



The Indian and the Cupboard by Lynne Reid Banks

Lesson and Activities

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When Omri's big brother has no birthday present for him, he gives Omri an old wooden medicine cabinet he's found. The cabinet doesn't seem like much of a present to nine-year-old Omri, until he deposits inside it another present he receives for his birthday: a miniature plastic Indian. His mother comes up with a key for the cabinet, and the real magic begins. When Omri turns the key once, the Indian, named Little Bear, comes alive; but turn the key a second time and it's an ordinary plastic Indian again.

Key Ideas and Details

- CCSS.ELA-Literacy.RL.5.1 Quote accurately from a text when explaining what the text says explicitly and when drawing inferences from the text.
- CCSS.ELA-Literacy.RL.5.2 Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text.
- CCSS.ELA-Literacy.RL.5.3 Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).

Craft and Structure

- CCSS.ELA-Literacy.RL.5.4 Determine the meaning of words and phrases as they are used in a text, including figurative language such as metaphors and similes.
- CCSS.ELA-Literacy.RL.5.5 Explain how a series of chapters, scenes, or stanzas fits together to provide the overall structure of a particular story, drama, or poem.
- CCSS.ELA-Literacy.RL.5.6 Describe how a narrator's or speaker's point of view influences how events are described.



Discussion Questions:

Chapter 1: The Indian in the Cupboard

- 1. Describe how Omri came to have an Indian in a cupboard?
- 2. What woke Omri before it was time to get up?
- 3. How did Little Bear behave? How did Omri respond?

Chapter 2: The Door Is Shut

- 1. What did Omri find when he checked on Little Bear after school?
- 2. What happened after Omri went to bed, sick with sadness?
- 3. What basic needs did Omri provide Little Bear?

Chapter 3 Thirty Scalps

- 1. Did Little Bear turn to plastic today?
- 2. Describe the adventures with the horse?
- 3. What kind of feeling is developing between Omri and Little Bear?

Chapter 4 The Great Outdoors

- 1. How did Little Bear get hurt?
- 2. How did Omri help him?
- 3. What do you think Omri will do with the new man?

Chapter 5 Tommy

- 1. How does Omri explain the soldier's presence?
- 2. What happens to Little Bear in this chapter?
- 3. How do they get an axe?

Chapter 6 The Chief is Dead, Long Live the Chief.

- 1. How did Omri get the chief?
- 2. What happened to the chief when he was put into the cupboard?
- 3. How did Omri's father feel about Omri's project?



Chapter 7 Uninvited Brothers

- 1. How did Patrick react to Little Bear?
- 2. How does Omri's family react to the secrets?
- 3. What does Omri do for Little Bear?

Chapter 8 Cowboy

- 1. What did Patrick do, that Omri did not want him to do?
- 2. What did Little Bear ask Omri for?
- 3. How is Patrick treating Omri now?

Chapter 9 Shooting Match

- 1. Describe how Omri feels about Little Bear and Boone.
- 2. What happens between Boone and Little Bear?
- 3. What does Omri promise if Indian doesn't kill the cowboy?

Chapter 10 Breakfast Truce

- 1. What did Omri make the 2 little men do?
- 2. What was the rule they must follow to eat?
- 3. What happened when the men were done eating?

Chapter 11 School

- 1. How did Patrick and Omri behave at school?
- 2. How did Little Bear behave? Boone?
- 3. What solution did Little Bear come up with to end his boredom?

Chapter 12 Trouble with Authority

- 1. What happened in the lunchroom?
- 2. Why was Patrick late?
- 3. What happened in the headmaster's office?



Chapter 13 Art and Accusation

- 1. How did Omri get some fun out of bringing the men to school?
- 2. What happened in Mr. Yapp's shop?
- 3. How did Patrick behave toward Omri? How did Omri react?

Chapter 14 The Missing Key

- 1. What problem did Omri and Patrick encounter when they got home?
- 2. What did Little Bear do and why?
- 3. How did Little Bear respond to the consequences of his actions?

Chapter 15 Underfloor Adventure

- 1. Where did the boys find the key?
- 2. What danger awaited Little Bear?
- 3. How did Little Bear react when Boone woke up?

Chapter 16 Brothers

- 1. What ceremony did Little Bear and Boone perform?
- 2. What did Omri and Patrick do with the men and the woman?
- 3. What did Omri do with the special key?

