

Answers to Questions for Operations of Intelligent Behavior
The Adventures of Huckleberry Finn

Mastery:

1. Huck and Jim
2. Huck found nine logs one day to make a raft and he put them off to the side of the river. Then he made the raft with the logs and kept it there until he could escape out of the house. One day when Pap left Huck used an axe to pound the door in and get out of the house and he took all the food and supplies he could from the house and got on the raft and headed down the river. (See pp. 56-59)
3.
 - Miss Watson tries to civilize Huck
 - The boys form a club
 - Pap kidnaps Huck
 - Huck escapes from Pap's house
 - Jim escapes
 - Jim joins Huck on the river
 - Jim and Huck meet the King and the Duke
 - Tom joins up with Huck and Jim
 - Tom and Huck help Jim escape for good
 - Tom and Huck head out into the wilderness

Involvement:

These are all dependant on the student's own personal feelings, so the way to assess it would to see how well they personalize the story, make it their own, and really share how they feel about these issues.

Understanding:

1. Tom—He has a family
 - He's very ambitious
 - He's a leader
 - He creates problems rather than solving them
- Huck--He doesn't have any family other than Pap
 - He is more submissive
 - He's sometimes quiet
 - He solves problems rather than creating them
- Tom & Huck—They're boys
 - They're adventurous

They love to play
They hate school

2. Kids—Huck, Tom Grown-ups who try to civilize kids—Widow Douglas, Miss Watson, Judge Thatcher Liars—King, Duke, Pap
3. This can be assessed by the teacher based on how many details the student includes and how accurate their summary is of the novel.

Synthesis

These are also based on the students own personal thoughts, and they will vary from student to student. 1 and 2 can be assessed by the details they include and adjectives they use to describe they're feelings and hypothesis. 3 can be assessed by determining how much time went into the project and how creative they were in making it.