



TEACHER'S PET PUBLICATIONS

PUZZLE PACK™

for

The Pearl

based on the book by
John Steinbeck

Written by
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INTRODUCTION

If you already own the LitPlan for this title, this Puzzle Pack will refresh your Unit Resource Materials and Vocabulary Resource Materials sections plus give you additional materials you can substitute into the tests. If you do not already have a complete LitPlan, these pages will give you some supplemental materials to use with your own plan. There are two main groups of materials: one set for unit words (such as characters' names, symbols, places, etc.) and one set for vocabulary words associated with the book.

WORD LIST

There is a word list for both the unit words and the vocabulary words. These lists show you which words are being used in the materials and the clues or definitions being used for those words. You may want to give students a word list with clues/definitions to help them, or you may want students to only have a word list (without clues/definitions) if you want them to work a little harder. Both are available for duplication. The word lists can also be your "calling key" for the bingo games.

FILL IN THE BLANK AND MATCHING

There are 4 each of the fill in the blank and matching worksheets for both the unit and vocabulary words. These pages can be used either as extra worksheets for students or as objective parts of a unit test. They can be done individually if students need extra help or as a whole class activity to review the material covered.

MAGIC SQUARES

The magic squares not only reinforce the material covered but also work on reasoning and math skills. Many teachers have told us that their students really enjoy doing these!

WORD SEARCH PUZZLES

The word search words go in all directions, as indicated on your answer keys. Two of the word search puzzles have the clues listed rather than the words. This makes the puzzle a little more difficult, but it reinforces the material better. Two word search puzzles have words only for students who find the clue puzzles too difficult.

CROSSWORD PUZZLES

Both unit and vocabulary word sections have 4 crossword puzzles.

BINGO CARDS

There are 32 individual bingo cards for the unit words and 32 individual bingo cards for the vocabulary words. You can use your word list as a "call list," calling the words at random and marking them off of your list as you go, or you could use the flash cards by cutting them apart and drawing the words at random from a hat (or box or whatever). To make a better review, you might ask for the definition and spelling of each word as you call it out—or you could call out the definitions and have students tell you the words they need to look for on the puzzle.

JUGGLE LETTERS

The vocabulary juggle letter game is intended to help students learn the spellings of the words. One sheet has the definitions listed on it as an extra help for students who need it or to reinforce the definitions if you choose to do so.

FLASH CARDS

We've included a set of vocabulary flash cards you can duplicate, cut, and fold for your students. Some teachers make a few sets for general use by the class; others make a set for each student. Some teachers duplicate them for each student and have the students cut & fold their own. You can cut out just the words and put them in a hat, have each student pick out one word and write the definition and a sentence for that word. Students then swap words and papers, with the next student adding a sentence of his own under the last one. You can have students swap as many times as you like. Each time the student will read the sentences written prior to his own and then add a sentence. You can cut out the words and definitions separately and play "I Have; Who Has?" Each student in the room draws a word and definition. The first student says, "I have (the name of the word). Who has the definition?" The student with the definition reads it then says, "I have (the name of the vocabulary word she has). Who has the definition?" The round continues until all words and definitions have been given.

The Pearl Matching 1

- | | |
|---------------------|--|
| ___ 1. BID | A. Kino's house; symbol of good and tradition |
| ___ 2. CANOE | B. Kino's wife |
| ___ 3. GOOD | C. They all think of the riches the pearl could bring them |
| ___ 4. BUYERS | D. Symbol of tradition; the old way of life |
| ___ 5. KNIFE | E. Place Kino is attacked and kills a man |
| ___ 6. TOMAS | F. It attacked Coyotito |
| ___ 7. STEINBECK | G. Animal intuition |
| ___ 8. PATH | H. A point of view |
| ___ 9. BAD | I. Author |
| ___ 10. EVIL | J. Kino's weapon against the intruder |
| ___ 11. GULF | K. The pearl gave him ideas of church repairs |
| ___ 12. FAMILY | L. Competitive offer to purchase something |
| ___ 13. BABY | M. They fix the market and cheat the villagers |
| ___ 14. TOWNSPEOPLE | N. Kind of luck the pearl brings Kino's family |
| ___ 15. INSTINCT | O. Seaweed pack on Coyotito's wound |
| ___ 16. POULTICE | P. Refused to treat Coyotito at first |
| ___ 17. PRIEST | Q. _____ vs. Evil |
| ___ 18. DOCTOR | R. Kino's dream for Coyotito |
| ___ 19. HUT | S. Kino's brother; Juan ___ |
| ___ 20. EDUCATION | T. Coyotito; for example |
| ___ 21. SONGS | U. Song of _____; a song of bad things |
| ___ 22. HARPOON | V. Fisherman's weapon Kino hopes to buy |
| ___ 23. JUANA | W. Music in the story |
| ___ 24. OMNISCIENT | X. Final resting place of the pearl |
| ___ 25. SCORPION | Y. Song of the _____; a song of happiness and harmony |

The Pearl Magic Squares 1

Match the definition with the vocabulary word. Put your answers in the magic squares below. When your answers are correct, all columns and rows will add to the same number.

