

Dear _____

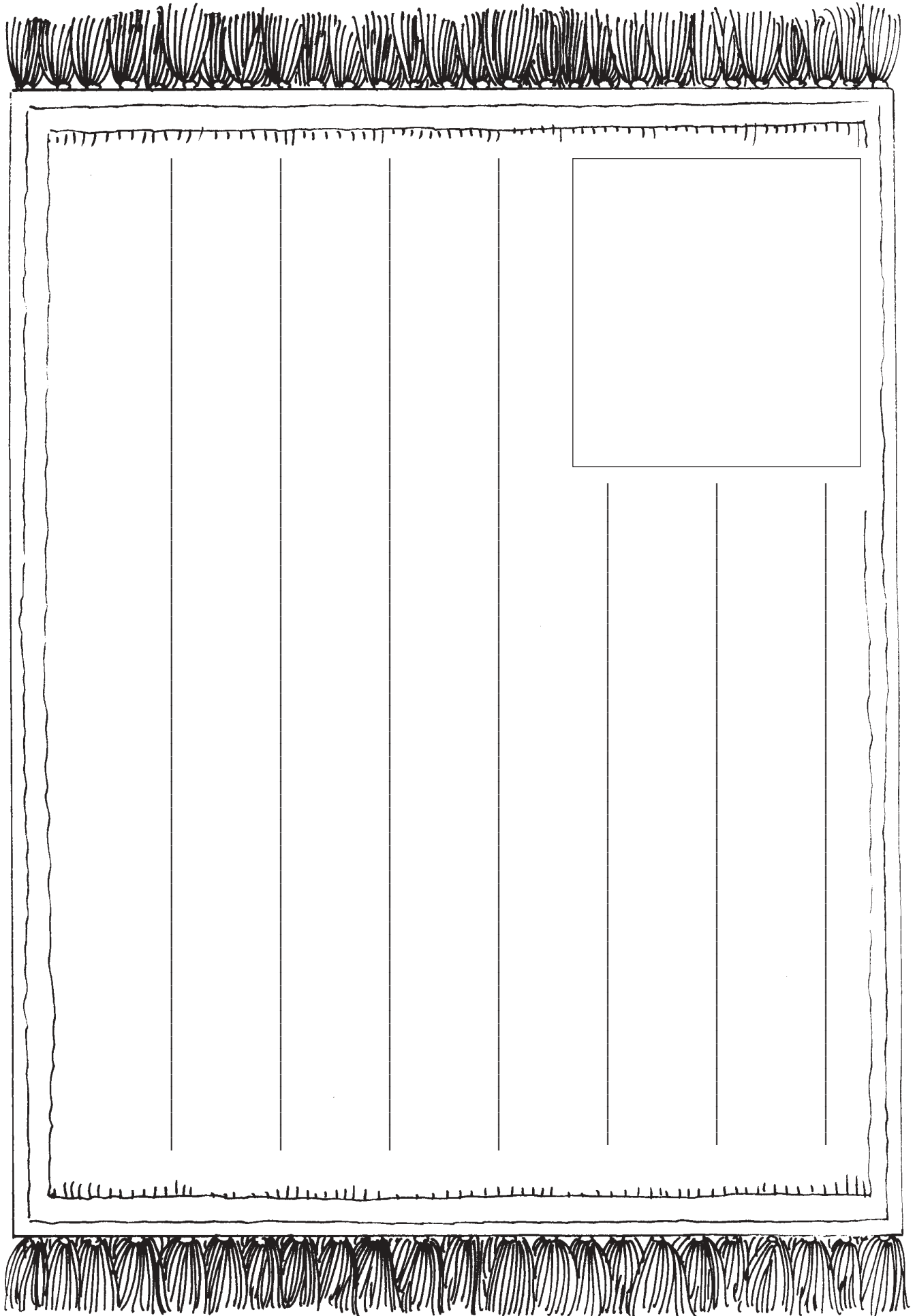
Please come to a

on _____

at _____

at _____

Name: _____



The magic took them
to an airport.

page 1

There were bears
everywhere.

page

Kipper and his friends
went on the aeroplane
to Switzerland.

page

A bus was going to the
Teddy Bears' Picnic.

