

Seventh Grade Spooky Stories Unit Final Exam

Part I: Three Skeleton Key

1. Where do the rats come from?
 - A. The lighthouse basement.
 - B. The ocean.
 - C. An abandoned ship.
 - D. The island.

2. How do the rats first get inside the lighthouse?
 - A. They crawl through an open window.
 - B. They chew through the metal covering a window.
 - C. They scratch a hole through the lighthouse wall.
 - D. They break the windows that surround the light at the top of the lighthouse.

3. Where do the men go when the rats enter the lighthouse?
 - A. The top of the lighthouse.
 - B. The cellar of the lighthouse.
 - C. The abandoned ship.
 - D. The island.

4. How do the men get rescued?
 - A. Giant eagles swoop down and carry them off.
 - B. The crew of the abandoned ship helps them fight off the rats.
 - C. They signal shore and men come and set fire to the lighthouse.
 - D. The rats are lured to a barge full of meat and doused with gasoline, then set on fire.

5. What happens to each of the lighthouse attendants?
 - A. They all die as a result of their injuries.
 - B. One dies, one lives, and one goes crazy.
 - C. Two die, one lives.
 - D. Two die, and one goes crazy.

Part II: The Monsters are Due on Maple Street

6. What is the first sign that something is wrong on Maple Street?
 - A. The power goes out.
 - B. A strange figure is spotted.
 - C. A neighbor goes missing.
 - D. Strange lights are seen in one of the houses.

7. What does the boy Tommy suggest is behind the strange events?
 - A. Monsters
 - B. Men from Outer Space
 - C. Terrorists
 - D. Neighbors

Spooky Stories

8. Why are people suspicious of Les Goodman?
 - A. His wife left him.
 - B. They have seen him walking around at night.
 - C. He was seen mysteriously lurking around people's houses.
 - D. They can't find him anywhere.

9. What happens to Pete Van Horn?
 - A. He is abducted by aliens.
 - B. He drowns in the pond.
 - C. He disappears.
 - D. He gets shot by a neighbor.

10. What do the "figures" say about Maple Street?
 - A. It shows that people always stick together, so mankind will be hard to defeat.
 - B. It shows that people of Earth are very stupid, so they will be easy to control.
 - C. It shows that people are easily suspicious of each other, so they are easy to turn on themselves.
 - D. It shows that people of Earth are not trusting, so they are hard to teach.

Part III: The Masque of the Red Death

11. What is the Red Death?
 - A. A vicious robot.
 - B. A large monster.
 - C. A deadly plague.
 - D. A masked killer.

12. What is Prospero's reaction to the threat of the Red Death?
 - A. He calls upon a great army to defeat it.
 - B. He stays underground hiding until it is gone.
 - C. He ignores it and hopes it will go away.
 - D. He gathers all of his friends and throws a party.

13. How many rooms does the masquerade take place in?
 - A. 7
 - B. 13
 - C. 1
 - D. 4

14. How does Prince Prospero react to Death?
 - A. He begs for his life.
 - B. He grovels at his feet.
 - C. He starts crying.
 - D. He tries to stab him.

Spooky Stories

15. What happens to all of the party goers?
- A. They try to grab the visitor, but he has no physical form.
 - B. They try to run, but they are locked inside and suffocate.
 - C. They leave the party pouting because the fun is over.
 - D. They continue to enjoy themselves as if nothing happened.

Part IV: Story Elements

16. Which of the following is not a required element of a spooky story?
- A. Setting
 - B. Foreshadowing
 - C. Magic
 - D. Suspense
17. What is foreshadowing?
- A. Comparing something to someone else.
 - B. Giving a hint of something that will happen later.
 - C. Descriptions of the five senses.
 - D. The introduction of the conflict.
18. Which of the following is an example of suspense?
- A. A long-lost friend arrives.
 - B. A character sits deep in thought.
 - C. A bright sunny day arrives.
 - D. A character runs for his life from a monster.
19. When something that is not human is described as having human qualities, this is an example of what?
- A. Simile
 - B. Metaphor
 - C. Personification
 - D. Imagery
20. Which of the following does not help your reader picture the scene you are describing?
- A. Sensory details
 - B. Figurative language
 - C. Vivid verbs
 - D. Simple sentences

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