

Grade 5

Unit 7

# Novel Study: The Phantom Tollbooth

**Visual Supports for Teaching** 





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# **Wordplay: Double Meanings and Idioms**

<b>Double Meaning:</b> a word or phrase that can be interpreted in two ways	<b>Idiom:</b> a phrase whose meaning is different than the usual definition of the words used in the phrase	Homophone: word differently but are p the same
Broke Down	What's up?	Bear/Bare
Meaning 1: break into smaller pieces	Does <u>not</u> mean: What is up in the air?	bear, n. a large furr
He broke down the building blocks to put it away.	It does mean: What is going on? or What is happening?	bare, adj. exposed
Meaning 2: stop working The car broke down on the side of the road.		
Page	 Page	

# rds that are spelled pronounced

# erry animal d, uncovered

# **Final Writing Assignment**

Milo and Tock go to many places on their journey and meet several characters along the way. Select one of the characters Milo and Tock meet on their journey and imagine that character in a setting that they don't visit in the novel.

What would happen? How does the character change in this new setting from the novel?

# **Character Traits: Milo and Tock**

Milo	Tock
Describe the character traits of either Milo or Tock. Use supp	porting evidence from chapters 1–4. Inclu
figurative language the author uses to show character traits	

# lude examples of

# **Double-Meaning Names**

Name	Literal Meaning	Figurative Mear
Tock the Watchdog	watch on his dog body	guards time
Short Shrift		

# aning

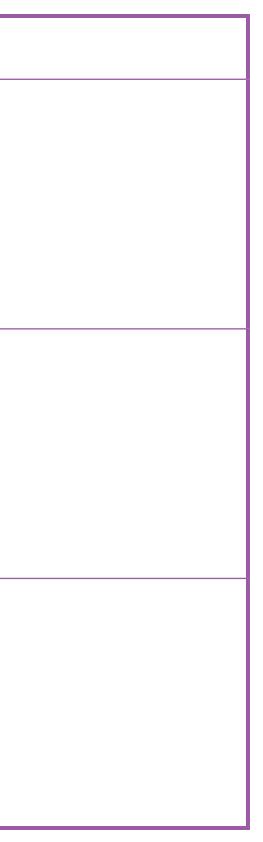
# **Settings in The Phantom Tollbooth**

Setting	Characteristics	Evidence
Doldrums	<ul> <li>gray and colorless</li> <li>inhabitants feel lethargic</li> <li>twisty road that keeps you in the Doldrums</li> </ul>	<ul> <li>"The whole countryside seemed to lose</li> <li>Lethargarians lying around and yawning</li> <li>"the road wound back and forth" (page</li> <li>Map shows swirling roads. (page 1)</li> </ul>
Expectations		
Dictionopolis		

# se its color (page 21) ng (page 24) e 21)

# **Settings in The Phantom Tollbooth**

Setting	Characteristics	Evidence
Forest of Sight		
Valley of Sound		
Digitopolis		



# **Lesson 3: Write Three Rules Prompt**

In chapter 2, the Lethargarians tell Milo that the local ordinance does not allow thinking in the Doldrums. What would Milo find in his rule book if he looked up Dictionopolis?

• Write three local rules for this setting. Use textual evidence to support your rules.

# **Match the Phrase**

Connect each sentence, featuring a figurative language phrase, with the correct definition.

My doubters will <b>eat their words</b> when I prove them wrong.	t	take on more
The criminals will get their just desserts when they're caught.	لا	yell at someo
My overbooked schedule shows I bit off more than I can chew!	t	take back wh
lt's no wonder she was hurt when all my warnings went <b>in one ear and out the other</b> .	r	not listening
I thought my troubles were over but instead I went <b>from the frying pan into the fire</b> .		going from or another
My sister tends to <b>bite my head off</b> if she's cranky in the morning.	r	not thought t
My half-baked idea to ignore the directions did not work out well.	r	rightful conse
My dad said no, but my brother likes to <b>drive a hard bargain</b> .	c	determined t
The judge will <b>lower the boom</b> on repeat offenders.	Ę	give a punish

Select one phrase from the left column above. Explain how the figurative meaning relates to the literal meaning of the words in the phrase.

## than one can handle

ne without reason

at was said It's no

ne bad situation to

hrough My half-

equence

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ment

# **Narrative Writing Rubric:** *The Phantom Tollbooth*

Write a narrative to develop an imagined event using effective technique, descriptive details, and clear event sequences.

