

STUDY GUIDE

GRADES 4-8

ARTY GOES WEST

by
Mark L. Redmond

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Summary and Characters

Twelve-year-old **Arty Anderson** and his widowed mother **Elizabeth** move from Ohio to Texas to take over a cattle ranch, purchased by Mr. Anderson shortly before his accidental death in a fire. After being bothered twice by a pair of ruffians, the Andersons arrive at White Rock, Texas, the town closest to their ranch.

They meet **Luke Bodie**, the town marshal; **Bill Munson**, the ranch foreman; and **Chad, Bo, and Grub**, three of the ranch hands. During the next few months, Arty and his mother adjust to ranch life as Arty gets new "cowboy clothes" and breaks his own pony, Prince.

Summer ends, and a reluctant Arty heads for school. There he develops friendships with **Esther Travis**, a girl from a neighboring ranch; and **Jasper Wilson**, a younger, humorous student. Arty also gets off to a rather embarrassing start with **Miss Ross**, the attractive young schoolteacher.

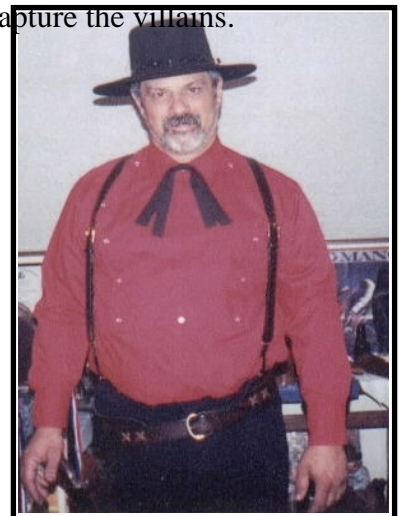
Arty and his mother are very close, sharing both tears and laughter as they adjust to life without Mr. Anderson. They rely on each other as well as on their active faith in God. Arty discovers a new world through reading and also pauses to describe the events of his daily life.

When Arty discovers a disgruntled cowboy, who has just been fired, stealing from the other hands, he alerts Chad. While Chad beats **Bob Crowley** in a fist fight, Arty retrieves the stolen property.

On the final day of school, a small boy is lost. Arty and his mother stumble onto Crowley and the two original ruffians, who are stealing cattle from the Anderson ranch. The rustlers take the Andersons to a deserted shack, hidden in the center of a small cluster of trees. Later, headed for Mexico, they leave Arty and his mother stranded in the shack. The following day, however, the marshal and main ranch hands rescue the Andersons and capture the villains.

The Author

A high-school English teacher for twenty-eight years, author Mark L. Redmond has entertained and educated both children and adults with his authentic western stories. Combining knowledge obtained from years of reading and travel, he escorts his readers into the past and introduces them to some characters they will never forget. As the stories unfold, the readers not only become attached to these characters but also become aware of what life was like in the old West. Woven into the stories is a picture of how God works—then and now—in the lives of His children as they encounter life from day to day, sometimes laughing and sometimes crying.



Other Books in the Series:

* *Arty and the Hunt for Phantom*

* *Arty and the Texas Ranger*

* *Arty's Long Day*

* *Arty and the Cattle Rustlers*

* *Arty's Tough Trail*

Vocabulary

Some students may not be familiar with the following words. By dividing the list and sharing their definitions, they can create their own glossary. Reading will progress more smoothly if each student has a copy of the definitions before you begin the story.

buzzard	gaze	drawled	interrupted	puzzled
claim	greenhorn	spell (n)	dozed	rambling
squinting	jolted	gasp	snoozing	blotches
chuckle	caliber	derringer	barrels	blurted
gizzard	offense	six-gun	sagebrush	dandy
saloon	walloped	bandanna	intentions	conduct
resembled	hombre	advantage	reckon	recollect
buckboard	forearm	circuit	parson	corral
griddle	tortured	shedding	duds	errands
trigger	hammer	ammunition	tomahawk	sorrel
hankering	varmints	straddled	wheezed	shimmy
galloped	livery	cipher	startle	jilted
insisted	cooperate	scrawny	contagious	directly
resume	leper	frisky	fascinating	rafters
stranded	tarnished	sufficient	scorpion	puckered
concise	disgusted	calculating	acrobatic	churl
resemblance	ridiculous	enthusiasm	tinker	reject
tuckered	investigate	iniquity	restrictions	surrey
assistants	offended	clobber	mite	slates
fetch	thicket	indicated	outraged	vermin
conduct	escort	circumstances	assume	situation
parlor				

Before You Read

Distribute Worksheet #1, and identify each of the objects pictured there. You might want to let students do research on some or all of the objects and report their findings to the class to establish background material for the book. Artistic students could make posters to display in the room while you are reading. Dover Publications has several detailed coloring books that would acquaint students with facts about the old West and aid them in understanding the book.

Reading the Book

These questions may be assigned for individual students to answer after reading each chapter or discussed as a class.

CHAPTER ONE

Content

1. Why are Arty and his mother traveling by stagecoach? (*A stagecoach was the fastest, most comfortable way for the two of them to travel.*)
2. Jeff Chastain seems to be a pleasant, friendly man. Why doesn't Mrs. Anderson like him? (*He is not really being friendly. He and his partner want to rob the Andersons. Also, he is being far too familiar with Mrs. Anderson.*)
3. Why did Arty make his comment about "gizzard-shooting" the robbers and then pretend to cry? (*He hoped to frighten them with the mental picture of their being shot. He also wanted to convince them that his mother really would shoot them.*)
4. At the end of the chapter, how do Arty and his mother show a slight difference of opinion? (*While Arty believes they have seen the last of the two badmen, his mother is not so sure.*)

Research

Investigate travel by stagecoach, using Worksheet #2. Encyclopedias, library books, DVD's, and the Internet are all possible sources.

CHAPTER TWO

Content

1. Explain why Mrs. Anderson is upset when the marshal says something—or tries to say something about her dress. (*She assumes that he is going to behave as Jeff Chastain did on the stage.*)
2. How does her failure to listen lead to disaster? (*Because she interrupts the marshal, she humiliates herself—first by hitting him with her bag when he was just trying to help and then by being thrown to the ground in the middle of the street after her dress has been nearly torn off.*)
3. Explain the reaction of Arty and the marshal to Mrs. Anderson's mishap. (*Since she has not been injured, they both laugh—probably because there is something amusing about observing the consequences in such situations when someone refuses to be warned.*)

Research

Label the buildings on Worksheet #3 to complete the diagram of White Rock. Have students find pictures of old Western towns. Have students give reports on some of the businesses in those towns (livery stable, undertaker, barber, blacksmith, etc.)

