

Earls



TASK 5: FLAG AND MOTTO

Directions: Create a flag and motto for the Gladers and the society they have created. In a minimum of three to four sentences, explain both creations (the flag and the motto). Be sure to color your flag.



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CHAPTERS 17-31 QUIZ



1. What happened to Alby when he was in the Maze with Minho?
 - a) He was exposed to a toxic plant.
 - b) He was attacked by Ben.
 - c) He was stung by the 'dead' Griever.
 - d) He fell and broke his leg.
2. What is Minho's advice to Thomas when he heard the Grievers approaching?
 - a) Split up to increase their chances of survival.
 - b) Find a place to hide until they pass.
 - c) Arm himself with whatever he could find.
 - d) Sacrifice Alby to the Grievers.
3. What did Thomas do to keep Alby safe when they were trapped in the Maze?
 - a) Camouflage him with mud and leaves and stash him under a tree.
 - b) Hide him behind a large boulder so the Grievers wouldn't see him.
 - c) Use a series of ivy vines to hoist him off the ground.
 - d) Set fire to part of the Maze to distract the Grievers.
4. How many Grievers pursue Minho and Thomas?
 - a) 6
 - b) 3
 - c) 1
 - d) 4
5. Minho and Thomas lure the Grievers to the Cliff, jump out of the way quickly when the Grievers charge, and watch the Grievers plummet to their death because their momentum carried them over the edge.
 - a) True
 - b) False
6. What did Thomas see when he looked out from the Cliff?
 - a) The ruins of a familiar city.
 - b) Stars and blackness.
 - c) An island with lush vegetation.
 - d) A distant mountain.
7. The Grief Serum is
 - a) the antidote to a Griever's sting.
 - b) a medicine made from Glader's tears.
 - c) a song the Glader's sing when a Glader dies.
 - d) Frypan's potato soup.
8. What did Newt tell Thomas happens to Gladers who go through the Changing?
 - a) They begin to hallucinate and see Grievers everywhere.
 - b) They remember parts of their old life.
 - c) They become paranoid and speak jibberish.
 - d) They become aggressive and bite people.
9. Newt calls a Gathering to
 - a) discuss replacing Alby as leader.
 - b) gather an army to attack the Grievers.
 - c) discuss how to punish Thomas for breaking the Number One Rule.
 - d) discuss Banishing Minho for abandoning Alby and Thomas in the Maze.
10. Gally accuses Thomas of
 - a) pulling practical jokes on the Gladers.
 - b) being a spy for the Creators.
 - c) bullying and tormenting him.
 - d) trying to strangle Alby with the ivy while they were trapped in the Maze.
11. Minho suggests that Thomas
 - a) be made Keeper of the Runners.
 - b) be put in the Slammer for a month.
 - c) be put in the Slammer for a week.
 - d) replace Alby as leader.
12. Who got into a fight with Minho at the Gathering?
 - a) Chuck
 - b) Gally
 - c) Newt
 - d) Zart

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CHAPTERS 17-31 QUIZ



13. Newt decides Thomas's punishment for running into the Maze will be
 - a) a week in the Slammer.
 - b) a week working as a Slopper.
 - c) training to be a Runner.
 - d) a day in the Slammer.
14. Who did Alby want to see while he was going through the Changing?
 - a) Thomas
 - b) Newt
 - c) Minh
 - d) The Girl
15. When Alby tries to tell Thomas what he remembers from the Changing
 - a) he begins to cry from the pain.
 - b) he begins to strangle himself.
 - c) he gets homesick for his old life.
 - d) suddenly falls back into a coma.
16. Alby warns Newt and Thomas to protect
 - a) the girl.
 - b) Gally.
 - c) the Maps.
 - d) the Creators.
17. What did the girl tell Thomas by speaking telepathically?
 - a) They were responsible for everything.
 - b) They were chosen to destroy the Glade.
 - c) They are actually brother and sister.
 - d) They both used to be Grievors.
18. The girl claims the Creators sent her to the Glade as
 - a) a trigger.
 - b) a spy.
 - c) a reward.
 - d) a punishment.
19. What is the girl's name?
 - a) Sarah
 - b) Teresa
 - c) Christine
 - d) Tabitha
20. Thomas promises Chuck
 - a) he will kill Gally.
 - b) he will take him back home.
 - c) he will train him to be a Runner.
 - d) he will protect him from harm forever.
21. What does Alby remember after going through the Changing?
 - a) His life before the Glade.
 - b) The origins of the Grievors.
 - c) The names of the Creators.
 - d) Being kidnapped while he was young.
22. The Maze walls symbolize
 - a) rebirth.
 - b) a puzzle.
 - c) the confusion of adolescence.
 - d) obstacles faced in life.

