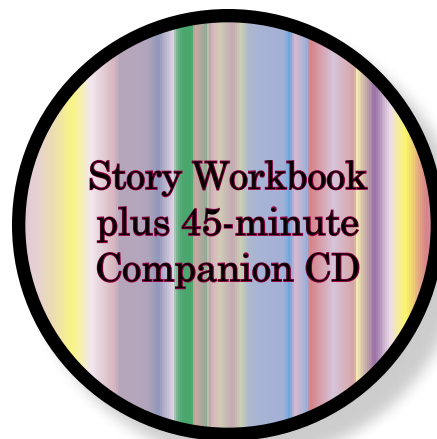


Northern Isle of Dreams Story and Workbook

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.**



Northern Isle of Dreams

There once lived a **wealthy** merchant who owned a grand house several **leagues** from the **Citadel** of Montsuelo, at the furthest tip of the Kingdom. One spring morning the whole household was **astir**, preparing for the merchant's journey to the Palace of the King.

"Another long journey," sighed his wife.

"How can you look so sad!" exclaimed the merchant. "This is the greatest honour! To receive a royal invitation to Court! Just think of it!"

"But, dearest, I've heard some disturbing **rumours**," whispered his wife.

"Rumours? What rumours?"

"They say that the King is preparing to **invade** the neighbouring Kingdom of Valerdia."

"Nonsense!" replied the merchant. "Wherever did you hear such nonsense?"

"All the richest merchants in the land have been invited to the Palace, you say. Perhaps the King is going to ask them to **furnish** the great army he needs."

"*Shush*, my dear lady," said the merchant, seeming a little **flustered**, "I beg you not to trouble your sweet, *sweet* head with such **weighty matters of state**."

"Well, why else must you travel to the Palace with your chest full of gold?"

"I have no time now, my dear!" said her husband, throwing up his hands impatiently. "**Make haste** with your preparations! I must leave at once, or I shall surely arrive too late."





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!

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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.



Within an hour the horses were **harnessed**. The merchant climbed into his carriage. It was richly **upholstered**, in purple and gold, and comfortable enough for long journeys. As they traveled across the countryside at great speed, the merchant began dreaming about the design of his new **coat of arms**. It must be covered with **prancing lions** and swords and **sundials**, and inscribed with a grand Latin **motto**. Yes, nothing else would do!

"Why are you slowing down?" he called to the carriage driver.

"There's quite a **rabble** at the marketplace, Master, a crowd of lazy beggars. I'm afraid we might not get through at all."

"Make haste, my good man! Oh, what ill luck to run into that vulgar mob. Look at them! Why, they take up the whole road! This is **scandalous**. I shall bring it to the attention of the King, I shall indeed!"

The carriage rolled slowly on amid the **clamour**. Some of the ragged ruffians ran alongside the wheels. Others **jeered** and shouted. They shook their fists threateningly at the carriage window.

There's only one thing to be done, thought the merchant. He pushed open the carriage door a tiny crack. "Here, good people, accept this little gift. I would stop longer, but I do not have the time." And so saying, he flung a handful of silver coins over the heads of the mob.

A great roar rose up from the crowd. The merchant smiled—a *secret smile*—as he watched the men pushing and **jostling** one another, eager to snatch up the coins from the ground. Urgently, he called to his driver.

"Quick, drive on! Let us be on our way as fast as we can!"





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

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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.

