



1. 5. 9. A 3 **B** 3 C 3 13. D 3 Who is the author? Who is the illustrator? What is the title of the book? Does this book have the same author and illustrator? 2. A 5 6. **B** 5 10. C5 14. 08 What is the setting of the story What is the setting of the story What was the problem in the What is the name of the beginning of the story? in the beginning of the book? in the end of the book? main character? 3. A8 7. B 8 11. CB 15. D 10 What grew in his room? How long did Max travel in the What color were the monster's How did Max tame the ocean? eyes? monsters? A 10 8. 12. 4. **B10** 16. D12 C 10 What did Max smell all How did Max feel once he Did the monsters want him What was waiting for him at around him? became king? to leave at the end of the the end of the story? book?

Where The Wild Things Are TriVia Game

This is a Jeopardy-like game. First laminate all pages and cut out the question cards and tally recording cards. You can leave the question cards as one sheet to save time on sorting them if the students are playing this independently.

The students use the game board to take turns choosing a subject and amount. If they get the question right, they get the points. If they don't get it right, they don't get any points. The students must record their answers on the tally cards using tally marks to determine who has the most points. They can use a dry erase marker to X out the boxes they have completed.

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Tally Cards

Tally Cards

Answers

- 1. Maurice Sendak
- 2. Max
- 3. a forest
- 4. lonely
- 5. Maurice Sendak
- 6. Max's home
- 7. one year
- 8. he smelled good things to eat
- 9. Where the Wild Things Are
- 10. the forest/jungle
- 11. with a magic trick
- 12. no
- 13. yes
- 14. Max making mischief/being bad
- 15. yellow
- 16. supper