



### Ghost Walk



#### A - Comprehension Questions.

1 How many zombies were left at the start of the story?

2. What had Grumpa packed for the tramp?

3. Why did Grumpa rest his hands on the invisible wall?

4. What have white sheets got to do with this story?

5. Why was Grumpa pleased about the black swans?

6. Explain what the 'Red Zone' was.

#### B - Is it True or False?



7. This story is based on true events.

8. A 'Cox's Orange Pippin' is the true name of the swan.

9. The barrier had no sign on it.

10. Grumpa had bushy eyebrows.

### Want Relief

1. Write a list of all the characters in the story.



#### A - Use Only the Pictures.

1. How many birds are there?

2. How many ties are on the tiny ship?

3. How many fire rocks are there?

4. Where are the words, 'AUCKLAND ISLANDS'?

#### B - My Mixed-Up Sentence.



Find this mixed up sentence. The answer can be found on: Page 45.

of, lost, the, two., sight, They'd, other



#### C - Find the Words.

1. Page 47 Letters: 5 Clue: On your body

2. Page 46 Letters: 3 Clue: I'm hungry

3. Page 45 Letters: 5 Clue: Have a drink

4. Page 44 Letters: 5 Clue: Not late



#### D - My Mini Model

Make up your own paper/ card /paydoh / fabric/ lego etc, mini model about something that was in the story.



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### The Longest Walk

## A - Find the Information

1 List all the people in the family, but write them in alphabetical order.

➤

2. Choose one of the people. Then write as much information about them from the information in the journal. Don't forget to include such things as their clothes and what they were carrying.

➤

3. Imagine that your family decided to do this. Write down all the pros and cons (good/bad points), you think there would be of going on a trip like this.

4. Using the following words, make up your own anagram (making new words). You can use letters more than once, (if your teacher agrees). How many words can you get?

## The Longest Walk

➤



5. What has this image got to do with the article?

➤



6. My Jigsaw. Choose something from the article. Your job is then to find some cardboard, fabric etc. Make up a 2d mini model of it. Try and make it look as real as you can. Then your job is to cut it up and make a jigsaw puzzle.



### Kia Māia

1. List all the different colours of the clothing from the story.

➤

2. Using the below words, find, and write down the following information.

Run    Consonants: 2    Vowels: 1    Synonym: Sprint    Opposite: Walk

Quickly	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>
Listening	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>
Laugh	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>
Sitting	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>	➤ <input type="text"/>



## A - Aotearoa / New Zealand

1. Find the Māori words and write the English translations.



Mahi	➤ <input type="text"/>	Whareniui	➤ <input type="text"/>
Hāngi	➤ <input type="text"/>	Tikanga	➤ <input type="text"/>



2. Write all the words from the article which are related to Aotearoa/NZ.

➤

3. What has this image got to do with the article? Explain.

➤





### Changing Lives: The Omeo Story



## A - My Word Meanings

1 Word meanings. Write your own meanings to the below words.

Segway

Solutions

Joystick

Transfer

Archery



## B - Odd One Out

1. Which one is the odd one out? Write your answer in number 2.

Waka ama

Surfing

Baseball

Surfing

2. My Answer, and why I think it is the odd one out?

3. Write as many words as you can that are related to the image below.



## A Mugging in Maths



1 Write down all the mathematical terms mentioned in the play, (things that are related to maths).



2. Write a list of all the teachers mentioned in the play.



3. Choose one of the characters in the play. The write down at least 10 words which describes them. The words do not have to come from the play, but they must describe your chosen character.



3. Using either an Ipad or other device, read the play and record it. You could either do this as a group, or on your own. However you do it, don't forget to use expression and bring the play alive for others who will listen to your recording.

Alternatively, you could also record the play in video if you are choosing to act it out. When you are watching or listening to your recordings, ask yourself, how could I make it even more better next time.