- a. Orient the reader by establishing a situation and introducing a narrator and/or characters; Organize an event sequence that unfolds naturally.
- b. Use narrative techniques, such as dialogue, description, and pacing, to an event or show the responses of characters to situations.
- c. Use a variety of transitional words, phrases, and clauses to manage the sequence of events.
- d. Use descriptive words and phrases, including sensory details to convey events precisely.
- e. Provide a conclusion that follows from the narrated events.

	Advanced	Proficient	Basic
Ideas	<ul> <li>The composition</li> <li>orients the reader and establishes a situation,</li> <li>introduces a narrator and/or characters, and</li> <li>demonstrates awareness of audience and purpose.</li> </ul>	<ul> <li>The composition</li> <li>orients the reader and establishes a situation,</li> <li>introduces a narrator and/or characters.</li> </ul>	The composit or more of the • orient the r a situation • introduce a characters
Organization	<ul> <li>The composition</li> <li>organizes an event sequence that unfolds naturally,</li> <li>uses narrative techniques to develop experiences and events or show the responses of characters to situations, and</li> <li>provides a conclusion connected to the narrative sequence.</li> </ul>	<ul> <li>The composition</li> <li>organizes an event sequence that unfolds naturally,</li> <li>uses narrative techniques to develop experiences and events or show the responses of characters to situations, and</li> <li>provides a conclusion connected to the narrative sequence.</li> </ul>	The composit or more of the • organizes a unfolds nat • uses narrat develop ex show the re to situation • provides a to the narra
Conventions	<ul> <li>The composition</li> <li>uses a variety of transitional words, phrases, and clauses to manage the sequence of events,</li> <li>uses details, including sensory details to convey experiences and events precisely, and</li> <li>uses language to add subtlety through connotative meanings.</li> </ul>	<ul> <li>The composition</li> <li>uses a variety of transitional words, phrases, and clauses to manage the sequence of events, and</li> <li>uses details, including sensory details to convey experiences and events precisely.</li> </ul>	The composit more of the fo • use a varie phrases, ar the sequer • uses detail details to c events pred

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# **Model: Applying the Ideas Rubric**

# **Model Narrative**

One sunny day, the Soundkeeper decided to take a long walk. She walked much further than she ever had before. After many hours, she suddenly found herself in a gorgeous forest filled with green trees, a soft carpet of scented flowers, and beautifully colored butterflies and birds filling the sky.

It seemed that no one was around, and the Soundkeeper, who loved the sound of quiet most of all, enjoyed the soft, peaceful chirps of the forest creatures and the swish of leaves. She took a deep breath of fresh air and laid on the cool grass. It was her favorite type of day, the kind of day when you could hear a pin drop.

"What a lovely place," the Soundkeeper whispered to herself. Then, a very quiet hint of squeaking and tapping could be heard in the air.

"I hope no one is wasting sounds on a loud party!" she remarked to the birds flying by.

The Soundkeeper would not tolerate a noisy gathering, so she set off to investigate. As she came to the top of the hill, she could look down onto a remarkable sight. More musicians than she had ever seen before were furiously playing their instruments. The Soundkeeper could see them playing, but the only sound that escaped the group was the soft tap of drumsticks and tiny squeaks of keys being pressed on the innumerable trumpets, clarinets, and flutes.

"What is going on here?" the Soundkeeper cried.

"Oh! I didn't realize we had an audience," said a man with wild hair whom she had just noticed. "Please, sit down. It would be lovely to play for you."

The man with the wild hair continued to conduct the musicians with a thin stick in one hand and gestured for the Soundkeeper to sit on a mossy rock with the other.

"What an unusual group! I've never seen musicians play without sound. I would know. I happen to be an expert in sounds, you know," said the Soundkeeper.

The conductor replied, "Is this your first time in the Forest of Sight? Welcome! I am Chroma."

"It is lovely to meet you," she responded.

# Writing Prompt

In chapter 9, Alec Bings shows how he can see through things when he reveals what he can see about Milo, Tock, and the Humbug. What would Alec's father, who sees to things, or his mother, who looks after things, say to them?

Imagine a conversation between either Alec's mother or father and the travelers (Milo, Tock, and the Humbug) in which Alec's parents tell the group what they see about them.

# **Shades of Meaning**

Define and arrange the sets of words in order of intensity:

Set A:	Set B:	Set C:	Set D: _
tiptoe stomp step	scream whisper speak	tell exclaim insist	pleasar wonder fine
1	1	1	1
2	2	2	2
3	3	3	3

# Challenge:

Find three sounds described by Dr. Dischord and put them in order from quiet to loud.



