

QUICK CARD:

THE INDIAN IN THE CUPBOARD



Reference	<i>The Indian in the Cupboard</i> . Lynne Reid Banks. (1980) ISBN: 978-0375847530
Plot	Omri, a young boy, receives a gift on his ninth birthday, a magic cabinet that brings plastic figures to life: Little Bear (a tiny Iroquois Indian), Booney (a cowboy from the Wild West), an old Indian chief, and Bright Stars (a wife for Little Bear). With each subsequent addition to his live collection, the demands upon Omri grow, and with these, Omri's understanding of the nature and consequence of authority and responsibility.
Setting	The story takes place over the course of a few school days during the ninth year of the English boy Omri's childhood. It ranges from the family's home to the local school and dime store.
Characters	<ul style="list-style-type: none"> • Omri: a nine-year-old British boy, who is curious, adventure-seeking, and sensitive • Little Bear: a formerly plastic Iroquois Indian whom Omri surprisingly brings to life with his magic cupboard • Patrick: Omri's good friend from school, who is somewhat careless and jealous, but ultimately loyal (foil to Omri) • Boone: a plastic cowboy whom Omri also brought to life; he becomes close friends with Little Bear. • Omri's family: his mother, and Gillon and Adiel—his brothers; although Omri occasionally squabbles with his family, they are very close • Tommy Atkins: a plastic WWI, English medic Omri brings to life to tend to the injured Little Bear. • The old Indian chief who dies of a heart attack when Omri brings him to life • Bright Stars: a plastic Indian maiden Omri brings to life to be a wife for Little Bear • School Principal and Teachers • Mr. Yapp from the local dime store
Conflict	<p>Man vs. Man: Omri must protect Little Bear and Boone from the dangers of human beings and from one another; Omri must provide for and control his new charges.</p> <p>Man vs. Nature: Omri must protect the living figures from dangers in their environment (cold, hunger, animals).</p> <p>Man vs. Self: Omri wants to use the cupboard's magic and the living figures to entertain himself, but he finds that caring for living beings is not a game. Omri must learn selflessly to choose Little Bear's good above his own desires.</p>

Theme	<ul style="list-style-type: none">• Humanity vs. Objectification• Friendship as self-sacrifice• The inseparable nature of authority and responsibility• Coming of Age: Maturity as concern for the other, the ability to see beyond the self
Literary Devices	<ul style="list-style-type: none">• Imagery• Hyperbole• Symbolism• Character Foil• Allusion• Foreshadowing