CHAPTER THREE

Content

1. Describe the Andersons' second encounter with the marshal. (*The next morning they meet him in the hotel lobby. When Arty starts laughing, the marshal does too. Mrs. Anderson becomes very angry, but the marshal apologizes and asks for a second chance. Mrs. Anderson grants it, and introductions are made. Marshal Luke Bodie then volunteers to escort them to the ranch with a wagon load of their belongings.*)
2. Identify and describe Bill Munson. (*Bill is of average height, very powerful, and has a good sense of humor. He is one of the cowboys who rides for the Circle A.*)

Research

The Andersons spent the night in White Rock's only hotel. Find out how hotel accommodations in the 1870s differed from those of today. Locate pictures of hotels and hotel rooms in the old West.

CHAPTER FOUR

Content

1. Describe the conflict between Bill and Chastain. Who saves Bill's life? (*When Chastain intercepts Mrs. Anderson on her way to a wagon that is waiting to take her to the ranch, Bill breaks Chastain's arm. Rafe Alman is about to shoot Bill when Marshal Bodie shoots him in the arm and then takes both bad men to jail.*)
2. What news surprises Arty? (*Arty learns that both Bill Munson and Marshal Bodie are Christians.*)
3. Explain Grubby's rude behavior toward Mrs. Anderson. (*Chad, Bill, and Bo have apparently tricked Grubby three times into thinking that he was meeting his new boss. Grubby believes his friends are trying to fool him again; therefore, he is irritated and rude until he realizes they're not kidding.*)

Research

Investigate ranch life to discover what was expected of a cook as well as what kitchen utensils were available to help him.

CHAPTER FIVE

Content

1. Why are new clothes so important to Arty? (*He sees them as essential to becoming a real cowboy.*)
2. What two lessons does Arty learn after he sees Prince for the first time? (*He learns that he should be quicker to hear and slower to speak—when he doesn't give them the chance to tell him that Prince hasn't been broken yet. When he has to get back on Prince repeatedly but finally breaks him, he learns the value of persistence or tenacity.*)

Research

Find out what real cowboys wore—both for working and for going to town. As optional or additional research, learn what was involved in the breaking of a horse.

CHAPTER SIX

Content

1. Compare Arty's feelings about school to those of most students today. (*Arty, like many of today's students, is not particularly happy about returning to school.*)
2. Why does Arty lie to the "new girl"? (*Arty is trying to impress a pretty girl with what he knows.*)

Research

Discover what schools were like in the 1870s.

CHAPTER SEVEN

Content

1. How does Esther's advice to Arty show that she's a real friend? (*Esther tells Arty the truth instead of trying to make him feel better.*)
2. Why does Arty feel so much better after he has talked to Miss Ross? (*He has cleansed his conscience by confessing his sin and asking for forgiveness.*)

Research

Miss Ross tells Arty that she won't punish him this time because she believes his misery that morning was punishment enough. Find out what kind of punishment was used in schools during this time period.

CHAPTER EIGHT

Content

1. Why is Miss Ross so patient with Jasper? (*She knows that he is not trying to be a smart alec or a comedian. He is sincere in his questions and comments.*)
2. What evidence is there that Mrs. Anderson loved her husband? (*After nearly two years she still misses him terribly. Her conversation with Arty also reveals the depths of her love.*)

Research

Check the copyright dates in some of your favorite books to see if any of them would have been available to Arty. Were any books for young readers available in the mid-1800s?

CHAPTER NINE

Content

1. How does Arty's attention to details spare him from an unpleasant start to his day? (*Shaking out his boots before putting them on keeps him from being stung by a scorpion.*)
2. How do you know that Arty's faith in God is real? (*Arty spends time with God before he begins his day. He asks for both protection and direction from God.*)
3. Identify Arty's two embarrassing moments in the classroom that morning. (*First he falls asleep during prayer. Then he is caught making cow sounds with the younger students.*)
4. What need do Arty and Esther discover, and what is their plan to meet it? (*For the present they share their lunches with Jasper. For the future they intend to talk to some adults about looking into the situation.*)

Research

Find out what children took to school for lunch in Arty's day. In what kind of containers did they carry their lunches?

CHAPTER TEN

Content

1. What new form of entertainment has Arty discovered? (*Arty has become very interested in reading.*)
2. In what two areas does Mrs. Anderson seek to meet the needs of Jasper and his family? (*She seeks to meet their material needs by giving Mr. Wilson a job and their spiritual needs by inviting them to come to church, where they will hear the gospel.*)
3. What unexpected blessing do the Andersons receive that afternoon? (*Bo accepts Jesus as his Savior.*)

Research

The ranch hands slept in a bunkhouse. Look for pictures and descriptions of bunkhouses from this period.

CHAPTER ELEVEN

Content

1. How was Arty's Sunday worship different from that of most modern churches? (*There was no Sunday school or junior church, no church building, and service tended to run longer by an hour or two.*)
2. How does Arty leave the reader in suspense at the end of the chapter? (*He indicates in the last two sentences that trouble is coming.*)

Research

The Andersons earlier used a buckboard to bring some of their belongings to the ranch. Now Arty has mentioned riding to church in a surrey. Research the kinds of transportation that were used in the old West. Collect pictures of them, and mount them on a poster to display in the classroom.

CHAPTER TWELVE

Content

1. Describe the conflict in this chapter. (*Bitter over being fired, Bob Crowley steals a number of items from the bunkhouse and attempts to leave. When Chad confronts him, Crowley attacks. Chad beats Crowley in the fight.*)
2. What role does Arty play in the action? (*While the two men are fighting, Arty removes the stolen items from Crowley's bedroll. Crowley grabs his bedroll and runs, not aware of the fact that he has lost his loot.*)
3. Why does Chad want to know Arty's reason for learning to fight before he'll agree to teach Arty how? (*Chad doesn't want to create a bully or teach someone how to get revenge on others.*)

Research

Discover what kind of watch a cowboy might have carried and how much it would have cost him. Find out what average wages were for a cowboy.

CHAPTER THIRTEEN

Content

1. Discuss the similarities and differences between Arty's weekdays and those of today's students. (*Answers will vary. Most students don't have a big breakfast, prepared by a hired cook; few would be at school half an hour early, helping the teacher with classroom chores; none ride on horseback to school—especially not alone. However, some students eat breakfast with their parents, follow a morning routine, and wait for their friends to arrive at school each morning.*)
2. Compare Miss Ross with the teachers of today. (*Many are loving and dedicated like her, making school a pleasant place to be. Others are impatient, negative, and cold, making the educational experience most unpleasant.*)
3. What surprise guest does the marshal bring to the picnic? (*Mrs. Anderson is his guest.*)
4. What two events ruin what has been a perfect day? (*First Billy Meyers disappears. Then Arty and his mother are captured by Rafe Alman and Jeff Chastain.*)

Research

Marshal Bodie is kind enough to spend an entire day, helping Miss Ross supervise her students on their picnic. Discover what an average day for a US marshal might be like.

