Vikram’s English Academy (ICSE)

**Test: Two poems, The Canterville Ghost**

Std VIII Marks 30 Duration: 40 min

Answer the following questions according to their weightage:-

Q.1. ***Before him the endless ocean roared…***

1. Who is ‘he’ here? Why was he standing in front of the ocean? (3)

‘He’ here is the madman. He was standing in front of the ocean as he was searching for the touchstone and as the garrulous waves of the ocean ceaselessly talked of the hidden treasures inside.

1. What were the waves doing? Explain the figure of speech that is

mentioned. (3)

The waves were ceaselessly talking of the hidden treasures and mocking the ignorance that the madman did not know the meaning of the hidden treasures. The figure of speech used here is personification as the waves have been given the human quality of talking and mocking.

3. Describe the madman. (4)

The madman was a wanderer. He had matted, tawny and dust-laden locks.

His body was worn to a shadow and his lips were tight-pressed like the doors of

his heart and his burning eyes were like the glow-worm seeking its mate. The

madman was searching for a touchstone.

Q.2. ***With whatever you find you create your glad games…***

1. Who is ‘you’ referred to? State the contrasting activity that the narrator is indulged in. (2)

’You’ here is the child who is happily playing with a broken twig. The narrator on the other hand is indulged in his book of accounts, adding up figures by the hour.

2. Explain: ‘In my frail canoe… ’ (2)

Canoe is a narrow boat and here life is compared to a weak canoe and the poet is saying that he is struggling to cross the sea of desire that is, he is trying to balance and fulfill his responsibilities.

3. What has life done to the narrator? (3)

Life has made the poet busy and the poet pities himself as he spends a lot of time and strength over things he can never obtain. He seeks costly things and he has forgotten how to be happy with small things and simplicity.

4. Explain the symbolism of the word ‘game’. Mention the different perspective of

‘game’ for the adult and the child. (3)

Through the poem we understand that the meaning of the word ‘game’ changes as we grow up. The child can play with a broken twig or mud-pies while the game which the adult is playing is of adding up figures in his accounts and seeking out costly things which he can never obtain.

Q.3. ***If you don’t mind a ghost in the house, it is all right…***

1. Who says these words? To whom? Whose ghost is being spoken about? (4)

Lord Canterville says these words to Mr. Hiram B. Otis, the American Minister.

The ghost that is being spoken about is the one that is well-known for three centuries and which always makes its appearance before the death of any member of Lord Canterville’s family. It was the ghost of Sir Simon de Canterville.

2. Describe Mrs. Umney. (3)

Mrs. Umney was the housekeeper, whom Mrs. Otis, at Lady Canterville’s earnest request, had consented to keep on her former position. She was dressed neatly in black silk, with a white cap and apron. Mrs. Umney had made the Otis couple a low curtsey each as they had alighted and had welcomed them to the Canterville Chase in a quaint, old-fashioned manner.

3. What happened when the Otis family entered the Canterville Chase? (3)

As the family entered the avenue of Canterville Chase, the sky became suddenly overcast with clouds, a curious stillness seemed to hold the atmosphere, a great flight of rooks passed silently over their heads, and, before they reached the house, some big drops of rain had fallen. When the Otis family followed Mrs. Umney inside the house, Mrs. Otis caught a sight of a dull red stain on the floor just by the fireplace