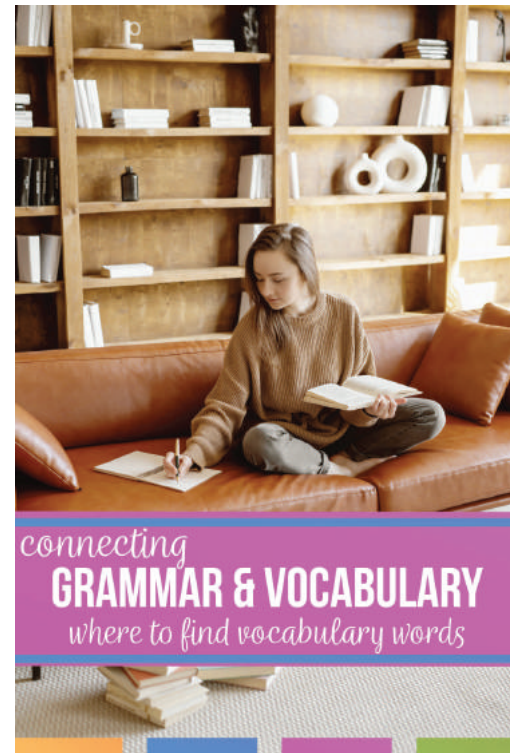
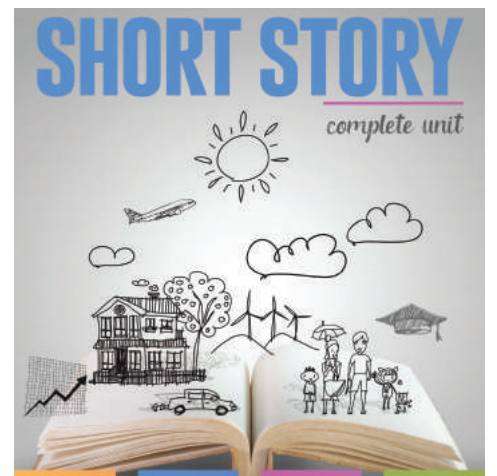
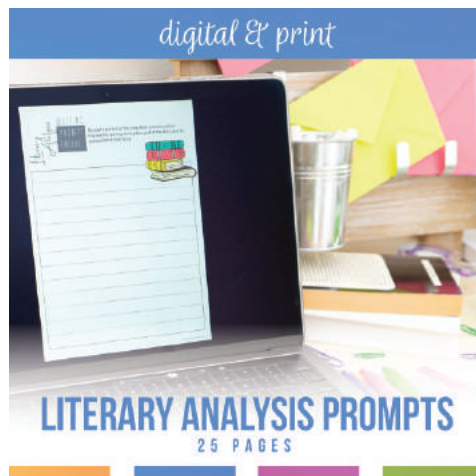
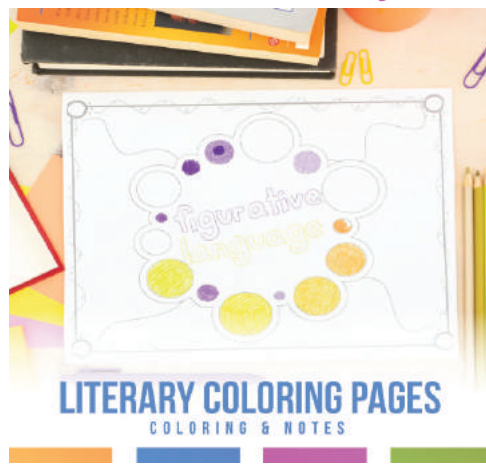
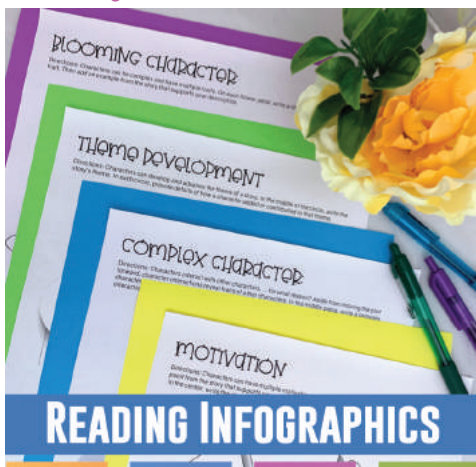


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Thanks again,

Lauralee, Language Arts Classroom

Directions: Circle the letter of the best answer for each question.