CHAPTER FOURTEEN

Content

1. Who is behind the kidnapping of the Andersons? (*Bob Crowley is the leader.*)
2. What is the reason for the kidnapping? (*Crowley wants revenge for having been fired and beaten up.*)
3. Tell how the Andersons nearly escape. (*When Crowley handles Mrs. Anderson roughly, Arty smashes a chair over Crowley's head, knocking him out.*)
4. What prevents them from escaping? (*Chastain and Alman discover and recapture them before they can mount their horses and ride away.*)

Research

Locate some photographs of Texas landscapes. See if you can find any scenery that resembles the setting for this chapter.

CHAPTER FIFTEEN

Content

1. What have the outlaws been doing, and what are their plans? (*They have been rustling other people's cattle and changing the brands. They plan to drive their cattle to Mexico and sell them.*)
2. Why have the outlaws captured the Andersons? (*While searching for Billy, Arty and his mother had wandered too close to the stolen herd. Unwilling to risk being discovered, the outlaws captured and imprisoned them.*)
3. What does Crowley plan to do with Arty and Mrs. Anderson? (*Crowley has stopped the Andersons from exposing his plans. Now he intends to leave them in the shack without canteens or horses, surrounded by rattlesnakes and rough country. The outlaws will have time to escape before the Andersons can report them to the marshal. If the Andersons stay in the shack, they might have enough food to keep them alive until someone discovers them. If they try to leave the shack, they risk snake bite or death from lack of water since they have no way to carry it.*)
4. How is their behavior similar to that of Daniel when he was in the lions' den? (*Like Daniel they prayed, committed themselves to God, and went to sleep.*)

Research

Locate and watch a video that shows a rattlesnake biting something and discusses the effect of its venom.

CHAPTER SIXTEEN

Content

1. How does their Biblical thinking lead to the Andersons' rescue? (*Mrs. Anderson's allusion to the children of Israel leads Arty to think of the pillar of cloud that guided them. They build a roaring fire in the stove and then throw green wood on it, sending a thick column of smoke from the chimney. The searchers see the smoke and come running.*)
2. Describe the Andersons' encounter with the rattlesnake. (*In the middle of their dancing around the clearing because of their excitement over the column of smoke, they freeze at the warning of a large rattlesnake.*)
3. Summarize the remainder of the chapter. (*Marshal Bodie and some of the hands show up and kill the rattlesnake. On the ride back to the ranch, the Andersons learn that Crowley and company have been captured and the stolen cattle recovered.*)

Research

Find descriptions and/or pictures of jails from the old West. How do they compare to modern jails?

Name _____
Arty Goes West
Chapter Questions

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4. How is their behavior similar to that of Daniel when he was in the lions' den?

CHAPTER SIXTEEN

1. How does their Biblical thinking lead to the Andersons' rescue?
2. Describe the Andersons' encounter with the rattlesnake.
3. Summarize the remainder of the chapter.

Arty Goes West Chapter Quizzes

Chapters 1-3

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Mr. Chastain was a nice man. (true or false)
2. What mode of transportation were Arty and his mother using to travel?
(a. stagecoach b. train c. horse)
3. What weapon did Arty's mother carry to protect herself?
4. How had Arty's father died?
5. Who welcomed Arty and his mother to White Rock?
6. Why did Ma fall to the ground?
7. The marshal was kind. (true or false)
8. How did the marshal respond to Ma's accident?
9. What did Bill Munson buy Artemus? (a. a beer b. a pop c. a peppermint stick)
10. Bill Munson was the store owner. (true or false)

Bonus: In what state is White Rock?

Chapters 4-5

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Bill broke Mr. Chastain's _____.
2. Bill is a Christian. (true or false)
3. The marshal is a Christian. (true or false)
4. What is Grubby's job on the ranch?
5. Mrs. Anderson fired Grubby. (true or false)
6. Arty wanted to be a _____ (a. doctor b. farmer c. cowboy)
7. Who took Arty to town to buy him new clothes?
8. What gift did Chad and Bo give to Arty?
9. What happened when Arty got on Prince the first time?
10. Arty did not get back on Prince. (true or false)

Bonus: What is the name of the Anderson ranch?

Chapters 6-8

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who was Miss Ross?
2. Miss Ross was old. (true or false)
3. Arty told Esther the truth. (true or false)
4. Esther was a tomboy. (true or false)
5. Miss Ross forgave Arty. (true or false)
6. Who were Jonathan Swift, Jane Austen, and Sir Walter Scott?
7. Arty's mother did not like to read. (true or false)
8. What worried Mrs. Anderson about the ranch? (a. the workers b. rustlers c. money)
9. What did Arty and his mother do about the problem?
10. Arty told his mother about the situation with Miss Ross. (true or false)

Bonus: What book did Arty's mother give him to read?

Chapters 9-11

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who beat Arty in the spelling bee? (a. Jasper b. Esther)
2. Arty loved to read. (true or false)
3. What animal did Arty imitate by making the animal's sound?
4. What did Esther and Arty share with Jasper? (a. lunch b. pencil c. book)
5. Miss Ross read some of the book _____ and *Prejudice* to the class.
6. Grubby did not know how to read. (true or false)
7. Mrs. Anderson bought a store. (true or false)
8. Who asked Arty to pray with him to become a Christian? (a. Marshal Bodie b. Jasper c. Bo)
9. Sunday service did not last long. (true or false)
10. Arty was not allowed to fish on Sunday. (true or false)

Bonus: What word did Arty misspell in the spelling bee?

Chapters 12-16

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who caught Bob stealing?
2. Who fought Bob?
3. What did Arty take out of Bob's bedroll?
4. Arty's mother would not let Chad teach him to fight. (true or false)
5. What did the students do on the last day of school?
6. Who found Billy Meyers?
7. Alman, Chastain, and Crowley left Arty and his mother in the cabin. (true or false)
8. What led the rescuers to Arty and Mrs. Anderson?
9. What animal threatened to attack Arty?
10. Alman, Chastain, and Crowley were captured. (true or false)

Bonus: With what object did Arty hit Bob Crowley?

