

Name: _____

Pollyanna

Pollyanna was written by Eleanor Porter in 1913. It's the story of a girl named Pollyanna whose parents have died. She has gone to live with her Aunt Polly, who she has never met. Aunt Polly is wealthy and does not really want Pollyanna to live with her. Aunt Polly gave her niece a bare and ugly room in the attic. In the passage below, Pollyanna is talking to Nancy, Aunt Polly's maid.

Chapter V. The Game

"Why, it's a game. Father told it to me, and it's lovely," rejoined Pollyanna. "We've played it always, ever since I was a little, little girl. I told the Ladies' Aid, and they played it—some of them."

"What is it? I ain't much on games, though."

Pollyanna laughed again, but she sighed, too; and in the gathering twilight her face looked thin and wistful.

"Why, we began it on some crutches that came in a missionary barrel."

"CRUTCHES!"

"Yes. You see I'd wanted a doll, and father had written them so; but when the barrel came the lady wrote that there hadn't any dolls come in, but the little crutches had. So she sent 'em along as they might come in handy for some child, sometime. And that's when we began it."

"Well, I must say I can't see any game about that, about that," declared Nancy, almost irritably.

"Oh, yes; the game was to just find something about everything to be glad about—no matter what 'twas," rejoined Pollyanna, earnestly. "And we began right then—on the crutches."

"Well, goodness me! I can't see anythin' ter be glad about—gettin' a pair of crutches when you wanted a doll!"

Pollyanna clapped her hands.

"There is—there is," she crowed. "But I couldn't see it, either, Nancy, at first," she added, with quick honesty. "Father had to tell it to me."

"Well, then, suppose YOU tell ME," almost snapped Nancy.

"Goosey! Why, just be glad because you don't—NEED—'EM!" exulted Pollyanna, triumphantly. "You see it's just as easy—when you know how!"

"Well, of all the queer doin's!" breathed Nancy, regarding Pollyanna with almost fearful eyes.

"Oh, but it isn't queer—it's lovely," maintained Pollyanna enthusiastically. "And we've played it ever since. And the harder 'tis, the more fun 'tis to get 'em out; only—only sometimes it's almost too hard—like when your father goes to Heaven, and there isn't anybody but a Ladies' Aid left."

"Yes, or when you're put in a snippy little room 'way at the top of the house with nothin' in it," growled Nancy. Pollyanna sighed.

"That was a hard one, at first," she admitted, "specially when I was so kind of lonesome. I just didn't feel like playing the game, anyway, and I HAD been wanting pretty things, so! Then I happened to think how I hated to see my freckles in the looking-glass, and I saw that lovely picture out the window, too; so then I knew I'd found the things to be glad about. You see, when you're hunting for the glad things, you sort of forget the other kind—like the doll you wanted, you know."

Name: _____

Pollyanna: Do You Understand?

Part I. Multiple Choice

Circle the correct answer to each question.

1. What had Pollyanna asked for when she got the crutches?
 - A. a dress
 - B. a doll
 - C. a puppy dog
 - D. a wheelchair
2. What is a missionary barrel?
 - A. a trunk of toys
 - B. a bench for sitting on in church
 - C. a collection plate for money
 - D. a container of used items given by a church
3. Why was Pollyanna glad she didn't have a looking-glass?
 - A. because there was no room for one
 - B. because no one else did
 - C. because she wouldn't see her freckles in it
 - D. because she didn't have to see her ugly dresses
4. What did Pollyanna say was a thing "almost too hard" to find something to be glad about?
 - A. The doll was broken.
 - B. She didn't like her aunt.
 - C. The crutches were too small.
 - D. Her father had gone to Heaven.

Part II. Short Answer

Answer each question below.

