

PREVIEW
NOT FOR EDUCATIONAL USE



The Veldt

By Ray Bradbury

PREVIEW
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PREVIEW

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veldt
• **NOT** noun

PREVIEW

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- an open, uncultivated grassland in southern Africa



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thatched

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• adjective

- describes a covered area with straw



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PREVIEW

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PREVIEW

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recede PREVIEW
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• verb

- to move further away from a previous position



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PREVIEW

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jaunt
• noun

PREVIEW

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- a journey or quest taken for fun



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pelts
• noun

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- the fur of an animal



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subside

• verb

- to become less intense

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insufferable

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• adjective

- describes someone who shows unbearable arrogance



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intersperse

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• verb

- to diversify something with other things



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persecute

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• verb

- to harass or annoy someone persistently



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engrossed

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• adjective

- having all one's attention or interest



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Name:

Date:

“The Veldt” Vocabulary

Vocabulary Word	Part of Speech	Definition
veldt	n	PREVIEW NOT FOR EDUCATIONAL USE
thatched	adj	
recede	verb	PREVIEW NOT FOR EDUCATIONAL USE
jaunt	n	
pelts	n	
subside	verb	PREVIEW NOT FOR EDUCATIONAL USE
insufferable	adj	
intersperse	verb	
persecute	verb	PREVIEW NOT FOR EDUCATIONAL USE
engrossed	adj	

"The Veldt" by Ray Bradbury - Comprehension Questions

1. What are a few of the features of the Hadley's Happylife Home?

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2. Why does Lydia want a psychologist to look at the nursery?

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3. Why did Lydia and George feel the need to purchase the Happylife Home?

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6. What is the nursery's intended purpose?

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7. What is David McClean's reaction to the nursery?

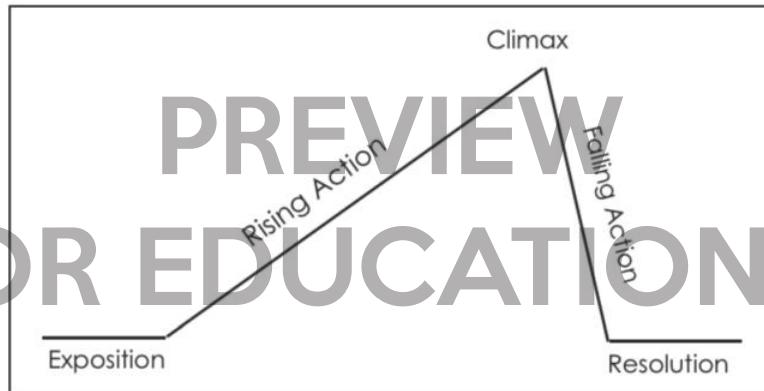
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8. How did the children avoid the vacation to Iowa?

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9. How do readers know that the children feel no remorse for what they did to their parents?

"The Veldt" Plot Diagram and Theme



1. Exposition (Setting and characters):

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2. Rising Action (more than one):

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3. Climax (turning point):

4. Falling Action:

6. What is the author's message (theme) about the dangers of technology? Provide textual evidence.

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7. What is another theme in this short story?

"The Veldt" by Ray Bradbury

Directions: Fill in the following boxes by providing three examples of each category from the story.

Irony

1.

Foreshadowing

1.

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2.

2.

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3.

3.

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Symbols

1.

Conflict

1.

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2.

2.

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3.

3.

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Writing Menu

Directions: Pick one of the following writing prompts. Write at least two paragraphs that answer the questions the prompt entails.

1. Should the children be held accountable for their actions? If yes, how so? If no, why not? Should they face murder charges? Is there even proof or evidence that they orchestrated the murder? What would happen in a courtroom? Is there any way to reform the kids?
2. Continue writing the story from where Bradbury left off. What do you think will happen to the kids next? How do the kids handle Mr. McClean? How do they continue to live their lives without parents? Can they?
3. How have the advancements of technology affected the parents and the children differently? Explain the detrimental consequences for both adults and children. Do you agree with Bradbury's prediction that technology will only become more harmful as it advances?
4. Write the story from the point-of-view of one of the children. We get the parents' side of the story through their dialogue. What are the kids thinking and saying?
5. Do you believe that current technology, such as cell phones and computers, and any other inventions of convenience (Roomba, dishwasher, car, washing machine, microwave, etc.) have made people less human? If so, how? If not, why not? What do you think has been the best, most helpful invention humans have seen so far and what has been the worst (or most unnecessary)?
6. Is a Happylife Home foreseeable in our future? Would you pay for one? Why or why not? If you could create your own custom Happylife Home, what list of chores or everyday activities would you like to be done for you? If you had to keep at least five tasks that were always yours to do, what would they be?
7. Say you are one of the Hadley parents and you managed to get the nursery door open before the lions killed you. Now you want to warn others about the potential danger and consequences. Write a warning to others about Happylife Home that would be played on the news.