# **Brainstorming Directions**

<b>Step 1:</b> Each group member selects <b>one section of the</b> <b>book to revisit.</b> • Chapters 2 and 3	<b>Step 2:</b> Revisit your section and record charsecting information in your chart.
Chapters 4 and 5	
Chapters 6 and 7	
Chapters 8 and 9	
<ul> <li>Chapters 10 and 11</li> </ul>	
<ul> <li>Chapters 12 and 13</li> </ul>	
<b>Step 3:</b> Taking turns, <b>share the collected information</b> with other members of the group. Listeners should <b>record the information on their</b> <b>own chart.</b>	<b>Step 4:</b> Review the completed chart. <b>Select a character</b> and setting by comatching row.

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## 

# circling the

# **Descriptive Detail Model**

One sunny day, the Soundkeeper took a walk. She walked much farther than she ever had before. After many hours, she suddenly found herself in a gorgeous forest filled with green trees, a soft carpet of scented flowers, and beautifully colored butterflies and birds filling the sky.

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# **Revising with Dialogue Model**

One sunny day, the Soundkeeper decided to take a long walk. She walked much further than she ever had before. After many hours, she suddenly found herself in a gorgeous forest filled with green trees, a soft carpet of scented flowers, and beautifully colored butterflies and birds filling the sky.

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The Soundkeeper would not tolerate a noisy gathering, so she set off to investigate. As she came to the top of the hill, she could look down onto a remarkable sight. More musicians than she had ever seen before were furiously playing their instruments. The Soundkeeper could see them playing, but the only sound that escaped the group was the soft tap of drumsticks and tiny squeaks of keys being pressed on the innumerable trumpets, clarinets, and flutes.

# **Revising with Dialogue Model**

"What is going on here?" the Soundkeeper cried.

"Oh! I didn't realize we had an audience," said a man with wild hair whom she had just noticed. "Please, sit down. It would be lovely to play for you."

The man with the wild hair continued to conduct the musicians with a thin stick in one hand and gestured for the Soundkeeper to sit on a mossy rock with the other.

"What an unusual group! I've never seen musicians play without sound. I would know. I happen to be an expert in sounds, you know," said the Soundkeeper.

The conductor replied, "Is this your first time in the Forest of Sight? Welcome! I am Chroma."

"It is lovely to meet you," she responded.

# **Conclusion Example**

# **Conclusion Model**

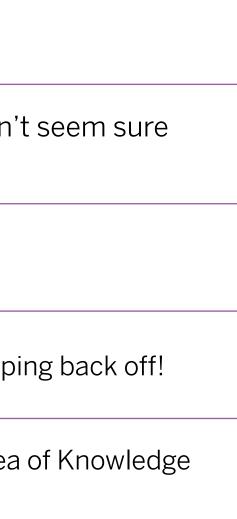
"That is enough!" the Soundkeeper yelled with a voice so powerful the leaves on each tree shook in fear. She could no longer watch Chroma and his musicians squander all the beautiful sounds she had bestowed upon them. The chaos of the orchestra made her regret ever giving them her precious sharps, flats and tones.

The Soundkeeper turned sharply away and began walking, at quite a fast pace, into the deep woods. She walked past the rustling leaves and until she arrived at the gate of her fortress.

As soon as the large, heavy door closed with a dull thud, the Soundkeeper leaned her back against the cool stone walls and let out a sign of relief. She was back in her silent sanctuary. She thought back to all she had seen and decided that next time she went for a walk, she would stick to her familiar paths close to home.

# **Setting Description Examples**

Place:ExpectationsDeclarative:The confused Canby lives on the Island of Conclusions and doesn' who he is.Imperative:Do not end up on Conclusions for jumping to a conclusion.Exclamatory:You may suddenly jump and land on Conclusions but there's no jumpInterrogatory:Would you believe that many who swim off the island through the Sea still arrive on shore dry?		
Declarative:       who he is.         Imperative:       Do not end up on Conclusions for jumping to a conclusion.         Exclamatory:       You may suddenly jump and land on Conclusions but there's no jump         Interrogatory:       Would you believe that many who swim off the island through the Sea	Place:	Expectations
Exclamatory:       You may suddenly jump and land on Conclusions but there's no jump         Interrogatory:       Would you believe that many who swim off the island through the Sea	Declarative:	
Interrogatory: Would you believe that many who swim off the island through the Sea	Imperative:	Do not end up on Conclusions for jumping to a conclusion.
Interrogatory:	Exclamatory:	You may suddenly jump and land on Conclusions but there's no jump
	Interrogatory:	Would you believe that many who swim off the island through the Sea still arrive on shore dry?