Name _____
Arty Goes West
Vocabulary: 1-20

1. buzzard - _____
2. claim - _____
3. squinting - _____
4. chuckle - _____
5. gizzard - _____
6. saloon - _____
7. resemble - _____
8. buckboard - _____
9. griddle - _____
10. trigger - _____
11. hankering - _____
12. galloped - _____
13. insisted - _____
14. resume - _____
15. stranded - _____
16. concise - _____
17. resemblance - _____
18. tuckered - _____
19. assistants - _____
20. fetch - _____

Name _____
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Vocabulary: 21-40

- 21. conduct - _____
- 22. situation - _____
- 23. gaze - _____
- 24. greenhorn - _____
- 25. jolted - _____
- 26. caliber - _____
- 27. offense - _____
- 28. walloped - _____
- 29. hombre - _____
- 30. forearm - _____
- 31. tortured - _____
- 32. hammer - _____
- 33. varmints - _____
- 34. livery - _____
- 35. cooperate - _____
- 36. leper - _____
- 37. tarnished - _____
- 38. disgusted - _____
- 39. ridiculous - _____
- 40. investigate - _____

Name _____
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Vocabulary: 41-62

41. thicket - _____
42. escort - _____
43. parlor - _____
44. drawled- _____
45. spell (n) - _____
46. gasp - _____
47. derringer - _____
48. six-gun - _____
49. bandanna - _____
50. advantage - _____
51. circuit - _____
52. shedding - _____
53. ammunition - _____
54. straddled - _____
55. cipher - _____
56. scrawny - _____
57. frisky - _____
58. sufficient - _____
59. calculating - _____
60. enthusiasm - _____
61. iniquity - _____
62. clobber - _____

Name _____
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Vocabulary: 63-83

63. indicated - _____
64. interrupted - _____
65. dozed - _____
66. snoozing - _____
67. barrels - _____
68. sagebrush - _____
69. intentions - _____
70. reckon - _____
71. parson - _____
72. duds - _____
73. tomahawk - _____
74. wheezed - _____
75. startle - _____
76. contagious - _____
77. fascinating - _____
78. scorpion - _____
79. acrobatic - _____
80. tinker - _____
81. restrictions - _____
82. mite - _____
83. outraged- _____

Name _____
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Vocabulary: 84-105

84. circumstances- _____
85. puzzled- _____
86. rambling - _____
87. blotches - _____
88. blurted - _____
89. dandy - _____
90. conduct - _____
91. recollect - _____
92. corral - _____
93. errands - _____
94. sorrel - _____
95. shimmy - _____
96. jilted - _____
97. directly - _____
98. rafters - _____
99. puckered - _____
100. churl - _____
101. reject - _____
102. surrey - _____
103. slates - _____
104. vermin - _____
105. assume - _____

Name _____

Arty Goes West

Vocabulary Quiz 1

- | | |
|--|----------------|
| _____ 1. To go after and bring back | |
| _____ 2. Helpers | |
| _____ 3. Exhausted | |
| _____ 4. Vulture | |
| _____ 5. A title or right | |
| _____ 6. Looking with eyes partly closed | a. assistants |
| _____ 7. A similarity in appearance | b. buckboard |
| _____ 8. Expressing much in few words | c. buzzard |
| _____ 9. To be left in a difficult or
helpless situation | d. chuckle |
| _____ 10. To begin again | e. claim |
| _____ 11. Demanded | f. concise |
| _____ 12. Natural three-beat gait of a horse | g. fetch |
| _____ 13. To laugh quietly | h. gallop |
| _____ 14. A digestive organ in birds | i. gizzard |
| _____ 15. A bar, tavern | j. griddle |
| _____ 16. To show likeness | k. hankering |
| _____ 17. A four-wheeled, open carriage
with the seat attached to a
flexible board | l. insisted |
| _____ 18. A flat pan used for frying | m. resemblance |
| _____ 19. A strong desire | n. resemble |
| _____ 20. A lever pressed by the finger to
shoot a firearm | o. resume |
| | p. saloon |
| | q. squinting |
| | r. stranded |
| | s. trigger |
| | t. tuckered |

Name _____

Arty Goes West

Vocabulary Quiz 2

- | | |
|---|----------------|
| _____ 1. Behavior | |
| _____ 2. To examine in detail | |
| _____ 3. A state of affairs | a. caliber |
| _____ 4. Absurd | b. conduct |
| _____ 5. To look | c. cooperate |
| _____ 6. To make someone feel sick | d. disgust |
| _____ 7. Dull or discolored | e. forearm |
| _____ 8. A person with leprosy | f. gaze |
| _____ 9. To work together | g. greenhorn |
| _____ 10. Boarding and caring for horses
for a fee | h. hammer |
| _____ 11. Undesirable persons or animals | i. hombre |
| _____ 12. The part of a gunlock that hits
the firing pin | j. investigate |
| _____ 13. To cause great pain | k. jolted |
| _____ 14. Between the wrist and elbow | l. leper |
| _____ 15. A man | m. livery |
| _____ 16. Struck with a hard blow | n. offense |
| _____ 17. A violation of a moral or social
code | o. ridiculous |
| _____ 18. The diameter of a bullet | p. situation |
| _____ 19. Moved jerkily | q. tarnished |
| _____ 20. An inexperienced person | r. torture |
| | s. varmints |
| | t. walloped |

Name _____

Arty Goes West

Vocabulary Quiz 3

- | | |
|--|----------------|
| _____ 1. A dense growth of shrubs | |
| _____ 2. A person who guides or protects another | |
| _____ 3. A room set apart for entertainment | a. ammunition |
| _____ 4. To speak with drawn out vowels | b. bandanna |
| _____ 5. A short period of time | c. calculating |
| _____ 6. To catch the breath sharply | d. cipher |
| _____ 7. A small, short-barreled pistol | e. circuit |
| _____ 8. A six-chambered revolver | f. clobber |
| _____ 9. A large handkerchief | g. derringer |
| _____ 10. To hit | h. drawl |
| _____ 11. Sin | i. enthusiasm |
| _____ 12. Great excitement | j. escort |
| _____ 13. Shrewd, crafty | k. frisky |
| _____ 14. Enough | l. gasp |
| _____ 15. Playful | m. iniquity |
| _____ 16. Bony | n. parlor |
| _____ 17. To compute mathematically | o. scrawny |
| _____ 18. To sit with a leg on each side | p. six-gun |
| _____ 19. A regular or accustomed course from place to place | q. spell |
| _____ 20. Bullets | r. straddle |
| | s. sufficient |
| | t. thicket |

Name _____

Arty Goes West

Vocabulary Quiz 4

- | | |
|---|-----------------|
| _____ 1. To produce anger | a. acrobatic |
| _____ 2. A small amount | b. barrels |
| _____ 3. Limits | c. contagious |
| _____ 4. To attempt to repair | d. doze |
| _____ 5. Displaying spectacular agility | e. duds |
| _____ 6. To point out | f. fascinating |
| _____ 7. To break in on someone's speech
or action | g. indicate |
| _____ 8. To nap | h. intentions |
| _____ 9. The long tubes of firearms | i. interrupt |
| _____ 10. An aromatic shrub | j. mite |
| _____ 11. Plan of action | k. outrage |
| _____ 12. To think or assume | l. parson |
| _____ 13. A minister | m. reckon |
| _____ 14. Clothing | n. restrictions |
| _____ 15. A light ax | o. sagebrush |
| _____ 16. To breathe with difficulty | p. scorpion |
| _____ 17. To alarm or surprise | q. startle |
| _____ 18. Tending to spread | r. tinker |
| _____ 19. Holding an immense interest | s. tomahawk |
| _____ 20. An arachnid with a curved tail,
tipped with a venomous sting | t. wheeze |

