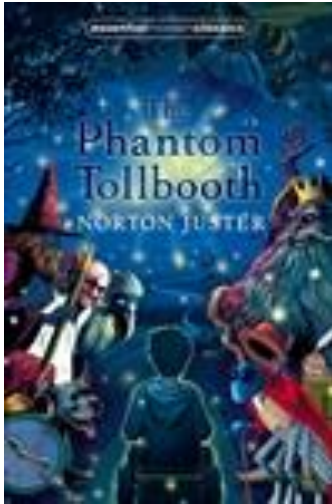




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# THE PHANTOM TOLLBOOTH

Norton Juster

Essential Modern Classic  
9780007263486

### The Story:

Milo was bored. When he was in school he longed to be out, and when he was out he longed to be in. On the way he thought about coming home, and coming home he thought about going. Wherever he was, he wished he were somewhere else, and when he got there he wondered why he'd bothered. Nothing really interested him - least of all the things that should have.

Then, one day, Milo receives the mysterious gift of an assembly-required toy turnpike tollbooth and magically enters the Lands Beyond, where he embarks on a quest to rescue the maidens Rhyme and Reason from exile and thereby reconcile the estranged kingdoms of Dictionopolis and Digitopolis.

Join Milo on his journey through a world of punsters and idea benders. Travel through Expectations, The Doldrums, Dictionopolis, Old City of Wisdom, Forest of Sight, Valley of Sound, Conclusions, Digitopolis, Sea of Knowledge, Castle in the Air, Mountains of Ignorance and meet up with Tock, Humbug, the Terrible Trivium and the Threadbare Excuse and all the incredible characters he encounters in his quest.



**Norton Juster:** Norton Juster is not a full-time writer, he is an architect. His first and most famous book, *The Phantom Tollbooth*, has been the readers' favourite ever since it was published in 1961. He is fascinated at how things are put together and he loves doing puzzles. He loves cooking but prefers eating. He also collects old maps. He lives in Massachusetts, USA.

With grateful thanks to Mindi Sinha who so generously offered her teaching ideas to fans of The Phantom Tollbooth on the 'net'.

1. Build a model of the Tollbooth based on the description in chapter 1. It may be a single model or part of a diorama.
2. Draw a map showing Milo's journey and the different places he visited. Label it clearly. Places to include: Expectations; The Doldrums; Dictionopolis; Old City of Wisdom; Forest of Sight; Valley of Sound; Conclusions; Digitopolis; Sea of Knowledge; Castle in the Air; Mountains of Ignorance.
3. Script an argument between King Azaz the Unabridged and The Mathemagician debating whether words or number are more important. Choose a partner and present your script to the class.
4. Characters in Dictionopolis are very fond of sayings and similes. Compile a booklet of sayings, proverbs and similes and illustrate each one. (Teachers, parents, other adults, internet and books can help you find your examples.)
5. At the banquet in Dictionopolis the guests had to make a speech and "eat their words". Use Publisher to present a "tasty speech". Decorate with a border, graphics and interesting fonts.
6. Construct a model of a Dodecahedron using the template provided. Draw a different expression each face. Conduct some Chance experiments to see which face lands uppermost the most frequently when you roll it 12, 24 and 36 times. Tabulate and graph your results.
7. Use the Portrait gallery worksheets to create a gallery of "Goodies", "Baddies" and "Main characters" from the novel.
8. The Terrible Trivium gives Milo, Tock and Humbug several pointless tasks to complete. Make an illustrated booklet of ten other unimportant and time wasting tasks he could give his victims.
9. The Threadbare Excuse spends his time making up excuses for not doing things or doing the wrong thing. Make a humorous illustrated booklet full of excuses for not doing your homework.
10. The monsters who live in the Mountains of Ignorance are all creatures who demonstrate some form of ignorant and unpleasant behaviour and their names help describe them. Invent 5 more monsters of Ignorance, name them and describe their bad habits. Draw a picture of each one.
11. Use Powerpoint to design a presentation based on an incident, chapter or the whole novel.
12. Write a script of a scene or a chapter from the novel and get a small group of friends to help perform for the class.