# **Create a Map**

Create two maps of a place Milo visited in the Kingdom of Wisdom.

- Map 1: Depict this place **during** Rhyme and Reason's **banishment**
- Map 2: Depict this place **after** Rhyme and Reason's **return**.

Include:

- a sketch of notable places Milo visits,
- labels describing important characteristics, placed where Milo learns this information, and
- page numbers of where textual evidence for the sketch or label was found.

Map 1:	Map 2:

Visual Support 13.2

# **Revising Verbs and Adverbs, V.1**

"It is lovely to meet you," she responded.

"The pleasure is all mine," said Chroma. "Please feel free to look around. You will find that all my musicians are quite proud of their important work."

The Soundkeeper welcomed the invitation and <u>walked</u> through the seemingly endless aisles of string, woodwinds, and brass instruments. As she passed by the drum, the Soundkeeper was reminded of the soft, snowy white cotton balls made by a similar drum in her workshop. While the bright colors made by the beautiful music were a wonderful sight, the Soundkeeper suddenly wanted music. She turned to the drummer and asked if he had ever heard the music his drum could make.

"No," <u>said</u> the drummer without taking his eyes off of Chroma. "It is a great tragedy that we <u>play</u> in this symphony but will never see it ourselves. If I were to stop watching my conductor for even a moment, I could ruin the forest. Who knows how much damage could be caused by not playing just the right notes at the right moment!"

# **Revising Verbs and Adverbs, V.2**

"It is lovely to meet you," she responded.

"The pleasure is all mine," said Chroma. "Please feel free to look around. You will find that all my musicians are quite proud of their important work."

The Soundkeeper welcomed the invitation and <u>slowly strolled</u> through the seemingly endless aisles of string, woodwinds, and brass instruments. As she passed by the drum, the Soundkeeper was reminded of the soft, snowy white cotton balls made by a similar drum in her workshop. While the bright colors made by the beautiful music were a wonderful sight, the Soundkeeper suddenly longed for music. She turned to the drummer and <u>inquired</u> if he had ever heard the music his drum could make.

"No," <u>sighed</u> the drummer without taking his eyes off of Chroma. "It is a great tragedy that we <u>devote our lives to this symphony but will never experience</u> it ourselves. If I were to stop watching my conductor for even a moment, I could ruin the forest. Who knows how much damage could be caused by not playing just the right notes at the right moment!"

# **Presentation Notes**

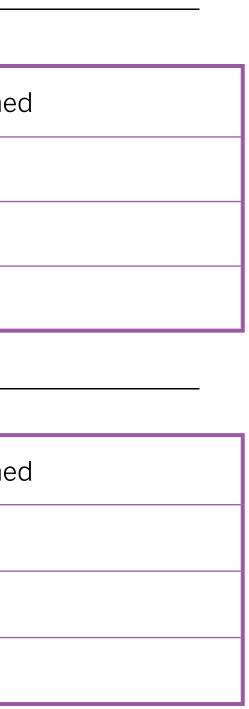
Where do your maps depict?

Who lives in this setting?: \_\_\_\_\_

Map 1: Rhyme and Reason Banished	Map 2: Rhyme and Reason Returne		

What rules exist in this setting?: \_\_\_\_\_

Map 1: Rhyme and Reason Banished	Map 2: Rhyme and Reason Returne		



# **Sharing Protocol**

# **Sharing Our Work**

Each student will take turns rotating through the following roles as you share your work:

# Author:

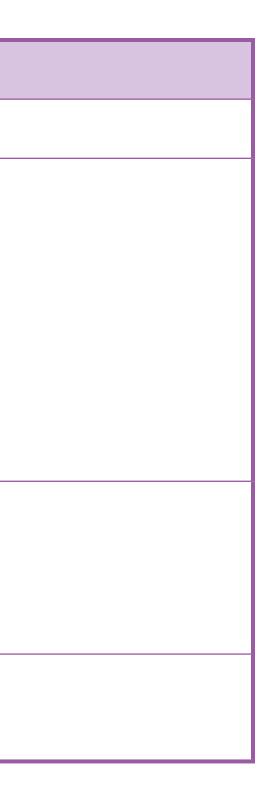
- Begin by telling the group the following:
  - main character
  - setting
  - the main conflict caused by this character arriving in this setting
- Read your narrative in a clear voice at a steady pace.
- Use a tone of voice that matches the story as you read.
- Listen to positive feedback

## Audience:

- Listen quietly to the author.
- Share one or two things you enjoyed about the author's story.
- Record a summary on your audience notes after the group has finished sharing.

