

## Chapter 2 – The Adventures of Toto

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### ◊ Summary (Easy Language)

“The Adventures of Toto” is a humorous story about a mischievous monkey named Toto. The narrator’s grandfather loved keeping animals and already had a private zoo. He bought Toto from a tonga-driver because he found him intelligent and playful.

Toto caused a lot of trouble in the house. He tore wallpaper, broke dishes, and troubled Nana the donkey. He was clever and copied human actions, especially while bathing. Once, Toto almost boiled himself alive by jumping into a kettle of hot water, thinking it was meant for his bath.

During a train journey to Saharanpur, the ticket collector charged Toto as a dog. In the end, Toto’s destructive nature caused too much loss, and grandfather sold him back to the tonga-driver. The story shows that keeping pets requires responsibility, not just affection.

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### ◊ Characters

#### ① Toto

- A clever, playful, and mischievous monkey
- Copies human behaviour
- Destructive and difficult to control

#### ② Grandfather

- Kind and animal-loving
- Keeps a private zoo
- Emotionally attached but impractical at times

#### ③ Narrator

- Observes Toto’s actions
- Shows humour through narration

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### ◊ Theme / Central Idea

- Love for animals
- Responsibility of keeping pets
- Humour in everyday life

- Innocence and mischief of animals

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#### ◊ **Important Incidents**

- Grandfather buys Toto for five rupees
- Toto troubles Nana the donkey
- Toto's human-like bathing style
- Toto jumps into boiling water
- Train journey and ticket collector incident
- Toto sold back to the tonga-driver

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#### ◊ **Literary Devices**

- **Humour:** Created through Toto's actions
- **Personification:** Toto behaves like a human
- **Imagery:** Clear picture of Toto's mischief

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#### ◊ **Message / Moral**

The story teaches that loving a pet is not enough. One must be ready to take responsibility for its behaviour and expenses.