page

Kipper and his friends
found a good place to
sit.

page

A famous bear had
come onto the stage.

page

Kipper wanted some
of the famous bears to
sign their names.

page

Some nasty bears were
pushing the famous
bears into
a car.

page

Catsimir drove the van
as fast as he could.

page

The nasty bears were
greedy and they
couldn't resist the
honey.

page

Bunbury set the
famous bears free.

page

The famous bears
were pleased with
Kipper and his friends.

page

The Vikings rowed
the longship across the
sea.

page 1

One of the Vikings
went to get the sail.

page

He found the children
under it.

page

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

page

At last the longship
landed.

page

The children waded to
the shore.

page

The Vikings took
the children into a
long hall.

page

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

page

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

page

The raiders looked
very fierce.

page

Biff had an idea. She
shone her torch.

page

The raiders ran back
to their longship and
sailed away.

page

This time Biff and Kipper were on a flying carpet.

page 1

The carpet was flying over a town.

page

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

page

Biff and Kipper climbed into the little room.

page

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

page

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

page

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

page

They made a wish, and the carpet zoomed off.

page

The boy's mother called all her soldiers.

page

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

page

The carpet pulled the wicked uncle from his horse.

page

The boy gave Biff and Kipper a present.

page

In a place far away,
there was a lorry.

page 1

The machine made
rainbows and was
called The
Rainbow Machine.

page

It took seven people
to look after the
rainbow machine.

page

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

page

Fred drove the lorry
into a field.

page

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

page

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

page

The children looked
up at the rainbow they
had made.

page

The rainbow didn't
look quite right.

page

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

page

The rainbow machine
had to bleach the sky.

page

'It's all right,' said the
rainbow makers. 'The
sky will soon turn
blue again.'

page

Gran had promised to take the children on an outing.

page 1

They went to Trafalgar Square.

page

Gran took them on a boat.

page

They went to the waxworks.

page

Gran went off to look at the Royal Family.

page

Gran dropped her handbag, and some money rolled among the models.

page

Gran went to pick it up.

page

She knocked into Princess Diana and the waxworks began to fall over.

page

Gran picked the models up and put the heads back on.

page

'I don't think the heads are right,' said Anneena.

page

A lady ran up. She was very cross with Gran.

page

'I'm very sorry,' said Gran.

page

Vicky took them to a street with a high wall.

page 1

They all climbed on the wall.

page

They could see a big house.

page

Suddenly, a light flashed at a window.

page

The children jumped off the wall and ran to the palace.

page

Three grandchildren were staying with Queen Victoria.

page

The children played together.

page

The grown-ups were very cross.

page

The children were taken to a police station.

page

The next day, an important man took them to Buckingham Palace.

page

Gran was having tea with Queen Victoria.

page

'You can play with my grandchildren and stay to tea,' said Queen Victoria.

page

Name: _____ *The kidnapers*

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. _____

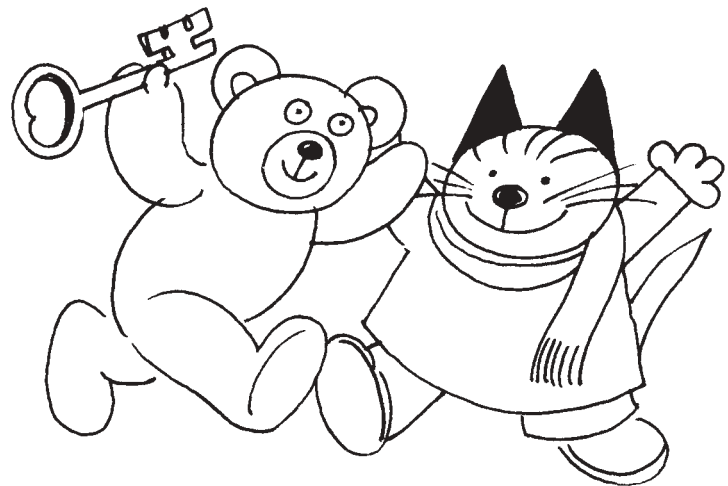
3 Suddenly, everyone shouted and cheered. _____

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.



Name: _____ *Viking adventure*

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.



