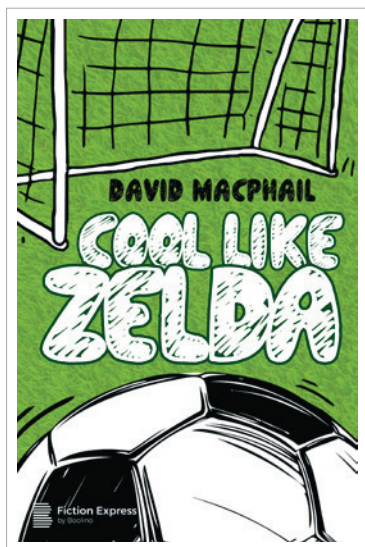


Activities



LEVEL 1

Cool Like Zelda

by David Macphail

Genre Fantasy and myths

Values Self-esteem, confidence, cooperation, inclusion, teamwork

Chapter 3. The Hole

Ash is sure that the strange shop can help her get to the bottom of Zelda's disappearance. She decides to investigate further, and is shocked by what she finds...

Skills addressed



Language and literacy



Digital skills and behaviour



Critical thinking and resilience



Maths, science and technology skills



Cultural awareness and understanding



Personal, social and health awareness and citizenship



Organisation and evaluation skills

CONTENTS

You can tick off the activities that you are working on in class.



READ

Reading lab



Obtain and interpret information within the text

- ☐ Guided reading notes
- ☐ Reading comprehension questions



WRITE

Writing workshop



Develop the art of creative writing

- ☐ Inspire words
- ☐ Character profiles
- ☐ Linking sentences with and / or / but



TALK

Space for debate



Reflect and construct your opinion, individually and working in a group

- ☐ Discuss the options
- ☐ Character discussion



EXPLORE

Creative studio



Dig deeper into the content in a fun way, using different methods of research

- ☐ Instant message chat

ANSWERS

Exercise answers and suggestions for the teacher

**READ**

Reading lab

Guided reading notes

Here you can find some tips to help you in your reading sessions in class.

1

Recap on the previous chapter. Ask: How does Ash know that the shop is involved in the disappearance of Zelda? (The mirror came from the shop; the doll.) Read the first section of the story. What impression does *pulling me closer* give you? (that some magic is controlling Ash)

2

Ask: Why does Ash ask for a glass of water? (so that the shopkeeper goes away) Ask: How do we know that the shopkeeper doesn't think that Ash really needs a glass of water? (She raises her eyebrows and says "*Hmmph. Very well.*") Together, imagine how Ash feels when she sees her own face.

3

Ask: How does Ash work out how to get into the room? (She sees a door.) Read the next section. Ask: Which words make the room seem secret and forgotten? (for example, *swirls of dust, in the darkness, tucked around a corner*) Find phrases that describe the room. (for example, *bare bulb, lined with mirrors*)

4

Ask: What makes Ash begin to compare herself to Zelda? (She sees her reflection and sees how scared she looks.) Discuss the meaning of the word 'sheepishly'. (scared, embarrassed, shy) Compare this to how Zelda would be standing. (*...with her hands on her hips and her chin up, glaring proudly around*)

5

Ask: Why does Ash back away from the mirror? (It seems to be magic and shocking.) Which phrase tells us that she feels the mirror is evil? (*made my skin crawl*) Reread the spell. Speculate on what it might mean. (perhaps that Ash has to do something or something has to be finished)

6

Discuss what might be meant by 'undone'. (perhaps that Zelda will be back) Read to the end of the chapter. Ask: What impression does the phrase *Clouds darkened the sky* give? (that something bad is going to happen) Ask: Could Ash could be a good captain of the football team?



READ

Reading lab

Name:

Reading comprehension

Answer the following questions about the chapter and explain your answers.

1 Why does Ash want the old lady to leave the room?

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2 What do you think “Hmmp” means when the lady says it?

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3 Find and copy two phrases that make the mirror room seem secret and forgotten.