1. How did the narrator live 15 years ago?
 - a. As a jokester.
 - b. In fear.
 - c. With pleasantness.

2. How is Devon revered?
 - a. Beautiful.
 - b. Ugly.
 - c. Retro.

3. What is the second place the narrator visits?
 - a. The dormitory.
 - b. A tree.
 - c. The cafeteria.

4. What “kind of” summer is Gene having?
 - a. Boring.
 - b. Cruel.
 - c. Sarcastic.

5. What does Finny want his male peers to do?
 - a. Jump from a tree.
 - b. Run away.
 - c. Eat dinner.

6. What does Finny declare as he jumps from the tree?
 - a. “I’m hungry!”
 - b. “Here’s my contribution to the war effort!”
 - c. “I win!”

7. What do Gene and Finny do on the way to dinner?
 - a. Sing.
 - b. Wrestle.
 - c. Play catch.

8. What does the school look like this summer?
 - a. Robust.
 - b. Empty.
 - c. Decrepit.

9. What illegal item do Gene and Finny have in their room?
 - a. A radio.
 - b. Cigarettes.
 - c. Magazines.

10. Why does Finny not wear pajamas?
- a. He heard they were unmillitary.
 - b. He sweats at night.
 - c. He is too poor for special clothing.

A Separate Peace: Chapter One

ANSWER KEY

1. B

2. A

3. B

4. C

5. A

6. B

7. B

8. B

9. A

10. A

Directions: Circle the letter of the best answer for each question.

1. How does Finny explain the absence from dinner?
 - a. He runs away and Mr. Prud'homme cannot catch him.
 - b. He tells the truth.
 - c. He says he overslept.

2. Why was the faculty relaxed with the boys' behaviors?
 - a. The boys reminded the faculty of peace.
 - b. The faculty was not paid during the summer months.
 - c. The boys did extra chores as compensation.

3. What does Phineas wear as an emblem?
 - a. A flag.
 - b. A baseball cap.
 - c. A pink shirt.

4. What was Finny's belt?
 - a. The school tie.
 - b. Gene's belt.
 - c. A piece of rope.

5. How does Gene regard Phineas' choice of him as his friend?
 - a. Gene does not understand it.
 - b. Gene sees it as a compliment to himself.
 - c. Gene is saddened by the relationship.

6. What "kind" of summer was this for Gene?
 - a. A sarcastic summer.
 - b. A hippy summer.
 - c. An expensive summer.

7. Who does Gene think talked too much at Mr. Patch-Withers' house?
 - a. Leper.
 - b. Mrs. Patch-Withers.
 - c. Finny.

8. What does Finny doubt happened in the world?
 - a. The US elected a new president.
 - b. The bombing of Central Europe.
 - c. The dying of Mussolini.

9. What does Gene think when he reflects on the boy's behavior that summer?
 - a. They were brutal.
 - b. They acted in complete selfishness.
 - c. They helped the community.

10. What is required for membership in the Super Suicide Society of the Summer Session?

- a. Skipping dinner.
- b. Swimming at the beach.
- c. Jumping from the tree.

ANSWER KEY

1. B

2. A

3. C

4. A

5. B

6. A

7. B

8. B

9. B

10. C

Directions: Circle the letter of the best answer for each question.

1. Why does Gene always jump from the tree?
 - a. He wants to get extra exercise.
 - b. He does not want to lose face with Finny.
 - c. He needs to help Finny.

2. How often does the Super Suicide Society of the Summer Session meet?
 - a. Every night.
 - b. Weekly.
 - c. On the weekends.

3. What does Phineas create?
 - a. A screenplay.
 - b. A new sport.
 - c. A class for freshmen.

4. How does Gene describe Finny?
 - a. Always having energy.
 - b. Gloomy and sad.
 - c. Outgoing, as a trickster.

5. What moment of history belongs to Gene?
 - a. The war.
 - b. The draft.
 - c. The presidential election.

6. At what does Finny excel?
 - a. Academics.
 - b. Athletics.
 - c. Poetry.

7. What does Phineas say he will not do in public?
 - a. Jump from the tree.
 - b. Break the swimming record.
 - c. Bike ride with Gene.

