

# REPRODUCIBLE WORKSHEETS

FUNLIT SERIES OF MILLENNIUM TALES

from Prince Chameleon Press

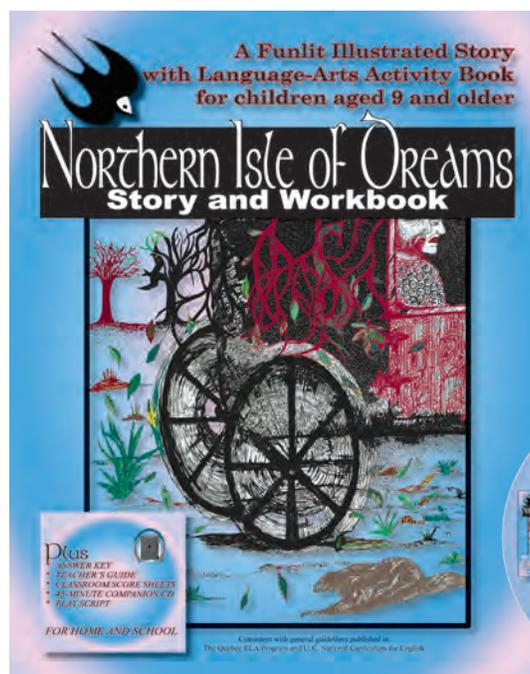
[www.princechameleon.com](http://www.princechameleon.com)

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## Northern Isle of Dreams Story and Workbook

### Northern Isle of Dreams

tells the story of the long search for a young prince who left his war-torn kingdom, long ago, for the legendary Northern Isle of Dreams.



188 Vocabulary Items. 80 Discussion Questions.

# HOW TO USE YOUR NORTHERN ISLE OF DREAMS



CD, WORKBOOK and ANSWER KEY

1 	<ul style="list-style-type: none"><li>❖ Listen to the CD and read the story of Northern Isle of Dreams.</li><li>❖ Each part of the story begins on a new page, with a big letter.</li><li>❖ You may want to look up some new words in the dictionary.</li></ul>
2 	<p><b>When you have finished reading Northern Isle of Dreams:</b></p> <ul style="list-style-type: none"><li>❖ Go back to the beginning.</li><li>❖ Read the discussion questions and think about your answers.</li><li>❖ You may want to read parts of the story again.</li></ul>
3 	<p><b>Now try to do the exercises for WORD WIZARDS.</b></p> <ul style="list-style-type: none"><li>❖ Find the first highlighted word <b>wealthy</b> on the first page of the story.</li><li>❖ Now look below at the first WORD WIZARD exercise. Which word/group of words means the same as wealthy? Did you find it? <b>wealthy MEANS rich.</b></li><li>❖ Copy the word 'wealthy' on line Number 8.</li><li>❖ See if you can do all the numbers from 2 to 10. The first one is done for you.</li></ul>
4 	<p><b>Now you are ready to draw and colour your first picture. You will need some drawing paper and crayons, colouring pencils or paints.</b></p>
5 	<ul style="list-style-type: none"><li>❖ Try to draw some of the things you have read about on the first page of the story. <b>For example:</b> Can you draw a picture of the merchant's grand house?</li><li>❖ The merchant is in a great hurry.</li><li>❖ The merchant's wife is worried.</li><li>❖ The servants are busy preparing the carriage for a long journey.</li><li>❖ What else should be in your drawing? You decide. You can colour all the other illustrations in your workbook too.</li></ul>
6 	<ul style="list-style-type: none"><li>❖ When you have finished all the <b>WORD WIZARD</b> exercises and your drawings, there are <i>even more</i> activities to do at the back of your workbook. Read the instructions carefully, then do your best.</li><li>❖ When you want to check your answers, you will find them in the <b>NORTHERN ISLE OF DREAMS ANSWER KEY</b> on <b>PAGE ONE</b> at the end of this book.</li></ul> <p><b>Now you are ready to write and illustrate your own story. Have fun!</b></p>



Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **weighty matters of state** )  
important decisions of the  
government

2. \_\_\_\_\_  
enter and occupy a city by force

3. \_\_\_\_\_  
a fortress defending a city

4. \_\_\_\_\_  
a measure of about 3 miles

5. \_\_\_\_\_  
give, to provide

6. \_\_\_\_\_  
whispered stories

7. \_\_\_\_\_  
busy, active

8. \_\_\_\_\_  
rich

9. \_\_\_\_\_  
nervous

10. \_\_\_\_\_  
Hurry up!

