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books

NOTES FOR TEACHERS & STUDENTS

Children should learn that reading is pleasure, not something teachers tell you to do in school

Beverly Cleary (American writer)

Arranged by chapter, these Notes are designed above all to increase reading pleasure and, to this end, contain relevant Discussion Topics, interesting Things to Ponder, and fun Things to Create.

The world is about to end. Join Amelie, Tim and Isla on the journey of a lifetime. Discover exciting new worlds and experiences and create some of your own too!

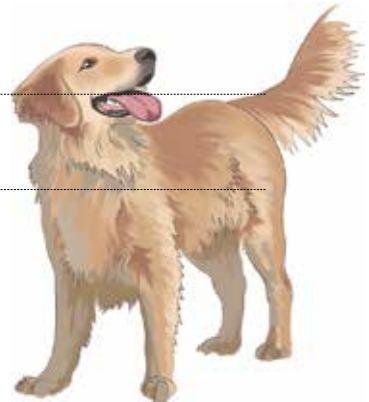
Before you begin, have a small notebook handy for new words and phrases and their meanings. Try to include these in your own writing whenever you can. And finally, why not create an Earth Watchers Exhibition of your artwork and writings for others to admire?

CHAPTER 1: THE STORY THAT WON'T GO AWAY
Things to Ponder and Discuss:



1. Meeting someone for the first time can be intriguing. What surprises you most about Amelie Trott?

2. Who do you think the Earth Watchers might be? What do we know about them so far?

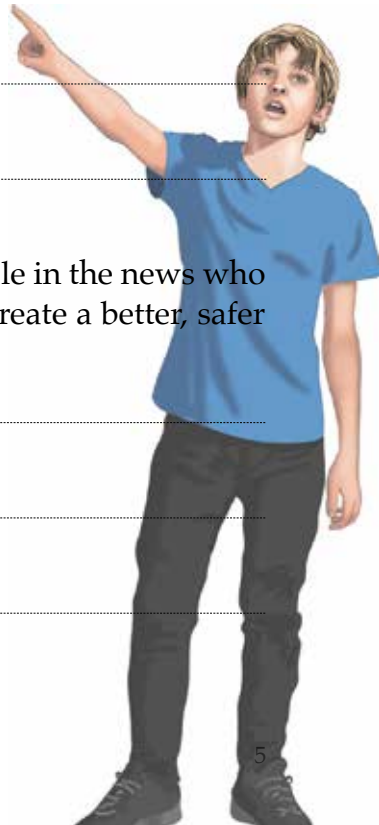


CHAPTER 1: THE STORY THAT WON'T GO AWAY

Things to Ponder and Discuss:

3. Amelie says: There is an Invisible Power running through each one of us. How would you use your own Invisible Power to change the world for the better?

4. Can you think of any young people in the news who have become famous for trying to create a better, safer world?



CHAPTER 1: THE STORY THAT WON'T GO AWAY
Things to Create:

1. In pairs: take turns to be a newspaper reporter interviewing Amelie at a Press Conference in your hometown. You are allowed to ask her 3 questions. What would these be? And what might Amelie's responses be? Write up the results of your interview for your local newspaper. Use any new words you have encountered in this chapter.

CHAPTER 1: THE STORY THAT WON'T GO AWAY

Things to Create:

2. **Similes:** *She shone* like a beacon at sea. This description of Amelie is an example of a figure of speech called a simile (i.e. she is similar to a beacon at sea.) Think of another good simile that would suggest how she stands out from a crowd. *She shone like a...*

You may like to illustrate this with a drawing or painting of Amelie Trott to accompany your newspaper report.

CHAPTER 1: THE STORY THAT WON'T GO AWAY
Things to Create:

3. Someone I admire: think of someone you admire greatly, maybe a person you know (they don't have to be famous). Write a few sentences about them, explaining who they are and why they are so special.

4. Poster: Amelie Trott has been invited to attend your school as a guest speaker. Design a colourful poster for the event. Include the title of her talk (think of something really unusual and eye-catching!), the date and time, venue address, contact details, and ticket price if applicable. Add a few lines to explain a little about Amelie and why she is famous.



CHAPTER 2: THE APPROACHING STORM

Things to Ponder and Discuss:

1. In this chapter we meet Amelie Trott again but six weeks earlier. How different does she seem to you?

2. What do we know about Amelie's family so far? Who is Storm and how old is he?

3. What seems to you rather odd about the new boy?

4. Would you like to have Miss Snarkey as your head teacher? (No, neither would I!) How many adjectives can you find that best describe her? Perhaps try malevolent to start with. What does it mean?

CHAPTER 2: THE APPROACHING STORM

Things to Create:

1. Dear Mrs Trott... Imagine you are Miss Snarkey. Write an end-of-year report or letter to Amelie's mother. Include everything about Amelie that annoys Miss Snarkey. Use any new words you have found in this chapter.

2. In pairs: let's find out a little more about the new boy. You are allowed to ask him three questions. Use your imagination; how might he answer?

3. Storm's Study: close your eyes and imagine old Storm in his study, sitting on his swivel chair and surrounded by old leather-bound books. Draw or paint a picture of him and include various items he might be interested in (football photos, maps, travel books, etc.).

CHAPTER 2: THE APPROACHING STORM

Things to Create:

4. Now it's time for a mind-wander. Close your eyes and imagine what might happen next in the story. Create the first three sentences of Chapter 3: *The Perfect Place for a Mind-Wander*.

CHAPTER 3: THE PERFECT PLACE FOR A MIND-WANDER

Things to Ponder and Discuss

1. What is the new boy's name? What special skills does he have?

2. There are two physical clues that tell us that Amelie's experience is real. What are they?

3. Who is Freddie?

4. What is Timothy Trott's favourite hobby? What is yours?

CHAPTER 3: THE PERFECT PLACE FOR
A MIND-WANDER
Things to Create

1. I Would Love To... Amelie's annoying Voice of Doubt is always trying to hold her back. We all doubt ourselves at times. Ignoring your own sneaky little Voice of Doubt, make a list of a few things you would one day love to achieve.

2. There are two physical clues that tell us that Amelie's experience is real. What are they?

3. Design a book cover or promotional poster for Amelie's best-selling book, *The Extraordinary Adventures of Wild Billy Storm*. Include the title, author's name, publisher (you can either use a famous publisher or invent one), and an imaginary one-line review from a famous children's author of your choice.

CHAPTER 3: THE PERFECT PLACE FOR A MIND-WANDER

Things to Create

4. **Storyboard:** *imagine Amelie Trott and the Earth Watchers as a film.* Create a storyboard in 6 parts, using Chapters 1-3. Begin with the Press Conference in August then go back to July for the last day at school. Include Amelie's mind-wandering experience and anything else you consider important. Use speech bubbles for dialogue and end with Amelie's words: 'That's the title of my best-selling book.'