Name _____

Arty Goes West

Vocabulary Quiz 5

- | | |
|--|------------------|
| _____ 1. To take for granted | a. assume |
| _____ 2. Various small animals or insects | b. blotches |
| _____ 3. Factors beyond willful control | c. blurted |
| _____ 4. To ponder over a problem | d. churl |
| _____ 5. Wandering aimlessly | e. circumstances |
| _____ 6. Discolorations on the skin | f. conduct |
| _____ 7. Said suddenly | g. corral |
| _____ 8. Fine, good | h. dandy |
| _____ 9. The way one acts | i. directly |
| _____ 10. Remember | j. errand |
| _____ 11. An enclosure for confining livestock | k. jilt |
| _____ 12. A short trip taken to perform tasks | l. puzzle |
| _____ 13. Reddish color | m. rafters |
| _____ 14. To vibrate or wobble | n. rambling |
| _____ 15. To drop a lover suddenly | o. recollect |
| _____ 16. Shortly; soon | p. shimmy |
| _____ 17. Sloping beams supporting a roof | q. slate |
| _____ 18. A rude person | r. sorrel |
| _____ 19. A four-wheeled, horse-drawn carriage | s. surrey |
| _____ 20. A thin piece of rock used as a writing surface | t. vermin |

Name _____

Arty Goes West

Project List

1. Investigate travel by stagecoach, using Worksheet #2. Encyclopedias, library books, videotapes, and the Internet are all possible sources.
2. Label the buildings on Worksheet #3 to complete the diagram of White Rock. Have students find pictures of old Western towns. Have students give reports on some of the businesses in those towns (livery stable, undertaker, barber, blacksmith, etc.)
3. The Andersons spent the night in White Rock's only hotel. Find out how hotel accommodations in the 1870s differed from those of today. Locate pictures of hotels and hotel rooms in the old West.
4. Investigate ranch life to discover what was expected of a cook as well as what kitchen utensils were available to help him.
5. Find out what real cowboys wore—both for working and for going to town. As optional or additional research, learn what was involved in the breaking of a horse.
6. Discover what schools were like in the 1870s.
7. Miss Ross tells Arty that she won't punish him this time because she believes his misery that morning was punishment enough. Find out what kind of punishment was used in schools during this time period.
8. Check the copyright dates in some of your favorite books to see if any of them would have been available to Arty. Were any books for young readers available in the mid-1800s?
9. Find out what children took to school for lunch in Arty's day. In what kind of containers did they carry their lunches?
10. The ranch hands slept in a bunkhouse. Look for pictures and descriptions of bunkhouses from this period.

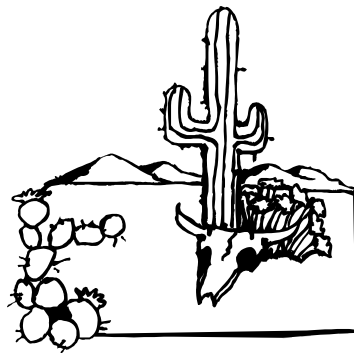
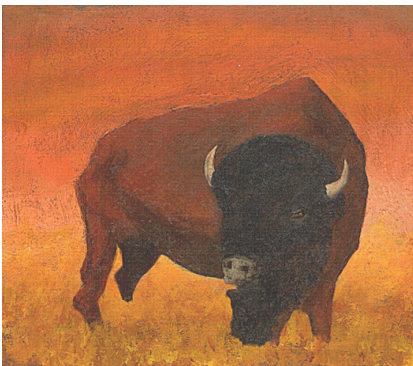
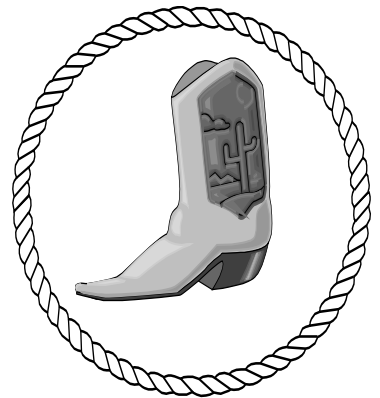
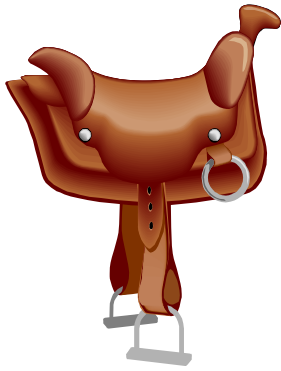
Name _____

11. The Andersons earlier used a buckboard to bring some of their belongings to the ranch. Now Arty has mentioned riding to church in a surrey. Research the kinds of transportation that were used in the old West. Collect pictures of them, and mount them on a poster to display in the classroom.
12. Discover what kind of watch a cowboy might have carried and how much it would have cost him. Find out what average wages were for a cowboy.
13. Marshal Bodie is kind enough to spend an entire day, helping Miss Ross supervise her students on their picnic. Discover what an average day for a US marshal might be like.
14. Locate some photographs of Texas landscapes. See if you can find any scenery that resembles the setting for this chapter.
15. Locate and watch a video that shows a rattlesnake biting something and discusses the effect of its venom.
16. Find descriptions and/or pictures of jails from the old West. How do they compare to modern jails?

Name _____

Arty Goes West
Worksheet 1

Pictured below are some people and objects that were common during Arty's lifetime. You will encounter most of them as you read *Arty Goes West*. Write a story about two of the pictures.

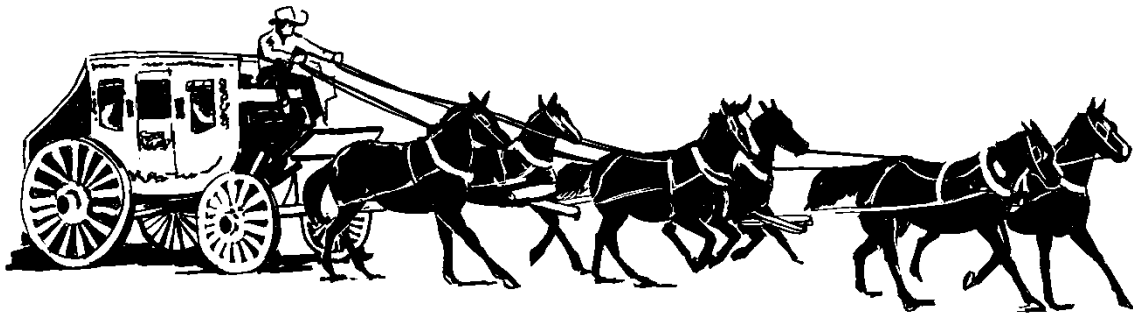


Name _____

Arty Goes West

Worksheet 2

Travel by stagecoach would seem very slow to us. What was the average speed of a stagecoach? How often did it stop? Were stagecoaches comfortable? How many people could a stagecoach carry? What kind of men drove stagecoaches? Did women ever drive? Did stagecoaches carry anything besides people? What dangers did the passengers face? The Andersons had to travel a distance about the same as the distance between Cincinnati, Ohio, and San Antonio, Texas. How many miles did they travel, and how long did the trip take? How long would your family have to travel to make the same trip by car? How quickly could you make the trip by plane?

