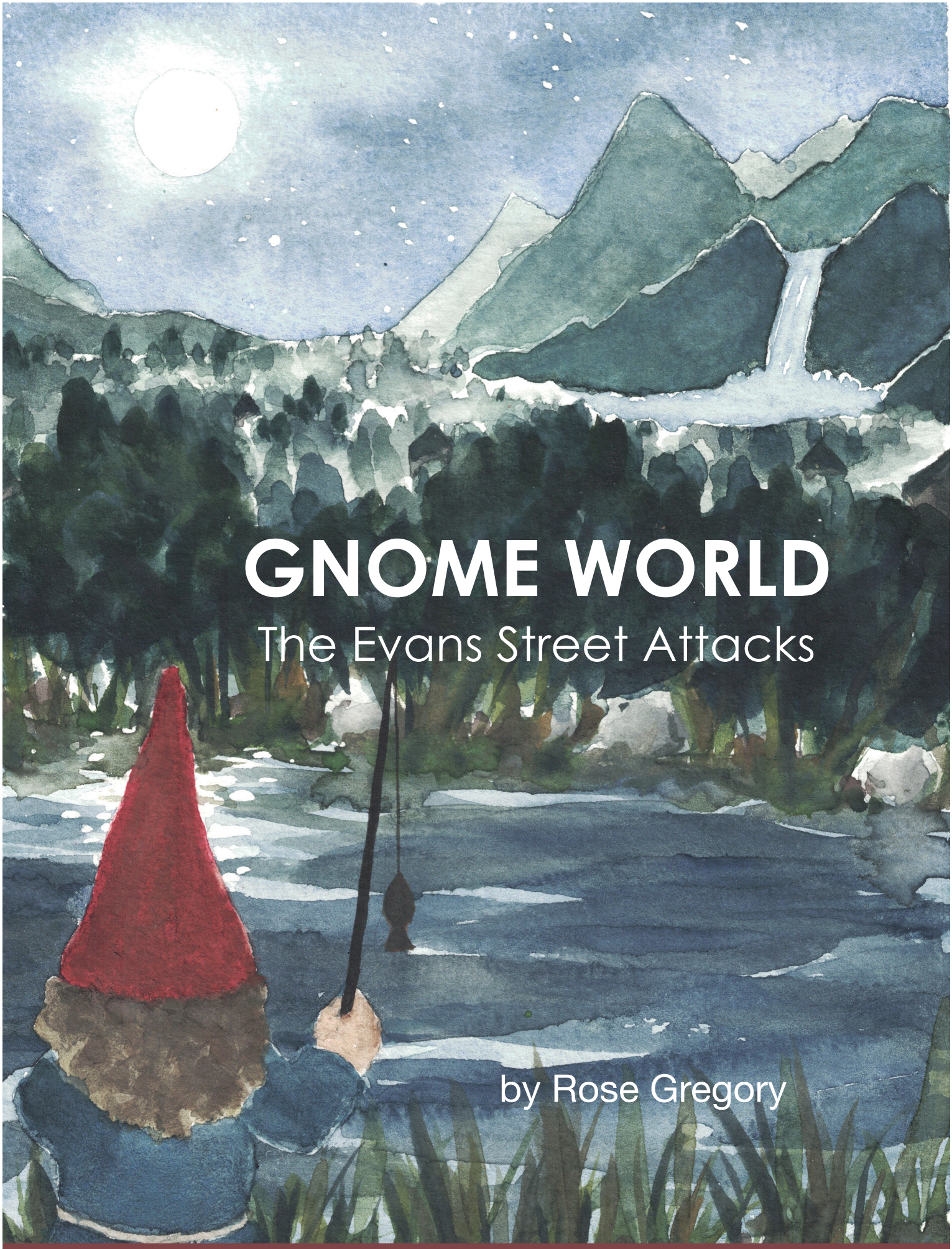

GNOME WORLD

The Evans Street Attacks

by Rose Gregory

SharpReading Level 3

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1 USER LICENCE: For use by 1 person (the buyer) only

Chapter One
The First Attack

There were shadows on the lawn and it would soon be dark. Mondo, the garden gnome, stood beside his pond in the front yard. He did not like fishing! But he had to stand here every day, in his red hat and coat. He had to hold a fishing pole and look as if he was enjoying himself. Fed up, he watched the goldfish swim slowly in the water. Soon he would jump down and run to find his friends. They would have fun all night long!