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CHAPTERS 17-31 QUIZ



Vocabulary Matching Directions – Match the word to the correct definition.

Answer	Word	Definitions or synonyms of the word.
_____	23. adamantly	a. to insert between
_____	24. interjected	b. wrapped about or around
_____	25. belligerence	c. whole range or scale
_____	26. ruddied	d. to attack or batter consistently
_____	27. gamut	e. astonish or make speechless
_____	28. dumbfounded	f. nauseous or sick to one's stomach
_____	29. queasy	g. holding firm in attitude or opinion
_____	30. entwined	h. made red

Figurative Language Directions: Read each sentence from *The Maze Runner*. Identify the part of the sentence that contains a Simile with an S, a Metaphor with a M, and Personification with a P.

31 A thick silence followed the thunderous rumble of the Door closing, and 32 a veil of darkness seemed

to cover the sky, 33 as if even the sun had been frightened away by what lurked in the Maze....A faint

34 memory tried to escape the 35 locked box within his mind.

31. _____

32. _____

33. _____

34. _____

35. _____

CHAPTERS 32-34



Comprehension Questions: Answer each question thoroughly using complete sentences. Be sure to cite text evidence to support your analysis.

1. Create a list of all the items necessary for a Runner to do their job.
2. Use Minho's description and draw the Maze.
3. What does Minho teach Thomas to do so they don't lose their way in the Maze? What allusion does Minho make and how is it appropriate?
4. What does Thomas suggest regarding the Grievers and where they go?
5. What do you think the words stamped into the stone of the walls suggest about the world outside the maze? What might it suggest about why the boys are in the Glade?
6. What shocking thing does Thomas notice? Provide an explanation for what has occurred.
7. How does Minho react to the major change in the Gladers' environment? How do you think you would react if you were in Minho's situation? Support your answer with at least one reason.
8. What do Thomas and Minho witness at the end of Chapter 34? Explain how that might be important to the Gladers.

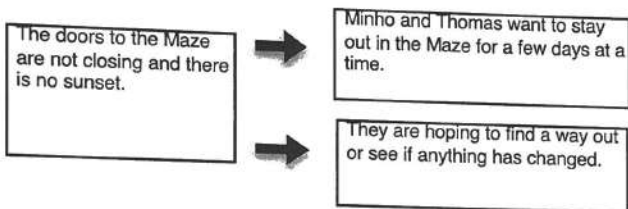


CHAPTERS 35-39



Comprehension Questions: Answer each question thoroughly using complete sentences. Be sure to cite text evidence to support your analysis.

1. What do Thomas and Minho discover when they drop rocks over the edge of the cliff?
2. What did Teresa tell Thomas when she woke up?
3. Teresa states she triggered The Ending. Explain what you think this means for the Gladers.
4. What does Alby decide should be done with Teresa?
5. Create six Effect Maps. Decode on the six most important events in chapters 38-39 and write them separately in the effect boxes (the first one has been done for you). Write in the immediate effects for each event from chapters 38-39.



Earls NTI days 21-30



TASK 6: CHARACTER DESCRIPTION

Directions: Along with your group members, you will be creating a detailed description of an important character in *The Maze Runner* so far. The characters to choose from are: **THOMAS, ALBY, NEWT, TERESA, MINHO, GALLY, or CHUCK.** An explanation of the different parts that will be required for the character description is provided below.

