

REPRODUCIBLE WORKSHEETS

FUNLIT SERIES OF MILLENNIUM TALES

from Prince Chameleon Press

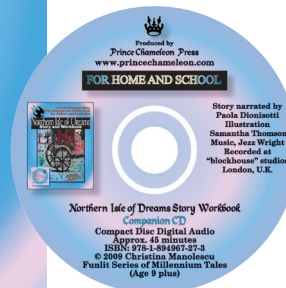
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Northern Isle of Dreams Story and Workbook

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

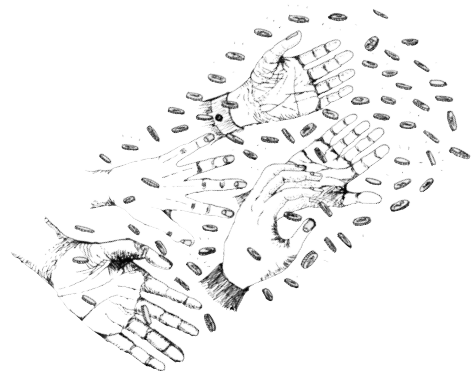
- a. Why do you think the merchant's new coat of arms is so important?
- b. Why can't the driver drive through the marketplace?
- c. Is it a good idea to toss money out of the carriage window?



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

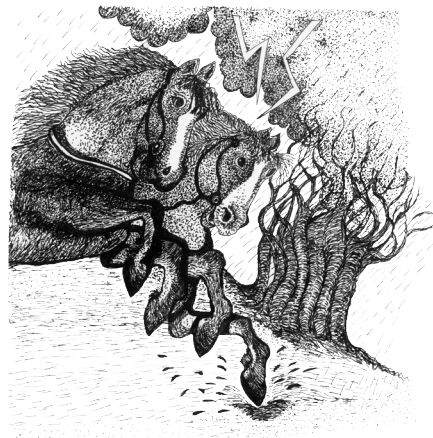
- a. What is the only thing the merchant can think of?
- b. Is the merchant worried about the horses getting wet in the rainstorm?
- c. Does the merchant care about the exhausted driver?
- d. What does the merchant promise the driver as a reward? Is that a fair reward for his service, do you think?



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

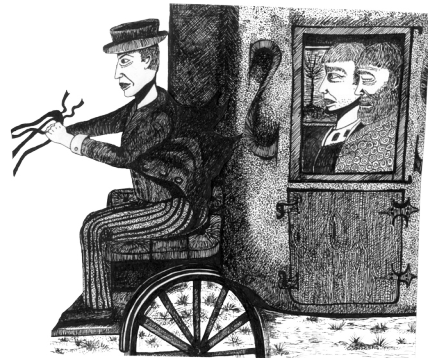
- a. What does the Queen ask the merchant to do?
- b. Does the merchant want to do as the Queen wishes?
- c. Who will travel with the merchant to the Northern Isle?
- d. Do you think the merchant should slip away from old Caerleon and go home at once?



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

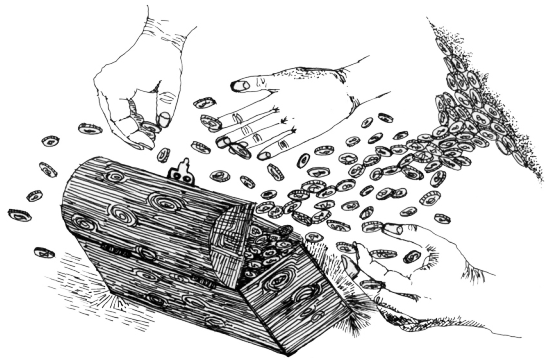
- a. Who tosses the treasure chest out of the carriage?
- b. How do you think the merchant feels about losing his life savings?



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)

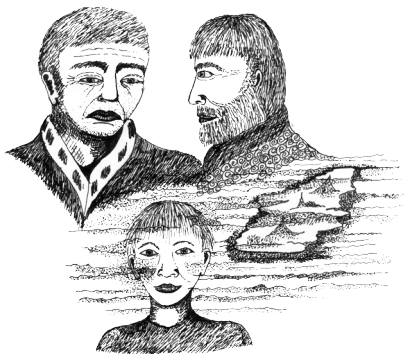
3. _____
a view of something

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

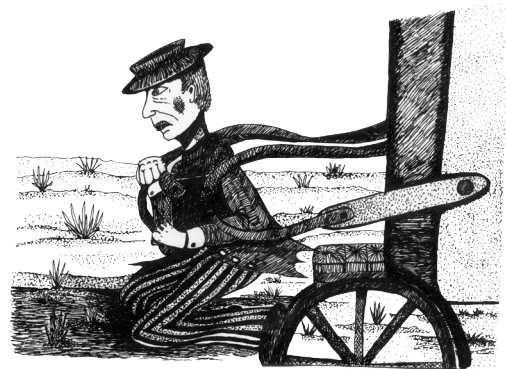
- a. What is old Caerleon dreaming about?
- b. What happens to the horses?
- c. What happens to the carriage driver?
- d. What do you think will happen now?



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

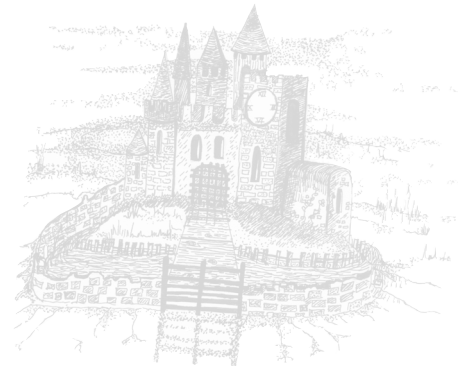
- a. Why do you think that the merchant can't see the Palace of the Northern Isle in the distance?
- b. Who must pull the carriage now?
- c. Why do you think the distant Palace never gets any closer?