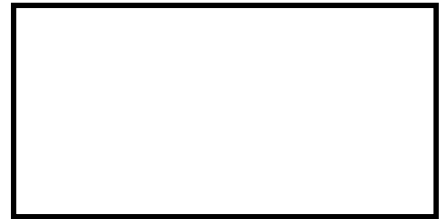
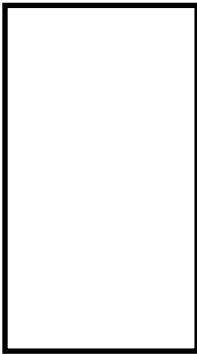


Name _____

Arty Goes West

Worksheet 3

Below is a diagram of White Rock. Using your book, label the buildings. Save this diagram, and refer to it if you get “lost.”



Name _____

Arty Goes West

Exam

A. Knowing the Characters

Identify the following characters by writing the letter of the correct description in the blank before each name.

- | | |
|---------------------------------------|-------------------------------|
| _____ 1. Marshal Bodie | A. Cook for the Circle A |
| _____ 2. Mrs. Anderson | B. Arty's most helpful friend |
| _____ 3. Arty Anderson | C. Owner of the Circle A |
| _____ 4. Bill Munson | D. White Rock's educator |
| _____ 5. Chad Harte and Bo Smith | E. Circle A hands |
| _____ 6. Chastain, Alman, and Crowley | F. Part-time preacher |
| _____ 7. Grub | G. Arty's funniest friend |
| _____ 8. Miss Ross | H. Narrator of the story |
| _____ 9. Esther Travis | I. The bad guys |
| _____ 10. Jasper Wilson | J. Foreman of the Circle A |

B. Understanding the Story

Fill in the blanks to make the following statements true.

1. Mrs. Anderson and Arty came west to claim their ranch because they wanted to fulfill _____'s dream.
2. When the two bad men in the stagecoach saw that the Andersons were traveling without a man, they believed they could easily _____ Arty and his mother.
3. Although Mrs. Anderson was brave and intelligent, she knew that she could not run the ranch without good _____.
4. On the first day of school, Arty made up stories about the teacher to make the red-headed "girl" think he was _____.

Name _____

5. Chad didn't shoot one of the hands who had been caught stealing. His reason might have been that the man's crime was not _____ enough for shooting.
6. Students of all ages were taught in the same room in Arty's school partly because there were so _____ of them.
7. Mrs. Anderson had a lot of responsibility at the ranch. She bought the general store because she knew that it would supply extra _____.
8. Arty had been taught to respect adults, yet when his mother was threatened, he

9. The outlaws kidnapped the Andersons because _____

10. Arty and his mother couldn't escape from the shack because they had no way to carry _____

C. Making an Application

Put the letter of the best answer in each blank. (Only one answer may be used twice.)

- | | |
|----------------------------|---------------------------------|
| A. Arty | C. Jeff Chastain and Rafe Alman |
| B. Arty and Mrs. Anderson. | D. Bob Crowley |

1. At different times in the story, _____ could have avoided pain or embarrassment by allowing someone to speak instead of interrupting.
2. Pride caused _____ to have serious problems that could have been avoided by learning from past experience.
3. _____ could have avoided major embarrassment by keeping quiet or speaking only the truth.
4. Walking away instead of trying to get revenge for being fired would have saved _____ a lot of trouble.
5. _____ found that admitting sin and seeking forgiveness leads to joy and good relationships.

Arty Goes West Chapter Quiz Keys

Chapters 1-3

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Mr. Chastain was a nice man. (**false**)
2. What mode of transportation were Arty and his mother using to travel?
(**a. stagecoach** b. train c. horse)
3. What weapon did Arty's mother carry to protect herself? (**gun**)
4. How had Arty's father died? (**in a fire**)
5. Who welcomed Arty and his mother to White Rock? (**the marshal**)
6. Why did Ma fall to the ground? (**Her dress was caught in the door of the stagecoach, and it drove away.**)
7. The marshal was kind. (**true**)
8. How did the marshal respond to Ma's accident? (**He laughed.**)
9. What did Bill Munson buy Artemus? (a. a beer **b. a pop** c. a peppermint stick)
10. Bill Munson was the store owner. (**false**)

Bonus: In what state is White Rock? (**Texas**)

Chapters 4-5

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Bill broke Mr. Chastain's _____. (**arm or wrist**)
2. Bill is a Christian. (**true**)
3. The marshal is a Christian. (**true**)
4. What was Grubby's job on the ranch? (**cook**)
5. Mrs. Anderson fired Grubby. (**true**)
6. Arty wanted to be a _____ (a. doctor b. farmer **c. cowboy**)
7. Who took Arty to town to buy him new clothes? (**Grubby**)
8. What gift did Chad and Bo give to Arty? (**a pony**)
9. What happened when Arty got on Prince the first time? (**He was thrown off.**)
10. Arty did not get back on Prince. (**false**)

Bonus: What is the name of the Anderson ranch? (**Circle A**)

Chapters 6-8

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who was Miss Ross? (**Arty's teacher**)
2. Miss Ross was old. (**false**)
3. Arty told Esther the truth. (**true**)
4. Esther was a tomboy. (**true**)
5. Miss Ross forgave Arty. (**true**)
6. Who were Jonathan Swift, Jane Austen, and Sir Walter Scott? (**authors**)
7. Arty's mother did not like to read. (**false**)
8. What worried Mrs. Anderson about the ranch? (a. the workers **b. rustlers** c. money)
9. What did Arty and his mother do about the problem? (**pray**)
10. Arty told his mother about the situation with Miss Ross. (**true**)

Bonus: What book did Arty's mother give him to read? (**Ivanhoe**)

Chapters 9-11

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who beat Arty in the spelling bee? (a. Jasper **b. Esther**)
2. Arty loved to read. (**true**)
3. What animal did Arty imitate by making the animal's sound? (**bull or cow**)
4. What did Esther and Arty share with Jasper? (**a. lunch** b. pencil c. book)
5. Miss Ross read some of the book _____ and *Prejudice* to the class. (***Pride***)
6. Grubby did not know how to read. (**false**)
7. Mrs. Anderson bought a store. (**true**)
8. Who asked Arty to pray with him to become a Christian? (a. Marshal Bodie b. Jasper **c. Bo**)
9. Sunday service did not last long. (**false**)
10. Arty was not allowed to fish on Sunday. (**false**)

Bonus: What word did Arty misspell in the spelling bee? (**democracy**)

Chapters 12-16

Read each item twice, allowing students time to write their answers. Grade in class if possible.