8. Where does Finny think the only real swimming can be done?
 - a. A pond.
 - b. A swimming pool.
 - c. The ocean.

9. What does Finny do on the bike ride to the beach?
 - a. Sings.
 - b. Eats.
 - c. Vomits.

10. What does Finny tell Gene before they go to sleep?
- a. Finny will not graduate on time.
 - b. Gene is his best pal.
 - c. He has a new girlfriend.

ANSWER KEY

1. B

2. A

3. B

4. A

5. A

6. B

7. B

8. C

9. A

10. B

Directions: Circle the letter of the best answer for each question.

1. What does Finny do in the morning?
 - a. Pushups and sit-ups.
 - b. Runs.
 - c. Swims.

2. What happens when Gene returns to school?
 - a. The headmaster punishes him.
 - b. He flunks his test.
 - c. He takes a nap.

3. What kind of student is Gene?
 - a. He may be head of the class.
 - b. He barely passes.
 - c. He is average.

4. What does Gene decide Finny wants to do?
 - a. To physically hurt him by having him jump from the tree.
 - b. To sabotage him from succeeding in school.
 - c. To join the same branch of the military with him.

5. What was Chet's weakness in school?
 - a. He struggled to memorize dates.
 - b. He likes to skip class.
 - c. His love of learning distracts him from assignments.

6. What does Gene do the rest of the summer?
 - a. Becomes a better student.
 - b. Ignores Finny.
 - c. Exercises more.

7. What did Finny want Gene to do the night before the French test?
 - a. Go to the beach.
 - b. Watch Leper jump.
 - c. Listen to the radio.

8. What does Finny say he did not realize about Gene?
 - a. That he did not enjoy running.
 - b. That he wore Finny's clothing.
 - c. That he needed to study.

9. What does Finny want to do with Gene to cement their friendship?
 - a. Jump together.
 - b. Run away together.
 - c. Write a poem together.

10. What does Gene do to Finny?
- a. Takes away his study materials.
 - b. Jounces the tree limb he's on.
 - c. Gets his dinner for him.

ANSWER KEY

1. C

2. B

3. A

4. B

5. C

6. A

7. B

8. C

9. A

10. B

Directions: Circle the letter of the best answer for each question.

1. What is Finny's injury?
 - a. A shattered leg.
 - b. A concussion.
 - c. A twisted ankle.

2. What does Gene wear?
 - a. A straw hat.
 - b. Finny's pink shirt.
 - c. A bandana.

3. What is the doctor's report concerning Finny?
 - a. Finny needs a wheelchair.
 - b. Finny can no longer play sports.
 - c. Finny must attend a different school.

4. How does Gene react to the doctor's news?
 - a. Gene smiles.
 - b. Gene is numb.
 - c. Gene cries.

5. What does Finny ultimately say about his fall?
 - a. He lost his balance.
 - b. The wind knocked him down.
 - c. He admits Gene hurt him.

6. At the hospital, what does Gene decide to tell Finny about the fall, but never does?
 - a. He wants to take Finny's place.
 - b. The truth.
 - c. Dr. Stantapole's message.

7. What story does Gene share with Finny about being home?
 - a. His grandmother died.
 - b. A fire.
 - c. The town's flooding.

8. What does Gene tell Finny?
 - a. He caused the accident.
 - b. He found a new roommate.
 - c. He quit sports.

9. What does Finny threaten to do to Gene?
 - a. Call his mother.
 - b. Take him to the hospital.
 - c. Kill him.

10. What does Finny not want Gene to do?
- a. Live by the rules.
 - b. Find a new roommate.
 - c. Take new classes without him.

ANSWER KEY

1. A

2. B

3. B

4. C

5. A

6. B

7. B

8. A

9. C

10. A

Directions: Circle the letter of the best answer for each question.

1. What had changed at Devon?
 - a. Radios were in the rooms.
 - b. Maids were not there.
 - c. Boys had to chop wood.

2. What act does Gene remember of Finny?
 - a. Finny wearing a pink shirt.
 - b. Finny swimming at the beach.
 - c. Finny balancing on a canoe.

