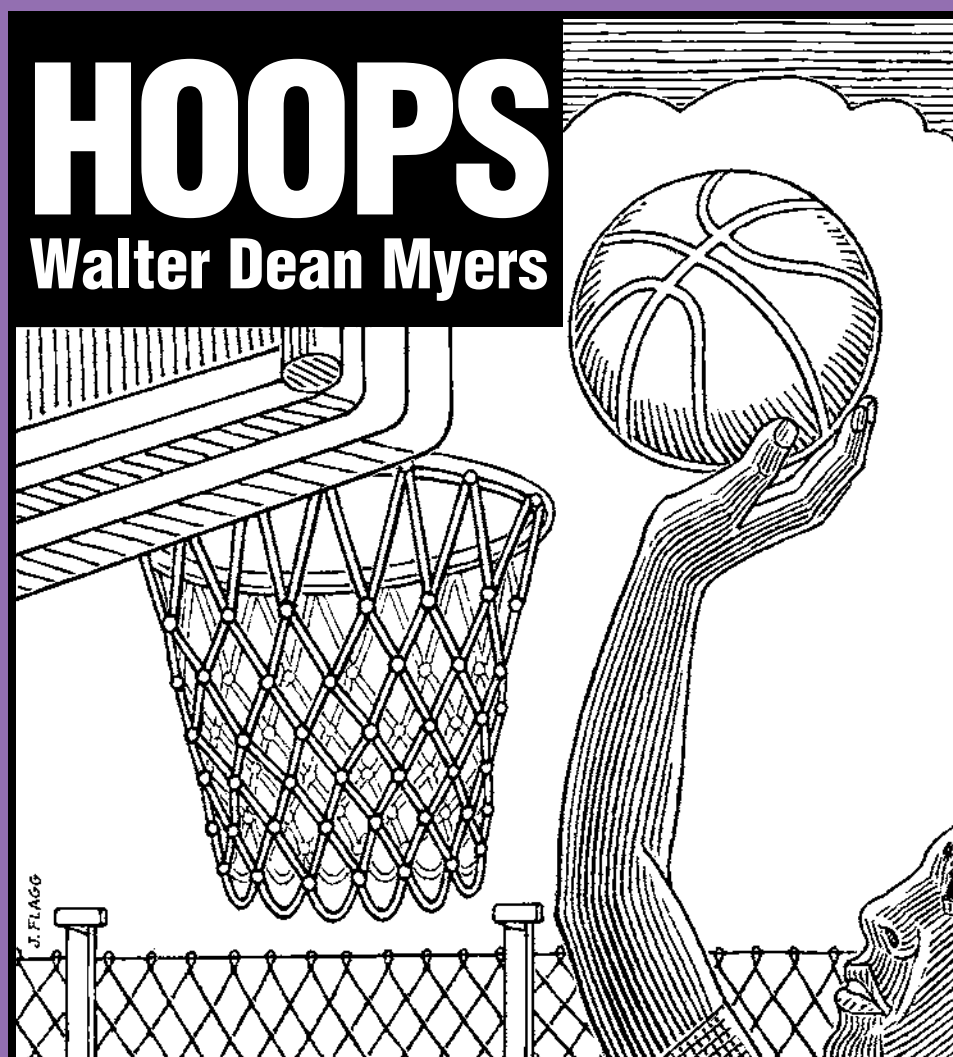


Novel·Ties



A Study Guide

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LEARNING LINKS

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For the Teacher

This reproducible study guide consists of instructional material to use in conjunction with the novel *Hoops*. Written in chapter-by-chapter format, the guide contains a synopsis, pre-reading activities, vocabulary and comprehension exercises, as well as extension activities to be used as follow-up to the novel.

NOVEL-TIES are either for whole class instruction using a single title or for group instruction where each group uses a different novel appropriate to its reading level. Depending upon the amount of time allotted to it in the classroom, each novel, with its guide and accompanying lessons, may be completed in two to four weeks.

The first step in using NOVEL-TIES is to distribute to each student a copy of the novel and a folder containing all of the duplicated worksheets. Begin instruction by selecting several pre-reading activities in order to set the stage for the reading ahead. Vocabulary exercises for each chapter always precede the reading so that new words will be reinforced in the context of the book. Use the questions on the chapter worksheets for class discussion or as written exercises.