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

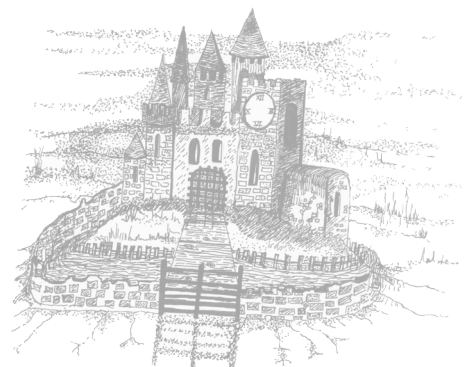
- a. Why do you think that only the young boy is able to see the Palace of the Northern Isle in the distance?
- b. Why do you think the distant Palace never gets any closer?
- c. What must the merchant do in order to reach the Northern Isle?



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

- a. When the merchant reaches the Northern Isle of Dreams, what is the first thing that surprises him? The second thing?
- b. How does the young Prince welcome his visitors?
- c. 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



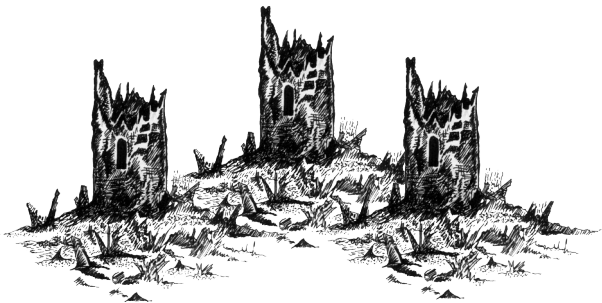
DISCUSSION QUESTIONS Page 17

- 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

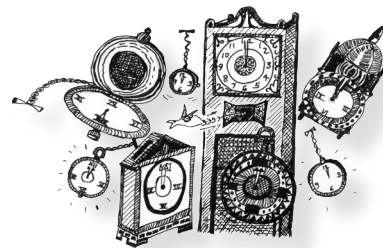
- a. Before he died, the King of Montsuelo ordered four things to be made for him. What are they?
- b. Can you guess the words of the schoolmaster's Latin proverb? You will find a hint on *Page Three* of this story.
- c. Why can't the cuckoo sing the midday hour? Does Time seem to be standing still?



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

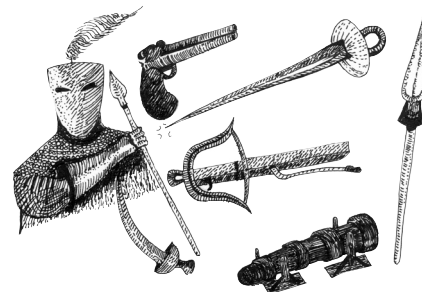
- a. Do you think it's a good idea to build a Royal Road?
- b. Why does the Prince want to reach Valerdia?
- c. Why do the citizens of Valerdia help rebuild the enemy Citadel of Montsuelo?
- d. Mont means Mountain; Val means Valley. Can you guess the meaning of Suelo and Erde? Hint: *The first word is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

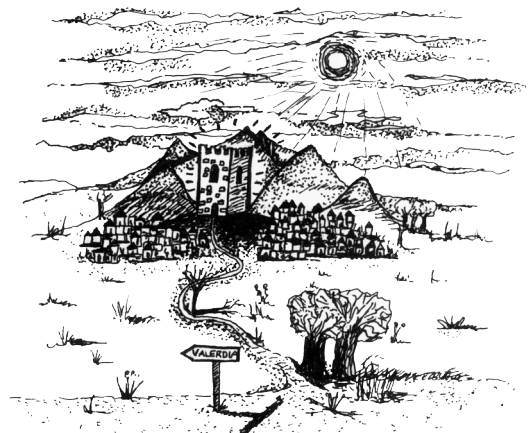
- a. Why does the merchant say that he has not traveled far?
- b. Where is the merchant's carriage?
- c. Do you think that the carriage will be repaired as good as new? How?



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

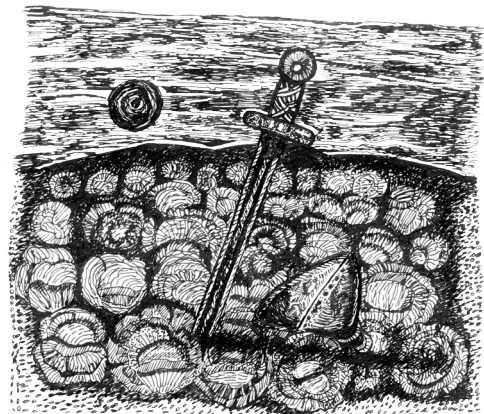
- a. Why doesn't anyone recognize the sword and the helmet?
- b. Why isn't the farmer interested in the Prince's new-found treasure?
- c. Do you think the Prince should bury his 'treasure?' Why or Why not?



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

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(Word Association)
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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. raindrops _____ | 2. sun _____ |
| 3. cobble _____ | 4. towns _____ |
| 5. home _____ | 6. time _____ |
| 7. fire _____ | 8. draw _____ |
| 9. down _____ | 10. cross _____ |

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

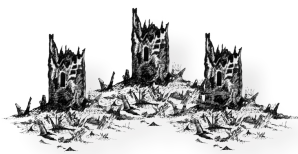
GROUP TWO

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

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

GROUP THREE

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



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 |



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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