

WILDFIRE RIDGE

Guided Reading Questions

Chapter 1

1. What did you learn about Ouzel and Martha in this chapter? Tell five things you know about each of them.
2. What does “mutant” mean?
3. Would you be friends with Ouzel? Explain why or why not.

Chapter 2

1. Why does Martha come over to Ouzel’s house?
2. What is a yearling?
3. Why does Grimey stare at the road?
4. Can you put your finger on the sentence that foreshadows what will happen in the future?
5. How did Five get his name?

Chapter 3

1. At the beginning of the chapter, why does Ouzel feel anxious?
2. What is Kuli, Ouzel’s mom, worried about?
3. Ouzel grabs three items to put in the cardboard box in case the family has to evacuate. What three things would you grab from your room?
4. Why doesn’t Ouzel hear his phone alarm?
5. How does winning a game make you feel?

Chapter 4

1. What happens that tells you about Ouzel's character?
2. This chapter refers back to something told in Chapter 1. Why was Ouzel in the hospital last year?
3. What are pyrocumulus clouds?
4. Put your finger on a sentence that makes your heartbeat faster.
5. Why does Martha drop out of the game?
6. What mistake does Ouzel make?

Chapter 5

1. What does this mean— "Amber is afraid of sounds that I can't hear"?
2. Share one good idea that Ouzel learned from video games.
3. Why are Ouzel's lips too dry to whistle?
4. What does it mean to canter?
5. Where do you think Princess goes?

Chapter 6

1. Does Ouzel choose wisely? Why or why not?
2. What kind of tight spots has Ouzel been in before?
3. What is a mentor? Who is Ouzel's mentor in this chapter?
4. Explain Ouzel's feelings when he says, "I've lost."

Chapter 7

1. What is a tack closet?
2. Who is Ouzel's mentor in this chapter?
3. Was Ouzel right to choose the jeep over the four-wheeler?
4. Some things had to happen before Ouzel could drive the jeep—cause and effect. Ouzel had to _____ before he could drive the jeep. Think of three events to fill in the blank.

Chapter 8

1. How does being a gamer help Ouzel in this chapter?
2. What skills have you learned by playing video games?
3. Which would Ouzel say is more exciting—real life or a video game?

Chapter 9

1. Five believes that Ouzel will be okay, so Ouzel believes it too. Why is encouragement so powerful?
2. Did it surprise you that Ouzel stopped to save a wild hare?
3. Search for the meaning of an idiom. Can you find an example of an idiom in this chapter?

Chapter 10

1. Why does Marth think that Ouzel's dad is driving the jeep?
2. How do you think Grimey got to the pond?
3. What does the word catalyst mean? What is the catalyst for getting Martha and her mother to run through the flames to the pond?

Chapter 11

1. Were Ouzel's words and actions disrespectful to Mrs. Malkovich? Why or why not?
2. What do you think are more dangerous—embers or flames?
3. How can a fire jump over water?

Chapter 12

1. When you're a kid, there are times when you want the adults in your life to leave you alone, and then other times when you want them to take charge. Why is that? What are some things that you are glad your parents handle?
2. Why does Martha sink under the water?
3. Do you think Ouzel really sees Madjiki?
4. Search for a picture of a horse's hoof. Can you locate the frog?
5. What do you think Mrs. Malkovich sees when she looks at Martha's feet? Why doesn't she tell Martha?

Chapter 13

1. What is an asphalt road made of? Can it melt in a fire?
2. What does smoke do to your lungs?
3. How does Ouzel know so much about fire and smoke?
4. Riding out of the fire on Grimey is the lowest point of the ordeal for Ouzel. Why?

Chapter 14

1. How can an old horse jump over the fire line? Hint—search the word adrenaline.
2. Where did the horses go? Do you think they had been there before?
3. Why won't Five let Ouzal show him where Martha and her mom are waiting?
4. Which is more life threatening—burned feet or smoke damaged lungs?

Chapter 15

1. Why does Ouzel's mom say, "Welcome back"?
2. Why does Ouzel feel guilty?
3. Why is Ouzel surprised that he is his mom's summit? Do you think a child can understand how much their parent's love them?
4. Can you always believe what your friends say? How do rumors get started?

Chapter 16

1. The human body is amazing! Search catheter and muscle atrophy. Why is standing hard for Ouzel?
2. How are laughing and crying similar?
3. What is Deja vu?

Chapter 17

1. Why doesn't Ouzel want to play Fortnite?
2. It feels good to do something well! What are you good at?
3. Science is about understanding our world. What is an element? What is a chemical reaction?
4. What did Five give Ouzal?

Chapter 18

1. Why doesn't Martha get discharged from the hospital when Ouzel does?
2. Research the word synthetic. What's the difference between synthetic leather and real leather?
3. Why does a regular hamburger and milkshake taste so good to Ouzel?
4. Ouzel gets a new phone. He is a thirteen year old seventh grader. Do you think he is too young for his own phone? What is good about having a phone of your own? What is bad?

Chapter 19

1. How can fire hop around and leave some areas untouched?
2. Ouzel's house is gone, but he is home. What does home mean to you?
3. What is Ouzel's summit?

Chapter 20

1. Which would make you more nervous—a live, in-person competition or a virtual one?
2. Why didn't Squad Five win first place?
3. How does Ouzel handle the failure of the robot?
4. What life lesson did Ouzel learn from the wildfire? Did he share this lesson with others?
5. Is Ouzel a hero?