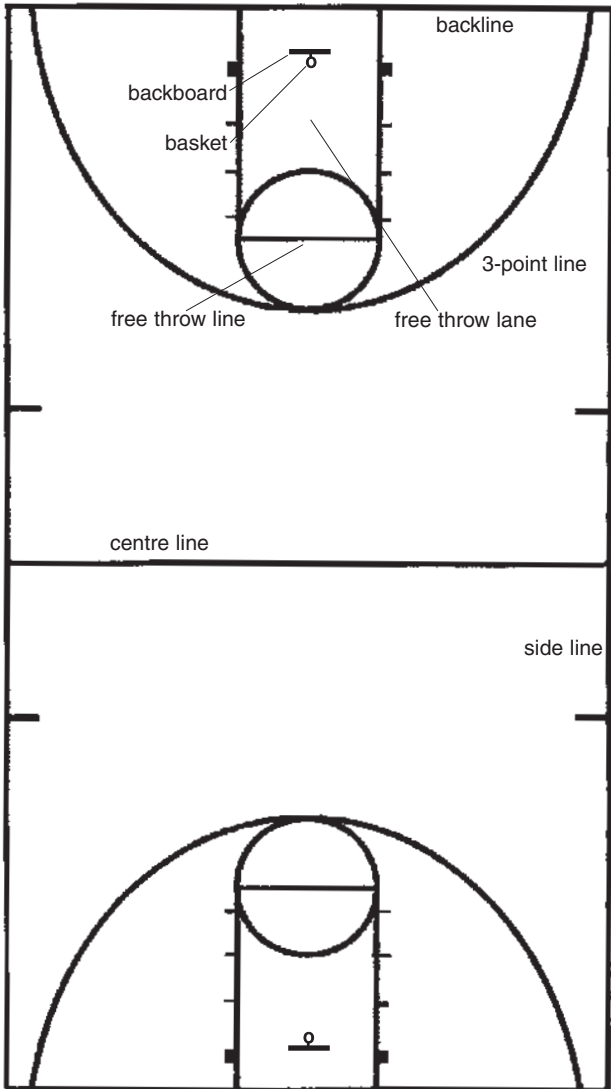
The benefits of using NOVEL-TIES are numerous. Students read good literature in the original, rather than in abridged or edited form. The good reading habits formed by practice in focusing on interpretive comprehension and literary techniques will be transferred to the books students read independently. Passive readers become active, avid readers.

Basketball

Basketball is a fast moving game that can be played on both indoor and outdoor courts. At the beginning of a basketball game, both teams send five players onto the court: a center, two forwards and two guards. A coach oversees the development and strategies of the team. The game begins with a jump ball at center court. Each team tries to recover the ball and move it toward its designated basket.

The object of the game is to outscore one's opponents by throwing the ball through the opponents' basket while defending one's own basket. Scoring in this way is called a field goal. A successful field goal shot is worth two points, or three points if taken from beyond the three-point arc. Another way of scoring is with a free throw, which is an unchallenged shot taken after a foul. The team that has scored the most points at the end of the game is the winner.

Below is a diagram of a standard basketball court.



inbound	pass the ball on a throw-in, method of putting the ball into play after it has gone out of bounds
jam	dunk; leap up and take a shot above the rim with the ball by pushing it into the basket from above
jump ball	toss of the ball in the air between two opposing players by a referee
jumper	jump shot; shot in which the shooter jumps into the air and releases the ball from above the head, making it difficult to block
lay-up	shot made by driving as close to the basket as possible, then bouncing the ball off the backboard
key	important strategic area of the court formed by the free throw lane and its adjoining circle
NBA	National Basketball Association
personal foul	foul that involves physical contact between opposing players
pick	offensive play where a player uses the body to block an opponent
pivot	method of turning your body on one foot
rebound	any missed shot that bounces off the basket or backboard; to grab a missed shot
reverse lay-up	lay-up that is made after the shooter crosses under the basket to lay the ball in from the other side
rim	18-inch metal ring that is attached to a backboard and holds a net
screen	position in the anticipated path of the defensive player guarding a teammate in order to free the teammate to take a shot or go to the basket
three-point shot	shot attempted from outside the three-point line, which if made is worth three points
technical foul	type of foul usually called because of misconduct not involving physical contact, most often called for unsportsmanlike conduct
traveling	taking more than one step while having the ball; also called walking or steps
turnaround jumper	jump shot in which a player who is facing away from the basket pivots, jumps, and shoots
turnover	when the offensive team loses the ball or commits an infraction resulting in the other team gaining possession of the ball
violation	infraction of the rules for which the ball is turned over to the opposing team for a throw-in