- | | | |
|----------------|--------------|--------------|
| A. OYSTER | G. STEINBECK | M. EDUCATION |
| B. BID | H. POULTICE | N. FISH |
| C. TOWNSPEOPLE | I. CANOE | O. TOMAS |
| D. PEARL | J. NOVELLA | P. INSTINCT |
| E. KNIFE | K. MOUNTAIN | |
| F. KINO | L. BABY | |

- | | |
|---|---|
| 1. Kino's brother; Juan ____ | 9. He finds the pearl |
| 2. Short novel | 10. They all think of the riches the pearl could bring them |
| 3. Seaweed pack on Coyotito's wound | 11. Kino's dream for Coyotito |
| 4. Natural home of the pearl | 12. Coyotito; for example |
| 5. Kino's find which holds his hopes for the future | 13. Symbol of tradition; the old way of life |
| 6. Kino's weapon against the intruder | 14. Animal intuition |
| 7. Place to which Kino, Juana and Coyotito flee | 15. Competitive offer to purchase something |
| 8. Symbolic of the natural way of the universe | 16. Author |

A=	B=	C=	D=
E=	F=	G=	H=
I=	J=	K=	L=
M=	N=	O=	P=

The Pearl Word Search 1

Words are placed backwards, forward, diagonally, up and down. Clues listed below can help you find the words. Circle the hidden vocabulary words in the maze.

J	U	A	N	A	X	P	E	A	R	L	D	A	B	P	H	H	B
V	B	B	A	M	P	O	J	D	A	H	Z	K	I	A	A	U	G
N	X	U	M	R	N	M	L	T	U	B	A	P	D	T	R	T	R
Q	G	Y	I	A	H	Y	I	X	D	C	A	N	Y	H	P	D	Y
S	V	E	C	W	C	P	G	U	L	F	A	B	D	T	O	O	P
V	S	R	H	S	A	O	M	G	N	I	A	T	Y	V	O	C	H
T	S	S	T	C	B	S	N	F	E	S	M	M	I	K	N	T	W
E	V	I	L	O	H	H	O	F	Z	H	C	S	I	O	R	O	C
J	T	M	G	R	W	H	I	N	L	K	R	A	G	L	N	R	C
P	B	V	Q	P	C	N	M	S	G	I	Z	M	O	I	Y	M	G
B	O	F	C	I	K	O	S	C	X	S	C	O	O	N	I	K	B
G	Q	U	C	O	U	N	X	P	R	X	D	T	D	S	H	F	H
C	V	N	L	N	Y	S	O	E	E	N	O	Y	S	T	E	R	T
P	Z	Y	T	T	R	O	K	V	G	O	R	X	L	I	Y	K	X
D	Z	A	F	B	I	C	T	R	E	N	P	W	R	N	S	Y	N
V	I	M	K	R	A	C	F	I	T	L	C	L	B	C	D	V	C
N	H	S	V	R	P	Y	E	S	T	R	L	G	E	T	B	N	J
B	Q	F	T	R	Y	L	P	D	Q	O	G	A	W	K	N	D	Y

Animal intuition (8)

Competitive offer to purchase something (3)

Coyotito; for example (4)

Final resting place of the pearl (4)

Fisherman's weapon Kino hopes to buy (7)

He finds the pearl (4)

He is attacked by a scorpion (8)

I am the _____ (3)

It attacked Coyotito (8)

Kind of luck the pearl brings Kino's family (3)

Kino injures his on the doctor's gate (4)

Kino's brother; Juan ____ (5)

Kino's dream for Coyotito (9)

Kino's find which holds his hopes for the future (5)

Kino's house, symbol of good and tradition (3)

Kino's weapon against the intruder (5)

Kino's wife (5)

Man vs. Society; for example (8)

Music in the story (5)

Natural home of the pearl (6)

One kills Coyotito; Kino kills them (8)

Place Kino hopes to sell the pearl (7)

Place Kino is attacked and kills a man (4)

Place to which Kino, Juana and Coyotito flee (8)

Refused to treat Coyotito at first (6)

Seaweed pack on Coyotito's wound (8)

Short novel (7)

Song of _____; a song of bad things (4)

Song of the _____; a song of happiness and harmony (6)

Symbol of tradition; the old way of life (5)

Symbolic of the natural way of the universe (4)