The man, Gordon, drove his car up the drive and into the garage. At last, street lights began to flash on and Mondo put down his pole. Happily, he jumped on to the lawn, ran to the hedge and slipped through.

It was a fine night with no wind and a big yellow moon. So Mondo kept hidden as much as he could. People liked to go for walks on nights like this and he did not want to be seen. He did surprise a cat which hissed at him. That made him grin. Tonight, the Evans Street gnomes were meeting at the bowling club. It would be good to see them all again! They would have a game with Balto's beautiful new set of marbles.

All of a sudden, Mondo stood still. Three gnomes that he had never seen before were creeping up the driveway to the Riverside Bowling Club. Who were they and what were they up to? They wore blue hats and didn't look like any sort of gnome that Mondo knew. Slowly and carefully, he began to follow them. But he had only taken a few steps when he heard shouts and he began to run!

As he burst into the bowling club, a frightening sight met his eyes. His good friends were under attack! Over a dozen blue hat gnomes were fighting them, some with weapons. A few of them had knives, some had garden tools and one had a beer mug! Old Alfred was fighting back with his cane but he was very wobbly! Mondo had nothing to fight with, not even his fishing pole.

With an angry yell, Mondo ran to help his friends. All those blue hats against eight of them was not fair! He charged at a gnome who was hitting Jugsy. The gnome grunted as he fell down with a thud. Mondo spun around and shoved another blue hat over. He took up the blue hat's rake and began to fight a big fellow who carried a hatchet. He was a wild Viking gnome with a red beard and long red hair.

Mondo fought hard with the rake as the battle went on around him. He could hear shouts of pain, anger and fear. Then, there was a loud snap as the rake broke in two! Mondo threw it into the face of his opponent and ran. He felt a blow on his arm, tumbled over and everything went dark.

When Mondo came to, he rubbed his head and looked about blinking. Two gnomes were limping slowly away, helping each other to walk. Someone was crying - it was Balto. He looked over at Mondo and tears ran down his face as he sobbed, 'They took all my marbles, all of them! Those ugly blue hats took all my marbles, all my beautiful marbles!'

Mondo's head was pounding and one of his arms was very sore.

'Tomorrow night, all meet under the bridge,' he croaked. 'This is war!'

CHAPTER 1: The First Attack Activities

REMEMBERING - Where is the action taking place

1. Draw pictures of the two settings in this chapter - Mondo's front yard and the Riverside Bowling Club - using the descriptions given.

UNDERSTANDING - Show that you understand the story

2. Show that you understand these words from this chapter by writing down what the word means, using it in a sentence of your own and drawing a picture or diagram - **shadows**, **hatchet,** **tumbled**
3. Draw a diagram, a comic strip or write a short poem showing that you know why Mondo has to spend all day fishing in the fish pond.

APPLYING - Using what you know from the story

4. Write a short news item for 'Gnome News' (a newspaper for gnomes) about the blue hats attack in Evans Street. Come up with a good headline.

ANALYSING - Breaking down the chapter to show how it works

5. Use a flow chart to show how the story develops in this chapter.
   Problem: Is there a problem in this chapter and if so, what is it?
   Feelings: How do the main characters feel about this problem?
   Action: What do they do about the problem?
   Outcome: What is the result - Problem solved? New problem?

CREATING - Coming up with new ideas

6. Design a fishing pole that just looks like a fishing pole by day, but at night can be used to fight off blue hat gnomes.

BIG PICTURE ACTIVITIES

Character Profiles

Start a character profile for each of the Evans Street Gnomes that are introduced in Chapter 1. List all the things you have found out about each gnome. When you have enough information, start to draw pictures of what the characters look like.

Story Map

There are two settings in this first chapter. Make a start on a 'Gnome World: The Evans Street Attacks' Story Map that will track all the adventures of Mondo and his friends (you will need a big piece of paper!).
A map is usually a bird's eye view (looking down from above) but you can draw pictures and labels to identify the action and the places mentioned.