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 1

- Where is the merchant going?
- Why is he so pleased about the royal invitation?
- Is the merchant's wife pleased about it? Why or why not?
- Why doesn't the merchant want to listen to his wife's advice?
- Why is the merchant in such a hurry to leave?



Can you draw a picture of the merchant's grand house?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **harnessed** ) tied by leather straps (to the carriage)
2. \_\_\_\_\_  
shield marked with a special design
3. \_\_\_\_\_  
simple instrument for telling the time
4. \_\_\_\_\_  
lions rising up on their hind legs
5. \_\_\_\_\_  
padded and covered with material
6. \_\_\_\_\_  
pushing (someone) out of the way
7. \_\_\_\_\_  
wise saying, proverb
8. \_\_\_\_\_  
noisy crowd of people
9. \_\_\_\_\_  
made fun of, mocked
10. \_\_\_\_\_  
shocking, disgraceful
11. \_\_\_\_\_  
noise, uproar

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 2

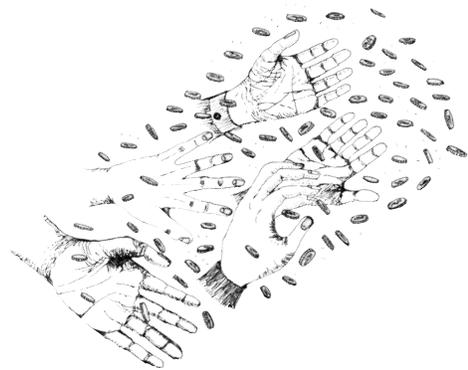
- a. Why do you think the merchant's new coat of arms is so important?
- b. Why can't the driver drive through the marketplace?
- c. Is it a good idea to toss money out of the carriage window?



Draw a picture of the crowd at the marketplace.



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. **(Eureka!)** An expression that means: "Ah, I've got it; at last I understand!"
2. \_\_\_\_\_  
(he) spoke in a complaining tone of voice
3. \_\_\_\_\_  
watch, clock
4. \_\_\_\_\_  
forehead

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 3

- a. What is the merchant's special wish or desire?
- b. What is your own special wish? How is it similar to or different from the merchant's special wish?
- c. What does the carriage driver think about the merchant's special wish?



Can you draw a picture of the merchant's hidden treasure chest?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **trundled** ) (it) rolled along

2. \_\_\_\_\_  
meat from an adult sheep

3. \_\_\_\_\_  
very tired

4. \_\_\_\_\_  
drive on

5. \_\_\_\_\_  
dark

6. \_\_\_\_\_  
great or huge

7. \_\_\_\_\_  
bad



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 4

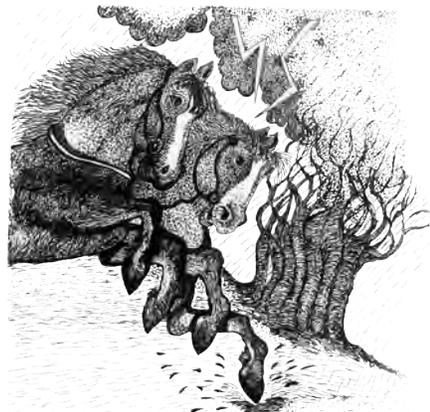
- a. What is the only thing the merchant can think of?
- b. Is the merchant worried about the horses getting wet in the rainstorm?
- c. Does the merchant care about the exhausted driver?
- d. What does the merchant promise the driver as a reward? Is that a fair reward for his service, do you think?



Can you draw a picture of the storm in the forest?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **mourning** ) a feeling of sadness

2. \_\_\_\_\_  
do what (the King) would have done

3. \_\_\_\_\_  
being a true friend to someone

4. \_\_\_\_\_  
announced (by the sound of trumpets)

5. \_\_\_\_\_  
a widespread sickness that is catching

6. \_\_\_\_\_  
slipped quietly away

7. \_\_\_\_\_  
fearful, horrible

8. \_\_\_\_\_  
hang in the air

9. \_\_\_\_\_  
hide

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 5

- a. What has happened to the King of Montsuelo?
- b. Do you think the merchant is happy now to become a Knight of the Royal Shield?
- c. Why is the merchant so anxious to get away from the Palace?



