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## To kill a mockingbird summary chapter 4-7

1 To Kill A Mockingbird Chapters 4 - 6 2 Chapter 4 One day Scout was coming home from school. She saw two shiny gum wrappers in a hole in a tree. The tree was in front of the Radley place. She took them and chewed them. Jem asked her where she found them. He made her spit the gum out because he thought they were poisoned. On the last day of school, Jem and Scout found a little box with 2 pennies in it. The box was hidden in the hole in the tree. Two days later, Dill came back. He was going to stay the summer with his Aunt Rachel again. Jem, Scout and Dill got bored playing the same games over and over. They made up a new game. They pretended that they were the Radleys. Scout pretended that she was Mrs. Radley. She pretended to sweep the porch. Dill pretended the was old Mr. Radley, and Jem was Boo Radley. He hid under the steps. Everyday they played "The Radleys". When an adult came by, they would stop playing. It was a secret game. One day Atticus stopped them. He asked of they were playing "The Radleys"? Jem lied. He told Atticus, "no". 3 Chapter 5 Jem and DIll spent many days in the tree house making plans. Scout was only allowed to come up into the tree house a few times. She decided to spend her time talking to Miss Maudie was their neighbor. She asked Miss Maudie if Boo Radley was still alive. Miss Maudie said she knew Boo just liked to stay in the house. She explained that Arthur (Boo) Radley was very nice when he was a little boy. The next morning, Jem and Dill told Scout about their plan. Jem was going to give Boo Radley a note. The note asked Boo to come outside and have ice cream with them. Jem hooked the note on a fishing pole. He tried to push it through the window. Dill and Scout were watching to make sure they would not get in trouble. Atticus caught Jem and told him to leave Boo Radley alone. 4 Chapter 6 It was Dill's last night in Maycomb. He was going back home the next day. Dill and Jem were going to peek into the Radley's window to see if they could see Boo. Scout decided to go with them. They went to the backyard. When they touched the gate, it squeaked. They spit on it to make it stop squeaking. Dill looked in the window of the Radley house, but did not see anything. Jem looked in the window of the Radley house, but did not see anything. Jem looked in the window of the Radley house, but did not see anything. Then Jem, Scout and Dill saw a shadow of a man with a hat. They ran to the gate. They heard a shotgun. Jem's pants got caught in the fence. He kicked them off and ran home. All the neighbors were outside talking about the gunshot. Mr. Radley said he shot at a black man in his yard. Atticus asked Jem where his pants were. Jem told Atticus that he lost them playing a game. Atticus told him to go get his pants back. That night, Jem sneaked out of the house. He sneaked into the Radley's back yard to get his pants. No one heard him. While walking home Scout finds two pieces of gum in the tree on the edge of the Radley lot. Later, she and Jem find two pennies in the same tree. The children have no idea who is leaving the items in the tree. School gets out for the summer and that means the arrival of Dill. The children start coming up with games to keep them occupied. During a game, Scout is rolled onto the Radley family. Atticus finds them playing in the yard and suspects that their game is at the expense of their neighbors and tells the trio to stop. Scout tells Jem that they should listen to Atticus and do what he says, but Jem thinks they can keep plying without getting in any further trouble. Scout, who endures a curriculum that moves too slowly and leaves her constantly frustrated in class. After school one day, she passes the Radleys' oak trees. Scout reaches into the knothole and discovers two pieces of chewing gum. She chews both pieces and tells Jem about it. He panics and makes her spit it out. On the last day of school, however, they find two old "Indian-head" pennies hidden in the same knothole where Scout found the gum and decide to keep them. Summer comes at last, school ends, and Dill returns to Maycomb. He, Scout, and Jem begin their games again. One of the first things they do is roll one another inside an old tire. On Scout's turn, she rolls in front of the Radley steps, and Jem and Scout panic. However, this incident gives Jem the idea for their next game: they will play "Boo Radley." As the summer passes, their game becomes more complicated, until they are acting out an entire Radley family melodrama. Eventually, however, Atticus catches them and asks if their game has anything to do with the Radleys. Jem lies, and