Dear __________________________

Please come to a ________________________________

on __________________________________________
at __________________________________________
at __________________________________________
<table>
<thead>
<tr>
<th>Stage</th>
<th>Text</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>The magic took them to an airport.</td>
</tr>
<tr>
<td></td>
<td>There were bears everywhere.</td>
</tr>
<tr>
<td></td>
<td>Kipper and his friends went on the aeroplane to Switzerland.</td>
</tr>
<tr>
<td></td>
<td>A bus was going to the Teddy Bears' Picnic.</td>
</tr>
<tr>
<td></td>
<td>Kipper and his friends found a good place to sit.</td>
</tr>
<tr>
<td></td>
<td>A famous bear had come onto the stage.</td>
</tr>
<tr>
<td></td>
<td>Kipper wanted some of the famous bears to sign their names.</td>
</tr>
<tr>
<td></td>
<td>Some nasty bears were pushing the famous bears into a car.</td>
</tr>
<tr>
<td></td>
<td>Catsimir drove the van as fast as he could.</td>
</tr>
<tr>
<td></td>
<td>The nasty bears were greedy and they couldn’t resist the honey.</td>
</tr>
<tr>
<td></td>
<td>Bunbury set the famous bears free.</td>
</tr>
<tr>
<td></td>
<td>The famous bears were pleased with Kipper and his friends.</td>
</tr>
</tbody>
</table>
The Vikings rowed the longship across the sea.

One of the Vikings went to get the sail.

He found the children under it.

The wind blew harder and the ship tossed up and down.

At last the longship landed.

The children waded to the shore.

The Vikings took the children into a long hall.

It began to get dark and soon it was time to have some food.

As soon as it was dark a longship sailed close to the shore.

The raiders looked very fierce.

Biff had an idea. She shone her torch.

The raiders ran back to their longship and sailed away.
This time Biff and Kipper were on a flying carpet.

The carpet was flying over a town.

It stopped by a window at the top of a tower.

Biff and Kipper climbed into the little room.

‘I am the real king of this land,’ said the boy, ‘but my wicked uncle locked me in this tower.’

‘My mother ran away to the mountains and took her army with her.’

‘The carpet will take us to your mother,’ said Biff.

They made a wish, and the carpet zoomed off.

The boy’s mother called all her soldiers.

They came down from the mountains and marched to the city.

The carpet pulled the wicked uncle from his horse.

The boy gave Biff and Kipper a present.
In a place far away, there was a lorry.

The machine made rainbows and was called The Rainbow Machine.

It took seven people to look after the rainbow machine.

One of the rainbow makers was a young man called Fred.

Fred drove the lorry into a field.

The children saw that a lorry was stuck in the field.

The children helped Fred to pull the cover off the rainbow machine.

The children looked up at the rainbow they had made.

The rainbow didn't look quite right.

The rainbow was leaking and all the red was running out.

The rainbow machine had to bleach the sky.

‘It’s all right,’ said the rainbow makers. ‘The sky will soon turn blue again.’
<table>
<thead>
<tr>
<th>Gran had promised to take the children on an outing.</th>
<th>They went to Trafalgar Square.</th>
<th>Gran took them on a boat.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>They went to the waxworks.</td>
<td>Gran went off to look at the Royal Family.</td>
<td>Gran dropped her handbag, and some money rolled among the models.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gran went to pick it up.</td>
<td>She knocked into Princess Diana and the waxworks began to fall over.</td>
<td>Gran picked the models up and put the heads back on.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>‘I don’t think the heads are right,’ said Anneena.</td>
<td>A lady ran up. She was very cross with Gran.</td>
<td>‘I’m very sorry,’ said Gran.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vicky took them to a street with a high wall.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>They all climbed on the wall.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>They could see a big house.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suddenly, a light flashed at a window.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The children jumped off the wall and ran to the palace.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Three grandchildren were staying with Queen Victoria.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The children played together.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The grown-ups were very cross.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The children were taken to a police station.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The next day, an important man took them to Buckingham Palace.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gran was having tea with Queen Victoria.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>‘You can play with my grandchildren and stay to tea,’ said Queen Victoria.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
STAGE 8 ACTIVITY SHEET 9: For WHAT HAPPENED NEXT?