Name: _____ *The flying carpet*

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. _____

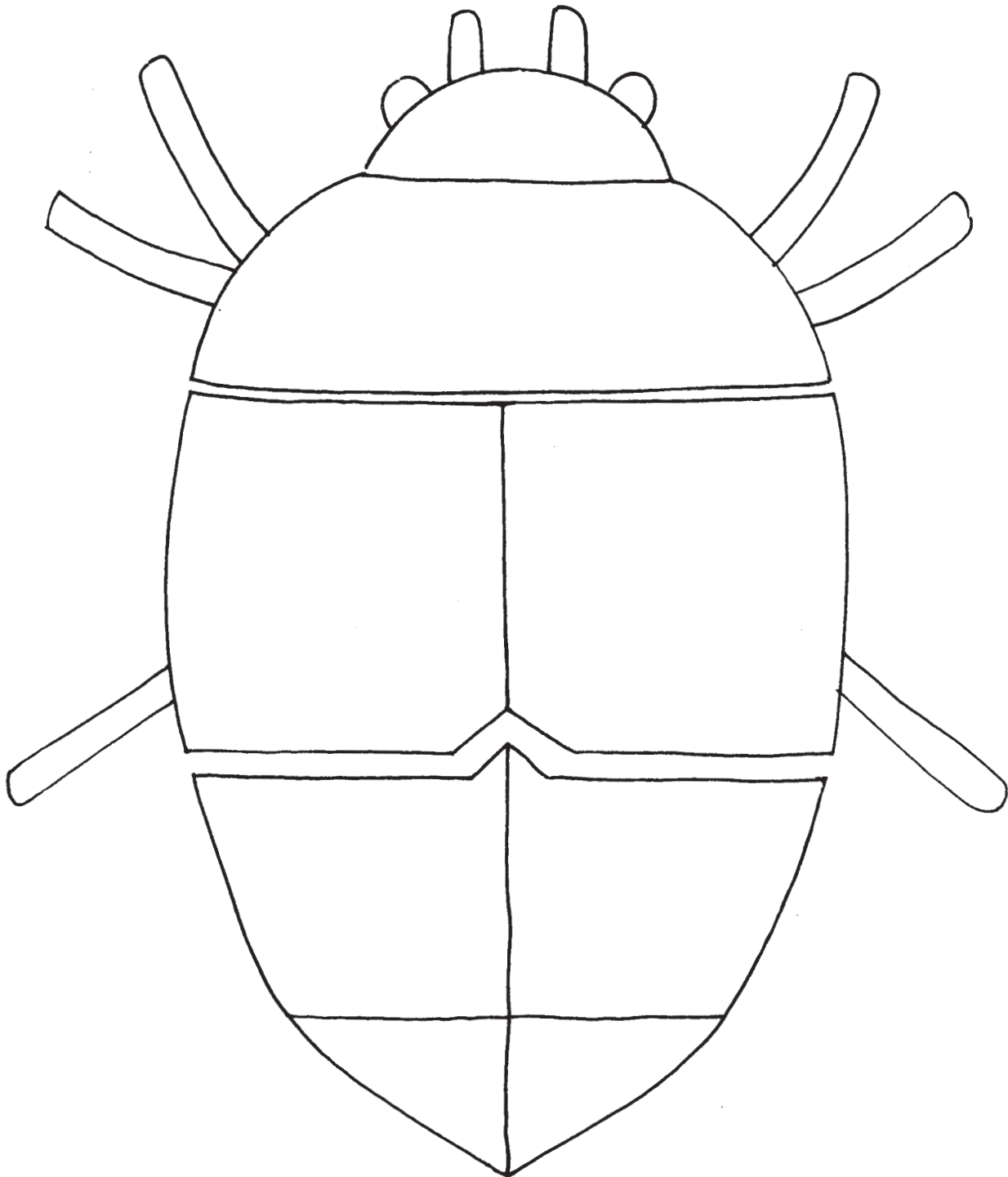
5 Biff and Kipper saw a little boy. _____

(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!



Name: _____ *Storm Castle*

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 _____

Name: _____ *Superdog*

Look in the storybook to finish each sentence.