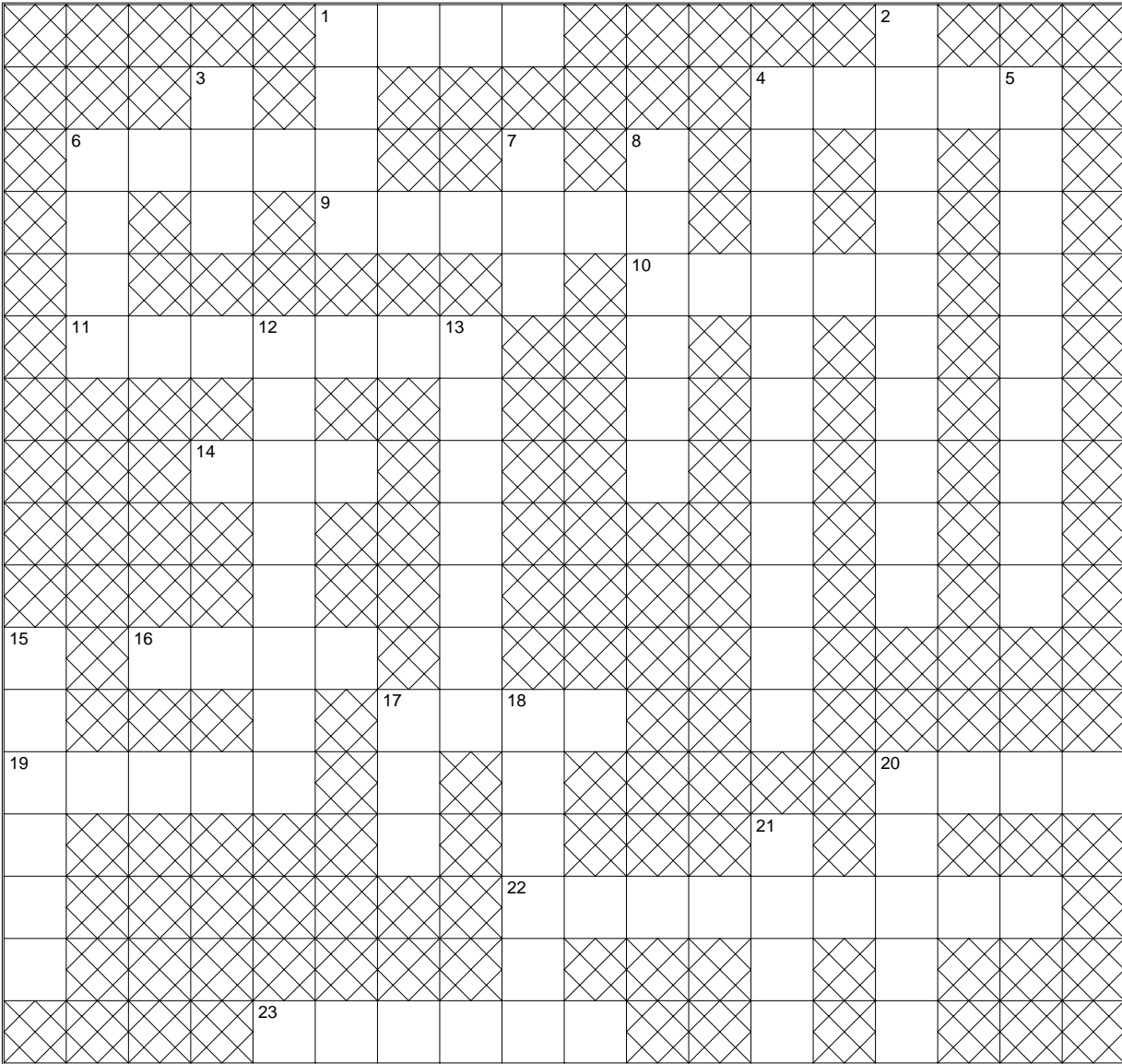
The pearl gave him ideas of church repairs (6)

They all think of the riches the pearl could bring them (11)

They fix the market and cheat the villagers (6)

_____ vs. Evil (4)

The Pearl Crossword 1



Across

1. _____ vs. Evil
4. Kino's brother; Juan ____
6. Kino's find which holds his hopes for the future
9. Song of the _____; a song of happiness and harmony
10. Music in the story
11. Fisherman's weapon Kino hopes to buy
14. Kino's house; symbol of good and tradition
16. Song of _____; a song of bad things
17. Coyotito; for example
19. Symbol of tradition; the old way of life
20. He finds the pearl
22. Kino's dream for Coyotito
23. The pearl gave him ideas of church repairs

Down

1. Final resting place of the pearl
2. A point of view
3. I am the _____
4. They all think of the riches the pearl could bring them
5. Author
6. Place Kino is attacked and kills a man
7. Competitive offer to purchase something
8. Natural home of the pearl
12. Seaweed pack on Coyotito's wound
13. Short novel
15. Refused to treat Coyotito at first
17. Kind of luck the pearl brings Kino's family
18. They fix the market and cheat the villagers
20. Kino's weapon against the intruder
21. Kino injures his on the doctor's gate

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SONGS	KNIFE	CANOE	PATH	CONFLICT
HUT	INSTINCT	GOOD	HARPOON	POULTICE
TRACKERS	JUANA	FREE SPACE	FISH	TOWNSPEOPLE
BAD	SCORPION	PRIEST	DOCTOR	EVIL
CAPITAL	NOVELLA	MAN	TOMAS	BABY

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GULF	BID	COYOTITO	MOUNTAIN	FAMILY
EDUCATION	BUYERS	PEARL	STEINBECK	KINO
HAND	OYSTER	FREE SPACE	TOMAS	MAN
NOVELLA	CAPITAL	EVIL	DOCTOR	PRIEST
SCORPION	BAD	TOWNSPEOPLE	FISH	OMNISCIENT