Name: ____________________________________________ The kidnappers

Find the sentence that tells you what happened next in the story. Write it on the line.

1. The magic began to work. _______________________________________________________

2. They flew over lakes and mountains. ____________________________________________

3. Suddenly, everyone shouted and cheered. _______________________________________

4. There was trouble. ____________________________________________________________

5. Bunbury set the famous bears free. _____________________________________________

(Check: Does every sentence start with a capital letter and end with a full stop?)

When the plane landed everyone got off.
A famous bear had come onto the stage.
Kipper's toys were coming to life.
Then they all climbed out of the window.
Some nasty bears were pushing the famous bears into a car.
Find the sentence that tells you what happened next in the story. Write it on the line.

1. It was dark under the blanket.

2. One of the Vikings went to get the sail.

3. The waves splashed over the children.

4. The children waded to the shore.

5. Kipper had some sweets.

(Check: Does every sentence start with a capital letter and end with a full stop?)

He found the children under it.
They got cold and wet.
He shared them with the Viking children.
Suddenly, the key began to glow.
The villagers were amazed.
Find the sentence that tells you what happened next in the story. Write it on the line.

1 Biff found an old carpet in the junk shop. ___________________________________________
_________________________________________________________________________________

2 Biff and Mum gave the carpet a shampoo. _________________________________________
_________________________________________________________________________________

3 Another adventure had begun. ____________________________________________________
_________________________________________________________________________________

4 The carpet didn’t land. __________________________________________________________
_________________________________________________________________________________

5 Biff and Kipper saw a little boy. ___________________________________________________
_________________________________________________________________________________

(Check: Does every sentence start with a capital letter and end with a full stop?)

The carpet looked beautiful.
It stopped by a window at the top of a tower.
She asked Dad if she could have it.
He was crying and he looked very unhappy.
Biff and Kipper were on a flying carpet.
Don’t be a litterbug!
Look in the storybook to finish each sentence.

1. Nadim’s mum and dad had to go away, ____________________________________________ (page 1)

2. The robots were not very fast, _____________________________________________________ (page 11)

3. The mirrors made them look so funny ______________________________________________ (page 19)

4. Kipper looked in one mirror ______________________________________________________ (page 20)

5. There was a doorway at the end of the hall, ________________________________________ (page 25)

Finish this sentence yourself:

6. Chip was not afraid of the nasty-looking robot because ____________________________________________
Look in the storybook to finish each sentence.

1. Floppy ran after the pram

2. The thief tried to get over a wall,

3. The people were so excited

4. Everyone was cheering,

5. Floppy held the boy’s shirt in his teeth

Finish this sentence yourself:

6. Biff was cross with Floppy because
Look in the storybook to finish each sentence.

1. Biff didn't understand what Wilma meant, ____________________________________________ (page 2)

2. In the sunlight, the bell looked so beautiful ____________________________________________ (page 5)

3. All the beauty had gone from the land ________________________________________________ (page 6)

4. After Biff had gone, Wilma picked up her pen ________________________________________ (page 9)

5. Suddenly, the magic key began to glow, ____________________________________________ (page 9)

Finish this sentence yourself:

6. Grimlock gave the bell back because ________________________________________________
way, ‘Go that said
Grimlock.

Go back 3 spaces.

draw out, ‘I’ll you said
the unicorn.

Go on 3 spaces.

go back!’ on ‘Jump my
cried the unicorn.

Go on 5 spaces.

Help someone,’
shouted the gnome.

Go back 1 space.

take away. dragon The flew

Go on 1 space.

The gnome
Wilma
mirror. a handed

Go on 3 spaces.

was frightened, ‘I really
said Wilma.

Go back 1 space.

turned monster The
stone. to

Go on 3 spaces.

brave ‘You are and
good,’ said the gnome.

Go on 3 spaces.

here, ‘You spend night
can the hissed Grimlock.

Miss a turn.

ring. began The to bell

Go on 5 spaces.
What do you know about Mrs Honey?
Write four sentences about her.
Remember to start each sentence with a capital letter and end with a full stop.