CHAPTER 4: The Extraordinary Appearance of the Ten Foot Tall Man

Things to Ponder and Discuss

1. How many adjectives can you find to describe Hadleigh House? What is thought to be hidden there?

2. What shows us that Amelie and Tom clearly don't like their relatives? Give examples of their words or body language.

3. What is the Ten Foot Tall Man also known as? What does he tell Amelie she must do?

CHAPTER 4: The Extraordinary Appearance of the
Ten Foot Tall Man
Things to Ponder and Discuss

4. Can you match these ten words with their correct meanings? Draw a line to connect them.

DESTITUTE Stormy

ERRANT Especially

TURBULENT Puzzled

SQUALL Shocking

EXCEPTIONALLY Elaborate

BUFFETED Abuse

MYSTIFIED Very poor

ATROCIOUS Battered

FLAMBOYANT Naughty, mischievous

VIOLATION Gale, windstorm

CHAPTER 4: The Extraordinary Appearance of the Ten Foot Tall Man Things to Create

1. My Worst Nightmare! Amelie is terrified when she first sees the Ten Foot Tall Man. What is the scariest thing that ever happened to you? (You can include a nightmare if you wish.) Try to frighten your reader! Use any new words you have found in this chapter.

2. Draw or paint a picture of the Ten Foot Tall Man offering Amelie the crystal.

3. Design a model railway layout of Havenbridge station for Tim, including all the models mentioned in the story: locomotives, platforms, ticket office, signal box, station master, passengers, luggage, etc.

4. Create a short cartoon story with Freddie the cat and Lara the dog discussing the strange goings-on in the house. Use speech bubbles for dialogue.

CHAPTER 5: THE END OF THE WORLD

Things to Ponder and Discuss

1. Who is Eglantyne and where does she hang out?

2. What was in Charlie's window display when Amelie arrived at the bakery?

3. *The storm had passed in more ways than one.* Can you explain what this means? Apart from the weather, what else does the word storm apply to here?

4. Match up the following words and phrases with their meanings:

A figment of her imagination Forgive me for swearing

Excuse my French An occupational risk

A hazard of the job A fantasy

Unleashed Secretly

Surreptitiously Released

CHAPTER 5: THE END OF THE WORLD

Things to Create

1. Write a funny rhyme (limerick) about Charlie and his shop.

2. Write a brief news report for the *Havenbridge Gazette* about the mysterious happenings in the little town. Use any new words you have found in this chapter.

3. Illustrate a favourite scene from this chapter (e.g. Tim in the hallway, Aunt Eggy in the attic; Amelie on her bicycle with Freddie in the basket; Amelie talking to Charlie in the shop, etc.)

4. Write a dialogue between Charlie and his wife. Have him tell her about Amelie's visit and the conversation they have had. Include his wife's responses (e.g. when he mentions Magnus Bottomley-Sligh and Amelie's unexpected news about her book).

CHAPTER 6: MORE BAD NEWS I'M AFRAID

Things to Ponder and Discuss

1. Why did Amelie recognise Elias Dankstone? What made him suddenly alarmed?

2. Who do you think the man in the portrait could be?

3. **Research:** Make a list of ten different colours from an artist's paint chart: include various shades of red, blue, yellow, green, and brown. Try to remember to use some of these names in future pieces of descriptive writing.

4. Amelie gets quite a lot of words mixed up. What does she mean by a *lerjick*?

Make a note of any new words in this chapter: e.g. *flamboyant*; *delinquent*; *resourceful*.

Write a sentence for each one, showing you understand its meaning.

CHAPTER 6: MORE BAD NEWS I'M AFRAID

Things to Create

1. Draw a caricature of Elias Dankstone and Mona Bottomley-Sligh. Exaggerate their features, using the descriptions in the story and a bit of your own imagination. We know that Elias (also known as Eli) smokes cigarettes and has a tattoo. Amelie imagines him having a vicious dog. Mona invests a lot of money in her appearance and has had a lot of plastic surgery. What might they each wear?

2. **Stuck in a Lift:** the first elevator (lift) is thought to have been invented in 236 BC. However, the first electric elevator didn't appear till the 1880s. Write a short scene involving the servants at Hadleigh House (footmen and maids) taking food up to the ballroom. Have something go badly wrong (e.g. one of them drops the trays of food or the lift gets stuck). How do they resolve the situation so they don't lose their jobs?

CHAPTER 6: MORE BAD NEWS I'M AFRAID

Things to Create

3. Imagine you are Tim. You send Isla a text to invite her to stay. What else do you write, remembering that you're both keen on football? Include a warning about the house being haunted and, worst of all, Cousin Magnus coming to tea.

4. Now imagine you are Isla. The phone rings and it's your friend Amelie who invites you to stay for the night. Create a two-way conversation. Will you accept or decline, knowing the house is haunted, and Cousin Magnus is coming too? Give your reasons either way.

CHAPTER 7: ISLA BATTY COMES TO STAY

Things to Ponder and Discuss

1. What mistake does Isla make when they first meet?

2. What is the name of the ocean that separates the United States of America from the British Isles? What is this sometimes called colloquially (i.e. informally)?

3. What do you think Amelie's middle name might be (a name more suited to aunties and grannies, according to Amelie)? Hazard a guess and make a note of it. The name will be revealed in a later chapter. Who knows, you may win a prize?

4. Discussion: (a) for British readers - how many American words or phrases can you find in the story so far? (b) And for American readers, how many British words can you spot that seem unusual to you? Make a list of them all, along with their meanings.

CHAPTER 7: ISLA BATTY COMES TO STAY

Things to Create

1. Make an identity card for Isla, using as much information as you can find:

First and Middle Names

Surname

Age

US City of origin

UK Address

Nationality (state if dual nationality)

Occupation

(Include a picture of her too)

2. In groups of three: act out a short scene involving Isla, Tim and Amelie when they first meet. Develop the story by including some extra conversations of your own.

3. In pairs: imagine you are Isla talking to your mom (Bettina) in Washington DC via Skype. Tell her about your meeting on the beach and describe your two new friends and their pets. Imagine Bettina's responses.

CHAPTER 7: ISLA BATTY COMES TO STAY

Things to Create

4. Use your imagination to plan a party invitation for Isla's birthday at Cloud Cottage. Include the time and location, a list of activities (music and games to be played), and a menu of all her favourite food.

CHAPTER 8: A TOUR OF HADLEIGH HOUSE

Things to Ponder and Discuss

1. What would you wear at a *masquerade* ball?

2. Have you got a good memory for dates like Tim? Can you remember when Hadleigh House was built?

3. What exactly happened on 'That Terrible Day'?

4. What two things may have softened Amelie's attitude to Cousin Magnus?

CHAPTER 8: A TOUR OF HADLEIGH HOUSE

Things to Create

1. Draw an imaginary floor plan of Hadleigh House, based on Tim's guided tour. (You will need to show five separate floors. These will include the basement scullery, the ground floor with the sitting room, hallway, kitchen, garden studio, Storm's study and bedroom; the first floor with the ballroom, the second floor with bedrooms and bathroom; and the attic and small turret bedrooms on the third floor.

2. Write an article for the *Havenbridge Gazette*, entitled 'That Terrible Day'. Imagine you are interviewing Kenny Pratt. Describe who has gone missing (believed dead) and the family they leave behind.

3. Imagine you are giving a tour of Hadleigh House. What is your favourite room? In your own words describe it in great detail. Use any new words you have found in this chapter.

CHAPTER 8: A TOUR OF HADLEIGH HOUSE

Things to Create

4. Mind-wandering time: imagine you are Aunt Eggy as a young woman, writing an entry in her diary. What might she tell us about herself?

