

## Study Guide: "The Outing"

### Quiz

1. What are the names of the main characters in "The Outing"?
2. Where were the children originally planning to go on their class outing?
3. What caused the change in the children's outing plans?
4. What place did the children visit instead of their first intended location?
5. What subject did the children learn about at the museum?
6. How is the book "The Outing" described in terms of length and visual elements?
7. What object begins to glow at the end of "The Outing"?
8. What kind of adventure is suggested by the magic key glowing at the end of the book?
9. How does "The Outing" fit into the larger Oxford Reading Tree series?
10. How might the change in plans influence a reader's expectation of what kind of story it is?

### Answer Key

1. The main characters in "The Outing" are Biff, Chip, and Kipper.
2. The children were originally planning to go to the zoo for their class outing.
3. It began to rain and didn't stop, causing a change in the children's outing plans.
4. The children visited the museum instead of the zoo.
5. At the museum, the children learned about dinosaurs.
6. "The Outing" is described as a 24-page paperback book with colourful and engaging pictures.
7. The magic key starts to glow at the end of "The Outing."
8. The glowing magic key suggests a dinosaur adventure is coming in the next book.
9. "The Outing" is a Level 6 story in the Oxford Reading Tree series.
10. The change of plans creates an expectation that the story may be about adapting to unforeseen circumstances and it also suggests adventure, even when plans change.

### Glossary of Key Terms

**Biff, Chip, and Kipper:** The main child characters featured in many of the Oxford Reading Tree books.

**Zoo:** A place where animals are kept for public exhibition, the original destination for the class outing.

**Museum:** A building where objects of historical, scientific, artistic, or cultural interest are kept and displayed, the alternative destination for the outing.

**Magic Key:** A recurring element in the Oxford Reading Tree series that initiates magical adventures and plot development.

**Adventure:** A thrilling experience or undertaking that is full of excitement and often involves travel or unusual situations.

**Paperback:** A book bound in a flexible paper cover.