

CHAPTER-2 | The Adventres of Toto

QUIZ-01

1. How did Grandfather acquire Toto?

- A. Found him in the jungle
- B. Bought him from a tonga-driver for five rupees
- C. Adopted him from a zoo
- D. Rescued him from a hunter (B)

Explanation: Grandfather bought Toto from a tonga-driver for five rupees, deciding to add him to his private zoo.

2. What feature of Toto added to his good looks, according to Grandfather?

- A. His shiny coat
- B. His bright, mischievous eyes
- C. His tail, which also served as a third hand
- D. His quick and clever fingers (C)

Explanation: Grandfather believed Toto's tail added to his good looks and served as a third hand for various tasks.

3. Where was Toto initially kept to hide him from Grandmother?

- A. In the attic
- B. In a little closet in the bedroom wall
- C. In the stable with the donkey
- D. In the servants' quarters (B)

Explanation: To keep Toto a secret, he was tied in a closet opening into the bedroom wall.

4. How did Toto react to being tied up in the closet?

- A. He stayed calm and quiet
- B. He destroyed the ornamental wallpaper and a school blazer
- C. He escaped through the window
- D. He made friends with other animals nearby (B)

Explanation: Toto tore down the wallpaper and shredded a school blazer, showcasing his mischievous nature.

5. Why was Toto taken to Saharanpur by Grandfather?

- A. To show him the city
- B. To prevent him from disturbing the other pets
- C. To sell him in Saharanpur
- D. To meet the ticket collector (B)

Explanation: Grandfather took Toto to Saharanpur because he disturbed the other pets at night.

6. What incident occurred with the ticket collector at the railway station?

- A. Toto escaped and caused chaos
- B. The ticket collector insisted on charging for Toto as a dog
- C. Grandfather lost Toto in the crowd
- D. The ticket collector refused to let Grandfather board (B)

Explanation: The ticket collector classified Toto as a dog and charged Grandfather three rupees.

7. How did Toto test the water temperature before bathing?

- A. Jumped straight in
- B. Observed Grandmother testing it
- C. Cautiously dipped one foot at a time
- D. Poured water on his hand (C)

Explanation: Toto cleverly tested the water with one foot at a time, mimicking human behavior.

8. What misadventure almost led Toto to boiling himself alive?

- A. Jumping into a hot frying pan
- B. Bathing in a kettle left on the fire
- C. Playing with a hot teapot
- D. Falling into a boiling pot of soup (B)

Explanation: Toto got into a kettle on the fire for a bath and almost boiled himself as the water heated.

9. Why did Grandfather ultimately decide to sell Toto back to the tonga-driver?

- A. Toto was too mischievous and destructive
- B. The family needed money urgently
- C. Grandmother demanded Toto's removal
- D. Toto became friends with the tonga-driver (A)

Explanation: Toto's constant destruction of dishes, clothes, and wallpaper made him unaffordable as a pet.

10. What act of mischief did Toto perform with the dish of pulao?

- A. Ate it and threw the dish at Grandmother
- B. Stole it and climbed a tree
- C. Shared it with the other pets
- D. Refused to eat it and broke the dish (B)

Explanation: Toto ran off with the pulao dish to a tree, ate the rice, and spitefully broke the dish afterward.