Can you draw a picture of the merchant receiving his knighthood?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( afflicted with ) suffered from
2. \_\_\_\_\_  
asked for someone's advice
3. \_\_\_\_\_  
the poorest of our people
4. \_\_\_\_\_  
hurt, injury
5. \_\_\_\_\_  
illness(es)
6. \_\_\_\_\_  
bad luck
7. \_\_\_\_\_  
sadness

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 6

- a. Where is the Crown Prince of Montsuelo?
- b. Why did the Prince leave his Kingdom many years ago?



Can you draw a picture of the Crown Prince of Montsuelo?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **unrelenting pace** ) (speed forward) without stopping
2. \_\_\_\_\_  
walking with difficulty, disabled
3. \_\_\_\_\_  
strict, severe, not smiling
4. \_\_\_\_\_  
very afraid, terrified
5. \_\_\_\_\_  
firm, decisive
6. \_\_\_\_\_  
leave, go away



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 7

- a. What does the Queen ask the merchant to do?
- b. Does the merchant want to do as the Queen wishes?
- c. Who will travel with the merchant to the Northern Isle?
- d. Do you think the merchant should slip away from old Caerleon and go home at once?



Can you draw a picture of the Queen's servant, old Caerleon?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (my downfall) something bad that happens to me
2. \_\_\_\_\_  
searching carefully for something hidden
3. \_\_\_\_\_  
a firm promise that you must keep
4. \_\_\_\_\_  
something mysterious or difficult to understand
5. \_\_\_\_\_  
misty, unclear
6. \_\_\_\_\_  
legs (and arms)
7. \_\_\_\_\_  
weak, not very strong
8. \_\_\_\_\_  
lead (someone somewhere)

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 8

- a. What is the merchant afraid of?
- b. Do you think he will keep his promise to the Queen?
- c. Does old Caerleon know the way to the Northern Isle?



Can you draw a picture of the carriage traveling through the forest?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( urchin ) a small child
2. \_\_\_\_\_  
chasing after someone
3. \_\_\_\_\_  
removed (the chest) with difficulty
4. \_\_\_\_\_  
a heavy load to carry
5. \_\_\_\_\_  
to get in; to get on board
6. \_\_\_\_\_  
a feeling of great surprise
7. \_\_\_\_\_  
a hopeless feeling
8. \_\_\_\_\_  
mad, crazy

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 9

- a. Why is the merchant so amazed when he sees the young boy?
- b. Do you think the young boy might know the way to the Northern Isle?
- c. If you were the merchant, would you toss out your chest of gold to save the poor boy?



Can you draw a picture of the mob chasing the young boy?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( fleeing ) running away
2. \_\_\_\_\_  
called someone with a wave of the hand
3. \_\_\_\_\_  
make someone think of something else; take someone's mind off something
4. \_\_\_\_\_  
dishonest people, rogues
5. \_\_\_\_\_  
moan and complain
6. \_\_\_\_\_  
found out (something)
7. \_\_\_\_\_  
very surprised
8. \_\_\_\_\_  
push
9. \_\_\_\_\_  
climbed
10. \_\_\_\_\_  
something you want to do

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 10

- a. Who tosses the treasure chest out of the carriage?
- b. How do you think the merchant feels about losing his life savings?



Can you draw a picture of the young boy being rescued by Caerleon?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **frowned** ) appeared puzzled  
(or annoyed)

2. \_\_\_\_\_  
ground (his teeth in anger)

3. \_\_\_\_\_  
a view of something

4. \_\_\_\_\_  
fearfully, nervously

5. \_\_\_\_\_  
a great temper

6. \_\_\_\_\_  
banged; knocked

7. \_\_\_\_\_  
looking



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 11

- a. Why is the mob chasing the boy?
- b. Do you think that the scoundrels will take the merchant's treasure back to the young boy's Master?
- c. Has the young boy ever met the Prince of the Northern Isle? Where has he met him?
- d. Is it easy or difficult to remember a dream?



Can you draw a picture of the merchant crying over his lost treasure?



Listen to the CD again and imagine what you might see.



Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (wretched) miserable
2. \_\_\_\_\_  
grasped with his fingernails
3. \_\_\_\_\_  
mix up (one thing with another)
4. \_\_\_\_\_  
slow down; arrive late
5. \_\_\_\_\_  
feeling very upset
6. \_\_\_\_\_  
"Don't lose hope!"
7. \_\_\_\_\_  
in a rough voice
8. \_\_\_\_\_  
something terrible that happens
9. \_\_\_\_\_  
fell in a heap
10. \_\_\_\_\_  
brainless
11. \_\_\_\_\_  
in disgust
12. \_\_\_\_\_  
completely
13. \_\_\_\_\_  
soaked

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 12

- a. What is old Caerleon dreaming about?
- b. What happens to the horses?
- c. What happens to the carriage driver?
- d. What do you think will happen now?