# **Time Keeper:**

• Give a halfway, ten minute, and two minute reminder while authors share.



# The Soundkeeper's Walk

One sunny day, the Soundkeeper decided to take a long walk. She walked much further than she ever had before. After many hours, she suddenly found herself in a gorgeous forest filled with green trees, a soft carpet of scented flowers, and beautifully colored butterflies and birds filling the sky.

It seemed that no one was around, and the Soundkeeper, who loved the sound of quiet most of all, enjoyed the soft, peaceful chirps of the forest creatures and the swish of leaves. She took a deep breath of fresh air and laid on the cool grass. It was her favorite type of day, the kind of day when you could hear a pin drop.

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"I hope no one is throwing a loud party!" she remarked to the birds flying by. The Soundkeeper would not tolerate a noisy gathering, so she set off to investigate. As she came to the top of the hill, she could look down onto a remarkable sight. More musicians than she had ever seen before were furiously playing their instruments. The Soundkeeper could see them playing, but the only sound that escaped the group was the soft tap of drumsticks and tiny squeaks of keys being pressed on the trumpets, clarinets, and flutes.

"What is going on here?" the Soundkeeper cried.

"Oh! I didn't realize we had an audience," said a man with wild hair. "Please, sit down. It would be lovely to play for you."

The man with the wild hair continued to conduct the musicians with a thin stick in one hand as he gestured for the Soundkeeper to sit on a mossy rock with the other.

"What an unusual group! I've never seen musicians play without sound. I would know. I happen to be an expert in sounds," said the Soundkeeper.

The conductor replied, "Is this your first time in the Forest of Sight? Welcome! I am Chroma."

"It is lovely to meet you," she responded.

"The pleasure is all mine, " said Chroma. "Please feel free to look around. You will find that all my musicians are quite proud of their important work."

The Soundkeeper welcomed the invitation and slowly strolled through the seemingly endless aisles of string, woodwinds, and brass instruments. As she passed by the bass drum, the Soundkeeper was reminded of the soft, snowy white cotton balls made by a similar drum in her workshop. While the bright colors made by the beautiful music were a wonderful sight, the Soundkeeper suddenly longed for music. She turned to the drummer and asked if he had ever heard the music his drum could make.

"No," sighed the drummer without taking his eyes off of Chroma. "It is a great tragedy that we devote our lives to this symphony but will never experience it ourselves. If I were to stop watching my conductor for even a moment, I could ruin the forest. Who knows how much damage could be caused by not playing just the right notes at the right moment!"

Tears came to the Soundkeepers eyes. It brought her joy to watch the colors in the sky, but knew that she was the only one in the symphony enjoying it. This gave the Soundkeeper a wonderful idea. She reached into her deep pockets and pulled out several envelopes filled with some of the most beautiful sounds ever made in her workshop. As each flap was opened, the air began to fill with notes. Rumbling Gs and high-pitched Es floated into the air. Sharp notes zipped off through the leaves, and flat notes rolled through the grass. Each tone came together to create as beautiful a feast for the ears as it had for the eyes.

The musicians noticed the change immediately. At first, their eyes widened with confusion but soon they softened, and smiles took over each face. For the first time, they could enjoy their artistry while still following their conductor. Chroma was just as delighted as his symphony. He began to move his hands faster and faster with excitement. This excited the musicians, as well. Soon, the musicians began to struggle to keep up with Chroma. The woodwinds fell behind and then the brass. The drummers struggled to keep the beat in time with Chroma's hysterical movements, but it was no use. The beautiful symphony quickly turned into a chaotic mess of noise.

"That is enough!" the Soundkeeper yelled with a voice so powerful the leaves on each tree shook in fear. She could no longer watch Chroma and his musicians squander all the beautiful sounds she had bestowed upon them. The chaos of the orchestra made her regret ever giving them her precious sharps, flats, and tones.

The Soundkeeper turned sharply away and began walking, at quite a fast pace, into the deep woods. She walked past the rustling leaves and whistling birds. She walked over the crunchy leaves and squeaky grass. Down hills and up hills, the Soundkeeper put one foot in front of the other until she arrived at the gate of her fortress.

As soon as the large, heavy door closed with a dull thud, the Soundkeeper leaned her back against the cool stone walls and let out a sign of relief. She was back in her silent sanctuary. She thought back to all she had seen and decided that next time she went for a walk, she would stick to her familiar paths close to home.

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