1. Who said that she wasn't good at games?

2. Why was Pollyanna glad about the crutches?

3. What did Pollyanna say happened when she went hunting for glad things?

4. Who taught Pollyanna the Glad Game?

5. Why did Pollyanna start playing the Glad Game?

Name: _____

Pollyanna and Vocabulary

Part I. Dialogue: Synonyms for Said

If an author writes dialogue, or conversations, he or she will often use different words, or synonyms, for the word 'said.' This makes the writing clearer and more interesting. In the passage from Pollyanna, Eleanor Porter uses many different words for "said." Below is a list of words; circle those that can be used instead of 'said.'

maintained	declared	exulted	growled
drew	snapped	crawled	admitted
added	looked	breathed	crowed
rejoined	broke	jumped	clapped

II. Vocabulary Match

Match each word in Column A with its meaning in Column B

Column A

- _____ gathering
- _____ wistful
- _____ 'twas
- _____ twilight
- _____ enthusiastically
- _____ irritably
- _____ regarding
- _____ snippy
- _____ triumphantly
- _____ looking-glass

Column B

- contraction for 'it was'
- crossly or with annoyance
- stingy or poor
- sad and thoughtful
- evening
- looking closely
- successfully or victoriously
- mirror
- growing or coming together
- with energy

Name: _____

Pollyanna: Find the Supporting Evidence

Below is one of the main ideas of the passage. Write three ideas from the passage that support this main idea.

Pollyanna found ways to be glad about unhappy things.

```
graph TD; A[Pollyanna found ways to be glad about unhappy things.] --- B1(( )); A --- B2(( )); A --- B3(( ))
```

Name: _____

Pollyanna: Let's Play the Glad Game

Pollyanna used the Glad Game as a way to make happy feelings about sad events. Try to play the Glad Game now. Pretend the weather is cold and stormy outside. You wanted to go outside to play, but it is snowing too hard. Instead of feeling sad, write three reasons that you are glad the weather is bad. Explain how these things are better than being outside and playing.

1. _____

2. _____

3. _____

Name: _____

Pollyanna Word Search

Circle each word from the list in the puzzle. The words can go in any direction.



CRUTCHES

FATHER

GAME

MISSIONARY

NANCY

DOLL

FRECKLES

GLAD

BARREL

POLLYANNA

Name: _____ KEY

Pollyanna

Pollyanna was written by Eleanor Porter in 1913. It's the story of a girl named Pollyanna whose parents have died. She has gone to live with her Aunt Polly, who she has never met. Aunt Polly is wealthy and does not really want Pollyanna to live with her. Aunt Polly gave her niece a bare and ugly room in the attic. In the passage below, Pollyanna is talking to Nancy, Aunt Polly's maid.

Chapter V. The Game

"Why, it's a game. Father told it to me, and it's lovely," rejoined Pollyanna. "We've played it always, ever since I was a little, little girl. I told the Ladies' Aid, and they played it—some of them."

"What is it? I ain't much on games, though."

Pollyanna laughed again, but she sighed, too; and in the gathering twilight her face looked thin and wistful.

"Why, we began it on some crutches that came in a missionary barrel."

"CRUTCHES!"

"Yes. You see I'd wanted a doll, and father had written them so; but when the barrel came the lady wrote that there hadn't any dolls come in, but the little crutches had. So she sent 'em along as they might come in handy for some child, sometime. And that's when we began it."

"Well, I must say I can't see any game about that, about that," declared Nancy, almost irritably.

"Oh, yes; the game was to just find something about everything to be glad about—no matter what 'twas," rejoined Pollyanna, earnestly. "And we began right then—on the crutches."

"Well, goodness me! I can't see anythin' ter be glad about—gettin' a pair of crutches when you wanted a doll!"

Pollyanna clapped her hands.

"There is—there is," she crowed. "But I couldn't see it, either, Nancy, at first," she added, with quick honesty. "Father had to tell it to me."

"Well, then, suppose YOU tell ME," almost snapped Nancy.

"Goosey! Why, just be glad because you don't—NEED—'EM!" exulted Pollyanna, triumphantly. "You see it's just as easy—when you know how!"

"Well, of all the queer doin's!" breathed Nancy, regarding Pollyanna with almost fearful eyes.

"Oh, but it isn't queer—it's lovely," maintained Pollyanna enthusiastically. "And we've played it ever since. And the harder 'tis, the more fun 'tis to get 'em out; only—only sometimes it's almost too hard—like when your father goes to Heaven, and there isn't anybody but a Ladies' Aid left."