CHARACTER TRAIT & THREE QUOTES TO SUPPORT

- You will choose one adjective that best describes your group's character. Your adjective should be a personality trait (**not** a physical trait), and you should think hard about the one word that best represents your character.
- You will then find three quotes to support your character trait. All three (3) quotes should come from a wide page range, so don't just limit yourself to one or two chapters in the book. You should write down each of the quotes (word-for-word from the book) that support your character trait. Be sure to **include page numbers!**

THREE MOST IMPORTANT ACTIONS/EVENTS & WHY

- Think about all the important events that have taken place so far in the novel. During which of those events did your group's character play a part? Choose the three most important events or actions your character performed. List those events or actions and **thoroughly** explain the importance of each event. The explanation will require at least 2 reasons why each event is significant.

ANIMAL TO SYMBOLIZE CHARACTER, PICTURE OF ANIMAL, & WHY

- Keeping in mind the trait that other group member came up with for the first requirement, you are to choose an animal that best symbolizes your group's character and/or his importance to the book.
- Write out the name of the animal that would best describe your character, draw the animal, and explain two reasons why that animal is the best symbolic representation of your character. Your image must also be colored.

ACROSTIC POEM ABOUT CHARACTER

- You are responsible for writing an acrostic poem that describes and represents your character. Begin by writing the name of your group's assigned character vertically.
- Once you have written the character's name vertically, you are to write a short poem that describes or represents information about your group's character. However, to do so, you must use the letters of the character's name to begin each different line. Your acrostic poem should demonstrate depth of understanding, rather than relying on only physical attributes.

TWO SIMILES & TWO METAPHORS

- Figurative language can be a very powerful tool. You are to come up with two (2) similes and two (2) metaphors for your group's assigned character. Each of the similes and metaphors should focus on a different attribute of the character, and **at least two** of your creations must be **non-physical descriptions** that you generate. For example, you could create a simile or a metaphor to describe a character's intelligence, friendliness, or how he is judgmental. Your similes and metaphors will be graded upon creativity as well as depth of thought.

After being placed in your groups, each of you will be responsible for choosing and completing a different task to describe your assigned character. You are expected to use teamwork and compromise in order to decide who will be responsible for each requirement. Once each part is completed, you will be pasting your group's work on bulletin board paper.



CHAPTERS 40-45

Vocabulary: Write each vocabulary word listed, the word's part of speech, an understandable dictionary definition, and paste in or draw a picture or symbol that you feel represents the word.

rebuke
jittery

gingerly
telepathy

glower
acrid

rummage
impenetrable

Comprehension Questions: Answer each question thoroughly using complete sentences. Be sure to cite text evidence to support your analysis.

1. Who, or what, do you think burned the Map trunks? Using the chapters you've read so far, explain why you think that person or thing would want to burn the trunks.
2. What idea does Teresa suggest to explain how the Maze might be a "code?"
3. What has actually happened to the maps?
4. Imagine you're Minho and Newt at the end of chapter 41. List two emotions you would likely be feeling. Explain each emotion.
5. When the maps are layered and compared, what do they seem to form?
6. What are the words the Gladers find from their analysis of the maps?
7. What is Thomas's plan?



