

Name _____

Date _____

THE RUN - PART 1

Vocabulary - Mood - Story Element Interaction

1. Vocab Quick Check

Directions: Match each vocabulary word to its student-friendly definition. Write the correct letter on each line.

Word Bank

A. exposure

B. flicker

C. motion

D. plague

E. transmit

1. _____ to send out or broadcast information
2. _____ a deadly disease or anything that harms many people
3. _____ movement or the act of moving
4. _____ an opportunity to experience or come into contact with something
5. _____ to move quickly back and forth; flutter

2. Part 1 Mood Check

Directions: Choose a mood word for each moment. Then use the detail bank. Write one detail in each box.
Two details will not be used.

Mood Word Bank

uneasy • eerie • ominous • tense • fearful • suspenseful • alarming • isolated • anxious • hopeful

Detail (Evidence) Bank

A. The text says
"people would
become violently ill,
then fall into a long,
deep sleep."

B. The text says
"every place
was empty."

C. The text says
"their eyes
were wild."

D. The text says
"there were plenty
of new calves
that needed
branding."

E. The text says
"The Greersons
served Sunday
supper."

Moment from Part 1	Mood	Detail from the text that creates the mood
1. The radio announcement: The Muskrat stops the music and tells listeners that a serious, contagious disease is spreading and doctors do not have a cure.	_____ _____ _____	_____ _____ _____
2. The empty towns: Dennis and Mac find empty homes, moldy food left on tables, no people, and phones that no longer work.	_____ _____ _____	_____ _____ _____
3. The swarm: Mac notices a flicker of movement in the distance. Dennis uses binoculars and realizes that an enormous crowd of wild-eyed people is running toward them.	_____ _____ _____	_____ _____ _____

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3. Story Element Interactions

Directions: Match each cause (how an element of setting, character, or plot acts) on the left with its direct effect on another story element on the right. Write the letter of the correct matching effect in the blank space.

Causes (Story Elements)

1. _____ **Setting:** The remote ranch lacks internet, television, and telephone service.

2. _____ **Plot:** The radio station stops broadcasting.

3. _____ **Character:** Dennis insists on cautious driving strategies and using wide open highways.

4. _____ **Setting:** Flat pastureland surrounds the truck as dusk begins to fall.

5. _____ **Plot:** A massive crowd of infected victims runs across the open countryside.

Effects (Impact on Narrative)

A. Dennis uses binoculars to inspect the distant horizon and spots an approaching swarm.

B. Dennis and Mac must rely entirely on a radio station broadcast to learn about the contagious plague.

C. The boys realize they can no longer rely on the ranch for information and decide to leave to search for their families and other survivors.

D. The boys avoid hidden danger and can see threats more easily while traveling.

E. The story's focus instantly shifts from a journey of search to an immediate struggle for survival.

1. _____ 2. _____ 3. _____ 4. _____ 5. _____

Standard focus: RL.7.3 — interactions among story elements.