1 Floppy ran after the pram _____
_____ (page 14)

2 The thief tried to get over a wall, _____
_____ (page 17)

3 The people were so excited _____
_____ (page 19)

4 Everyone was cheering, _____
_____ (page 20)

5 Floppy held the boy's shirt in his teeth _____
_____ (page 21)

Finish this sentence yourself:

6 Biff was cross with Floppy because _____

Name: _____ *The quest*

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)

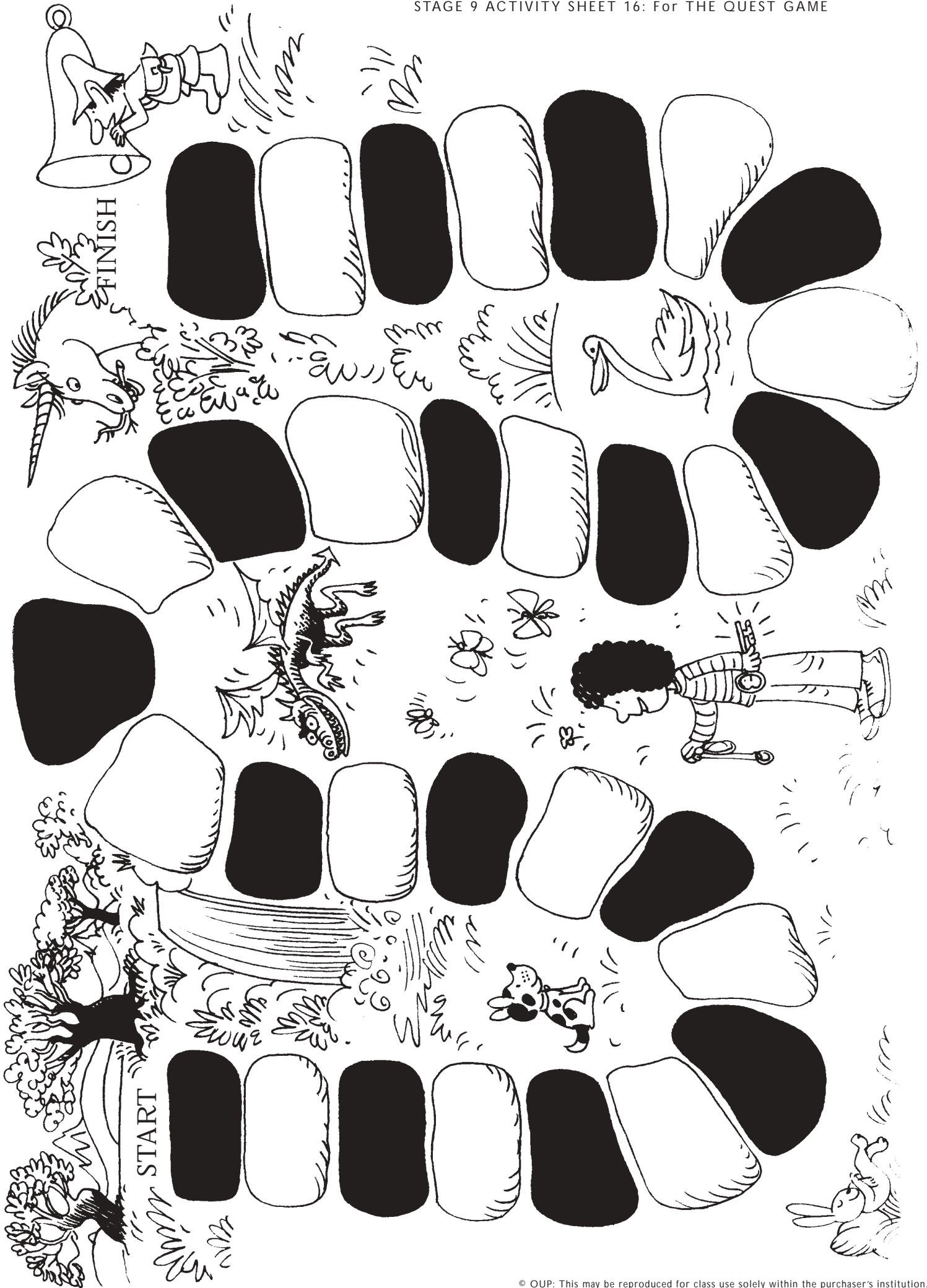
3 All the beauty had gone from the land _____
_____ (page 6)

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.

pull out,' 'I'll you said
the unicorn.