CHAPTER 9: MAGNUS BOTTOMLEY-SLIGH

Things to Ponder and Discuss

1. Make a note of any new words you have found in this chapter.

2. Magnus refers to *the old psycho* - who does he mean?

3. What is Magnus planning to do at Hadleigh House?

4. 'You!'... 'But you're thick!' What effect does Magnus's insult have on Amelie? Is she sad or angry - or both? Think about how you feel if someone is unkind to you. What effect do these feelings have on you? What happens to your breathing, your throat, your heart rate, your stomach, your hands (do they shake?) or your eyes? Instead of writing 'I feel sad/nervous/angry', try to describe the effect the feeling has on your body instead - e.g. 'My throat ached,' 'I gasped in shock,' 'My stomach knotted', or 'My hands shook with rage...'

CHAPTER 9: MAGNUS BOTTOMLEY-SLIGH

Things to Create

1. **If I Were Not Afraid:** *Girls can be absolutely anything they want: astronauts, scientists, engineers... boys too, of course. You just have to believe in yourself.* Unlike Amelie, Isla isn't plagued by a Voice of Doubt. What would you in your wildest dreams like to achieve? (Look back to Chapter 3 Things to Create). Let your mind wander freely! When you are ready, complete this sentence as many times as you can: *If I were not afraid I would...*

2. **Find a recipe for Homity Pie:** list the ingredients and ask if you can make it at home (or at school maybe). What is the difference between a vegetarian and a vegan? Why do you think people choose to be vegan? Create a version of the recipe for vegan friends.

CHAPTER 9: MAGNUS BOTTOMLEY-SLIGH

Things to Create

3. **In groups:** write the names of all the characters you have met so far on small pieces of card (Amelie, Tim, Miss Snarkey, Dorin, Lucy, Storm, Charlie, Mrs Patel, Elias Dankstone, Magnus, Mona.) Put all these in a bowl and let each person choose a card. Decide who will go first. When it is your turn you have to act the part of your character and let the others guess who you are. Whoever guesses correctly goes next.

4. **Masquerade:** draw or paint a portrait of one of the characters. Then, using your drawing, create a mask using papier-mâché or a piece of card. Ask your teacher to help you.

CHAPTER 10: STORM AND HIS STONE OF POWER

Things to Ponder and Discuss

1. What effect does Storm's story have on him emotionally after he told it? How do we know?

2. When exactly did Storm's *Strange but True* story take place?

3. What is an aversion? Can you think of anything you have an aversion to?

4. Re. Aunt Eglantyne's diaries: *If they're still around they could be extremely valuable...* Why do you think Storm glances knowingly at Magnus?

CHAPTER 10: STORM AND HIS STONE OF POWER

Things to Create

1. **In groups:** play *Strange, But True*. Take turns to tell a story about something mysterious that once happened to you or to someone you know. (Use your imagination and make one up if necessary, in which case this will be *Strange, But Untrue!*)
2. Write a letter from the young Storm to his mother, giving a very different account of his heroic story, one that wouldn't have alarmed her too much. Play it down but include details of the 'lucky charm' he found. You might also mention that he has recently met a nice young lady called Louisa who also flies planes. Use your imagination; have him ask after everyone at home, including any pets he may have had at the time. Use any new words you have found in this chapter.
3. Create a storyboard or comic strip called 'Storm's Lucky Escape'.
4. **Mind-wandering time again!** Imagine what Magnus might do next. Will he eventually steal the keys and find the Stone of Power? Does he sneak up to the attic and find the diaries? If so, what befalls him there? Write a few lines about his adventures (or misadventures maybe!).

CHAPTER 10: STORM AND HIS STONE OF POWER

Things to Ponder and Discuss

1. Discuss: What are your favourite films – those you have loved since you were very young?

2. What is the latest *Star Wars* film called? Name some other films about Space, E.Ts, etc.

3. *A warm blanket of reassurance* isn't a real blanket, of course. This is an example of a metaphor. Like a simile, a metaphor is a figure of speech. It makes a connection between two things that aren't really alike but have something in common. In this case the connection is comfort. *Life is a rollercoaster* is another metaphor (both have ups and downs!). Can you find any other metaphors – or, even better, make one up?

4. Who else, apart from Amelie, may have seen the Commander today?

CHAPTER 10: STORM AND HIS STONE OF POWER

Things to Create

1. **Short Story:** imagine you are Amelie and write a short story called Storm in Outer Space.

2. **In Pairs:** create a short scene with Magnus and Aunt Lucy in her studio. He has gone there to find the keys. How does he manage to distract her or get her out of the room? Does he succeed or is Lucy already suspicious?

3. **Points of View:** describe the view from the bedroom window that night from the perspective of Amelie, Tim, and Isla. What do they each see? How different are their individual thoughts? What might they each privately wish for?

4. *What a Weird Day It's Been!* Make a list of all the strange things that have happened to Amelie today. Create a colourful painting or collage to illustrate it.

CHAPTER 12: STORM'S REVENGE

Things to Ponder and Discuss

1. Which two words in this chapter does Amelie mispronounce? And what do they mean?

2. **Research:** Find out the value of 50 dollars in pounds sterling.

3. What is Eglantyne's middle name?

4. What were radios once known as?

CHAPTER 12: STORM'S REVENGE

Things to Ponder and Discuss

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CHAPTER 12: STORM'S REVENGE

Things to Create

1. **Back in the Day:** imagine being a child in the early 1930s; a time without television in the home, or even mobile phones and computer games. Find out about children's hobbies, games, etc. at that time. Make a list of activities you might enjoy.

2. **Picnic painting:** you are invited to join the children for a day at the beach. Your task is to prepare a picnic hamper for the four of you. What would you take that would last all day? Create a colourful picture of a beach towel spread out on the sand with your beautifully prepared picnic.

3. **Young at Heart:** Storm is in his nineties but is still able to pilot a microlight aircraft, one that he has designed and built himself. Write a description of the oldest person you know who still does extraordinary things for their age.

CHAPTER 12: STORM'S REVENGE

Things to Create

4. What do you think might happen next? The next chapter is called The Earth Watchers. Without turning the page write a few lines to begin Chapter 13, using any new words you have found in this chapter.

CHAPTER 13: THE EARTH WATCHERS

Things to Ponder and Discuss

1. What more do we now know about the Earth Watchers and why do they appear, according to Storm?

2. Who first met them and when exactly?

3. What are the Earth Watchers unable to do?

4. The Bottomley-Slighs are set on revenge. Who is going to assist them?

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CHAPTER 13: THE EARTH WATCHERS

Things to Create

1. In groups: Create a colourful frieze of Hadleigh House garden using mixed media (paint, crayons, collage, fabric, etc.). If you were to follow the path from the house to Storm's hangar you would see there are six sections to be illustrated: (1) Storm's vegetable garden and the tangled grass leading to the playhouse; (2) the playhouse itself; (3) the rose garden; (4) the little footbridge that crosses a stream; (5) an archway of pear and apple trees and, (6) at the far end of the garden, Storm's hangar with a view of the fields with sheep and horses grazing. Everyone should have at least one part of the garden to illustrate. See if you can cleverly work as a team and link all the sections together to make a complete garden.

2. Storm's Diary: imagine you are Storm as a young man just before World War 2. Find out about the days leading up to war, the tension and what this was like for ordinary citizens. Have Storm write a diary entry describing the strange happenings mentioned in this chapter. Add some details of your own, using any new words you have found in this chapter.