3. What job has Gene taken on the crew team?
 - a. Assistant senior crew manager.
 - b. Captain.
 - c. Scorekeeper for the junior varsity.

4. According to Gene, what do people think of Quackenbush?
 - a. People do not understand him.
 - b. People enjoy his company.
 - c. People dislike him.

5. What insult does Quackenbush give Gene?
 - a. Dumb.
 - b. Maimed.
 - c. Thoughtless.

6. What occurred during the summer that made Mr. Ludsbury unhappy?
 - a. Television viewing.
 - b. Dancing.
 - c. Gaming.

7. About what does Mr. Ludsbury scold Gene?
 - a. That the students took advantage of a substitute.
 - b. That the students did not find jobs.
 - c. That the students quit attending class.

8. Why does Finny call Gene?
 - a. To be sure no one else was rooming with Gene.
 - b. To learn who the crew team captain was.
 - c. To hear the gossip surrounding Leper.

9. How does Finny react to Gene's position on the crew team?
 - a. Finny is proud.
 - b. Finny is surprised.
 - c. Finny ignores Gene.

10. What does Finny want Gene to do for him?
- a. Find a new roommate.
 - b. Fight Quackenbush.
 - c. Play sports.

ANSWER KEY

1. B

2. C

3. A

4. C

5. B

6. C

7. A

8. A

9. B

10. C

Directions: Circle the letter of the best answer for each question.

1. Why does Brinker joke that Finny picked Gene for a roommate?
 - a. Because Gene knew that Finny wouldn't be there.
 - b. Because Gene had to keep an eye on Finny.
 - c. Because Gene disliked his other classmates.

2. Where do Gene and Brinker go?
 - a. The river.
 - b. The tree.
 - c. The butt room.

3. About what does Finny joke with the other boys?
 - a. That he put arsenic in Finny's coffee.
 - b. That he changes Finny's grades.
 - c. That he replaced Finny in sports.

4. For what job did the boys earn cash?
 - a. Translators.
 - b. Apple harvesters.
 - c. Maids.

5. How did the boys help with the railroads?
 - a. They shoveled snow.
 - b. They replaced wood.
 - c. They scrubbed the metal.

6. What does Leper do while the boys work on the railroads?
 - a. Reads.
 - b. Skis.
 - c. Naps.

7. For what specifically is Leper looking?
 - a. Ants.
 - b. A beaver dam.
 - c. Books.

8. After talking with Leper, what does Brinker decide to do?
 - a. Enlist for the war.
 - b. Kick Leper out of their club.
 - c. Eat breakfast.

9. What does Gene decide to do, "now"?
 - a. Fight Leper.
 - b. Join a sports team.
 - c. Enlist for the war.

10. What does Gene find when he returns to this room?
- a. Finny.
 - b. Maids cleaning.
 - c. A note from his mother.

ANSWER KEY

1. A

2. C

3. A

4. B

5. A

6. B

7. B

8. A

9. C

10. A

Directions: Circle the letter of the best answer for each question.

1. What does Finny tease Gene about when they first see each other?
 - a. His test scores.
 - b. His clothes.
 - c. His sport choice.

2. What does Finny need help doing?
 - a. Eating.
 - b. Making the bed.
 - c. Packing his books.

3. Who is now nicknamed “Yellow Peril”?
 - a. Finny.
 - b. Leper.
 - c. Brinker.

4. What does Finny say he loves?
 - a. His classes.
 - b. Sports.
 - c. Winter.

5. His first day back, what does Finny want Gene to do with him?
 - a. Skip class.
 - b. Go to the beach.
 - c. Swim.

6. What sport did Gene finally do to satisfy the athletic requirement?
 - a. Equestrian.
 - b. Regular gym class.
 - c. Track.

7. What has Finny decided to believe about the war?
 - a. The U.S. will lose.
 - b. Russia is cruel.
 - c. There is no war.

8. According to Finny, who gets “the joke”?
 - a. Fat, old men.
 - b. Mothers.
 - c. Cripples.

9. Why is Finny going to coach Gene?
 - a. For school records.
 - b. For the 1944 Olympics.
 - c. For Finny’s athletic requirement.

