:**

2. You see your friend standing across the street, so you wave to him. He doesn’t **recognize** you. What could be the explanation?

   **Explanation:**

3. Six small boats are **escorting** a ship. Why might the small boats be doing this?

   **Answer:**
   **Explanation:**

4. Would you be ashamed if you acted in a **charitable** way toward a friend? Why?

   **Answer:**
   **Explanation:**

5. The speaker **murmured** when he spoke. Was he easy to hear? Why or why not?

   **Answer:**
   **Explanation:**

6. There is a **fascinating** show on television. Would you like to watch it? Why or why not?

   **Answer:**
   **Explanation:**

B. WORD STUDY: The Latin suffix -able means “having qualities of.” Think about the meaning of each underlined word that ends with -able. Then, answer the questions.

1. What qualities might make a person **likeable**?
2. If you eat a **sizeable** meal, how might you feel?
3. If someone’s mood is very **reasonable**, how might he behave?
“The Homecoming” follows a basic formula for a certain kind of folk tale. The formula goes like this: A character, usually a human being, has a problem or weakness. Because of this problem, the character goes on a journey. On the journey, the character meets a supernatural figure such as a talking animal. The supernatural figure uses a magical charm or object to help the human. Sometimes, instead of helping, the supernatural figure plays a trick on the human to teach the person a lesson. At the end of the folk tale, something important about the character’s situation has changed.

A. DIRECTIONS: Refer to “The Homecoming” to answer the questions below.
1. Which character has a problem?
2. What is the problem?
3. Why does the character go on a journey?
4. What supernatural being does the character meet?
5. What is the magic charm or object?
6. How does the folk tale end?

“The Homecoming” by Laurence Yep

Short Answer Write your responses to the questions in this section on lined paper.
1. Think about how the woodcutter acts on his way out of the village at the beginning of “The Homecoming.” What clues help the reader predict what he will do when he sees the men playing chess?
2. In “The Homecoming,” the woodcutter’s wife says he is “too easily distracted.” Why is it not a good idea for students to get distracted in class?
3. In “The Homecoming,” the woodcutter’s wife knows her husband takes too much of an interest in other people’s business. Explain why she warns him not to talk to anyone when he goes to get firewood.
4. Events in the rising action increase tension. The chess game is part of the rising action in “The Homecoming.” Think about what the woodcutter does during the chess game. Explain how the woodcutter’s actions make the reader fear for him.
5. In the left column of the chart are examples of how the chess players treat the woodcutter in “The Homecoming.” In the right column, write why they treat him this way. Then, on the lines below, explain how they view the woodcutter.

<table>
<thead>
<tr>
<th>How Chess Players Treat Woodcutter</th>
<th>Why They Act This Way</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ignore him</td>
<td></td>
</tr>
<tr>
<td>Do not feed him</td>
<td></td>
</tr>
</tbody>
</table>

6. Explain how the peach stone is important to the climax, or high point, of “The Homecoming.”
7. A certain type of folk tale focuses on a human being with a weakness. This character meets a supernatural figure on a journey. The supernatural figure uses a magic charm either to help the character or to teach a lesson. How would prior knowledge about such folk tales help the reader predict the woodcutter’s fate in “The Homecoming”?
8. In “The Homecoming,” the fat man tells the woodcutter, “It may already be too late.” In what way is it too late for the woodcutter?
9. The woodcutter does not “recognize one person” in his village when he returns in “The Homecoming.” Think about the meaning of the word *recognize*. Identify three people the woodcutter would expect to recognize in his village.

10. The woodcutter does not remember his wife’s warning until the resolution of “The Homecoming.” Why does the author wait for this point to have him remember? Explain your answer.

11. A busybody is someone who is unusually interested in other people’s business, like the woodcutter in “The Homecoming.” In an essay, tell what you think the story is saying about busybodies. Consider how people feel about the woodcutter and what happens to him. Use examples from the story to support your ideas.

12. In an essay, discuss whether or not the woodcutter has learned his lesson by the end of “The Homecoming.” Use examples from the story to support your ideas.

13. In an essay, tell what “The Homecoming” might be saying about traditional Chinese beliefs and values. Use examples from the story to support your ideas.

14. In “The Homecoming,” the woodcutter ignores clues that could help him understand the truth of what is happening. In an essay, discuss how the woodcutter’s personality blinds him to what is really happening at the chess game. Use examples from the story to support your response.
"The Homecoming" by Laurence Yep

Critical Reading  Identify the letter of the choice that best answers the question.