CHAPTER 13: THE EARTH WATCHERS

Things to Create

3. **A Letter from Eggy:** write an imaginary letter from Aunt Eggy to Storm in the 1939. Tell him about her first meetings with the Earth Watchers just before World War 1. Describe how she felt at that time but reassure him that they have come to help once again. Explain to him how no one else believes her and they all think she is mad.

4. **Evil Plans:** imagine you are eavesdropping on the Bottomley-Slighs. What plans might they be making to get revenge on the Trotts? Remember that they want to own Hadleigh House and take possession of the Stones of Power and underground tunnels. Create a scene between Magnus and his parents that clearly reveals their plans.

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CHAPTER 14: A GRIM ENCOUNTER IN DEVIL'S
GULLEY

Things to Ponder and Discuss

1. Why would Amelie need sunscreen the most?

2. What makes Amelie so suspicious of Eli (Elias) Dankstone? What does he appear to have done?

3. In Devil's Gulley what clue are we given that Eli Dankstone is near?

4. *With this he let out a raucous laugh:* what does raucous mean?

CHAPTER 14: A GRIM ENCOUNTER IN DEVIL'S GULLEY

Things to Create

1. **A Day on the Beach:** choose one character (Tim, Amelie or Isla). Write an account from his or her perspective of their day at the beach, right up to the point they arrive at Cloud Cottage and say goodbye. Get a real feel for the character and their thoughts and feelings. Use any new words you have found in this chapter.

2. **Design a brochure** for the seaside resort of Havenbridge. Use your imagination to advertise its attractions and places worth visiting. Suggest the type of people Havenbridge is popular with.

3. **Light Patterns:** imagine you are looking out of Lucy Trott's studio window that day. What would you see? Paint a picture of the light patterns that have appeared on the playhouse walls and the path.

4. **Devil's Gulley:** write the scene in Devil's Gulley from Eli Dankstone's perspective. Show how he enjoys intimidating them, especially Amelie.

CHAPTER 15: A FAMILY CONFERENCE

Things to Ponder and Discuss

1. What does *nefarious* mean? Write a sentence that shows its meaning.

2. Make a list of all the spelling mistakes can you find in Amelie's *Ajender* (Agenda). Write the correct spellings alongside.

3. What is Amelie's secret and why has Tim kept her autograph book?

4. Amelie is suddenly reminded of the task the Commander has given her: *Amelie, your home is in great danger and, I'm afraid, only you can save it...* Give two occasions where the crystal has helped her today.

CHAPTER 15: A FAMILY CONFERENCE

Things to Create

1. Have you got an autograph book of your own? If so, bring it to share with your class. If not, bring a notebook and ask your friends to write a message for you. See how many signatures you can collect in a week.

2. In small groups: choose something you all feel passionate about – i.e. a worthy cause or charity. Decide on a Chairperson to lead the meeting. Plan an agenda and come up with an original and exciting way to raise money. Use a similar format to Operation Save Hadleigh House (i.e. list those present, apologies (anyone not able to attend); name the subject to discuss; how to raise money (ideas for a fundraiser); A.O.B. (any other business); and lastly, the date of your next meeting.

CHAPTER 15: A FAMILY CONFERENCE

Things to Create

3. **Best Idea:** each group has the opportunity to share their ideas with the class. Explain (1) why you are so passionate about your cause, (2) why you think it's important, and (3) how your fundraiser is destined to be a great success. Explain also how you plan to promote it to attract lots of support. Finally, your class gets to vote for the best idea. **NB.** You're not allowed to vote for your own!

4. **Design a poster** for the Grand Ballroom Sale, listing the date (Sunday 29th July), time (6.30-9.30pm), and venue (Hadleigh House), together with a list of some of the wonderful things on sale.

CHAPTER 16: AN UNEXPECTED DISCOVERY

Things to Ponder and Discuss

1. What is a *tome*?

2. Storm mentions his son, Ted. How does his sadness come across in this passage?

3. Why are Aunt Eggy's diaries so important? And why would Storm decide not to sell them?

4. What is Amelie's impression of Mr. Goodman?

CHAPTER 16: AN UNEXPECTED DISCOVERY

Things to Create

1. In groups: create a little drama in your own words using incidents from this chapter. Include the Ballroom scene when Amelie finds the hidden package; their conversation with Storm; their trip to Havenbridge where they distribute the posters; the scene with all the characters in the Post Office; their conversation with Mr. Goodman; and finally, Amelie's reaction when they spy Eli Dankstone.

2. Guess Who! How do you imagine some of these characters: Mrs. Duff, Mrs. Patel, Sam Bolt, the postman, Miss Sowerbutts, Mr. Pettifer, and Mr. Goodman? Choose two and draw a caricature of them. Then ask your friends to guess who they are. Use speech bubbles to give clues.

CHAPTER 16: AN UNEXPECTED DISCOVERY

Things to Create

3. Interview an elderly relative or family friend. Ask them about their favourite book as a child. What did they especially like about it? Ask if you may borrow it if they still have a copy. If not, find out more about the book and write a few lines about it. Include any relevant words you have learned recently.

4. Menu: imagine you are Charlie from the bakery. You have promised to provide refreshments for the Ballroom Sale. Create an impressive menu to put on the wall with prices. Be inventive! Remember, you are raising money to save Hadleigh House!

CHAPTER 17: ALL WORK AND NO PLAY

Things to Ponder and Discuss

1. Clothes and *accessories*: what might accessories include?

2. What was Storm's unusual career at one time?

3. 'So,' Amelie wheedled, clutching her mother's arm. 'We wondered about the playhouse.' What does wheedled mean? Write a sentence that makes its meaning clear.

4. Research project: There is an old wind-up gramophone (also called a phonograph) in the Ballroom. Who invented the gramophone? And what were records made of before plastic was invented?

CHAPTER 17: ALL WORK AND NO PLAY

Things to Create

1. **Sign Writing:** make some signs for the Grand Ballroom Sale: e.g. Paintings by Lucy Elizabeth Trott, Book Signing with Amelie J. Trott, Charlie's Café, Auction, Raffle Prizes, Clothes and Accessories; Toys, Antiquarian Books, Ornaments and Household Goods; and then one called Miscellaneous.

2. Use your imagination to make a list of four things that might be included in each of the following: (1) the raffle prizes, (2) accessories, (3) household goods, and (4) miscellaneous items (anything that doesn't fit into the other categories, e.g. CDs, garden gnomes, etc.).

CHAPTER 17: ALL WORK AND NO PLAY

Things to Create

3. In pairs: a reporter arrives from your local radio station to interview you live on air about the Grand Ballroom Sale. The reporter prepares six questions for the interview in advance and asks you to request a favourite song to be played. Take it in turns to be the reporter and one of the children (Amelie, Tim or Isla). Don't forget to include your favourite song! Record or video your interview if possible.

4. Time for another mind-wander: write a funny 'Strange but True' story about Storm's time in the circus. Give it an appropriate title.

CHAPTER 18: THE FACE AT THE WINDOW

Things to Ponder and Discuss

1. What is a turret room and where might you find one?

2. Which planet is Dorin from and what is his job? He is able to read their minds – what do we call this? What is a *Tuló*?