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CHAPTERS 32-45 QUIZ



1. Minho draws a map of the Maze composed of different section. What does it resemble?
 - a) An endless grid.
 - b) A Chess board.
 - c) A Tic-Tac-Toe board.
 - d) A human face.
2. What did Minho say the Runners were hoping to find in their extended daily mapping of the Maze?
 - a) An unreachable area that was walled off.
 - b) A mysterious building where the Grievers lived.
 - c) A repeating pattern.
 - d) An elevated point from which they could see the entire layout of the Maze.
3. What does Minho do to be able to navigate his way back through the Maze?
 - a) He writes down every turn he makes in a notebook.
 - b) He scratches a big X on the Maze floor after every turn.
 - c) He simply memorizes each turn, easy-peasy.
 - d) He cuts off a three foot piece of ivy and leaves in the corridor after every turn.
4. While in the Maze, Minho makes an allusion to which childhood fairy tale?
 - a) Sleepy Beauty
 - b) Hansel and Gretel
 - c) Three Blind Mice
 - d) Jack and the Beanstalk
5. What did the Gladers notice after Teresa triggered the Ending?
 - a) All the Glade crops began to wither.
 - b) The Walls began to crumble around them.
 - c) The Beetle Blades began to attack random boys.
 - d) The sun disappeared and the blue sky turned an artificial gray.
6. Since she's awake, where do they keep Teresa?
 - a) The Homestead
 - b) The Slammer
 - c) The Map room
 - d) The Garden
7. What happened to the weekly deliveries to the Glade after Teresa triggered the Ending?
 - a) They no longer included the Griever Serum.
 - b) They included half the amount of supplies as usual.
 - c) They stopped entirely.
 - d) The amount of supplies was doubled.
8. After enduring the Changing, Alby tells Thomas of a past catastrophic event. What is the name of this event?
 - a) The Heat
 - b) The Fire
 - c) The Burn
 - d) The Flare
9. What did Minho and Thomas discover while throwing stones over the side of the Cliff?
 - a) The stones bounced off a transparent force field.
 - b) An invisible hole a few meters out.
 - c) The Cliff was only a few feet high.
 - d) A false horizon projected on a far wall.
10. What did Teresa tell Thomas about the Maze?
 - a) The way out is in the Glade.
 - b) It is a code.
 - c) It is unsolvable.
 - d) It has no purpose or point.
11. What does WICKED stand for?
 - a) World In Crisis: Killzone Experimental Department
 - b) Warriors Inception Children: Killer Education Department
 - c) World Information Crisis: Killzone Examination Department
 - d) War Instance Calamity: Killorder Enforcement Drones
12. What did Teresa write on her arm?
 - a) WICKED is God.
 - b) WICKED is the way home.
 - c) WICKED can be trusted.
 - d) WICKED is good.

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CHAPTERS 32-45 QUIZ



13. What is another change that occurred in the Glade after Teresa triggered the Ending?
 - a) The Wall Doors no longer shut at sunset.
 - b) The Gladers' weapons suddenly disappeared.
 - c) Two Gladers were kidnapped each night.
 - d) The power to the Glade was cut off.
14. What warning does Gally give the Gladers?
 - a) The Creators are coming in five days.
 - b) Thomas is evil and was sent to destroy the Glade.
 - c) The Grievers will kill one Glader every night until they are all dead.
 - d) The Beetle Blades are monitoring the Gladers every move.
15. Who threw themselves onto a Griever on the first night the monsters entered the Glade?
 - a) Alby
 - b) Newt
 - c) Thomas
 - d) Gally
16. What did Minho do after a Griever took a Glader from the Glade?
 - a) Blocked its path to the Maze.
 - b) Followed it to confirm its destination.
 - c) Killed the Griever by setting it on fire.
 - d) Attacked the Griever with a spear.
17. What happened in the Map Room on the first night the Grievers entered the Glade?
 - a) The maps were all burned.
 - b) The maps were all stolen.
 - c) Ben returned to exact revenge.
 - d) Alby was attacked by a Griever.
18. Where did Newt and Minho hide the maps?
 - a) The Deadhead
 - b) The Armory
 - c) The Homestead
 - d) The Kitchen
19. What did the Gladers see when they layered the maps on top of each other?
 - a) A hidden doorway was revealed.
 - b) Several words in a message were revealed.
 - c) The letter F was clearly visible.
 - d) A hieroglyphic-like series of images could be seen.
20. What was the code that emerged from the maps the Gladers had made?
 - a) A string of random numbers.
 - b) A line from a famous poem.
 - c) Six seemingly unrelated words.
 - d) A sentence in a foreign language.
21. What was Thomas's plan to get more clues about the code?
 - a) Telepathically contact the Creators.
 - b) Get stung by the Grievers and go through the Changing.
 - c) Kill a Griever and dissect it.
 - d) Capture a Beetle Blade and use it to send the Creators a message.