Answer Keys "The Veldt"
Vocabulary

Vocabulary Word	Part of Speech	Definition
veldt	n	An open, uncultivated grassland in southern Africa
thatched	adj	Describes a covered area with straw
recede	verb	To move further away from a previous position
jaunt	n	A journey or quest taken for fun
pelts	n	The fur of an animal
subside	verb	To become less intense
insufferable	adj	Describes someone who shows unbearable arrogance
intersperse	verb	To diversify something with other things
persecute	verb	Harass or annoy someone persistently
engrossed	adj	Having all one's attention or interest

Comprehension Questions

1. What are a few of the features of the Hadley's Happylife Home?

The house feeds the family, cooks for them, does their laundry, turns on lights automatically, rocks them to sleep, transports them from room to room, ties their shoes, brushes their teeth, bathes them, cleans the house, etc.

2. Why does Lydia want a psychologist to look at the nursery?

The children imagine a wild scene where lions kill and devour something and there is screaming (heard only by Lydia at first). Lydia is worried the children are having too dark of thoughts. Prior to the veldt, the children had imagined more innocent scenes such as Alice in Wonderland or a cow jumping over the moon.

3. Why did Lydia and George feel the need to buy the Happylife House?

The price was right, they wanted their children to grow up with everything they needed, and because they wouldn't have to do anything anymore.

4. Why doesn't the nursery answer to George when he demands Aladdin?

Either the children have thought about Africa so much that the machine is fixed on the scene or the room no longer answers to George but only obeys the children. George also suggests that Peter is smart enough to set the machine to remain on the veldt.

5. What happens when the Hadley parents ask their children about the veldt?

The children act naively and deny ever seeing Africa in the nursery. Wendy then runs to the room and changes the scene to a beautiful, peaceful forest.

6. What is the intended nursery's purpose?

The room is supposed to help the children work off their neuroses (anxiety and stress) in a healthful way.

7. What is David McClean's reaction to the nursery?

He gets a bad feeling about it. He says that the room has become a channel toward destructive thoughts instead of a release from them. He sees the children are spoiled and that the room has become more important to them than their own parents. He thinks they need to turn everything off and start over.

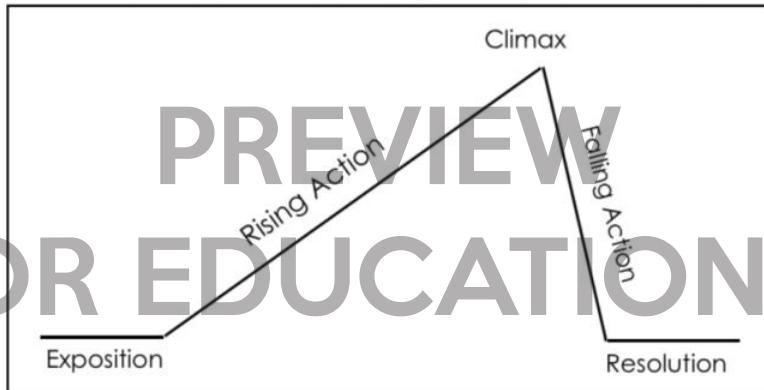
8. How did the children avoid the vacation to Iowa?

They tricked their parents into turning on the nursery room once more. Then they led them into a trap by screaming; once their parents were inside, the kids locked them in. The lions killed their parents and the children got their way.

9. How do readers know that the children feel no remorse for what they had done to their parents?

While their parents are still being eaten by lions, the children have a peaceful picnic in an open glade. They smile and offer Mr. McClean some tea as if nothing had even happened. The children had no guilt, only pride.

"The Veldt" Plot Diagram and Theme



1. Exposition (Setting and characters):

The story is set far into the future where technology has advanced so much that the idea of "smart" houses exist and can do all your chores for you. The story takes place within the confines of the Happylife Home, most significantly: the nursery which is a scene of a hot African veldt. The Hadleys are a family of four: George and Lydia are the parents; Wendy and Peter are the kids. The beginning of the story is when Lydia expresses concern about her children's well-being.