Go on 3 spaces.

back!' on 'Jump my
cried the unicorn.

Go on 5 spaces.

ring,' 'Take the
said the unicorn.

Go on 1 space.

me, 'Help someone,'
shouted the gnome.

Go back 1 space.

away. dragon The flew

Go on 1 space.

gnome The 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.

Name: _____ *Green Island*



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.

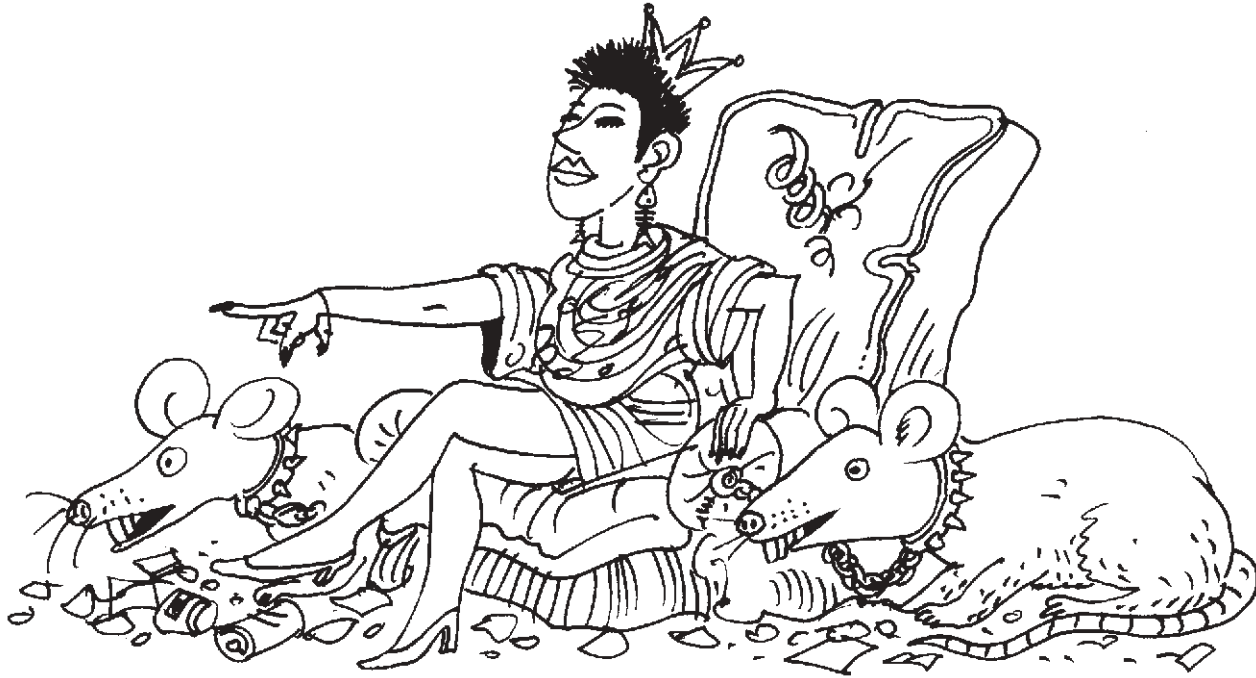
1 _____

2 _____

3 _____

4 _____

Name: _____ *The Litter Queen*



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 _____

Name: _____ *Survival adventure*



Where was Amy going? What happened when she got lost?

Write four sentences about Amy.

