

## **To Kill a Mockingbird Chapter 4 - 6 Questions**

### **Chapter 4**

1. What does Scout think of current fashions in education?
2. What superstitions do the children have in connection with the Radley house?
3. Why do the children make Boo's story into a game/play?
4. What do they do in this game? Do you think the game is an accurate version of what happens in the Radley's home? Why or why not ?
5. What might be the cause of the laughter from inside the house?

### **Chapter 5**

6. Describe Miss Maudie Atkinson. How typical is she among Maycomb's women? What do you think the children think of her?
7. What does Miss Maudie tell Scout about Boo? How does this compare with what Scout already believes?
8. Scout claims that, "Dill could tell the biggest ones (lies)" she ever heard. Why might Dill have told such lies?
9. What reasons does Atticus give for the children not to play the Boo Radley game? Do you think he is right? Why or why not?

### **Chapter 6**

10. Describe what Jem, Scout and Dill do in the Radley yard at the beginning of chapter 6. What do they see that makes them run away?
11. What happens to Jem's pants? What excuse does Dill make to explain the situation?
12. Scout is unable to sleep because she is so scared. How does she describe her sleepless night? Identify an example of personification in her description.
13. Why is it important to Jem to get his pants before morning even though the mission is dangerous?
14. Jem has decided that what he, Scout and Dill did was wrong. What might account for Jem's change of heart? How does Scout feel about it?

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