



# GNOME WORLD

The Evans Street Attacks

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SharpReading Level 7

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## Gnome World: The Evans Street Attacks

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## Chapter One

# The First Attack

It was late afternoon and long shadows were stretching across the lawn. Mondo, the garden gnome, stood beside his pond in the front yard, fishing pole in hand. The faint orange shapes of goldfish drifted in the murky water below him. He found no great delight in fishing but he was stuck here all day long in his red hat and red jacket, smiling cheerfully as if he *loved* it! He couldn't wait until darkness fell. Then he would be able to jump down from his pose, stretch his little arms and legs and run to join his friends for all sorts of night-time gnome hilarity.

The man, Gordon, drove his car up the drive and into the garage without even a glance in Mondo's direction. At last, street lights flashed on and Mondo grinned, put his fishing pole down and hopped on to the lawn. Then, he scampered over to the neighbour's hedge and squeezed through.

Mondo ran from bush to tree trunk to fence so that he would be under cover as much as possible. It was a fine moonlit night with no wind and people enjoyed walking out on evenings like this, so it paid to be careful. At one point, he startled a cat that hissed at him, and Mondo chuckled. Tonight, he and his friends were meeting at the bowling club where they would play with Balto's beautiful new set of marbles. There were eight gnomes from Evans Street gardens and they were all the very best of mates.

Suddenly, Mondo froze in his tracks. Three blue hat gnomes were creeping stealthily along the hedge beside the driveway to the Riverside Bowling Club. He decided to follow them carefully from a distance but he had taken only a few steps when he heard shouts of dismay and he broke into a run.

As he burst through a narrow gap in the bowling club hedge, a frightening sight met his eyes. His friends Balto, Jugsy, Alfred, Ninbur, Erris, Porto and Dex were under attack from at least a dozen blue hat gnomes. Some of them were using spades, spears, rakes, and hatchets as weapons – and one was swinging a beer mug! Old Alfred was valiantly defending himself with his walking stick but he was very slow and unsteady. Mondo wished that he had some kind of weapon, even his fishing pole.

With an angry yell, he rushed to assist his friends, shoulder-charging a gnome who was threatening Jugsy. The gnome grunted as he fell to the ground with a satisfying thud and Mondo turned and shoved another blue hat down. He snatched the blue hat's rake and began to fight a fierce, red-bearded fellow, a rare Viking gnome with a hatchet.

Mondo fought bravely, trying to keep the Viking at bay with the rake while all around him were cries: some of pain, some of fear and some of rage. The gnomes swarmed about, leaping and kicking, making wild swings with their arms or their weapons. The handle of the rake suddenly snapped! Mondo threw what was left of it in the Viking's face and ran. He was hit from the side by somebody else, crashed to the ground, and everything went dark.

When Mondo came to the battle was over. He rubbed his sore head and looked around at the aftermath. Two blue hats were staggering away with their arms around each other's shoulders, supporting one another. Someone was crying - it was Balto. He looked over at Mondo, tears running down his face as he sobbed,

'They took all my marbles, all of my beautiful collection, the rotten thieves - ugly, mean blue hats!'

Mondo's head was pounding painfully and one of his arms ached from the blows he had received.

He gritted his teeth and his voice rasped ... 'Tomorrow night, all meet under the Riverside bridge. This is war!'

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## CHAPTER 1: The First Attack Activities

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### 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.

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### 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 - **murky, pose, hilarity, stealthily**
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.

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### 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 attention grabbing headline.

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### ANALYSING - Breaking down the chapter to show how it works

5. Use a flow chart (story web) to show the plot development 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?

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### 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.
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## BIG PICTURE ACTIVITIES

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### Character Profiles

Start a character profile for each of the Evans Street Gnomes that are introduced in Chapter 1. List all the character traits you can find for each gnome. When you have enough information, start to draw pictures of what they look like.

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### Story Map

You have been introduced to 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.