Name: _____   **Assigned question: _____**

English 9: "The Veldt" Discussion Questions

Please discuss your assigned question in your groups. You will then become responsible for sharing and discussing your answer to that question in a larger group of people in the classroom.

Step 1: Discuss the question based on what you remember from the story. They have more than one part so that you see it from different angles and give more information in your answer.

Step 2: Find a couple quotes/examples from the story that show where you found your answer, or how you came to your conclusions.

Step 3: Make sure everyone in your group has the same information written down. This is <u>not</u> an individual activity, and you must involve everyone in your group.

Step 4: Have Ms. Bergman come over and take a look at what you've got so far. Continue digging and discussing, if necessary.

Step 5: You will be divided into groups and relocated around the classroom to share your findings with your classmates.

Questions for discussion:

1: Consumerism
This story has a lot to say about consumerism, the pursuit of material goods. George asks Lydia, "what prompted us to buy a nightmare?" and she replies, "Pride, money, foolishness." Why do you think the Hadley's had so many possessions? Why do you think George and Lydia allowed their children to have so much? How did that turn out for all of them? What do you think Bradbury is saying about possessions?

2: Abandonment
How is "abandonment" a theme in this story? Who is abandoned? Is there more than one abandoned character? How does that shape what happens in the story?

3: Technology 1
The virtual reality room is important, but what about the rest of the technology? How does the house interact with the family? What other gadgets does Bradbury mention? Is there a pattern to what gadgets the Hadley's have in their house? How do they interact with them? How does technology affect their relationships? What current technologies affect relationships? How?

4: Revenge
"The Veldt" can be read as the ultimate children's revenge story. What are Peter and Wendy wanting revenge for? Who do they want revenge on? Why do you think they go to such extreme measures? What will some consequences be for their actions?

5: Setting & symbolism
Why do you think the kids hang out in Africa, on the veldt, by themselves? Why do they hang out with lions? What does that say about the children and the way they see the world (what does the veldt symbolize for the kids)?

6: Technology 2
The introduction of the television into American homes in the 1950s had a direct influence on Bradbury's story, because no one was sure exactly how this new technology would impact the relationships among family members. He makes it more extreme by making it the entire house, and using it separate the family. How do you think this story would work if it was literally about TV in the 1950s instead of the virtual reality nursery? What would be different about that version of this story? Is this story really about TV or is it about some larger issue?

7: Virtual reality
The story says that adults could use the nursery (28), but they don't in this story. Why is the nursery only used by Peter and Wendy? What would George and Lydia say about not using the nursery? Would most adults today use the nursery, and if they did, what do you think they would create?

8: Style
What does Bradbury make you feel when he describes the scene inside the nursery? What sort of words does he use, and what do they do for the reader? What senses could you imagine using in the veldt? Hoe do his descriptions affect your reading?

Question for everyone:
What would you do if you had a virtual reality room like this? What would you want to see? Where would you want to go, do, or see?

Things in "The Veldt" you should be familiar with (we will discuss some as a class):
- Foreshadowing
- The different themes
- Style of writing using the senses

- Symbolism
- Characterization
- Social commentary

"The Veldt"
By DEADMAU5 feat. Chris James

Happy life with the machines scattered around the room.
Look what they made; they made it for me... happy technology!
Outside the Lions roam feeding on remains...
We'll never leave, look at us now;
So in love with the way we are here!

[Chorus:]
The world that the children made...
The world that the children made, here!
The world that the children made, here!
The world that the children made.

Every night they rock us to sleep, digital family!
Is it real? Or is it a dream? Can you believe in machines?
Outside, the beating sun, can you hear the screams?
We'll never leave, look at us now.
So in love with the way we are here!

[Chorus]

[Long Pause/Instruments, then a slightly less happy tone]

Happy life...with the machines scattered around the room.
Look what they made, they made it for me; happy technology!
Outside the lions roam feeding on remains.
We'll never leave, look at us now;
So in love with with the way we are here!

[Chorus]