1. Who caught Bob stealing? (**Arty**)
2. Who fought Bob? (**Chad**)
3. What did Arty take out of Bob's bedroll? (**the stolen articles**)
4. Arty's mother would not let Chad teach him to fight. (**false**)
5. What did the students do on the last day of school? (**picnic**)
6. Who found Billy Meyers? (**Arty**)
7. Alman, Chastain, and Crowley left Arty and his mother in the cabin. (**true**)
8. What led the rescuers to Arty and Mrs. Anderson? (**smoke**)
9. What animal threatened to attack Arty? (**rattlesnake**)
10. Alman, Chastain, and Crowley were captured. (**true**)

Bonus: With what object did Arty hit Bob Crowley? (**chair**)

Vocabulary Definitions Key

1. buzzard - vulture
2. claim - a title or right
3. squinting - looking with eyes partly closed
4. chuckle - to laugh quietly
5. gizzard - a digestive organ in birds
6. saloon - a bar or tavern
7. resemble - to show likeness
8. buckboard - a four-wheeled open carriage with the seat attached to a flexible board
9. griddle - a flat pan used for frying
10. trigger - a lever pressed by the finger to shoot a firearm
11. hankering - a strong desire
12. gallop - natural three-beat gait of a horse
13. insisted - demanding
14. resume - to begin again
15. stranded - to be left in a difficult or helpless situation
16. concise - expressing much in few words
17. resemblance - a similarity in appearance
18. tuckered - exhausted
19. assistants - helpers
20. fetch - to go after and bring back
21. conduct - behavior
22. situation - a state of affairs
23. gaze - to look
24. greenhorn - an inexperienced person
25. jolted - moved jerkily
26. caliber - the diameter of a bullet
27. offense - violation of a moral or social code
28. walloped - struck with a hard blow
29. hombre - a man
30. forearm - between the wrist and the elbow
31. tortured - caused great pain
32. hammer - the part of a gunlock that strikes the firing pin
33. varmints - undesirable persons or animals; pests
34. livery - boarding and care of horses for a fee
35. cooperate - to work together
36. leper - a person with leprosy
37. tarnished - dull or discolored
38. disgusted - feeling a deep dislike
39. ridiculous - absurd
40. investigate - to examine in detail
41. thicket - a dense growth of shrubs
42. escort - person who guides or protects another

43. parlor - a room set apart for entertainment
44. drawled- spoken with drawn-out vowels
45. spell (n) - a short period of time
46. gasp - to catch one's breath sharply
47. derringer - small, short-barreled pistol
48. six-gun - a six-chambered revolver
49. bandanna - a large handkerchief
50. advantage - favorable position
51. circuit - a regular or accustomed course from place to place; a route
52. shedding - pouring forth
53. ammunition - bullets
54. straddled - seated with a leg on each side
55. cipher - to work mathematical problems
56. scrawny - bony
57. frisky - playful
58. sufficient - enough
59. calculating - shrewd, crafty
60. enthusiasm - great excitement
61. iniquity - sin
62. clobber - to hit hard
63. indicated - pointed out
64. interrupt - break in on someone else's speech or actions
65. dozed - napped; drifted off to sleep
66. snoozing - taking a light nap
67. barrels - tubular parts of firearms
68. sagebrush - an aromatic shrub
69. intentions - plan of actions
70. reckon - guess; think or assume
71. parson - a minister
72. duds - clothing
73. tomahawk - a light ax
74. wheezed - breathed with difficulty
75. startle - to alarm or surprise
76. contagious - tending to spread
77. fascinating - holding an immense interest
78. scorpion - an arachnid with an erectile tail, tipped with a venomous stinger
79. acrobatic - displaying spectacular agility
80. tinker - wandering peddler or trader
81. restrictions - limits; boundaries
82. mite - a small amount
83. outraged- extremely angered
84. circumstances- factors beyond willful control
85. puzzled- unsure; undecided; in a state of ponderin
86. rambling - wandering aimlessly
87. blotches - discolorations on the skin; a rash

- 88. blurted - said suddenly
- 89. dandy - fine; good
- 90. conduct - the way one acts; behavior
- 91. recollect - remember
- 92. corral - an enclosure for confining livestock
- 93. errands - tasks or chores that involve leaving one's current location
- 94. sorrel - a reddish color
- 95. shimmy - to vibrate or wobble
- 96. jilted - dropped, deserted, abandoned by a lover
- 97. directly - shortly; soon
- 98. rafters - sloping beams that support a roof
- 99. puckered - gathered, wrinkled
- 100. churl - a rude person
- 101. reject - refuse to accept
- 102. surrey - a light, four-wheeled carriage, drawn by a horse
- 103. slates - thin pieces of rock used as writing surfaces
- 104. vermin - small animals or insects
- 105. assume - to take for granted

Vocabulary Quiz Keys

Quiz 1

- g____ 1. To go after and bring back
- a____ 2. Helpers
- t____ 3. Exhausted
- c____ 4. Vulture
- e____ 5. A title or right
- q____ 6. Looking with eyes partly closed
- m____ 7. A similarity in appearance
- f____ 8. Expressing much in few words
- r____ 9. To be left in a difficult or helpless situation
- o____ 10. To begin again
- l____ 11. Demanded
- h____ 12. A natural three beat gait of a horse
- d____ 13. To laugh quietly
- i____ 14. A digestive organ in birds
- p____ 15. A bar, tavern
- n____ 16. To show likeness
- b____ 17. A four-wheeled, open carriage with the seat attached to a flexible board
- j____ 18. A flat pan used for frying
- k____ 19. A strong desire
- s____ 20. A lever pressed by the finger to shoot a firearm

Quiz 2

- b____ 1. Behavior
- j____ 2. To examine in detail
- p____ 3. A state of affairs
- o____ 4. Absurd
- f____ 5. To look
- d____ 6. To make someone feel sick
- q____ 7. To become dull or discolored
- l____ 8. A person with leprosy
- c____ 9. To work together

- m____ 10. Boarding and caring for horses for a fee
s____ 11. Undesirable persons or animals
h____ 12. The part of a gunlock that hits the firing pin
r____ 13. To cause great pain
e____ 14. Between the wrist and elbow
i____ 15. A man
t____ 16. Struck with a hard blow
n____ 17. A violation of a moral or social code
a____ 18. The diameter of a bullet
k____ 19. Moved jerkily
g____ 20. An inexperienced person