A Separate Peace: Chapter Eight

10. According to Finny, why does Mr. Ladsbury believe in the war?
- a. Mr. Ladsbury is too thin.
 - b. Mrs. Ladsbury has him fooled.
 - c. The school pays Mr. Ladsbury to believe.

ANSWER KEY

1. B

2. B

3. C

4. C

5. A

6. B

7. C

8. A

9. B

10. A

Directions: Circle the letter of the best answer for each question.

1. Who is the first boy to enlist in the war?
 - a. Brinker.
 - b. Gene.
 - c. Leper.

2. What is the subject of the film a recruiter shows the boys?
 - a. Skiing.
 - b. Army medals.
 - c. Monetary benefits.

3. What does Brinker decide Leper has done at war?
 - a. Ran away.
 - b. Attempted to kill Hitler.
 - c. Became a General.

4. What influence does Finny have on Gene?
 - a. Gene stops studying.
 - b. Gene stops hanging out with the other boys.
 - c. Gene writes a resignation letter from the crew club.

5. What does Finny organize?
 - a. The School Fun Day.
 - b. The Class' Picnic.
 - c. The Winter Carnival.

6. How has Brinker changed this term?
 - a. He is not as involved as he once was.
 - b. He is playing more sports.
 - c. He now has a girlfriend.

7. What was Finny's new purchase?
 - a. A bicycle.
 - b. A chair with lions' heads.
 - c. A coffeemaker.

8. How do the boys open the games?
 - a. With fire.
 - b. By chanting.
 - c. With a whistle.

9. What do the boys drink?
 - a. Water.
 - b. Cola.
 - c. Cider.

10. What did Leper send Gene?
- a. A jacket.
 - b. A telegram.
 - c. Money.

ANSWER KEY

1. C

2. A

3. B

4. B

5. C

6. A

7. B

8. A

9. C

10. B

Directions: Circle the letter of the best answer for each question.

1. What does Gene tell the readers about the war?
 - a. He never got to the war.
 - b. He enlisted in the military as a career.
 - c. He and Finny were in the same branch.

2. What does Gene notice about Leper?
 - a. Leper is tanned.
 - b. Leper's lip twitches.
 - c. Leper has gained weight.

3. What room does Leper spend his time?
 - a. His bedroom.
 - b. The basement.
 - c. The dining room.

4. How did Leper leave the army?
 - a. With a pass.
 - b. AWOL.
 - c. Medical leave for his hurt leg.

5. What does Leper fear Gene thinks of him?
 - a. That he is weak.
 - b. That he won't fit in at school.
 - c. That he is psycho.

6. Why does Gene worry about himself?
 - a. The army made Leper psycho and he is going in the army.
 - b. Gene is not physically able to keep up with Leper.
 - c. Gene will not be able to balance school and military training.

7. What discharge was the army going to give Leper?
 - a. DD-214.
 - b. Honorable Discharge.
 - c. Section Eight.

8. Of what does Leper accuse Gene?
 - a. Cheating at school.
 - b. Knocking Finny out of a tree.
 - c. Stealing money.

9. What made Leper nervous at war?
 - a. Everything got turned inside out.
 - b. He worried about his mother.
 - c. The food was not filling.

10. What does Gene do when Leper tells his story?
- a. Hugs him.
 - b. Runs away.
 - c. Cries with Leper.

ANSWER KEY

1. A

2. B

3. C

4. B

5. C

6. A

7. C

8. B

9. A

10. B

Directions: Circle the letter of the best answer for each question.

1. What is Finny doing when Gene returns to Devon?
 - a. Participating in a snowball fight.
 - b. Swimming at the gym.
 - c. Sleeping on a bench.

2. What does Finny believe about his leg?
 - a. It will never heal.
 - b. It is growing stronger.
 - c. It is re-broken.

3. What does Brinker want Gene to do regarding Finny?
 - a. Carry Finny's books for him.
 - b. Help Finny realize the reality of his leg.
 - c. Enroll Finny in a gym class.

4. What does Finny have a group of boys do?
 - a. Move Gene's clothes downstairs.
 - b. Write letters to Leper.
 - c. Sing.