Can you draw a picture of the oak tree struck by lightning?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (translucent) filled with rays of light
2. \_\_\_\_\_  
the imaginary line between the earth and the sky
3. \_\_\_\_\_  
tall thin towers above a church steeple.
4. \_\_\_\_\_  
made a nervous gesture with his hands
5. \_\_\_\_\_  
climbed or got down
6. \_\_\_\_\_  
not deep
7. \_\_\_\_\_  
shining

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 13

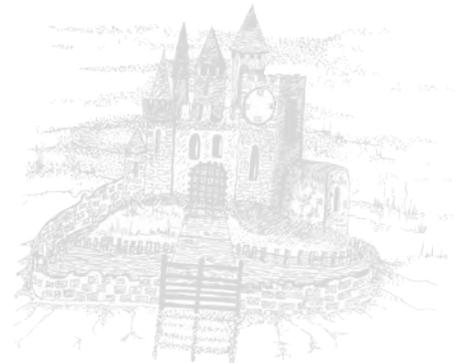
- a. Why do you think that the merchant can't see the Palace of the Northern Isle in the distance?
- b. Who must pull the carriage now?
- c. Why do you think the distant Palace never gets any closer?



Draw what you think the young boy sees in the distance



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **befouled** ) dirtied (with mud)

2. \_\_\_\_\_  
a group of three (people)

3. \_\_\_\_\_  
coated with varnish

4. \_\_\_\_\_  
walked steadily

5. \_\_\_\_\_  
wake up

6. \_\_\_\_\_  
dripped

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 14

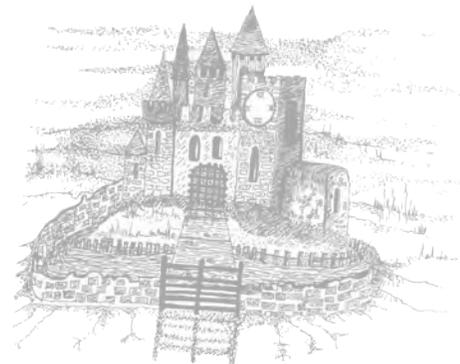
- Why do you think that only the young boy is able to see the Palace of the Northern Isle in the distance?
- Why do you think the distant Palace never gets any closer?
- What must the merchant do in order to reach the Northern Isle?



Can you draw a picture of the three travelers leaving the carriage behind?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( portcullis ) an iron grate hung over the gateway of a castle.

2. \_\_\_\_\_  
looked at; read (the time)

3. \_\_\_\_\_  
rose up suddenly like a shadow

4. \_\_\_\_\_  
protective walls around a castle

5. \_\_\_\_\_  
very surprised

6. \_\_\_\_\_  
peaceful, quiet

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 15

- When the merchant reaches the Northern Isle of Dreams, what is the first thing that surprises him? The second thing?
- How does the young Prince welcome his visitors?
- What has happened to the merchant's watch?



Can you draw a picture of the Prince of the Northern Isle of Dreams greeting his visitors?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (pillories) wooden frames, with holes, for locking up criminals
2. \_\_\_\_\_  
a wooden bow which is released by a trigger
3. \_\_\_\_\_  
a heavy gun that fires a round ball
4. \_\_\_\_\_  
a sword with a curved point
5. \_\_\_\_\_  
begging for food or money
6. \_\_\_\_\_  
a long-barreled handgun
7. \_\_\_\_\_  
not allowed; forbidden
8. \_\_\_\_\_  
by order of the King
9. \_\_\_\_\_  
a long spear
10. \_\_\_\_\_  
whipping

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 16

- a. Having reached the Northern Isle of Dreams, what other surprises are in store for the merchant?



Draw a picture of the merchant looking astonished at this strange Palace of the Northern Isle.