Atticus goes back into the house. The kids wonder if it's safe to play their game anymore. Summary: Chapter 5 Jem and Dill grow closer, and Scout begins to feel left out of their friendship. As a result, she starts spending much of her time with one of their neighbors: Miss Maudie Atkinson, a widow with a talent for gardening and cake baking who was a childhood friend of Atticus's brother, Jack. She tells Scout that Boo Radley is still alive and it is her theory Boo is the victim of a harsh father (now deceased), a "foot-washing" Baptist who believed that most people are going to hell. Miss Maudie adds that Boo was always polite and friendly as a child. She says that most of the rumors about him are false, but that if he wasn't crazy as a boy, he probably is by now. Meanwhile, Jem and Dill plan to give a note to Boo inviting him out to get ice cream with them. They try to stick the note in a window of the Radley Place with a fishing pole, but Atticus catches them and orders them to "stop tormenting that man" with either notes or the "Boo Radley" game. Summary: Chapter 6 Jem and Dill obey Atticus until Dill's last day in Maycomb, when he and Jem plan to sneak over to the Radley Place and peek in through a loose shutter. Scout accompanies them, and they creep around the house, peering in through various windows. Suddenly, they see the shadow of a man with a hat on and flee, hearing a shotgun go off behind them. They escape under the fence, and he has to kick them off in order to free himself. The children return home, where they encounter a collection of neighborhood adults, including Atticus, Miss Maudie, and Miss Stephanie Crawford, the neighborhood gossip. Miss Maudie informs them that Mr. Nathan Radley is waiting outside with his gun so he can shoot at the next sound he hears. When Atticus asks Jem where his pants are, Dill interjects that he won Jem's pants in a game of strip poker. Alarmed, Atticus asks them if they were playing cards. Jem responds that they were just playing with matches. Late that night, Jem sneaks out to the Radley Place, and retrieves his pants. Analysis: Chapters 4-6 These chapters serve primarily as a record of Jem and Scout's childhood adventures with Dill and the specter of Boo Radley. Even as the children play the "Boo Radley game," make their attempts to give a message to Boo, and peek through his shutters, Boo's character is transformed from a monster into a human being. Although Boo's relevance to the main plot of the novel is still unknown, the compelling human story that these chapters weave around Boo keeps the reader interested in him, even if he serves only as a diversion to the young Finch children at this point. Boo makes his presence felt in these chapters in a number of ways. First, the presents begin to appear in the Radley tree, and, though Scout does not realize who has been putting them there, the reader can easily guess that it is Boo. Second, Miss Maudie offers insight into the origins of Boo's reclusiveness and a sympathetic perspective on his story. Miss Maudie has only contempt for the superstitious view of Boo: he is no demon, and she knows that he is alive, because she hasn't seen him "carried out yet." From her point of view, Boo was a nice boy who suffered at the hands of a tyrannically religious family. He is one of many victims populating a book whose title, To Kill a Mockingbird, suggests the destruction of an innocent being. In fact, as a sweet, young child apparently driven mad by an overbearing father obsessed with sin and retribution, Boo epitomizes the loss of innocence that the book, as a whole, dramatizes. For the children, who first treat him as a superstition and an object of ridicule but later come to view him as a human being, Boo becomes an important benchmark in their gradual development of a more sympathetic, mature perspective. In these chapters, the first person other than Atticus to display a sympathetic attitude toward Boo is Miss Maudie, who, like Boo, emerges as an important character in this section. Miss Maudie is one of the book's strongest, most resilient female characters. One of the few people in the town who share Atticus's wife is dead, leaving Scout with Miss Maudie and Aunt Alexandra as her principal maternal figures. Whereas the latter provides a vision of proper womanhood and family pride, the former offers Scout understanding instead of criticizing her for wearing pants and not being ladylike. Miss Maudie is a stronger role model for Scout: she serves as a conscience for the town's women, just as Atticus does for the men, and her sharp tongue and honesty make her the opposite of vapid gossips like Stephanie Crawford.

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