2. Rising Action (more than one):

The parents inspect the veldt together, and realize it's time to give technology a break. The children deny imagining the veldt and plead with their parents not to turn off the nursery. A psychologist comes to check out the room and suggests turning the entire house off. The parents plan a getaway to Iowa and the children cry in hysterics, yelling and swearing. Peter wishes his father dead.

3. Climax (turning point): The children lure their parents into the nursery and then lock them in. They scream as the lions gets closer and attack.

4. Falling Action: The parents are murdered by the lions. The children eat a picnic in an open glade while their parents are being killed.

5. Resolution: Mr. McClean arrives asking about the parents. Wendy asks Mr. McClean if he would like some tea. The children make it clear that they are now in control.

6. What is the author's message (theme) about the dangers of technology? Provide textual evidence.

Bradbury's message about technology is that if we rely on it too much, everything that makes us human will ultimately be erased. Relationships, and emotions like sympathy and empathy, or love will all be replaced. He also hints that people who are too consumed with technology are not really living at all. When Peter says "I wish you were dead!" his father replies, "We were, for a long while. Now we're going to really start living. Instead of being handled and massaged, we're going to live."

7. What is another theme in this short story?

1. Family bonding is what makes a family close. The lack of bonding in this family has caused the children to choose technology over their parents without hesitation. 2. Stuff or money cannot buy happiness, as seen through both the children and parents. 3. Children can't be handed everything they want and desire. The children were so spoiled that they became arrogant, ruthless, ungrateful, and selfish people. When they were denied what they wanted, it resulted in what they felt was rightful revenge on their parents. 4. People need purpose and reason in life. If you don't wake up in the morning and care for yourself (or others) or have any responsibilities, you will feel useless and depressed.

"The Veldt"

Irony 1. The Hadleys ironically need a vacation, but they are taking a "vacation" from doing nothing... seeing as the house handles everything. Lydia wants a vacation that includes her cooking, sweeping and cleaning (opposite of what most people consider a vacation). 2. The invention title "Happylife Home" is ironic because the Hadley's life is the opposite of happy. It should have made their lives easier, but it only complicated it. 3. The family had the Happylife Home installed because they wanted what was best for their children, yet it seemed to have been the worst thing for them. It completely dehumanized them. 4. The children sipping tea at the end of the story is a sign of civility and propriety, but really they just brutally murdered their own parents. Their behavior is a sign of control and power, which is ironic since they are just children. 5. The nursery is typically one of the safest rooms in a home since it is meant for children; instead, the nursery has been transformed to a harsh, merciless wasteland and place of death.	Foreshadowing 1. The screams sound familiar. 2. The lions came running at Lydia and George the first time they inspected the vault together. 3. The room would no longer respond to George's requests. 4. George found his wallet in the room, it was chewed up with saliva and blood on it. 5. Peter threatens his father not to turn off the room. 6. David McClean said the room had a bad feeling and that these room—in general—make him nervous. 7. They found a bloody scarf that belonged to Lydia in the room.
Symbols 1. The hot sun symbolizes the harsh anger that the children are feeling toward their parents. 2. The lions represent the children. The lions kill their parents, though it is the children who wish them to do so. Lions are a sign of pride, and it is the children whose pride has gotten away from them. The kids have become wild, savage beasts. 3. The Happylife Home symbolizes the future of technology where everyone's life is automatically lived for them through machines. It represents progress. 4. The veldt symbolizes the way the children feel about their parents. They feel as if they are being persecuted when they are being punished. The veldt is an unforgiving place; instead of imagining they are somewhere fun and magical, they imagine a hot, oppressive veldt.	Conflict 1. The kids vs their parents. The kids are used to getting what they want and get angry when they are told "no." They get angry when their parents tell them they can't travel to New York, again when told to do their homework, and again when told the room would be shut off for awhile. 2. The lions vs. the parents. This physical conflict ends the lives of the Hadley parents. 3. Man vs technology. The technology no longer responds to the demands of George. It crosses over from what should be a simulation to real life. (The lions actually having the ability to kill the Hadleys.) 4. The parents both have internal conflicts about wanting to be the best parents and provide their kids with the best but knowing that they have spoiled them too much. 5. The parents vs the house. They compete for the role as the children's parents. The children see the house as their mother, father, and nursemaid though because the house is who takes care of them. The parents no longer feel like they belong or have a place. 6. The parents vs feeling purposeful. Internally, both parents are feeling empty and are relying on substances to stay busy because they don't have purpose anymore. George is in absolute awe of the technology and is proud to own it; he finds it marvelous, yet he discovers it's detrimental. Lydia, who also has grown accustomed to the technology, is now asking her husband if she could cook for him food and do the laundry.