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. **(incredible)** something that you can't believe
2. \_\_\_\_\_  
a person whose opinion you trust
3. \_\_\_\_\_  
in their place
4. \_\_\_\_\_  
news or information



## Northern Isle of Dreams



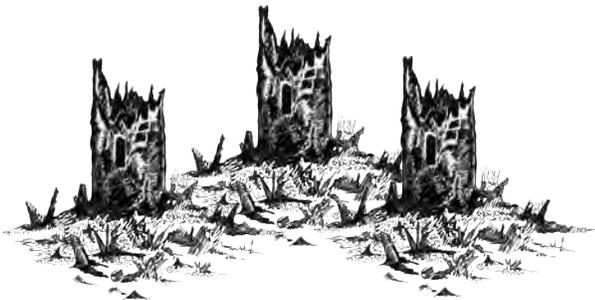
DISCUSSION QUESTIONS Page 17

- a. What news from the young Prince's homeland makes him so sad?
  - b. What might happen to the Prince if he returns to the Kingdom of Montsuelo?
  - c. Why does the Prince decide to return home to Montsuelo anyway?
  - d. Who goes back to the Kingdom of Montsuelo with the young Prince? The merchant, or his double? Old Caerleon, or his double?
  - e. Who falls asleep? Do you think they are dreaming? What do you think they might be dreaming about?
-  Can you draw a picture of the merchant meeting his own double?
-  Listen to the CD again and imagine what you might see.



Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **destruction** ) things broken or destroyed
2. \_\_\_\_\_  
get better (after an illness)
3. \_\_\_\_\_  
a room for sick people; an infirmary
4. \_\_\_\_\_  
(had) run away
5. \_\_\_\_\_  
a chemist, a pharmacist
6. \_\_\_\_\_  
a doctor
7. \_\_\_\_\_  
empty, no one living there any more



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 18

- a. Why is Montsuelo like a ghost town?
- b. Who is the last person alive in Montsuelo?
- c. Where are all the townspeople?
- d. Why did the townsmen set fire to the town?
- e. What does the Prince decide to do?
- f. What does the merchant decide to do?



Can you draw a picture of the Queen lying in her sick chamber?



Listen to the CD again and imagine what you might see.



Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (loom) a wooden frame used for weaving thread into cloth
2. \_\_\_\_\_  
a pointed instrument used for making holes
3. \_\_\_\_\_  
left something behind; ran away
4. \_\_\_\_\_  
a deep soup dish with a lid
5. \_\_\_\_\_  
(words) not clearly written
6. \_\_\_\_\_  
pull up or lift
7. \_\_\_\_\_  
tightly stretched
8. \_\_\_\_\_  
an iron block
9. \_\_\_\_\_  
(food) going bad or rotten
10. \_\_\_\_\_  
old-fashioned clothing worn by men centuries ago

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 19

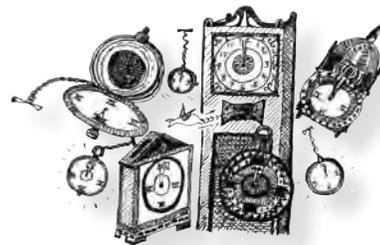
- a. Before he died, the King of Montsuelo ordered four things to be made for him. What are they?
- b. Can you guess the words of the schoolmaster's Latin proverb? You will find a hint on *Page Three* of this story.
- c. Why can't the cuckoo sing the midday hour? Does Time seem to be standing still?



Can you draw a picture of the deserted Citadel of Montsuelo?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (awe) a strong feeling of respect (or fear)
2. \_\_\_\_\_  
serious, sad
3. \_\_\_\_\_  
grown white with age
4. \_\_\_\_\_  
something precious that you give up



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 20

- a. Why does the merchant feel ashamed?
- b. Do you think that the merchant is a truly noble man?
- c. What sacrifice has the merchant made?



Can you draw a picture of the Queen coming downstairs to greet her guests?



Listen to the CD again and imagine what you might see.



Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **resolutely** ) having firmly made up his mind; with determination
2. \_\_\_\_\_  
small metal doors that cover window panes
3. \_\_\_\_\_  
a place where weapons are kept
4. \_\_\_\_\_  
a tower on top of a church
5. \_\_\_\_\_  
broken stones and bricks
6. \_\_\_\_\_  
an ornamental lamp with several candlesticks
7. \_\_\_\_\_  
not strong; delicate
8. \_\_\_\_\_  
a deep cooking pot
9. \_\_\_\_\_  
burnt-out, destroyed houses
10. \_\_\_\_\_  
a kind of cement
11. \_\_\_\_\_  
to rob, steal

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 21

- a. Do you think it's a good idea to build a Royal Road?
- b. Why does the Prince want to reach Valerdia?
- c. Why do the citizens of Valerdia help rebuild the enemy Citadel of Montsuelo?
- d. Mont means Mountain; Val means Valley. Can you guess the meaning of Suelo and Erde? Hint: *The first word is Spanish; the second word is German*