Quiz 3

- t____ 1. A dense growth of shrubs
j____ 2. A person who guides or protects another
n____ 3. A room set apart for entertainment
h____ 4. To speak with drawn out vowels
q____ 5. A short period of time
l____ 6. To catch the breath sharply
g____ 7. A small, short-barreled pistol
p____ 8. A six-chambered revolver
b____ 9. A large handkerchief
f____ 10. To hit
m____ 11. Sin
i____ 12. Great excitement
c____ 13. Shrewd, crafty
s____ 14. Enough
k____ 15. Playful
o____ 16. Bony
d____ 17. To compute mathematically
r____ 18. Seated with a leg on each side
e____ 19. A regular or accustomed course from place to place; a route
a____ 20. Bullets

Quiz 4

- k____ 1. Extremely angered
- j____ 2. A small amount
- n____ 3. Limits
- r____ 4. Wandering peddler or trader
- a____ 5. A display of spectacular agility
- g____ 6. Pointed out
- i____ 7. To break in on someone's speech or action
- d____ 8. Napped; drifted off to sleep
- b____ 9. The long tubes of firearms
- o____ 10. An aromatic shrub
- h____ 11. Plan of action
- m____ 12. To think or assume
- l____ 13. A minister
- e____ 14. Clothing
- s____ 15. A light ax
- t____ 16. Breathed with difficulty
- q____ 17. To alarm or surprise
- c____ 18. Tending to spread
- f____ 19. Holding an immense interest
- p____ 20. An arachnid with a curved tail tipped with a venomous sting

Quiz 5

- a____ 1. To take for granted
- t____ 2. Various small animals or insects
- e____ 3. Factors beyond willful control
- l____ 4. To ponder over a problem
- n____ 5. Wandering aimlessly
- b____ 6. Discolorations on the skin
- c____ 7. Said suddenly
- h____ 8. Fine, good
- f____ 9. The way one acts

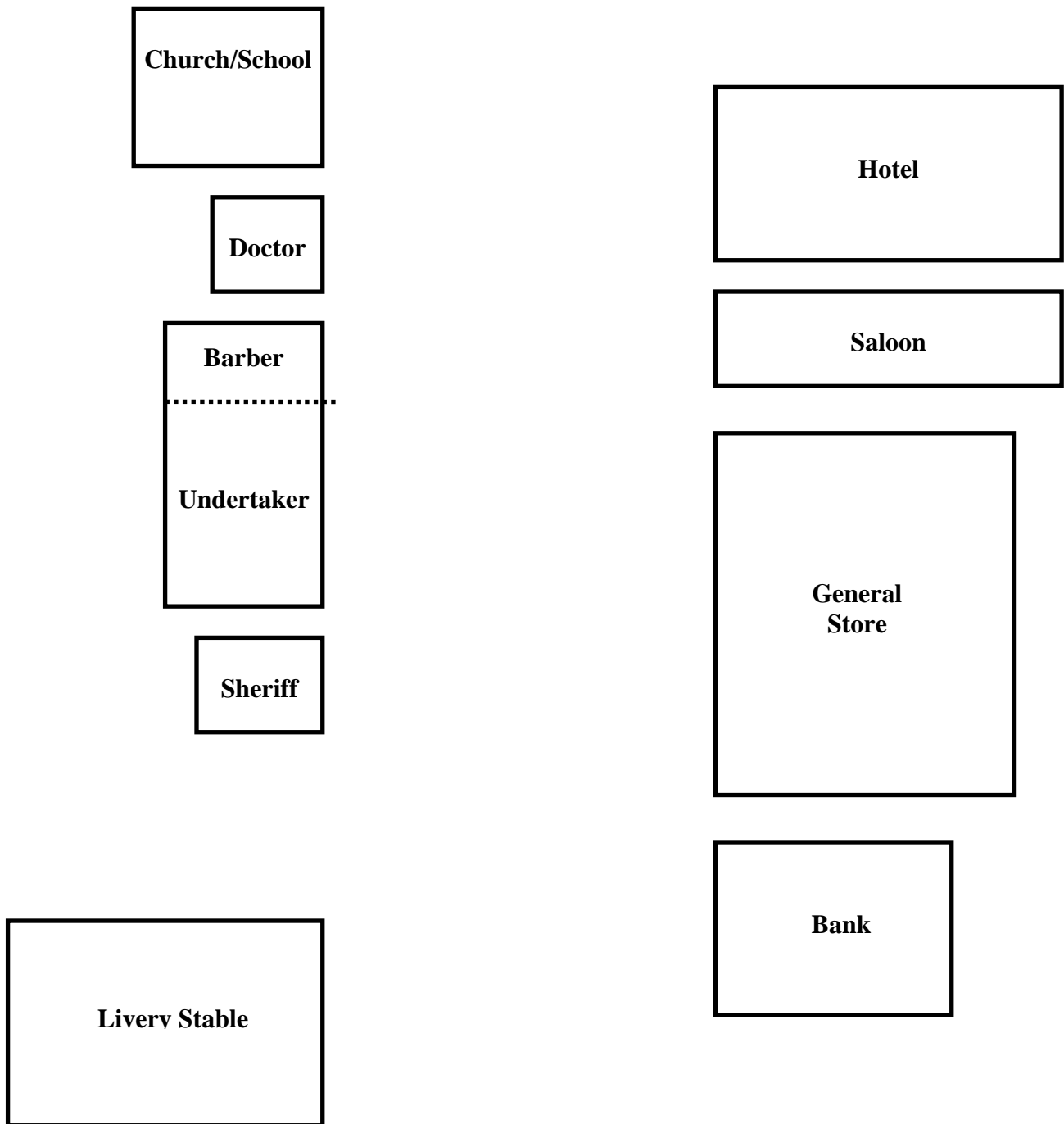
- o_____ 10. Remember
- g_____ 11. An enclosure for confining livestock
- j_____ 12. A short trip taken to perform tasks
- r_____ 13. Reddish color
- p_____ 14. To vibrate or wobble
- k_____ 15. To drop a lover suddenly
- i_____ 16. Shortly; soon
- m_____ 17. Sloping beams supporting a roof
- d_____ 18. A rude person
- s_____ 19. A four-wheeled, horse-drawn carriage
- q_____ 20. A thin piece of rock used as a writing surface

Name _____

Arty Goes West

Worksheet 3

Below is a diagram of White Rock. Using your book, label the buildings. Save this diagram, and refer to it if you get “lost.”



Arty Goes West
Exam Key

A. (3 points each)

1. F
2. C
3. H
4. J
5. E
6. I
7. A
8. D
9. B
10. G

B. Answers may vary. (3 points each)

1. Mr. Anderson
2. rob
3. help, hands, cowboys
4. important, smart, special
5. serious, bad
6. few
7. income, money
8. hit Bob Crowley with a chair
9. they were too close to the stolen cattle; in the wrong place at the wrong time
10. water

C. (8 points each)

1. B
2. C
3. A
4. D
5. A