1. Why do the villagers laugh at the woodcutter?
   A. They know he is a big liar.
   B. He gets angry easily.
   C. His wife bosses him around.
   D. He minds everybody's business.

2. To predict what will happen in this story, what do you combine?
   A. what you like about reading folk tales with what you want to know
   B. what you know with what is important to learn
   C. what you already know with story clues
   D. what the author believes with what you believe

3. In "The Homecoming," the woodcutter meets two strangers in the mountains.
   What game are the strangers playing?
   A. checkers
   B. chess
   C. backgammon
   D. ping-pong

4. Which one of the following story clues tells you that the two strangers are not what they seem?
   A. They play the game skillfully, even though they wear blindfolds.
   B. They pay no attention to the woodcutter's advice.
   C. Their robes change color as they play the game.
   D. They play the game, night and day, for seven days.

5. In the plot of a story, events that increase tension happen in the rising action. At the climax, the story's outcome becomes clear. The events that follow the climax are called the falling action. Finally, you have the resolution or conclusion. In "The Homecoming," the woodcutter tries to advise the game players in the
   A. rising action.
   B. climax.
   C. falling action.
   D. resolution.

6. What action causes the woodcutter to lose everything?
   A. He lights a lantern covered with stars.
   B. He moves a golden disk to a new place on the game board.
   C. He sucks on a peach stone.
   D. He tears a page from the clan book.

7. The fat man says to the woodcutter, "It may already be too late." What does he mean?
   A. The woodcutter may always be an annoying person.
   B. The woodcutter must warn his village that a landslide is about to happen.
   C. If the woodcutter doesn't get home before nightfall, his wife will be upset.
   D. A great deal of time has already passed.
8. At the end of the story, the woodcutter remembers, too late, his wife's warning. What warning did she give him as he left the village?
   A. Don't talk to anyone.
   B. Remember your starving children.
   C. Stay away from other villages.
   D. Don't go beyond the ridgetop.

9. Which of the following events occurs during the resolution of the story?
   A. The woodcutter realizes that thousands of years passed while he was away.
   B. The funny old man and the fat man share the peach.
   C. The funny old man and the fat man follow the woodcutter's advice.
   D. The woodcutter's wife dies.

10. To predict what happens at the end of the story, what prior knowledge would you find most useful?
    A. knowing how people change magically in the myths of many countries
    B. knowing what kinds of tricks are played on humans in Chinese folk tales
    C. understanding other science-fiction stories about creatures with artificial intelligence
    D. knowing about sword fighting in Japanese ghost stories

Vocabulary and Grammar

11. Which sentence uses the underlined vocabulary word incorrectly?
    A. I didn't recognize you in your clown costume.
    B. My teacher decided to recognize the student who had improved the most.
    C. When you recognize like that, you deserve to stay after school.
    D. Doctors recognize the signs of some illnesses before they become dangerous.

12. The woodcutter gets _____________________ by others and doesn't finish his work.
    A. surprised
    B. tired
    C. sad
    D. distracted

13. How many nouns (common and proper) are in the following sentence?
    On Friday, Samuel took his two children to the circus.
    A. two
    B. three
    C. four
    D. five

14. Which sentence uses an apostrophe incorrectly?
    A. The childrens' playground needs some work.
    B. After the girls' soccer game, we had a picnic.
    C. He remembered his wife's warning when it was too late.
    D. The teacher's book contained the country's legends.

Essay

15. Two important elements of a story's plot are the climax and the resolution. The climax is the high point of a story, when the story's outcome becomes clear. The resolution, or conclusion, is the final outcome of the story.
Describe either the climax or the resolution of "The Homecoming," and give examples from the story to support the plot element.

16. "The Homecoming" is a story that teaches several lessons. Here are some of them: Don't talk to strangers. Concentrate on your own work. Mind your own business. Don't hang around people who ignore you. Don't eat the remains of food that others have thrown away. Which lesson in the story do you think is most important? Choose one of the lessons, tell what it is, and explain how the woodcutter learned it. Finally, tell why you think that is the most important lesson.

17. In "The Homecoming," the woodcutter ignores clues that show the chess game is a very unusual one. Consider what the villagers say about the woodcutter and what the woodcutter thinks about himself. In an essay, discuss how the woodcutter's personality keeps him from understanding what is really happening. Use examples from the story to support your response.