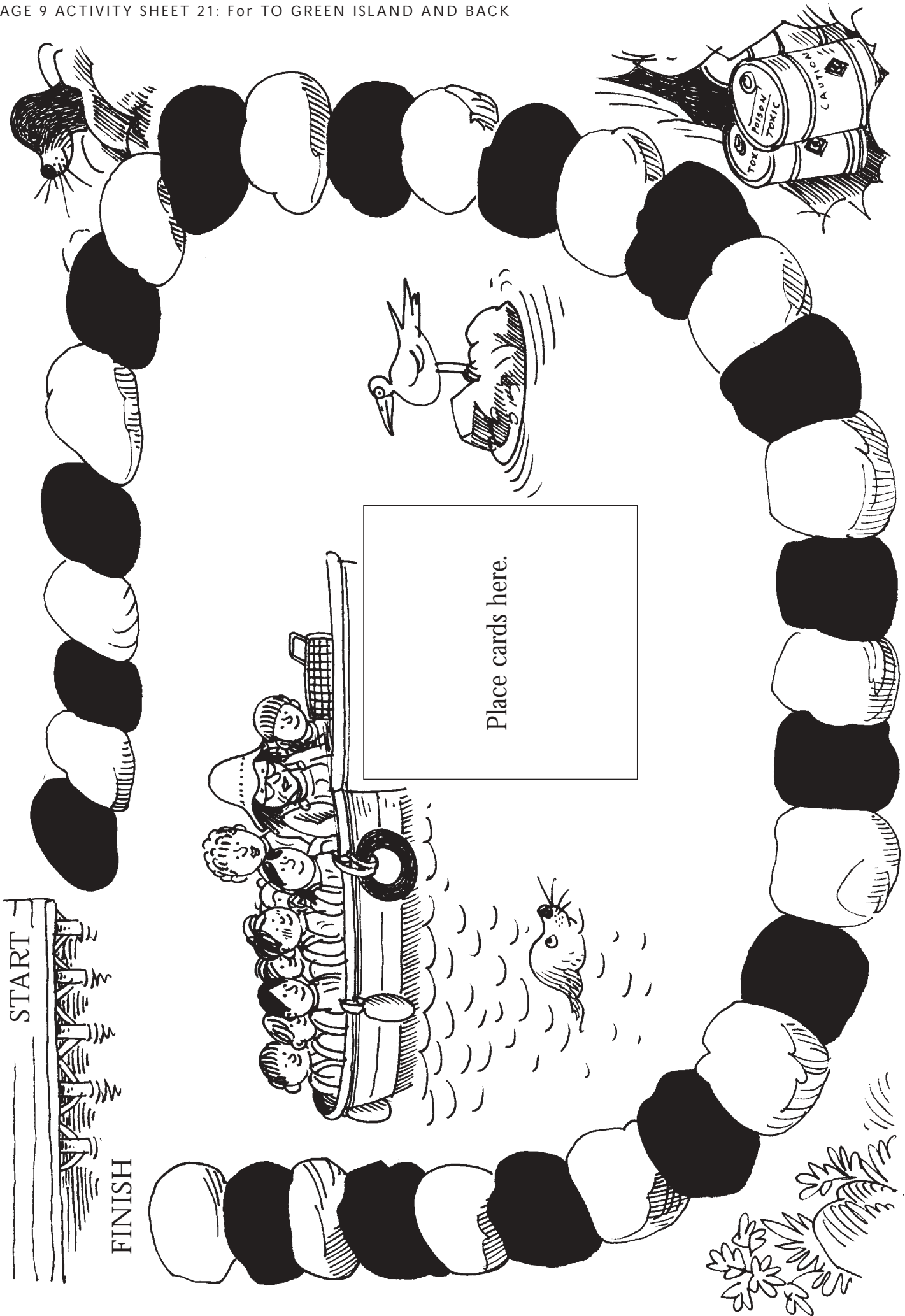
Remember to start each sentence with a capital letter and end with a full stop.

1 _____

2 _____

3 _____

4 _____



You let Fiona go
free.

Go on 3 spaces.

You see another
sea-otter.

Go on 1 space.

Stop to watch the sea-
otters.

Miss a turn.

Start the engine.

Go on 3 spaces.

Get past the rocks.

Go on 3 spaces.

Explore the island.

Go on 5 spaces.

Stop to watch birds.

Miss a turn.

Find the toxic waste.

Move on 1 space.

Hide from the people
dumping waste.

Miss a turn.

Push the boat out.

Go on 1 space.

Take the other people's
boat.

Go on 3 spaces.

Fetch the police.

Go on 5 spaces.