1. ____________________________________________________________________________
______________________________________________________________________________

2. ____________________________________________________________________________
______________________________________________________________________________

3. ____________________________________________________________________________
______________________________________________________________________________

4. ____________________________________________________________________________
______________________________________________________________________________
Who was the Litter Queen? What did she do?
Write four sentences about her.
Remember to start each sentence with a capital letter and end with a full stop.

1. _____________________________________________________________
2. _____________________________________________________________
3. _____________________________________________________________
4. _____________________________________________________________
Where was Amy going? What happened when she got lost?
Write four sentences about Amy.
Remember to start each sentence with a capital letter and end with a full stop.

1. ________________________________________________________________________

2. ________________________________________________________________________

3. ________________________________________________________________________

4. ________________________________________________________________________
Place cards here.
<table>
<thead>
<tr>
<th>You let Fiona go free.</th>
<th>You see another sea-otter.</th>
<th>Stop to watch the sea-otters.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Go on 3 spaces.</td>
<td>Go on 1 space.</td>
<td>Miss a turn.</td>
</tr>
<tr>
<td>Start the engine.</td>
<td>Get past the rocks.</td>
<td>Explore the island.</td>
</tr>
<tr>
<td>Go on 3 spaces.</td>
<td>Go on 3 spaces.</td>
<td>Go on 5 spaces.</td>
</tr>
<tr>
<td>Stop to watch birds.</td>
<td>Find the toxic waste.</td>
<td>Hide from the people dumping waste.</td>
</tr>
<tr>
<td>Miss a turn.</td>
<td>Move on 1 space.</td>
<td>Miss a turn.</td>
</tr>
<tr>
<td>Push the boat out.</td>
<td>Take the other people's boat.</td>
<td>Fetch the police.</td>
</tr>
<tr>
<td>Go on 1 space.</td>
<td>Go on 3 spaces.</td>
<td>Go on 5 spaces.</td>
</tr>
</tbody>
</table>
air  craft  some
thing  play  ground
night  mare  country
side  every  one
Draw some more of each thing.
Look in the story to find out how to spell the words.

case __________________________ (page 2)

child __________________________ (page 8)

person __________________________ (page 22)

sea-otter __________________________ (page 15)

newspaper __________________________ (page 32)
All the words on this carpet end in ‘-y’.
Choose the right one to fill the gap in each sentence.

1 ‘You don’t want that thing,’ said Dad. ‘It’s old and __________________.’

2 ‘I didn’t think a carpet could be so __________________,’ said Biff.

3 ‘It looks better __________________,’ said Biff.

4 The boy was crying and he looked very __________________.

5 ‘My uncle is cruel and __________________.’

6 ‘Now we can attack the __________________,’ said the boy’s mother.

See if you can find any more words ending with ‘-y’ in the story.
Write them on this carpet:
storm  castle  master

danger  began  fast

want  clang  enormous

mirror  was  doorway
spring  someone  mine
without  along  write
dinner  going  white
ribbon  dragon  kitchen
Rules for The quest game

A game for two to four players

You will need:
◆ a copy of the playing board on Sheet 16 (enlarged to A3 if preferred)
◆ a set of the sentence cards on Sheet 17
◆ a 1–3 dice
◆ a counter for each player

How to play
Place the sentence cards in a pile face down next to the board. Players take turns to roll the dice and move the number of spaces shown.

If a player lands on a shaded section she must take a card from the pile. She reads the words and then reads them again in the right order. Other players may help if necessary.

The player then moves as directed. The card is placed at the bottom of the pile.

The first player to reach the bell is the winner.

Rules for To Green Island and back

A game for two to four players

You will need:
◆ a copy of the playing board on Sheet 21 (enlarged to A3 if preferred)
◆ a set of the sentence cards on Sheet 22
◆ a 1–3 dice
◆ a counter for each player

How to play
Place the sentence cards face down in a pile on the board. Players take turns to roll the dice and move that number of spaces along the track.

If a player lands on a shaded section she takes a card from the pile. She reads the sentence and follows the instruction. The card is then placed at the bottom of the pile.

The first player to return to the landing stage is the winner.