Can you draw a picture of the townspeople rebuilding the Citadel of Montsuelo?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. (engineered) planned, designed and built
2. \_\_\_\_\_ fixed, mended
3. \_\_\_\_\_ a hotel; a place to stay overnight
4. \_\_\_\_\_ coastline, edge of the sea
5. \_\_\_\_\_ hurried
6. \_\_\_\_\_ beautiful, wonderful



## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 22

- a. Why does the merchant say that he has not traveled far?
- b. Where is the merchant's carriage?
- c. Do you think that the carriage will be repaired as good as new? How?



Can you draw a picture of the shining Royal Road from Montsuelo to Valerdia?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. ( **discreetly** ) quietly, without anyone noticing
2. \_\_\_\_\_  
all the time, without stopping
3. \_\_\_\_\_  
no one minded; no one cared
4. \_\_\_\_\_  
a plan
5. \_\_\_\_\_  
pleasant sounds
6. \_\_\_\_\_  
habit
7. \_\_\_\_\_  
a public place where you can order food and drink
8. \_\_\_\_\_  
built, made
9. \_\_\_\_\_  
husband, partner
10. \_\_\_\_\_  
state-of-the-art, modern concept or idea

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 23

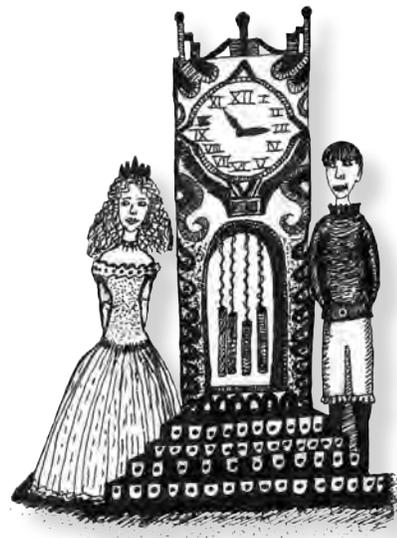
- a. Why does the Prince choose a slow-ticking clock as a special gift for the King and Queen of Valerdia?
- b. Is it possible to make up for doing something wrong?
- c. Is it possible to slow down Time? Is it possible to turn back the clock?



Can you draw a picture of the Prince's special gift?



Listen to the CD again and imagine what you might see.





Can you write down the word that is missing on each line? If you don't remember, look back at the Northern Isle of Dreams story. **Example number one is done for you.**

1. **(hoeing)** breaking up the earth with a garden tool, a hoe
2. \_\_\_\_\_  
to prepare the earth before planting seeds
3. \_\_\_\_\_  
brave, curious
4. \_\_\_\_\_  
a decorated handle
5. \_\_\_\_\_  
dividing lines that separate two countries; borders
6. \_\_\_\_\_  
the moveable part of a helmet that protects the eyes

## Northern Isle of Dreams



DISCUSSION QUESTIONS Page 24

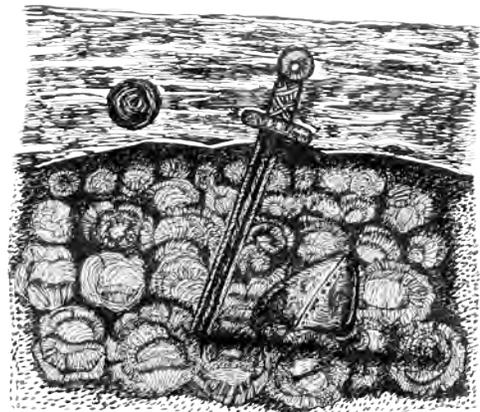
- a. Why doesn't anyone recognize the sword and the helmet?
- b. Why isn't the farmer interested in the Prince's new-found treasure?
- c. Do you think the Prince should bury his 'treasure?' Why or Why not?



Can you draw a picture of the young Prince with his buried treasure?



Listen to the CD again and imagine what you might see.





