Drill Card Sheets

Every index card the four teacher guides ask you to make, ready to print. Print on cardstock, cut each row apart on the lines, and fold at the middle: the call faces the student, the answer key faces you. Make them once; they serve all year, the practice exams and the parent drill cards.

The backs are teacher's keys, condensed from the guides. A student's own division or wording that keeps the substance is correct; the keys are for checking, not for requiring.

Unit 1 · Fable cards (Week 1; used from Week 2 on)

Call the number; the student gives the title and walks the moves. The topics serve cue-search drills.

CALL	ANSWER KEY
Fable 1	The Ants and the Grasshopper · 5 moves, ending with the ants' answer · *prudence, sloth, work, seasons*
Fable 2	The Dog and the Shadow · 4 moves, ending with both pieces lost · *greed, illusion*
Fable 3	The Hare and the Tortoise · 5 moves; the Fox sets the course · *pride, perseverance, contests*
Fable 4	The Fox and the Crow · 5 moves, ending with the Fox's mockery · *flattery, vanity*
Fable 5	The Fox and the Goat · 5 moves; out on the Goat's back and horns · *rashness, foresight, false friends, flattery*
Fable 6	The Wolf and the Lamb · 5 moves: three pleas answered, eaten anyway · *tyranny, pretexts, the strong and the weak, Hesiod's hawk*
Fable 7	The Lion and the Mouse · 5 moves, ending with the rope gnawed free · *mercy, gratitude, the small helping the great*
Fable 8	The Wolf and the Crane · 5 moves; her pay is her safe head · *ingratitude, the wicked, the strong and the weak*
Fable 9	The Camel and Jupiter · 4 moves; no horns, and ears cropped · *discontent, envy, asking for more, Croesus*
Fable 10	The Belly and the Members · 4 moves; the whole Body weakens · *discontent, the common good, 1 Corinthians 12*
Fable 11	The Wolf in Sheep's Clothing · 4 moves; killed for a sheep · *deceit, false prophets (Mt 7:15)*
Fable 12	The Shepherd's Boy and the Wolf · 5 moves; no one comes · *lying, trust, words and deeds*

Unit 2 · *Odyssey* number cards (before Week 7)

Call the number; the student gives who, where, and what happens.

CALL	ANSWER KEY
Odyssey 1	Athena as Mentes; Telemachus; the suitors · Olympus, Ithaca · the gods agree to send Odysseus home; Athena stirs Telemachus
Odyssey 2	Telemachus; the suitors; Athena as Mentor · Ithaca · the assembly fails; he slips away by night
Odyssey 3	Nestor; Peisistratus · Pylos · the returns from Troy; on to Sparta with Nestor's son
Odyssey 4	Menelaus and Helen · Sparta · Proteus' news: Odysseus held by Calypso; the suitors plan an ambush
Odyssey 5 ☞	Hermes; Calypso; Poseidon · her island, the sea · the raft built and wrecked; ashore in Scheria
Odyssey 6	Nausicaa · Scheria, the river · the dream, the washing, the castaway shown the way

CALL	ANSWER KEY
Odyssey 7	Alcinous and Arete · the palace · the stranger received; Calypso and the wreck told
Odyssey 8	Demodocus; the Phaeacians · games and feast · the singer sings the wooden horse; Odysseus weeps
Odyssey 9	Odysseus, telling · Cicones, Lotus-eaters, Cyclops · he names himself; the Cyclops and "Nobody"
Odyssey 10 ✚	Aeolus; Laestrygonians; Circe · their islands · the bag of winds; one ship left; men to swine
Odyssey 11	Teiresias; his mother; Achilles · the land of the dead · the prophecy; the shades
Odyssey 12	Sirens; Scylla and Charybdis · the sea; the Sun's island · the cattle eaten; all lost but Odysseus
Odyssey 13	The Phaeacians; Athena · Ithaca · carried home asleep; disguised as a beggar
Odyssey 14	Eumaeus · the swineherd's hut · the loyal swineherd welcomes the beggar
Odyssey 15 ☞	Telemachus; Menelaus; Eumaeus · Sparta, the sea, the hut · home past the ambush; Eumaeus' story
Odyssey 16	Telemachus · the hut · father and son meet and plan
Odyssey 17	Argos; Antinous · the palace · the beggar in his own hall; the old dog; the stool thrown
Odyssey 18	Irus; Penelope; the suitors · the hall · the beggars' fight; gifts drawn from the suitors
Odyssey 19	Penelope; Eurycleia · the hall at night · the questioning; the scar found; the contest set
Odyssey 20 ✚	The suitors; Theoclymenus · the hall · signs from heaven; the last feast; the vision of doom
Odyssey 21	Penelope; the suitors; the beggar · the hall · the contest of the bow
Odyssey 22	Odysseus and Telemachus · the hall · the killing of the suitors
Odyssey 23	Penelope · the hall and the bedchamber · the test of the bed; the recognition
Odyssey 24	The shades; Laertes · Hades; the orchard · father and son in the orchard; Athena makes peace

☞ gold-hand place · ✚ red-cross place — use these for "enter at 5" drills.

Unit 2 · True-story cards

Call the title; the student gives who, where and when, then the moves (and for N6, sources and evidence).

CALL	ANSWER KEY
N1 · Croesus	Croesus of Lydia; Solon of Athens · Sardis; the Halys · 6th c. B.C. — treasure shown; "call no man happy..."; the oracle; Sardis falls; "Solon!" on the pyre, the rain
N2 · The Rose	Aphrodite, Adonis, Ares · a rosebush · before roses were red — Ares' jealousy; the attack; she runs; the thorn; white rose stained red
N3 · The theft of fire, or Pandora's jar	Prometheus and Zeus, or Pandora and Epimetheus · Mecone, Olympus, the earth · after Zeus became king — the student's own five moves, by the chosen myth
N4 · The night attack on Plataea	Thebans, Naucleides' party, Plataeans · Plataea · spring 431 B.C., at night, in peacetime — the opened gate; the terms; the counterattack in rain and mud; the javelin-spike bar; surrender; the relief army too late
N5 · Why Cambyses invaded Egypt	Cambyses, Amasis, Nitetis, the eye doctor, Cyrus · Persia and Egypt · 525 B.C. and before — natural order 1–5; Herodotus tells it 5, 2–4, then 1
N6 · Arion and the dolphin	Arion, the Corinthian sailors, Periander · Taras, the sea, Taenarum, Corinth · Periander's reign — the plot; the song and the leap; the dolphin; Periander's trap. Sources: the Corinthians and Lesbians. Evidence: the bronze at Taenarum