Super

dog

hand

bag

no

body

news

paper

down

stairs

an

other

air

craft

some

thing

play

ground

night

mare

country

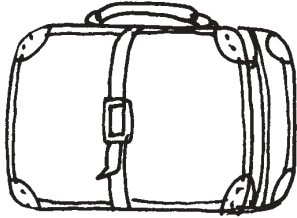
side

every

one

Name: _____ *Green Island*

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)



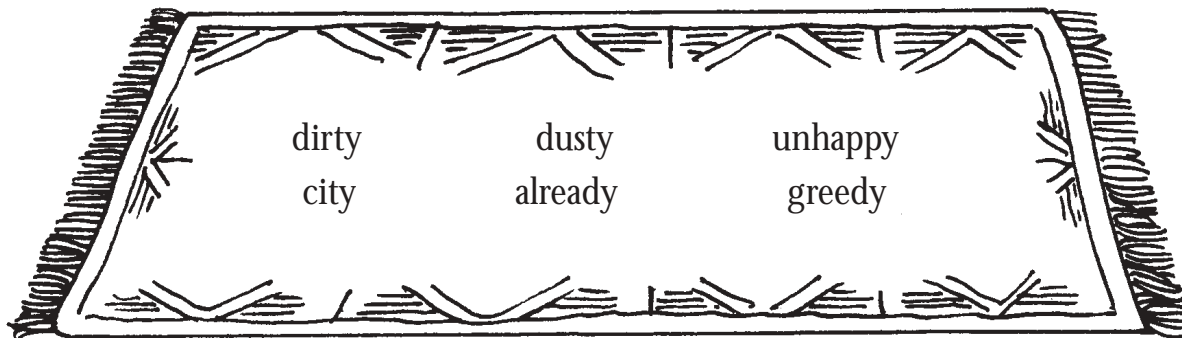
newspaper

_____ (page 32)

Name: _____ *The flying carpet*

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.

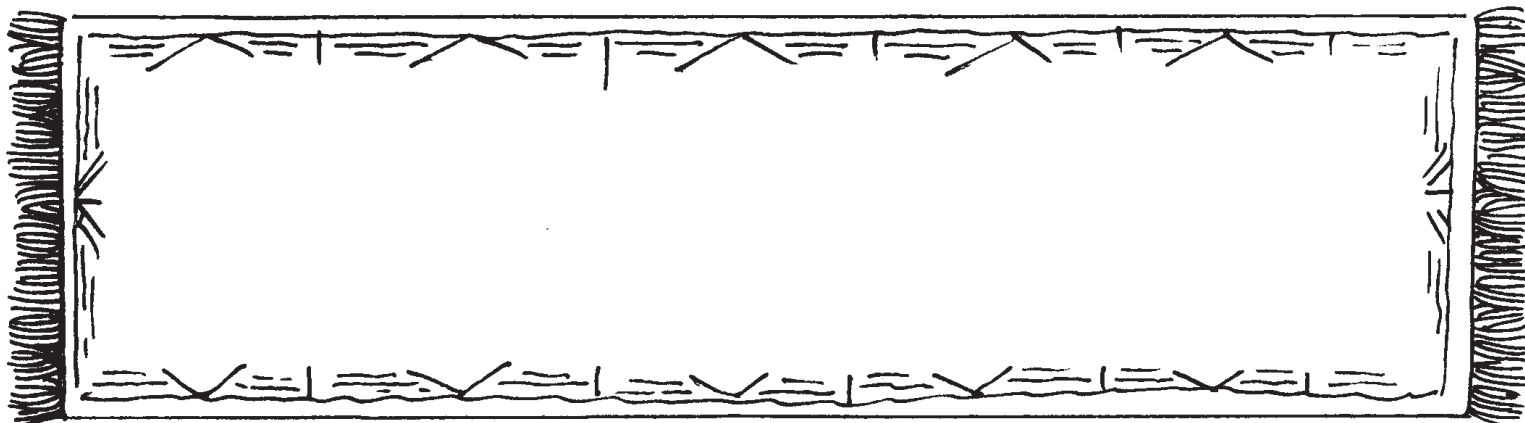
4 The boy was crying and he looked very _____.

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.