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READ

Reading lab

Name:

4

When Ash looks at herself in the mirror, why does that make her think of Zelda?

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5

Why does Ash back away from the mirror?

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6

When the spell is done.
What might this mean?

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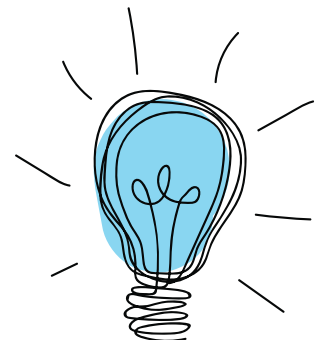
**WRITE**

Writing workshop

Name:

Inspire words

Find these words in the story. Look at how they are used. Cut up the words and put them in a bag. Take turns to pull out a word and use it in a sentence.

edged**glimpse****sheepishly****snatched****split second****swirls**



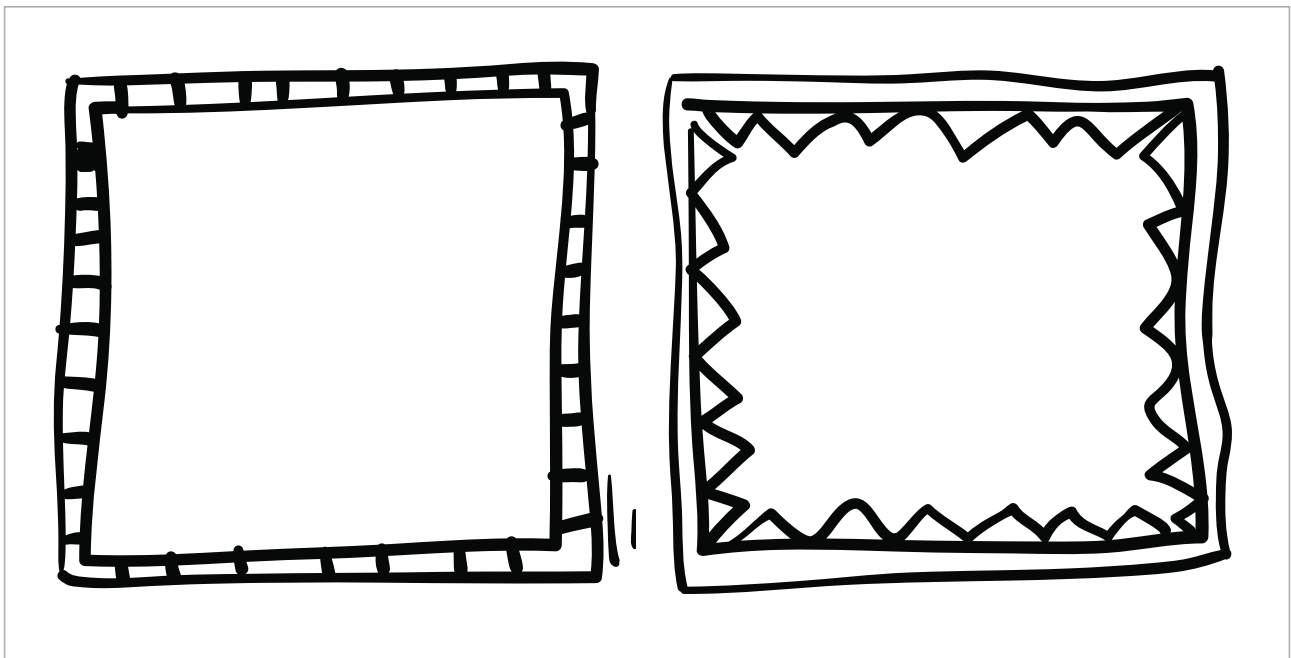
WRITE

Writing workshop

Name:

Character profiles

Using what you have learned about the characters of Ash and Zelda so far in the story, draw a cartoon of each character in the boxes below. Then write a profile for each character, including what they look like and something about their personalities.



by devitaayu on adobestock.com

Ash:

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Zelda:

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**WRITE**

Writing workshop

Name:

Linking sentences with **and / or / but**

Read the following sentences and underline the correct option for each one:

1

Ash did not need a glass or water **and / or / but** she wanted the woman to leave her alone.

