

Chapter

Day 1 – vocabulary

Find the definitions for the following words from paragraph 1, 2 and 3 (ending expressions sour')

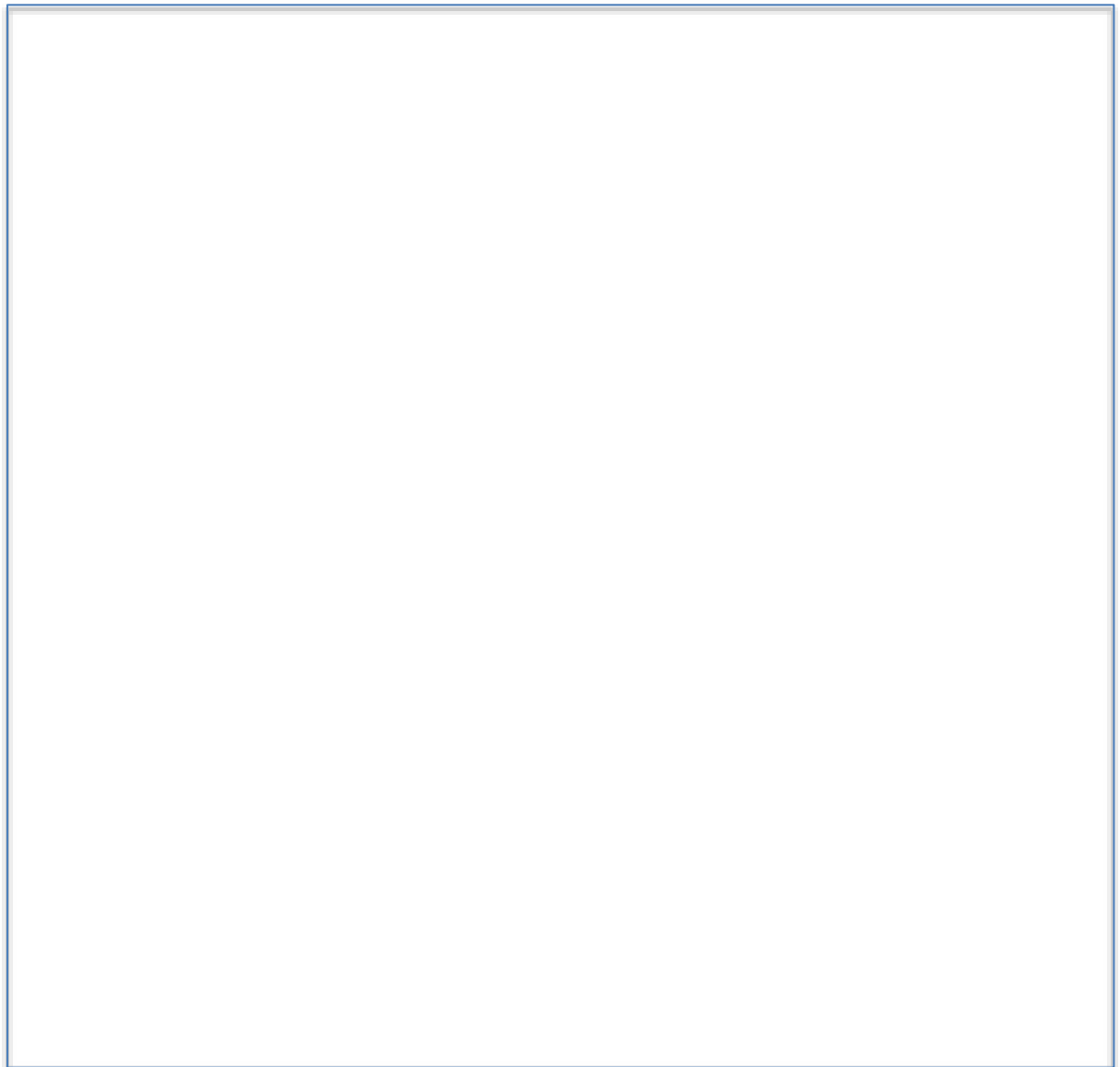
impertinence	
hesitation	
evidence	
considerate	
expressions	
sour	
brief	
imagine	

Day 2 – freeze frame

With an adult act out the scene in paragraph 4 of the old man approaching the king. Carry out this activity twice; once as the king; once as the old man.

Then, draw this scene as a freeze frame.

Think about the setting and what it would look like in Fred's palace. Think back to chapter 8; what was Fred wearing? Use the information in the paragraph to add detail to the old man.



Prediction

Why do you think that the old man was late?

What do you think he needs King Fred's help with?

Day 3 – Language & inference

Read the next part of the text up to the old man telling the king that he wanted to tell him the story of how his dog met his end & the king replying that he wanted to eat.

Answer the following questions:

- 1) What do you think the journey had been like for the old man?
- 2) What was the king going to give the old man money for to start with?
- 3) What does the old man mean when he said a new puppy wouldn't match old Patch?
- 4) How do you think the dog met his end?
- 5) What do you think the king would have been having for lunch?
- 6) What do you notice about the language used when the Marshlander is speaking?

Day 4 - non-chronological report

Continue reading the story up to that part where we find out what a marshteazle is – ending 'Flapoon looked queasy'.

Use the following page to map out a non-chronological report about a marshteazle. We don't find out a lot of information about them so it is time to get your imagination flowing – they can be as disgusting as you like!

In the middle box, draw what you think a marshteazle would look like. In the boxes around, you are going to think about their habitat, appearance and their diet.

Habitat

Appearance

A Marshteazle

Diet

Top 3 facts

Day 5 – action planning

Read to the end of the chapter. The king has agreed to go and sort out the problem of the Ickabog. Think about if you were king and complete an action plan. You need to think about who you will take to help, what weapons you might need, what you will need to wear, how you will travel there etc.

		Who will you take to help?	
What food will you take for the journey?			What weapons do you need?
How will you travel there?			What will you need to wear?