

Northern Isle of
Dreams
BUILDING WORDS
ANSWER KEY

1. raindrops
2. sundial
3. cobblestone
4. townspeople
5. homeland
6. timepiece
7. fireplace
8. drawbridge
9. downpour
10. crossbow

11. woodland
12. silverware
13. adventuresome
14. layabout
15. faraway
16. marketplace
17. household
18. scarecrow
19. watchmaker
20. overhead

Northern Isle of
Dreams
BUILDING WORDS
ANSWER KEY

21. schoolroom
22. wildfire
23. firewood
24. downfall
25. workshop
26. lifetime
27. busybody
28. highwaymen
29. countryside
30. blacksmith



Please note: There may be several possible answers for each question

Northern Isle of
Dreams

**FAULTS AND
VIRTUES**
ANSWER KEY

1. -----
2. **Selfishly**
3. **Ambition**
4. **Patience**
5. **Sensitively**
6. **Loyalty**
7. **Impatiently**
8. **Shrewdness**

Northern Isle of Dreams

**WHICH WORD DOES
NOT BELONG?**
ANSWER KEY

- Set 1. **Advice**
Set 2. **Wise**
Set 3. **Helmet**
Set 4. **Peaceful**
Set 5. **Health**
Set 6. **Cauldron**
Set 7. **Anvil**

Northern Isle of
Dreams

**WHAT HAPPENED
FIRST?**
ANSWER KEY

Group A

 4
 1
 3
 2



Group B

 4
 2
 3
 1

Group C

 3
 4
 1
 2

Group D

 1
 4
 3
 2

Group E

 3
 2
 4
 1

Northern Isle of
Dreams

WORD WIZARD
ANSWER KEY

Page 1

1. weighty matters of state
2. invade
3. citadel
4. league
5. furnish
6. rumours
7. astir
8. wealthy
9. flustered
10. Make haste!

Page 2

1. harnessed
2. coat of arms
3. sundial
4. prancing lions
5. upholstered
6. jostling
7. motto
8. rabble
9. jeered
10. scandalous
11. clamour

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Dreams

WORD WIZARD
ANSWER KEY

Page 3

1. Eureka!
2. whine
3. timepiece
4. brow



Page 4

1. trundled
2. mutton
3. exhausted
4. spur on
5. sombre
6. tremendous
7. foul

Page 5

1. mourning
2. perform his last intention
3. loyal
4. heralded
5. plague
6. sidled
7. dreaded
8. hover
9. conceal

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WORD WIZARD
ANSWER KEY

Page 6

1. afflicted with
2. consulted with
3. the lowliest of our subjects
4. wound
5. maladies
6. misfortune
7. sorrow

Page 7

1. unrelenting pace
2. lame
3. stern
4. frantic
5. resolute
6. depart

Page 8

1. my downfall
2. scouring
3. a solemn promise
4. strangeness
5. dim
6. limbs
7. feeble
8. guide

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Dreams

WORD WIZARD
ANSWER KEY

Page 9

1. urchin
2. pursuing
3. pried out
4. burden
5. embark
6. amazement
7. despair
8. demented



Page 10

1. fleeing
2. beckoned
3. distract
4. scoundrels
5. lament
6. discovered
7. astonished
8. heave
9. clambered
10. intention



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WORD WIZARD
ANSWER KEY

Page 11

1. frowned
2. gnashed
3. glimpse
4. apprehensively
5. rage
6. thumped
7. glancing

Page 12

1. wretched
2. clawed
3. confuse
4. delay
5. dismayed
6. Don't despair
7. hoarsely
8. catastrophe
9. slumped
10. witless
11. contemptuously
12. utterly
13. drenched

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Dreams

WORD WIZARD
ANSWER KEY

Page 13

1. translucent
2. horizon
3. spires
4. wrung his hands
5. descended
6. shallow
7. gleaming

Page 14

1. befouled
2. trio
3. lacquered
4. trudged
5. rouse
6. seeped



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Dreams

WORD WIZARD
ANSWER KEY

Page 15

1. portcullis
2. consulted
3. loomed
4. ramparts
5. astounded
6. tranquil

Page 16

1. pillories
2. crossbow
3. cannon
4. sabre
5. begging alms
6. musket
7. prohibited
8. by royal decree
9. lance
10. flogging

Page 17

1. incredible
2. advisor
3. in their stead
4. tidings

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Dreams

WORD WIZARD
ANSWER KEY

Page 18

1. destruction
2. recover
3. sick chamber
4. fled
5. apothecary
6. physician
7. deserted