3. What name does he give to Planet Earth?

4. When might humans on Earth learn to master gravity and travel freely in Space?

CHAPTER 18: THE FACE AT THE WINDOW

Things to Create

1. **Dorin:** draw or paint a picture of Dorin at the playhouse window, showing the Earth Watchers' symbol on his chest.

2. **Storyboard:** create a storyboard or comic strip beginning with their celebration supper and ending with Storm waking them next morning. Use speech bubbles for dialogue.

3. **UFO Article:** write an article for a UFO magazine, describing your meeting with an extra-terrestrial boy who is actually aged eighty-five in Earth years, and your high speed trip around the Earth (also known as Luga). Explain some of the major differences between Earth Watchers and ourselves and why we can benefit from their knowledge. Use any new words that may be appropriate.

4. **Around the World:** find a map or a globe and track their round trip from the UK via Europe, Russia, China and the Far East, and finally the USA. How long might that same trip take by ordinary air travel?

CHAPTER 19: THE GRAND BALLROOM SALE

Things to Ponder and Discuss

1. When was the last occasion Storm saw Dorin?

2. Who were the unwelcome guests at the Sale?

3. How did Isla indicate that she wouldn't tell the unwelcome guests anything?

4. What causes Amelie's Voice of Doubt to return?

CHAPTER 19: THE GRAND BALLROOM SALE

Things to Create

1. **Dialogue:** imagine you are Gordon reporting back later to his wife about his visit to Hadleigh House. Write a short dialogue. What would he tell her? Include as many pieces of information as possible, including incidental details (e.g. 'Nice cup of tea and two pieces of cake', the damage done to the house and his suspicions as to the real cause of the damage, and the bookcase at Grand Ballroom Sale that evening, etc.). Imagine her responses.

2. **Caricatures:** draw a caricature of Miss Snarkey's Secret Agents. Use speech bubbles for dialogue.

CHAPTER 19: THE GRAND BALLROOM SALE

Things to Create

3. **Best Friends:** Who are your favourite characters in the story so far? What do you like about them most? Which of them would you like to have as a best friend and why?

4. **Earth Watchers' Wisdom:** *'The Earth Watchers' technology is remarkable,' Storm mused, 'but what they've really come to teach us is how to live.'* What do you think is wrong with the world today? What advice might the Earth Watchers give us for living a better life?

CHAPTER 20: A SURPRISING OFFER

Things to Ponder and Discuss

1. What do you think *hyper-realistic* means? There is a clue in Chapter 8 when Isla sees Lucy's portraits of Amelie and Tim.

2. *Billy Storm and His Snail Sanctuary*: Isla has left some of Amelie's spelling mistakes in place for entertainment value. How many can you find? Now write the passage correctly.

3. Why does Isla suggest *Love is in the Air* as a suitable title for a book about Storm meeting Louisa?

4. Discussion: if it is 9.30pm in Havenbridge, UK, what time will it be in Corfu? What time will it be where you live?

CHAPTER 20: A SURPRISING OFFER

Things to Create

1. **The Grand Ballroom Sale:** write a newspaper article about the Grand Ballroom Sale for the Havenbridge Gazette. Imagine interviewing some of the visitors to get their comments (e.g. about the bargains they picked up, what they liked best, etc. Use any new words you have learned).

2. **Special Agents:** imagine you are Jonathan and Felicity Speck. What would you write in your notebooks about the Sale? Remember that Miss Snarkey doesn't approve of Amelie and seeks to get rid of her as soon as possible!

3. **Comic Strip:** how might Eli Dankstone finally gain access to the tunnels and take possession of the Stone? Create a short comic strip featuring the telephone conversation between the Eli and Maynard when they plan their next move.

4. **Stained Glass:** design a beautiful stained glass window out of coloured cellophane or laminate, showing the Commander and the moons and stars.

Chapter 21: UP WITH THE LARK

Things to Ponder and Discuss

1. *Iniment, Resorsfull, Onimus, Nofairyous*: can you write these correctly with their meanings alongside?

2. If Amelie is forced to leave Havenbridge where is the only other school?

3. What did the drunken Eli Dankstone do by mistake on his way home?

4. Can you remember what we call wordless, mind-to-mind communication from one person to another? (See Chapter 18)

Chapter 21: UP WITH THE LARK

Things to Create

1. **Everyone is Special:** Lucy tells Amelie: Everyone is special in their own way. Think very carefully: what is special about you? What do like most about your character? Make a list of everyone in your class and find something special about each one, even if you don't know them well. Make a collection of colourful prayer flags out of triangular paper or card and write each person's name on it with a positive word to describe them on the back. Then thread them all together and display them around your classroom.

2. **Dear Miss Snarkey:** imagine you are Lucy Trott. Having found Miss Snarkey's letter with Amelie's report, how will you deal with it? What will you write back to her?

3. **Model-making:** make a small model of one of your favourite the characters in the book.

Chapter 21: UP WITH THE LARK

Things to Create

4. **Mind-wandering time:** it's the summer of 1939 just weeks before the outbreak of war. What can you find out about that time? Imagine the stress and uncertainty; the hoping it won't really happen. Strange things are occurring in Havenbridge and especially at Hadleigh House. Eglantyne Trott keeps a record of the unusual goings-on in her diary for future generations to read. What would she write? Include all details found in this chapter and any new words you have learned. You may like to add some illustrations.

CHAPTER 22: DORIN AND THE COMMANDER

Things to Ponder and Discuss

1. What is a *transonometer*? (Clue: go back to Chapter 18)

2. What is a USB port? Why would it not be needed for the *transonometer*?

3. What was Havenbridge originally called? Why have more advanced cosmic civilisations always been drawn to visit Havenbridge?

4. Why was an *equilateral* triangle used to symbolise the little group?

CHAPTER 22: DORIN AND THE COMMANDER

Things to Create

1. **Save Our Planet!** *'Your house under threat is one thing; your home is another... The magnificent Blue Planet, one of the most beautiful in all creation. However,' he added abruptly, 'she is now in very grave danger...'*

Amelie sat on the edge of her seat. 'No!' she cried, becoming more agitated by the minute. 'We have to do something!'

Imagine you are Tim, Amelie or Isla. Make a list of all the terrible things you see happening to Planet Earth (Luga). Write a letter to your Member of Parliament (or government representative) explaining why action has to be taken swiftly to save your planetary home. Include everything mentioned in this chapter that needs urgent change and include any other ideas of your own.

2. **Hello, I am an Earth Watcher:** imagine you are a Tuló or senior Earth Watcher. Invent an interesting name and introduce yourself. Make a list of the many so-called miracles you are able to perform. Invent a few extra of your own!

CHAPTER 22: DORIN AND THE COMMANDER

Things to Create

3. I am a World Changer: the Commander has offered you a job as a World Changer - a Communicator, Peacemaker or Warrior. Which of these would you like to be? Write a few lines about yourself, explaining why you are suited for the job.

4. Breakfast in Space: design (a) a colourful Earth Watchers' breakfast tray or (b) a menu based on what you have read in this chapter.