# Northern Isle of Dreams



## Table of Contents Literacy Exercises

- Page 2. **Building Words** (Compound Words)  
Page 3. **Faults and Virtues** (Adjectives, Nouns, Adverbs)  
Page 4. **Which word does not belong?** (Word Classification)  
Spelling 'Bee' page for students  
Page 5. **Northern Isle of Dreams Word Treasury**  
(Word Association)  
Page 6. **What happened first?** (Time Sequence)  
Page 14. **Appendix A: Spelling 'Bee' page for teachers**

**NOTE:** You can find the **ANSWER KEY** to these exercises  
at the back of the **NORTHERN ISLE OF DREAMS STORY WORKBOOK.**



# Northern Isle of Dreams

## BUILDING WORDS

Match words from Group One, Two and Three with words from Group A, B and C respectively to build new words. EXAMPLE: **raindrops**  
You may use any word from Group A, B or C more than once within a group.

**Group A** people, place, pour, **drops**, stone, bow, dial, bridge, piece, land

### GROUP ONE

- |                           |                        |
|---------------------------|------------------------|
| 1. <b>raindrops</b> _____ | 2. <b>sun</b> _____    |
| 3. <b>cobble</b> _____    | 4. <b>towns</b> _____  |
| 5. <b>home</b> _____      | 6. <b>time</b> _____   |
| 7. <b>fire</b> _____      | 8. <b>draw</b> _____   |
| 9. <b>down</b> _____      | 10. <b>cross</b> _____ |

**Group B** about, **land**, place, some, hold, maker, ware, away, head, crow

### GROUP TWO

- |                            |                         |
|----------------------------|-------------------------|
| 11. <b>woodland</b> _____  | 12. <b>silver</b> _____ |
| 13. <b>adventure</b> _____ | 14. <b>lay</b> _____    |
| 15. <b>far</b> _____       | 16. <b>market</b> _____ |
| 17. <b>house</b> _____     | 18. <b>scare</b> _____  |
| 19. <b>watch</b> _____     | 20. <b>over</b> _____   |

**Group C** shop, fire, men, smith, **room**, wood, side, fall, body, time

### GROUP THREE

- |                             |                          |
|-----------------------------|--------------------------|
| 21. <b>schoolroom</b> _____ | 22. <b>wild</b> _____    |
| 23. <b>fire</b> _____       | 24. <b>down</b> _____    |
| 25. <b>work</b> _____       | 26. <b>life</b> _____    |
| 27. <b>busy</b> _____       | 28. <b>highway</b> _____ |
| 29. <b>country</b> _____    | 30. <b>black</b> _____   |



# Northern Isle of Dreams FAULTS AND VIRTUES



*Can you write the correct word which is missing on each line?*

## ADJECTIVES

(what's he/she like?)

1. Gentle
2. Selfish
3. Ambitious
4. Patient
5. Sensitive
6. Loyal
7. Impatient
8. Shrewd

## NOUNS

(what is it?)

- Gentleness
- Selfishness
- \_\_\_\_\_
- \_\_\_\_\_
- Sensitivity
- \_\_\_\_\_
- Impatience
- \_\_\_\_\_

## ADVERBS

(how does he/she act?)

- Gently
- \_\_\_\_\_
- Ambitiously
- Patiently
- \_\_\_\_\_
- Loyally
- \_\_\_\_\_
- Shrewdly

- |                                    |                                    |   |   |
|------------------------------------|------------------------------------|---|---|
| <input checked="" type="radio"/> P | <input checked="" type="radio"/> Q | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |
| P                                  | Q                                  | M | C |



*For each number, CIRCLE: P or Q if the first word reminds you of the Prince of the Northern Isle or the Queen.*

*For each number, CIRCLE: M or C if the first word reminds you of the merchant or old Caerleon*

# Northern Isle of Dreams

## WHICH WORD DOES NOT BELONG?



*Circle the odd word in each group*

### EXAMPLE:

Peaceful  
Gentle  
Patient  
Warlike

### Set One

Rumour  
Tale  
Advice  
Story

### Set Two

Mad  
Demented  
Foolish  
Wise

### Set Three

Blaze  
Helmet  
Cinders  
Wildfire

### Set Four

Invasion  
Peaceful  
War  
Enemy

### Set Five

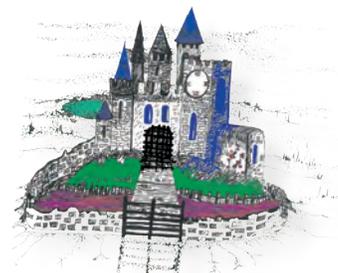
Malady  
Wound  
Sickness  
Health

### Set Six

Cauldron  
Lead  
Brass  
Silver

### Set Seven

Axe  
Anvil  
Lance  
Awl



## Spelling 'Bee'

*Listen and spell each word*

- |          |          |
|----------|----------|
| 1 _____  | 11 _____ |
| 2 _____  | 12 _____ |
| 3 _____  | 13 _____ |
| 4 _____  | 14 _____ |
| 5 _____  | 15 _____ |
| 6 _____  | 16 _____ |
| 7 _____  | 17 _____ |
| 8 _____  | 18 _____ |
| 9 _____  | 19 _____ |
| 10 _____ | 20 _____ |