2

She either had to stay looking through the hole **and / or / but** she had to try to find the door.

3

Ash was shocked to see her mother in the mirror **and / or / but** she tried to stay calm.

4

The old man was not working in the shop **and / or / but** he was not hiding in the room with the mirrors.

5

Ash left the shop quickly **and / or / but** she hurried home.

6

Mum wore her red top **and / or / but** she hummed to the music.

7

Ash wanted to tell her mum **and / or / but** it sounded too strange.

8

They had to play without a captain **and / or / but** they would not play at all.

**TALK**

Space for debate

Name:

Discuss the options

Discuss in class which of the three options you find most interesting to continue the story and why. Here's a reminder of the options and some key points for each one:

What happens next?

A

Ash becomes captain

At the start of the story, it never seemed like Ash would have the confidence to be captain, but do you think she seems different now? What do you think Ash would be like as captain?

B

A different Zelda is playing for the other team

If Zelda is now playing against the Cheetahs, will Ash's teammates recognise her? And how will it make Ash feel, playing against her old captain, who has not been seen since Ash's wish?

C

The old man from the Mirage Antiques shop appears

The old man sounds like he will be easy to recognise, even though we have not met him yet. Could he solve the mystery of the mirror and Zelda's disappearance? And can Ash trust him?

Character discussion

In pairs or a small group, discuss some of the characters we have met so far.

Do we know much about any of them apart from Ash? Why do you think that is? Do you think other people see Ash in the same way that she sees herself? Do you think Zelda is really as strong as Ash thinks she is?

Do you think Ash seems more confident than she did at the beginning of the book? Give reasons for your answer.



EXPLORE

Creative studio

Name:

Instant message chat

Ash is really worried that she has magically caused the disappearance of Zelda.
Imagine that she is having an instant message chat with Zelda about what is happening.
Write their conversation in the boxes below.



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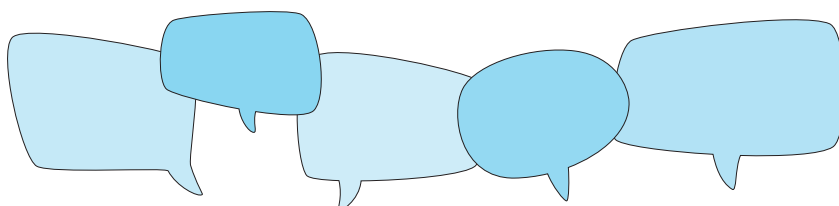
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ANSWERS

Document for the teacher

Reading comprehension (pp. 4–5)

For example:

1. She wants to look through the hole in the wall and thinks that the old lady will either stop her or think she is strange.
2. Perhaps “Oh, really!”, “Likely story!”, “You don’t look very thirsty!”, “Why should I run around after you?”
3. for example, *swirls of dust, in the darkness, tucked around a corner*
4. She sees that she is scared and that she is nothing like Zelda.
5. She thinks it is full of some form of dark magic.
6. When the things that need to happen for the spell are over.

Linking sentences using and / or / but (p. 8)

1. Ash did not need a glass or water and / or / but she wanted the woman to leave her alone.
2. She either had to stay looking through the hole and / or / but she had to try to find the door.
3. Ash was shocked to see her mother in the mirror and / or / but she tried to stay calm.
4. The old man was not working in the shop and / or / but he was not hiding in the room with the mirrors.
5. Ash left the shop quickly and / or / but she hurried home.
6. Mum wore her red top and / or / but she hummed to the music.
7. Ash wanted to tell her mum and / or / but it sounded too strange.
8. They had to play without a captain and / or / but they would not play at all.