Page 19

1. loom
2. awl
3. abandoned
4. tureen
5. scrawled
6. hoist
7. taut
8. anvil
9. moulder
10. hose



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WORD WIZARD
ANSWER KEY

Page 20



1. awe
2. sombre
3. hoary
4. sacrifice

Page 21

1. resolutely
2. brass shutters
3. Armoury
4. steeple
5. rubble
6. candelabra
7. frail
8. cauldron
9. gutted houses
10. mortar
11. loot

Page 22

1. engineered
2. repaired
3. inn
4. shore
5. hastened
6. splendid

Northern Isle of
Dreams

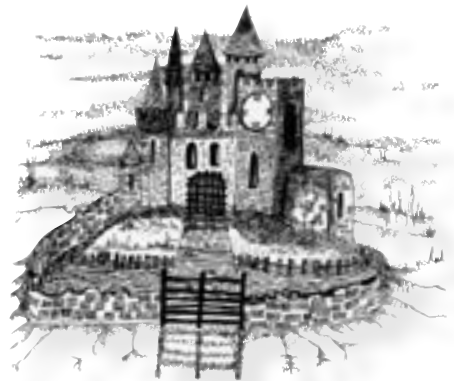
WORD WIZARD
ANSWER KEY

Page 23

1. discreetly
2. constantly
3. no one objected to
4. scheme
5. chimes
6. routine
7. tavern
8. crafted
9. match
10. advanced design

Page 24

1. hoeing
2. till the soil
3. adventuresome
4. carved hilt
5. boundaries
6. visor



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.** A wealthy merchant set out on a long journey. Spell **WEALTHY**.
- ❖ **Number 2.** A horse was harnessed to the merchant's splendid carriage to drag it all the way to the palace of the King. Spell **HARNESSED**.
- ❖ **Number 3.** The horses became exhausted on the journey. Spell **EXHAUSTED**.
- ❖ **Number 4.** The townspeople were in mourning for their dead King. Spell **MOURNING**.
- ❖ **Number 5.** Instead of good luck or good fortune, the merchant's journey brought him bad luck or misfortune. Spell **MISFORTUNE**.
- ❖ **Number 6.** The Queen's advisor, Caerleon, looked very stern. Spell **STERN**.
- ❖ **Number 7.** The merchant was forced to make a solemn promise to the Queen. Spell **SOLEMN PROMISE**.
- ❖ **Number 8.** The merchant stared in great surprise, or amazement, as Caerleon invited the young beggar boy into the carriage. Spell **AMAZEMENT**.
- ❖ **Number 9.** The merchant was furious to lose his treasure. Spell **TREASURE**.
- ❖ **Number 10.** The loss of the horses was a catastrophe. Spell **CATASTROPHE**.
- ❖ **Number 11.** Rainwater seeped into the carriage. Spell **SEEPED**.
- ❖ **Number 12.** All weapons were prohibited by royal decree. Spell **DECREE**.
- ❖ **Number 13.** Daily life on this strange Northern Isle of Dreams was quite incredible. Spell **INCREDIBLE**.
- ❖ **Number 14.** The Prince asked if there was a physician to take care of the sick Queen. Spell **PHYSICIAN**.
- ❖ **Number 15.** The entire citadel had been abandoned by the fleeing citizens. Spell **ABANDONED**.
- ❖ **Number 16.** The merchant made a great sacrifice. Spell **SACRIFICE**.
- ❖ **Number 17.** The Prince rebuilt his castle from the ruins. Spell **RUINS**.
- ❖ **Number 18.** The new Royal Road was marvelously engineered. Spell **ENGINEERED**.
- ❖ **Number 19.** A grand scheme was invented to slow down the passage of Time. Spell **SCHEME**.
- ❖ **Number 20.** The boundaries between the two warring cities disappeared, so that they became one united city. Spell **BOUNDARIES**.

Date:	Student Individual Record										Class Room:				Story Title:										Northern Isle of Dreams									
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Student Name

Word Wizard Exercises	188	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.

Building Words	30	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.	25.	26.	27.	28.	29.	30.
		X									X																				

Faults and Virtues	8	1.	2.	3.	4.	5.	6.	7.	8.

Which Word does not belong?	8	Example	Set One	Set Two	Set Three	Set Four	Set Five	Set Six	Set Seven
		XXXXXXXX							

Spelling 'Bee'	20	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.

What Happened First?	20	Set	A	A	A	A	Set	B	B	B	B	Set	C	C	C	C	Set	D	D	D	D	Set	E	E	E	E
			1.	2.	3.	4.		1.	2.	3.	4.		1.	2.	3.	4.		1.	2.	3.	4.		1.	2.	3.	4.