Northern Isle of Dreams  
Word Treasury

- ◆ invitation
- ◆ blind
- ◆ journey
- ◆ lame
- ◆ Time
- ◆ forest
- ◆ plague
- ◆ unhappy
- ◆ knighthood
- ◆ gold watch
- ◆ carriage
- ◆ dreams
- ◆ Latin motto
- ◆ sleepy
- ◆ Northern Isle
- ◆ sacrifice
- ◆ honour
- ◆ wise
- ◆ advisor
- ◆ guide
- ◆ ashamed
- ◆ Armoury
- ◆ sword
- ◆ sick chamber
- ◆ gift
- ◆ Youth
- ◆ Age
- ◆ tranquil
- ◆ cannons
- ◆ feeble
- ◆ ancient
- ◆ army
- ◆ coat of arms
- ◆ lance
- ◆ frail
- ◆ Royal Road
- ◆ weep
- ◆ destruction
- ◆ Mountain of Arms



Choose any word from the Northern Isle of Dreams Word Treasury which makes you think of:



THE MERCHANT

Example: carriage, coat of arms

.....

.....

.....

.....



OLD CAERLEON

Example: blind, lame

.....

.....

.....

.....



THE PRINCE

Example: Northern Isle, dreams

.....

.....

.....

.....



THE QUEEN

Example: unhappy, sick chamber

.....

.....

.....

.....

REMEMBER: The same word can be used for more than one person. Can you explain your choice?

## Northern Isle of Dreams

# WHAT HAPPENED FIRST?



Can you put these sentences in order? Write 1, 2, 3, or 4 before each sentence. Number 1 in each group is done for you.

### Group A

- \_\_\_ The merchant tosses a few silver coins at the mob.
- 1 The merchant climbs into his carriage.
- \_\_\_ The driver tries to get through the marketplace.
- \_\_\_ The merchant dreams of his new coat of arms.

### Group B

- \_\_\_ Old Caerleon climbs into the merchant's carriage.
- \_\_\_ The merchant becomes Knight of the Royal Shield.
- \_\_\_ The Queen tells a strange tale.
- 1 The carriage enters the Citadel of Montsuelo.

### Group C

- \_\_\_ The merchant loses the savings of a lifetime.
- \_\_\_ The young boy remembers the way to the Northern Isle
- 1 The travelers meet a young beggar boy.
- \_\_\_ The young boy climbs into the merchant's carriage.

### Group D

- 1 The Prince asks for news of his homeland.
- \_\_\_ The Prince returns to Montsuelo with his two companions.
- \_\_\_ The merchant falls asleep.
- \_\_\_ The merchant meets his own double.

### Group E

- \_\_\_ The King and Queen of Valerdia receive a rare gift from the Prince.
- \_\_\_ The new Royal Road is built as far as Valerdia.
- \_\_\_ The Kingdoms of Montsuelo and Valerdia become one.
- 1 The Prince drags the weapons down from the Armoury.



Appendix A

NORTHERN ISLE OF DREAMS SPELLING “BEE”

I hope you enjoyed the story of Northern Isle of Dreams. Let’s see if you remember how to spell some of the new words. Find the worksheet entitled ‘Spelling Bee’ on Page 4 and write down the following words in the spaces from 1 to 20. Are you ready? Please listen carefully.

- ❖ Number 1. ....
- ❖ Number 2. ....
- ❖ Number 3. ....
- ❖ Number 4. ....
- ❖ Number 5. ....
- ❖ Number 6. ....
- ❖ Number 7. ....
- ❖ Number 8. ....
- ❖ Number 9. ....
- ❖ Number 10. ....
- ❖ Number 11. ....
- ❖ Number 12. ....
- ❖ Number 13. ....
- ❖ Number 14. ....
- ❖ Number 15. ....
- ❖ Number 16. ....
- ❖ Number 17. ....
- ❖ Number 18. ....
- ❖ Number 19. ....
- ❖ Number 20. ....

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