5. How does Finny regard Caesar?
 - a. With awe.
 - b. With disbelief.
 - c. With joy.

6. Whom does Finny believe in?
 - a. His mom.
 - b. Gene.
 - c. Old, fat men.

7. Where does Brinker take Finny and Gene?
 - a. The First Building.
 - b. The cafeteria.
 - c. The Butt Room.

8. Who is the "surprise witness"?
 - a. Dr. Stanpole.
 - b. Greg.
 - c. Leper.

9. In what way does Finny react to the questions that Gene had never seen before?
 - a. He cries.
 - b. He passes out.
 - c. He shakes Brinker.

10. What happens to Finny?
- a. He is expelled from school for fighting.
 - b. He falls down the marble stairs.
 - c. He returns to his room.

ANSWER KEY

1. A

2. B

3. B

4. C

5. B

6. B

7. A

8. C

9. A

10. B

Directions: Circle the letter of the best answer for each question.

1. How do the boys behave as Finny lies on the stairs?
 - a. Ashamed.
 - b. Erratically.
 - c. Calmly.

2. How does Finny leave the building?
 - a. Carried in a chair.
 - b. On a stretcher.
 - c. In the doctor's arms.

3. What does Dr. Stanpole say happened to Finny?
 - a. Finny hit his head.
 - b. Finny twisted his ankle.
 - c. Finny re-broke his leg.

4. What is Gene thinking as he stands outside Finny's hospital room?
 - a. He wants to go home.
 - b. Many ideas - jumbled thoughts.
 - c. Dr. Stanpole can't handle this.

5. How does Finny act the night when Gene talks to him through the window?
 - a. Angry.
 - b. Sullen.
 - c. Happy.

6. What is the note's content that Gene finds taped to his bedroom door the next day?
 - a. Bring money to the gym.
 - b. Take Finny's stuff to the Infirmary.
 - c. Pack for home.

7. Why does Gene finally speak to Finny?
 - a. Finny asks him to speak.
 - b. Gene knows he must be the bigger person.
 - c. Gene sees Finny shaking.

8. To what does Finny confess doing secretly all winter?
 - a. Trying to get in the war.
 - b. Saving money.
 - c. Writing letters to Gene's family.

9. What is the result of Finny's surgery?
 - a. Finny's leg is better.
 - b. Finny's leg is amputated.
 - c. Finny dies.

10. How does Gene decide he feels about Finny?
- a. Gene has become Finny.
 - b. Gene never trusted Finny.
 - c. Gene loved Finny.

ANSWER KEY

1. C

2. A

3. C

4. B

5. A

6. B

7. C

8. A

9. C

10. A

Directions: Circle the letter of the best answer for each question.

1. What does Gene watch from his bedroom window?
 - a. A football game.
 - b. Jeeps.
 - c. Birds.

2. What are in the trucks?
 - a. New lockers.
 - b. Typewriters.
 - c. Sewing machines.

3. What does Brinker's dad laugh about?
 - a. Brinker's shoes.
 - b. The sewing machines.
 - c. The football game.

4. What does Brinker's dad warn the boys about?
 - a. Properly choosing which service to enter.
 - b. Taking their exit exam from Devon.
 - c. Keeping their records clean.

5. How does Brinker react to his father's speech?
 - a. He is angry.
 - b. He laughs it off.
 - c. He says nothing.

6. What does Gene talk about concerning Finny?
 - a. His laugh.
 - b. His athletic ability.
 - c. Nothing.

7. What/Who broke Finny's natural and harmonious unity?
 - a. Gene.
 - b. The war.
 - c. His mother.

8. What signifies the end of Gene's schooling?
 - a. His diploma.
 - b. Enlisting for the war.
 - c. Leaving his gym locker open.

9. Where did Gene kill his enemy?
 - a. At school.
 - b. At war.
 - c. At home.

10. How does the narrator close the book?
- a. By warning the reader to be considerate.
 - b. By acknowledging youth is fleeting.
 - c. By realizing there may be no enemy.

ANSWER KEY

1. B

2. C

3. B

4. A

5. A

6. C

7. A

8. C

9. A

10. C