Answers

Chapter 1 The Indian in the Cupboard

- 1. Omri receives a gift from his friend, a gift from his brother (respectively)
- 2. Omri hears a scratching and tiny noises from his cupboard
- 3. Little Bear is brave, strong, and in charge. Omri is respectful, amazed, impresses, and curious.

Chapter 2 The Door Is Shut

- 1. Little Bear was stiff, he was now an "it," not a "he"
- 2. Omri hears a noise, the Indian was alive
- 3. Omri makes sure that the Indian has food and shelter



Chapter 3 Thirty Scalps

- 1. No, he stayed alive.
- 2. The horse chosen, put in cupboard, tamed by Little Bear, and ridden!!
- 3. Omri and Little Bear are developing feelings of respect and trust

Chapter 4 The Great Outdoors

- He got scared, jumped, shook box with the horse and Little Bear, then the horse kicked Little Bear.
- 2. Omri gets antiseptic water, wash cloth, and brings a guy with Red Cross badge to life to help Little Bear.
- 3. Answers may vary

Chapter 5 Tommy

- 1. Omri told the soldier that he was having a dream
- 2. Little Bear gets fixed up by soldier, gets dirt and longhouse materials.
- 3. Omri brought a knight back to life, grabbed the axe, and then turned him back to plastic.

Chapter 6 The Chief is Dead, Long Live the Chief.

- 1. Omri snuck away at lunch to the toy store. Patrick refused to go!!
- 2. The chief was alive, but died when he saw Omri.
- 3. He was upset that his seeds and things were gone, but respected a boy's privacy, so he accepted a replacement.

Chapter 7 Uninvited Brothers

- 1. Patrick reacts with amazement and wonder.
- 2. His parents are highly suspicious.
- 3. Omri give the Indian meat and fire.

Chapter 8 Cowboy

- 1. Patrick turned a cowboy to life.
- 2. Omri gets a wife for Little Bear.
- 3. He is blackmailing him



Chapter 9 Shooting Match

- 1. Omri feels responsible, as if they are real, not toys
- 2. Boone and Little Bear fight!!
- 3. Omri promises that Little Bear will get a wife

Chapter 10 Breakfast Truce

- 1. Omri made them eggs and beans with bread.
- 2. They eat together or they don't eat.
- 3. They were allowed to fight it was a 2 man war that ended with a truce.

Chapter 11 School

- 1. They behaved like good friends, keeping a secret together
- 2. Little Bear stabbed Omri when bored, wanted out. Boone slept and cried.
- 3. He decided to be with Boone

Chapter 12 Trouble with Authority

- 1. Patrick got in a fight and almost squished the men.
- 2. He was busy feeding the little people in the music room.
- 3. He showed the headmaster Little Bear and Boone.

Chapter 13 Art and Accusation

- 1. Boone drew a TINY picture and blew away the art teacher.
- 2. Yapp accused Omri of stealing
- 3. Patrick vouched for Omri, Omri invited him to stay the night.

Chapter 14 The Missing Key

- 1. They discovered a missing cupboard and a missing key.
- 2. He shot and arrow into Boones chest because Boone made fun of Indians in a movie.
- 3. He felt remorseful and ran off alone.

Chapter 15 Underfloor Adventure

1. They found the key under the floor.



- 2. Omri's brother's rat got loose.
- 3. He was grateful, then angry, then crafty, he would care for Boone if given a wife.

Chapter 16 Brothers

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- 1. They performed a blood brother ceremony.
- 2. They turned them back to plastic.
- 3. He asked his mom to keep it safe.

Writing Prompts

- If you had a magical cupboard that could bring anything to life, what object or toy would you choose?
- Write a story about Little Bear and Boone, back in their own time.
- Write a story about what will happen with Little Bear at school.
- Should Omri tell someone about Little Bear? Why or why not?
- Your assignment is to write a persuasive letter to Omri that will convince him to tell or not tell about Little Bear.
- Write a letter from Little Bear to Omri. What would he say?
- Write a story about where the soldier has come from and what he is like.
- Write an alternate ending for the story.
- Compare and contrast the characters Little Bear and Boone or Omri and Patrick.

Activity Ideas

Learn More About the Iroquois

Little Bear was an Iroquois Indian, the son of a chief. He told Omri that he lived in a longhouse, not a teepee, and that his tribe fought on the side of the English against the French. Learn more about the Iroquois. Where did they live? Describe their lifestyle and customs. Who were their enemies? Why were they called "The Five Nations"?