CHAPTER 23: ELI DANKSTONE AND

THE DARK HEART ARMY

Things to Ponder and Discuss

1. What is the great Law of Life the Commander refers to?

2. What do we call the furthest planet from our sun? What is its name in the story?

3. What special powers do the Dark Hearts possess? But what do they lack?

4. Amelie has passed a test without knowing it. What was this exactly?

CHAPTER 23: ELI DANKSTONE AND THE DARK HEART ARMY

Things to Create

1. **When Time Stood Still.** Have you ever had the experience of time standing still? Take a moment to recall it. If not, close your eyes for a while and relax deeply. Shut everything else out and enjoy the moment; notice how this feels. Try to put that feeling into words with a short poem or piece of prose.

2. **Mind-wandering time:** imagine you have been given a piece of Lumeanite, a Stone of Power. Remember that it has the power to protect and heal, and even make you invisible if you focus on it. Write about a challenging situation where the Stone protects you from danger or even saves your life.

3. **Bright Hearts:** draw or paint a picture of the three children, their 'bright hearts' glowing in the dim light.

4. **Amelie in Danger:** something has happened unexpectedly and the children have to return home straight away. What might this be? Write the first few lines of the next chapter: 'Amelie in Danger.'

CHAPTER 24: AMELIE IN DANGER

Things to Ponder and Discuss

1. What clue do we get that Eli Dankstone is around?

2. When did we first get a hint had Eli Dankstone was afraid of cats?

3. Here are a few words for you to practise: fervently, stealthily (adverbs); fleeting, desolate (adjectives); clamber, emerge (verbs). Make sure you know exactly what they all mean and write a sentence for each one.

4. What do you think might Storm be planning for Isla's surprise? Discuss.

CHAPTER 24: AMELIE IN DANGER

Things to Create

1. **A Terrifying Experience:** imagine you are Amelie. In your own words and using the 1st person (I, me, my and mine), describe in detail your ordeal in the garden when you lose your Stone of Power. Explain what happens and how you are rescued by Freddie. Build the suspense. Try to suggest your feelings (e.g. fear, anxiety, terror, etc.) without ever saying 'I am afraid' or 'I feel terrified.'

2. **Film poster:** Demonic, howling like a banshee, its green eyes glinted in the undergrowth. It flew at him, latched onto his shoulder, holding fast... Design a poster for a scary film, using a picture of Freddie – make it as terrifying as you can! Think of a suitable title.

3. **Model-making:** make models for your display table of the two little heroes, Freddie and Lara.

4. **Storyboard:** imagine you are producing a TV drama of the book. Make a list of the essential plot details for the last four chapters (beginning with the episode on the Scoutship with Dorin and the Commander and ending with Amelie's escape from Eli Dankstone). Then, create a storyboard, using speech bubbles for dialogue.

CHAPTER 25: ISLA'S SPECIAL TRIP

Things to Ponder and Discuss

1. Why does Storm mention snails on the path? (There is a clue in Chapter 20.)

2. *A veritable banquet.* Can you find another word for veritable?

3. *Storm turned and waved his walking stick wistfully...* What is the meaning of wistful?

4. What is the most advanced planet, according to Sorrirel?

CHAPTER 25: ISLA'S SPECIAL TRIP

Things to Create

1. Draw or paint a picture of girl pilots Sorriel and Thula, emphasising their differences.

2. Make models of them for your display table.

3. Interview: imagine you have been invited on board the Scoutship to interview the Earth Watchers for a paranormal magazine. Think of four questions to ask them. What might their answers be?

4. Storm's Diary: imagine Storm's feelings, having to leave the children and his old friend Dorin. Have him write a few lines in his diary when he returns. How would he describe his experience that morning?

CHAPTER 26: A CRUISE AROUND THE SOLAR OCEAN

Things to Ponder and Discuss

1. What do Dorin and Thula liken dying to?

2. Why are the children not allowed to land on other planets?

3. What is another word for *ecstatic*?

4. What does Dorin have to say about growing up?

CHAPTER 26: A CRUISE AROUND THE SOLAR OCEAN

Things to Create

1. **Solar Cruise:** design a Solar Cruise advertisement for a futuristic Space Age travel company. Mention the names of various planets you will be visiting and how you will be able to view life there without ever landing. Use your imagination to describe the luxury accommodation on board the largest Mothership in the Solar System. Include length of stay and cost of travel.
2. **Zalnea:** imagine you are narrating a travel documentary about Zalnea. Describe life on the planet (the landscape and buildings, the people and way of life).
3. **Mobiles:** using pieces of shiny card make pictures of the little flying machines, piloted by Zalnean children. Cut these out and create a mobile to hang from the ceiling. You can add further cut-out images too – e.g. a Scoutship, a Mothership, planets, moons and stars.
4. **Spot the Difference:** Amelie remarks that life on Zalnea sounds like heaven. Make a list of all the major differences you can think of between life on Zalnea and Luga (Earth). Imagine you are an Earth Watcher, like Dorin, Sorriell or Thula, who has been sent to spend a week on our planet. What would you notice straight away about life here? How would it compare with life at home?

CHAPTER 27: ZOLOS, THE TRANKON GUIDE

Things to Ponder and Discuss

1. What do you think the Trankon word Slantora means?

2. Who was Joan of Arc, and what was she famous for?

3. ...*His retinue turned to one another, wobbling their heads from side to side:* What is a *retinue*?

4. What is so special about Amelie's autograph book and why is it so important to her?

CHAPTER 27: ZOLOS. THE TRANKON GUIDE

Things to Create

1. **Zolos:** paint a picture or make a model of Zolos, the Trankon Guide.

2. **In pairs:** act out a dialogue between Zolos and yourself. Invent a language of your own for Zolos. What questions will he ask you and how will you answer them? (You are allowed to use your transonometer!)

3. **Life-changing moments:** imagine you are Amelie. What impact has this episode had on you? Your middle name has now been revealed,* your autograph book has been mysteriously returned. How will you make sense of it all? How has this changed your life? Imagine yourself having a heart to heart conversation later with Storm.

4. **Autograph books:** make a list of some famous people you would like to meet. Who would you most like to have a 'selfie' taken with? Explain why.

*N.B. IF YOU GUESSED AMELIE'S MIDDLE NAME
YOU WILL NOW BE AWARDED AN EARTH WATCHERS
CERTIFICATE OF MERIT!

AMELIE TROTT & THE EARTH WATCHERS

CERTIFICATE OF MERIT

Awarded to

.....

Signed:

(Senior Earth Watcher)

Date:

CHAPTER 28: THE PLANET OF NO GOODBYES

Things to Ponder and Discuss

1. Why do you think Lumea is called the Planet of No Goodbyes?

2. How does Michael's appearance differ from the man in the portrait?

3. I only want her to live her life and be happy... Why do you think Michael winks at Amelie when he says this?

4. What is the unexpected revelation at the end of the chapter?

CHAPTER 28: THE PLANET OF NO GOODBYES

Things to Create

1. **Earth Watchers' Passport:** make a passport for Dorin. Use your imagination but also include as many details as you can remember about him (his age, place of birth, profession, etc.)

2. *Of all the books in the world the best stories are found between the pages of a passport (Anonymous)*

Earth Watchers' Passport

What stories might be found between the pages of an Earth Watcher's passport?

Write a short story about Dorin. Include how he helps to save Dorin's life; his meeting with Amelie at school and their mind-wandering trip to Bookland; his visit to the playhouse and their lightning journey around Luga; also their trip around the Solar Ocean; and, of course, when he meets up with his old friend Storm again.