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CHAPTERS 32-45 QUIZ



Vocabulary Matching Directions – Match the word to the correct definition.

Answer	Word	Definitions or synonyms of the word.
_____	22. rebuke	a. immensely large, huge, or enormous
_____	23. gingerly	b. cannot be entered
_____	24. mammoth	c. to stare at with dislike or anger
_____	25. glower	d. extremely nervous; jumpy
_____	26. rummage	e. to attack or batter consistently
_____	27. jittery	f. communicate between minds without speaking
_____	28. telepathy	g. to search through
_____	29. impenetrable	h. irritating to the eyes or nose

Figurative Language Directions: Read each sentence from *The Maze Runner*. Underline the part of the sentence that uses figurative language, identify the type of figurative language being used, and explain what is being compared.

31. *Thomas reached in and pulled apart the curtains of ivy, then stared blankly at a square of metal riveted to the stone with words stamped across it in big capital letters.*

Type: _____

Comparison: _____

Meaning: _____

32. *Minho was dragging a cardboard box across the floor the scrape of it sounded like a knife on bone.*

Type: _____

Comparison: _____

Meaning: _____

33. *The creature disappeared from sight, a shadow swallowed by more shadow.*

Type: _____

Comparison: _____

Meaning: _____

34. *Gally looked about the room like a rabid dog looking for someone to bite.*

Type: _____

Comparison: _____

Meaning: _____

35. *Gladers ran about, everyone talking at once. A couple of boys cried in a corner. Chaos ruled.*

Type: _____

Meaning: _____

CHAPTERS 46-48

Vocabulary: Write each vocabulary word listed, the word's part of speech, an understandable dictionary definition, and paste in or draw a picture or symbol that you feel represents the word.

retaliate

jubilation

interminable

Comprehension Questions: Answer each question thoroughly using complete sentences. Be sure to cite text evidence to support your analysis.

1. Do you agree with Thomas's choice to be stung by the Grievors? Explain your response.
2. How long did it take Thomas to go through the Change?
3. Based on information from chapter 48, list the immediate effects of the Change on Thomas.



CHAPTERS 49-51

Vocabulary: Write each vocabulary word listed, the word's part of speech, an understandable dictionary definition, and paste in or draw a picture or symbol that you feel represents the word.

baffled

variable

horde

incredulous

Comprehension Questions: Answer each question thoroughly using complete sentences. Be sure to cite text evidence to support your analysis.

1. What does Thomas tell the Gladers about themselves, their lives, and/or the Creators?
2. Imagine you were one of the boys listening to what Thomas says toward the end of chapter 49. How would you respond? Why would you respond in this way?
3. What two surprising facts does Thomas tell the Gladers?
4. If Thomas is correct about his suggestion at the end of chapter 50, what does it tell you about the Creators? Explain your answer.
5. Who confesses to burning the Maps? What explanation does that character provide for deciding to burn the Maps?
6. What does the Glade symbolize?
7. What plans does Thomas suggest to get around the Grievers as they escape? Why does he think it will work?



TASK 7: CHARACTER DESCRIPTION CHAPTERS 52-53

Directions: Along with your group members, respond to one of prompts posed in the task cards below.

TASK:

Based on what you have read in the book thus far, how can WICKED be good? Cite specific text evidence to support your stance.

DEFEND

1

TASK:

Some Gladers have decided to stay back and not go with the others during their escape attempt. Provide two reasons those boys might have for making their decision to stay in the Glade.

CAUSE

2

TASK:

Do you think Thomas and Teresa are helping or hurting Chuck by "sugarcoating" the details and dangers involved in the escape? Support your answer with at least two detailed reasons.

EFFECT

3

TASK:

How convinced do you think Newt really is that Thomas's plan will work? Cite specific text evidence to support your stance.

CAUSE

4

TASK:

Of the weapons that have been created to help the boys with their escape, which do you think are the best? Support your answer with at least two detailed reasons.

DEFEND

5

Earth's M11 boys 21-30

F S
1 2
8 9
15 1
22 2
29 3