You may choose to have this research done in small groups and have expectations and objectives such as:

- 1. Written report with references cited
- 2. Oral presentation using note cards with facts



3. Constructing a longhouse



- Information on the longhouse:
 http://www.indians.org/articles/iroquois-longhouse.html
 Downloadable Longhouse Template:
- http://www.susankae.com/Iroquois%20longhouse.pdf

Drawing and coloring a map of the Iroquois land



- Information about Iroquois land http://www.warpaths2peacepipes.com/native-american-indians/iroquoisconfederacy.htm
- Traditional Lands of the Iroquois
 http://www.webpages.uidaho.edu/~rfrey/329Iroquoistraditionallands.htm

5. Making a costume similar to what the Iroquois wore



 Information and template for Iroquois Clothing: http://blog.dnevnik.hr/print/id/1626613525/iroquois-indians-clothing.html

• Individual Project: What's in Your Cupboard?

Make a cupboard. Decide what you will put in it to transform to a living thing. Write a story/ account of what happens when this item comes to life. It does not have to be plastic, as it was in the book, but it must fit in the cupboard. Examples might be: toy dinosaur, stuffed animal, doll, toy car, toy robot, etc.) Encourage the kids to keep their project secret so others can make guesses later.

Materials:

o Paint, Markers and Glue



Vocabulary

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Sheepish lacking in courage or self-confidence

Chasm a deep split or gap in the earth

Transfixed to make motionless with amazement, awe, or terror

Infinity never ending

Unwarily easily fooled or surprised

Amiss in the wrong way

Bandolier a belt worn over the shoulder to carry something

Clamber to climb in an awkward way as in scrambling

Wince to draw back in pain or fear

Intricate having many closely combined parts or elements

Dawdle to waste time

Disentangle to free or become free

Shambling to walk in an awkward, unsteady way

Raucous rowdy

Staunchly loyally, firmly, and dependable

Myriad a large number

Escarpment a deep ditch

Tousle a tangled mass or condition; to make untidy, muss

Aghast to be struck with amazement or horror

Seething to be in a great stage of excitement and/or anger



Lark something done for fun or adventure

Gingerly with caution or care

Flummox confuse

Pommel a rounded knob at the top and front of a saddle

Strewn spread by scattering

Novelties something new or unusual

Ravenous to be extremely hungry

Scarcely only just a small amount

Mercifully showing mercy or compassion

Firewater intoxicating liquor

Relapse to fall back in illness

Tethered a line by which an animal is fastened

Reverently to show honor or respect

Torso the human body except for the head, arms and legs

Rapture a strong feeling of joy

Systematically having a method or plan

Lithely bending easily

Miniscule very small

Fiendish very wicked or cruel

Magnanimously generous and forgiving

Prostrate lacking in power or energy; to lay flat

Persecutor someone who punishes someone else



Hectoring to act like a bully

Scorn to be angry and disgusted

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Coax to attempt to influence by gently persuasion

Orderly a soldier who attends a superior officer to perform services

Galvanized to excite

Plait a braid

Incredulous showing disbelief

Presume to suppose something to be true without proof

Joist small timber or metal beam

Vittles (victual) food usable by humans

Peril something in danger

Verdict the decision reached by a jury

Dignified showing that you are worthy of respect

Obligingly willing or eager to do a favor

Haughty disdainfully proud; thinking you're better than others

Hullabaloo a very loud ruckus

Stealthily done in a sly or secret manner

Brandish to wave or shake in a threatening manner

Mingle to move along others as a group

Privet a shrub used for hedges

Tourniquet a device used to stop bleeding by twisting or tightening

Musingly to think over carefully



Appall to be shocked

Biscuit a cookie

Mulish to be stubborn like a mule

Anxious fearful of what may happen

Gesticulation to make gestures when speaking

Lath a strip of wood used for a base for plaster

Warily to be very watchful and cautious

Tantalizing to want something that is out of reach

Retort to reply sharply

Baffle to confuse

Alcove a small part of a room set back from the rest of it

Spittoon a pot to spit in

Bedraggled dirty and disheveled.

Ado fuss or trouble

Grimace a twisting of the face in disgust

Apprehension fear of what may happen

Astonish to strike with sudden wonder or surprise

Crestfallen feeling shame or humiliation

Sullen sad or gloomy

Reluctant showing doubt or unwillingness

Uncanny extraordinary; beyond the ordinary o normal

Lorry truck