CHAPTER 28: THE PLANET OF NO GOODBYES

Things to Create

3. **Mind-wandering time:** the idea of people or objects being mysteriously found in two places at once is a well-known theme in science fiction and Quantum Physics. It is known as bi-location. Let's go mind-wandering again... Write a short story about something or someone who turns up in more than one place. Go with the first thought that enters your mind.

4. **One Day on Lumea:** imagine you can spend a whole day on Lumea. Write an article in your diary about life on this beautiful planet. Describe your new surroundings, the people, their way of life, and their animals, etc.

CHAPTER 29: IT'S DOWN TO YOU,
CHILDREN OF LUGA!

Things to Ponder and Discuss

1. What is the current danger on Luga, according to Dorin and the Commander?

2. The adults of the world can be no longer trusted to safeguard the future of your planet. What then is the children's next challenge?

3. What do you know about Shalamite from the story?

4. What were the underground tunnels originally created for?

CHAPTER 29: IT'S DOWN TO YOU.

CHILDREN OF LUGA!

Things to Create

1. **Mind-wandering time!** Imagine someone new has arrived at your school and you are given the task of looking after him/her. There is something a little unusual about this new student. It turns out that he/she is an Earth Watcher but no one else realises this. Write a few paragraphs describing your new friend. What special 'powers' does he/she have (powers only evident to you)?

2. **Earth Watchers' Logo:** Firstly, draw full length pictures of Amelie, Tim and Isla on pieces of white card. Cut out the figures. Next, using a sheet of paper, design three different tee-shirts with an Earth Watchers logo that will fit onto one. Before cutting out, include tabs on the shoulders and sides to fit over the figures.

3. **Discussion:** Apart from searching for gold, what other evil purposes might the Dark Hearts plan to use the underground tunnels for? Use your imagination and share your ideas.

4. **Dear Prime Minister:** imagine you are given the task of persuading your Prime Minister or President to cease all testing and stockpiling of deadly weapons of war. What important points would you make? How would you succeed in persuading him or her to deactivate them?

CHAPTER 30: THE DOWNING STREET CAT & THE WHITE HOUSE DOGS

Things to Ponder and Discuss

1. What is the time difference between London and Washington DC?

2. How do we know when Dorin is laughing? What does he do?

3. Find another word for disgruntled. Write a sentence to show what it means.

4. Discuss: *'You are now going to demonstrate.'* Amelie frowned. *'Demonstrate what exactly?'* Can you think of more than one meaning of the verb to *demonstrate*? One is to show, another is to prove something (to be true or untrue). But what else can demonstrate mean?

CHAPTER 30: THE DOWNING STREET CAT & THE WHITE HOUSE DOGS

Things to Create

1. **Research:** Imagine you are Amelie. You now have to write a short article about *Famous People and their Pets*. Which famous person and their pet will you choose to write about?

2. **Illustrate your favourite scene.** You have been offered a job as a book illustrator. Choose any one scene in this chapter to draw? Here are some ideas:

Amelie, Tim and Isla with the Downing Street Cat and the policeman; Isla at the White House with the White House Dogs; Dorin in his Scoutship creating a disturbance overhead, etc.

3. **In groups of three:**

You don't realise the power of your mind; and the power of the collective mind is stronger still. One focussed thought of Peace and Goodwill takes seconds. Bring that very thought to every place on your map: plant it, as though it were a seed. Water it every day with Faith and it will instantly reach the heart of each one, I promise. You just need to T-R-U-S-T...'

Why not try acting out the Commander's experiment? This is a very simplified version. You will need a map of the world or a globe. Firstly, make a list of all the continents of the world. Then, sit together in a triangle

and, using your maps or globe, focus on one continent at a time. If you like, you can begin with your own continent. When you are ready, raise your hand in the Earth Watchers' salute to every child living there. As you do this, quietly send a thought of Peace and Goodwill to each one.

.....

4. What happens next? The next chapter is called The Dark Hearts Have Struck. Without turning the page try writing the first few lines. What do you think might happen next? Use your imagination.

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CHAPTER 31: THE DARK HEARTS HAVE STRUCK!

Things to Ponder and Discuss

1. A *balaclava* is a woollen hat that covers the face (ski-mask in American English). Do you know where this word originates?
2. What does *tickety-boo* mean? See if you can find out where this phrase first came from. I was surprised!
3. What exactly saved Storm from burning, apart from his Stone of Power? There are four different things in this chapter. (Answers are at the end of the Notes.)
4. What did Storm see that made him think he had died?

Things to Create

1. **The Day I Died:** imagine you are Storm. In your own words write an account of Storm's latest 'near death experience.'
2. **Diary entry:** imagine leaping from the Mothership. What is it like? What are your thoughts and feelings? Do you have your eyes open or closed? Would you do it again?
3. **Create a Family Tree for the Trotts:** Have a look at some examples of family trees before you begin. Here is a Timeline to help you. You will no doubt meet some of these characters in the next of the Earth Watchers series!

Theodore Sebastian Trott (1855-1929) married Lillian Maude Hilton (1871-1898). They had one daughter, Eglantyne Marigold Trott (1896-1993), and a son, Joseph William Henry (1898-1978). Theodore also had a brother called Edgar Septimus Trott (1857-1935). He married Adelaide Mary Wilson (1865-1940). Edgar and Adelaide had no children.

Joseph William Henry Trott married Emily Frances Shepherd (1900-1981). They had three children: William Storm Michael Trott (1924 -). Also, Margaret Lavender Trott, (1925-2006), and John Henry Trott (1926-2000).

William Storm Michael Trott married Louisa Grace Johnson (1922-2008). They had one son, Edward (Ted) William Trott (1954-2008)

Ted married Joan (date of birth and surname unknown). Joan was an Earth Watcher who had lived on Luga for an unspecified time. She also died in 2008. Joan already had one son, Michael William Trott, born in 1980. He too was an Earth Watcher; he also died in 2008.

Michael married Lucy Elizabeth Jones (1982 -). They had two children: Timothy Michael Trott (2006-) and Amelie Joan Trott (2007-)

4. Now create your own family tree, beginning with the eldest relatives you know. Ask your family to help. Display a forest of family trees around your classroom walls!

CHAPTER 32: THE UNDERGROUND TUNNELS

Things to Ponder and Discuss

1. What does **admonish** mean? Write a sentence to show its meaning.

2. Mona tries to **cajole** Magnus with biscuits. Write another sentence to show you know what it means.

3. Why is Amelie so upset at first about being an Earth Watcher? How does it change things for Amelie and Tim? And what does Storm say to reassure them?

4. Who do you think the famous person in Lucy's painting might be?

CHAPTER 32: THE UNDERGROUND TUNNELS

Things to Create

1. **WANTED!** Storm has always called Elias Dankstone a crook (or criminal). Draw a 'WANTED' poster with Elias Dankstone's name and face on it. What has he been accused of doing? Include a date and time last seen and telephone number to be contacted – e.g. Sergeant Buggeley, Havenbridge Police.

2. **In groups of three:** In your own words dramatise the scene with Magnus and his parents. Make it as funny as you can!

3. Imagine you have followed Tim into the tunnels. Write a commentary of what you find down there. Describe in detail everything you can see, smell, touch, and hear. Draw a map of the underground tunnels, a great network of unexplored corridors still to be explored.