"Yes, or when you're put in a snippy little room 'way at the top of the house with nothin' in it," growled Nancy. Pollyanna sighed.

"That was a hard one, at first," she admitted, "specially when I was so kind of lonesome. I just didn't feel like playing the game, anyway, and I HAD been wanting pretty things, so! Then I happened to think how I hated to see my freckles in the looking-glass, and I saw that lovely picture out the window, too; so then I knew I'd found the things to be glad about. You see, when you're hunting for the glad things, you sort of forget the other kind—like the doll you wanted, you know."

Name: KEY

Pollyanna: Do You Understand?

Part I. Multiple Choice

Circle the correct answer to each question.

1. What had Pollyanna asked for when she got the crutches?

- A. a dress
- B. a doll
- C. a puppy dog
- D. a wheelchair

2. What is a missionary barrel?

- A. a trunk of toys
- B. a bench for sitting on in church
- C. a collection plate for money
- D. a container of used items given by a church

3. Why was Pollyanna glad she didn't have a looking-glass?

- A. because there was no room for one
- B. because no one else did
- C. because she wouldn't see her freckles in it
- D. because she didn't have to see her ugly dresses

4. What did Pollyanna say was a thing "almost too hard" to find something to be glad about?

- A. The doll was broken.
- B. She didn't like her aunt.
- C. The crutches were too small.
- D. Her father had gone to Heaven.

Part II. Short Answer

Answer each question below.

Actual student's answers will vary. Example of correct answers:

1. Who said that she wasn't good at games?

Nancy

2. Why was Pollyanna glad about the crutches?

because she didn't have to use them.

3. What did Pollyanna say happened when she went hunting for glad things?

She forgot about the bad thing.

4. Who taught Pollyanna the Glad Game?

her father

5. Why did Pollyanna start playing the Glad Game?

She got crutches instead of a doll.

Name: _____ **KEY**

Pollyanna and Vocabulary

Part I. Dialogue: Synonyms for Said

If an author writes dialogue, or conversations, he or she will often use different words, or synonyms, for the word 'said.' This makes the writing clearer and more interesting. In the passage from Pollyanna, Eleanor Porter uses many different words for "said." Below is a list of words; circle those that can be used instead of 'said.'

maintained	declared	exulted	growled
drew	snapped	crawled	admitted
added	looked	breathed	crowed
rejoined	broke	jumped	clapped

II. Vocabulary Match

Match each word in Column A with its meaning in Column B

Column A

- _____ **I** _____ gathering
- _____ **D** _____ wistful
- _____ **A** _____ 'twas
- _____ **E** _____ twilight
- _____ **J** _____ enthusiastically
- _____ **B** _____ irritably
- _____ **F** _____ regarding
- _____ **C** _____ snippy
- _____ **G** _____ triumphantly
- _____ **H** _____ looking-glass

Column B

- contraction for 'it was'
- crossly or with annoyance
- stingy or poor
- sad and thoughtful
- evening
- looking closely
- successfully or victoriously
- mirror
- growing or coming together
- with energy

Name: KEY

Pollyanna: Find the Supporting Evidence

Below is one of the main ideas of the passage. Write three ideas from the passage that support this main idea.

Pollyanna found ways to be glad about unhappy things.

Student's answers may vary. Example of correct answers:

Pollyanna was glad she didn't have to use the crutches.

Pollyanna was glad about the picture out her window in her room.

Pollyanna was glad she didn't have a looking glass.

Name: KEY

Pollyanna: Let's Play the Glad Game

Pollyanna used the Glad Game as a way to make happy feelings about sad events. Try to play the Glad Game now. Pretend the weather is cold and stormy outside. You wanted to go outside to play, but it is snowing too hard. Instead of feeling sad, write three reasons that you are glad the weather is bad. Explain how these things are better than being outside and playing.

1. _____

2. _____

3. _____

KEY

Circle each word from the list in the puzzle. The words can go in any direction.



GAME

NANCY

FRECKLES

BARREL

POLLYANNA