

The Canterville Ghost and Other Stories by Oscar Wilde

- 1 Student's own answer. Students may need to check vocabulary in order to give descriptions, eg ghost, chains, old-fashioned, armour, skeleton, pumpkin, portrait.
- 2 Student's own answer. Possible answers: Frightening, horrible, strange, interesting. Perhaps 'funny' is also possible if the caption to the picture in page 13 is looked at.
- 3 Student's own answer. The letter writer needs to write from their own point of view and tell only the details of the story that they know and give their own feelings. Details needed in each letter. Sample answers:
Virginia: Moving to Canterville Chase, Mrs Umney fainting after Washington removed bloodstain because their mother didn't like it, bloodstain's reappearance and Washington removing it again every day, feeling sorry for ghost when bloodstain changes colour, feeling frightened of ghost at its second appearance when their father pointed a gun at it, meeting ghost in the library and hearing its sad story, going into darkness with ghost (For Virginia's letter, the student will need to make up what happened when she went through the wall with the ghost.), coming back and showing her family the skeleton of Sir Simon Canterville, burying him.
Mr Hiram B. Otis: Purchase of Canterville Chase and its ghost, Mrs Umney and bloodstain, Washington removing bloodstain, its reappearance, meeting the ghost at night, giving it oil for its noisy chains, second appearance of ghost, pointing a gun at it, the twins playing tricks on ghost and falling over a rope set to trip it up, being angry with the twins, Virginia's disappearance and the search for her, her reappearance and her showing them the skeleton of Sir Simon Canterville, burying him.
One of the twins: Moving to Canterville Chase, Mrs Umney fainting after Washington removed the bloodstain, laughing and throwing pillows at ghost on first night in the house, bloodstain's reappearance and Washington removing it again every day, thinking it funny when bloodstain changes colour, laughing at ghost at its the second appearance when their father pointed a gun at it, tormenting ghost by frightening it with a pumpkin-head 'ghost'/by putting a jug of water on top of a door to fall on it/by chasing it down a corridor and shouting 'Boo' at it, Virginia's disappearance and the search for her, her reappearance and her showing them the skeleton of Sir Simon Canterville, burying him.
- 4 Student's own answer. Details in the story which show some of what to include in the missing part: page 24: 'You will see strange things. You will hear strange voices. You are good and kind. The dark cannot hurt you.'/There was darkness beyond the wall and a cold wind. Voices spoke out of the wind. 'Go back, Virginia. Go back before it is too late.' page 25: Her face was very pale and she carried a small box in her hand./Inside was a necklace made of red stones. page 26: ... a little room with a low ceiling. There was an iron ring in the wall and two chains. At the end of the chains was a body. Only bones remained. It was a skeleton.
- 5 Student's own answer. Questions need to be written which will yield this information: Name of the young man: Hughie Erskine/He has lots of friends./His father (now dead) was an officer in the army./Hughie has no money./He has had several jobs – including working for a tea merchant and a wine merchant./He is no good at anything./He wants to marry Laura Merton/She is the daughter of an army officer./Her father will not let her marry a man with no money./He will let Hughie marry Laura when Hughie has 10 000 pounds.
- 6 THOMAS / ARTHUR / WINDERMERE / PAISLEY / ROUVALOFF / SYBIL / PODGERS / CLEMENTINA / WINCKELKPOF / CHICHESTER
- 7 Student's own answer. Students can use pages 39 – 40 (about Mr Podgers, the palmist, at Lady Windemere's Spring Reception) to get ideas as to what the telepathist does and says.
- 8 Student's own answer. Possible answers: **The Canterville Ghost** – Sad: the ghost is lonely, unhappy. The man who became the ghost died a terrible death after committing murder. Funny: the Otises are not scared in the way people are supposed to be of ghosts. **The Model Millionaire** – Sad: Hughie is unable to marry the woman he loves because he has no money. Funny: Hughie gives his last pound unknowingly to a millionaire and is embarrassed because he did so. **Lord Arthur Savile's Crime** – Sad: Lord Arthur sets out to commit murder because he believes a fortuneteller. Funny: Lord Arthur's efforts at murder don't succeed however hard he tries. When he finally kills someone it is the palmist, Podgers, who told him he would kill someone, who he kills.
- 9 (a) Virginia Otis is brave and goes with the Canterville Ghost and so she finds his skeleton. She arranges for him to be buried and so find peace. (b) Alan Trevor is an artist who paints a picture of Baron Von Hausberg, dressed as a beggar. His friend, Hughie Erskine, gives the beggar the last of his money. The Baron learns that Hughie cannot marry because he has no money. He sends Hughie ten thousand pounds. (c) Hiram B. Otis is Virginia's father. He buys Canterville Chase where the ghost lives. If he had not bought the house the ghost would never have found peace. (d) Lady Windermere insists that the palmist, Mr Podgers, reads Lord Arthur Savile's hand. If she had not done so, he would not have found out that he was going to kill someone and therefore he would probably not have killed Mr Podgers. (e) The Canterville Ghost has been a ghost at Canterville Chase for three hundred years. He tried to scare the new owners of the house, the Otises. Because of this he at last got peace. (f) Herr Winckelkopf is an anarchist who makes bombs. He makes a bomb for Lord Arthur Savile so Lord Arthur can kill his uncle, the Dean of Chichester. Herr Winckelkopf is another person who leads Lord Arthur towards killing Mr Podgers. (g) Sybil is Lord Arthur Savile's fiancée. It is because of Sybil that he decides to kill someone straight away so they can be married soon. (h) Lord Arthur Savile is the main character in **Lord Arthur Savile's crime**. The story follows the strange decisions he makes after being told by a palmist that he is going to kill someone.