4. Make a model of one or two of the artefacts found in the tunnels for your display table.

CHAPTER 33: STORM AND ISLA TAKE A SPIN

Things to Ponder and Discuss

1. *We've had a good deal of UFO activity here lately - one sniffing around over the White House.* What do you think the President of the United States was referring to here?

2. Why do you think Larry and the White House dogs are behaving so strangely?

3. What was wrong with Storm's little aircraft in the end? And what has he added to it to cut carbon emissions?

4. Discuss how much Amelie has changed and how she conquered her fears.

CHAPTER 33: STORM AND ISLA TAKE A SPIN

Things to Create

1. **Acronyms:** Luga is an acronym. Do you remember what it stands for? (It's a phrase that describes the planet perfectly in Storm's opinion.)

Imagine your name as an acronym. Use the letters to create a phrase that somehow describes you. Make it funny if you like. Here's mine as an example:

MOYRA = *Mighty odd, yet readable author*

OR, to be more daring, how about: *Magnificently original young romance author?* Hmm... maybe not!

Now *you* try!

2. **Isla's Diary:** imagine you are Isla and write a few lines called *To the Stars and Back* about your unexpected flight with Storm and how you discovered what went wrong. Add details of your own if you wish. How did you feel? Did you sense danger at any point? Did you remember to use your Stone of Power (Lumeanite) to help you? Were you relieved to land? Would you do it again? Do you still want to be a pilot?

CHAPTER 33: STORM AND ISLA TAKE A SPIN

Things to Create

3. Design a banner for the Human Shield: there are lots of possible slogans you could use, e.g. Children in Charge like Isla's. Or there are others like *Say No to War or Peace Begins with Me*. Choose one that feels right for you.

4. In groups: your next task is to compose a little song about Peace. Just a simple verse or rap based on what Peace means to you, both personally and in the wider world. It can be in any style but try to come up with something catchy. Maybe later, you can perform it for your class.

CHAPTER 34: SAVING LUGA

Things to Ponder and Discuss

1. What is the little Dutch town of Edam famous for?

2. When did we last hear of Jeremy Loudly in the story? (There are actually two occasions quite early on in the book.)

3. **Research:** Who was Mahatma Gandhi? Where did he come from and what was he famous for?

4. *Jeremy Loudly stared into space with a rapturous expression on his face.* Can you find another word for rapturous?

CHAPTER 34: SAVING LUGA

Things to Create

1. **Irony:** 'Time has stood still,' Jeremy Loudly said quietly. This is an example of irony where Jeremy's name gives one impression (noisy) yet he speaks in an unexpected and opposite way. Invent a few situations where the unexpected happens to characters in the book, such as: Isla wanting to be a pilot and suddenly finding she's afraid of heights, or a Sergeant Buggeley having his house burgled.

2. **Draw or paint** a scene from this chapter (e.g. a close-up of Storm flying his aircraft with Lucy alongside, or Amelie swept high up above the crowds, perched on Lawrence's shoulders, speaking to the crowds.)

3. **In pairs:** Isla reports back by video call from the United States. One of you takes the part of Isla and the other a TV presenter. What will you ask her about the Human Shield and how does she reply? Use your imagination to describe in detail the Children in Charge March in Washington DC.

4. **Biography:** write a short biography of Amelie's rise to fame, based on the story and how various events have helped to change her and bring her talents to the fore. Include as many new words as you can.

CHAPTER 35: THE WORLD HAS GONE BARKING MAD

Things to Ponder and Discuss

1. *Her face blanched.* What does this mean? Where did the word 'blanch' originate?

2. Can you find another phrase for *sumptuous* repast?

3. How has Lucy changed since the early part of the story? What are her feelings perhaps for Lawrence Goodman? What impression do we have in this chapter?

4. **Discuss:** What finally reassures and convinces the children's parents about the extraordinary events they have recently been involved in? How might your own parents have reacted?

CHAPTER 35: THE WORLD HAS GONE BARKING MAD

Things to Create

1. Create a scrapbook of all the pictures and pieces of writing you have created so far. Display them for others to enjoy and admire.
2. Imagine you have taken part in the *Children in Charge March*. Write a letter to one of the characters, congratulating them on the *Human Shield*. Explain how you were mysteriously guided to come to London that day, along with a group of friends, all of whom felt the same way.
3. Tell Lucy's story about how Storm tricks her. Describe her thoughts and feelings as they take off in the little microlight aircraft. What does she protest to Storm? What is her reaction then to the crowds below her in Parliament Square? And finally, write about the happy conclusion when she arrives home safely and meets up with Lawrence and the children. Try to use any new words you have found.
4. Time for one last Mind-wander: without turning over the page, think of a title for the final chapter and write a few lines to begin it.

CHAPTER 36: THE COSMIC CLOCK

Things to Ponder and Discuss

1. What do we know about the Cosmic Clock?

2. What has Tim added to his railway? Make a list of all the new things you can remember.

3. What is a *gibbous* moon?

4. Discuss: if you had to write your own ending for the book what would it be?

CHAPTER 36: THE COSMIC CLOCK

Things to Ponder and Discuss

1. *Amelie Trott, the film!* Imagine *Amelie Trott and the Earth Watchers* as a film or TV series. Make a list of all the characters and choose actors to play their parts. Think of some of your favourite films, or study TV and film magazines to give you some great ideas.

2. *In pairs: Life is a roller coaster* (metaphor). Good stories can be too. Discuss the plot and make a list of all the ups and downs, highs and lows, in the story. Are there more highs or more lows? If you're feeling very adventurous you might even try making a graph to show where they occur in the plot. For this you'll need squared paper (graph paper). Write the chapter number at the top or bottom of the page (1-36) and numbers 1-10 down the left hand side. 10 indicates a HIGH (a very happy, positive outcome or event), 0 is for a LOW where the very worst things happen (danger, loss, bad news). Somewhere in between are the funny episodes, enjoyable activities, or minor annoyances and arguments. Discuss with your partner then place a coloured dot or cross wherever you feel appropriate. Join them up with a line that clearly shows the pattern of highs and lows. Compare your graph with the others in your class.

CHAPTER 36: THE COSMIC CLOCK

Things to Ponder and Discuss

3. **Discussion:** it is your job to recommend *Amelie Trott and the Earth Watchers* to your local bookshop. Write a letter, explaining why you think it will sell well. What are the main messages the story puts across? You can use the *Author's Note* at the end of the book to help you.

4. On strips of coloured paper or card write as many single words or short phrases that best describe the story in your opinion. Make a display around your classroom walls.

CONGRATULATIONS! YOU HAVE SUCCESSFULLY
COMPLETED ALL OF THE QUESTIONS AND ACTIVITIES
AND NOW QUALIFY FOR AN EARTH WATCHERS'
CERTIFICATE OF EXCELLENCE!

AMELIE TROTT & THE EARTH WATCHERS

CERTIFICATE OF MERIT

Awarded to
WORLD CHANGER

.....

Signed:

(Senior Earth Watcher)

Date:

Answers to Chapter 31. question 3:

What exactly saved Storm from burning, apart from his Stone of Power? There are four different things in this chapter:

1. Storm's Stone of Power

2. The children's prayer

3. The Earth Watchers' green plasma-like liquid

3. 4. Storm's flame retardant varnis
