

Northern Isle of Dreams



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For Word Wizard **9, 10, 11, 12, 13**,
please go to: Answer Key,
Word Wizard & Scoresheets,
(Interactive File Number 9).

Northern Isle of Dreams Exercises and Answer Key

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 | <input type="radio"/> M | <input type="radio"/> C |
| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> C |
| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> C |
| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> C |
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| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> C |
| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> C |
| <input type="radio"/> P | <input type="radio"/> Q | <input type="radio"/> M | <input type="radio"/> 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.** 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**.