

Year 6 Week 1 Spring 2

Focus: Words with silent letters

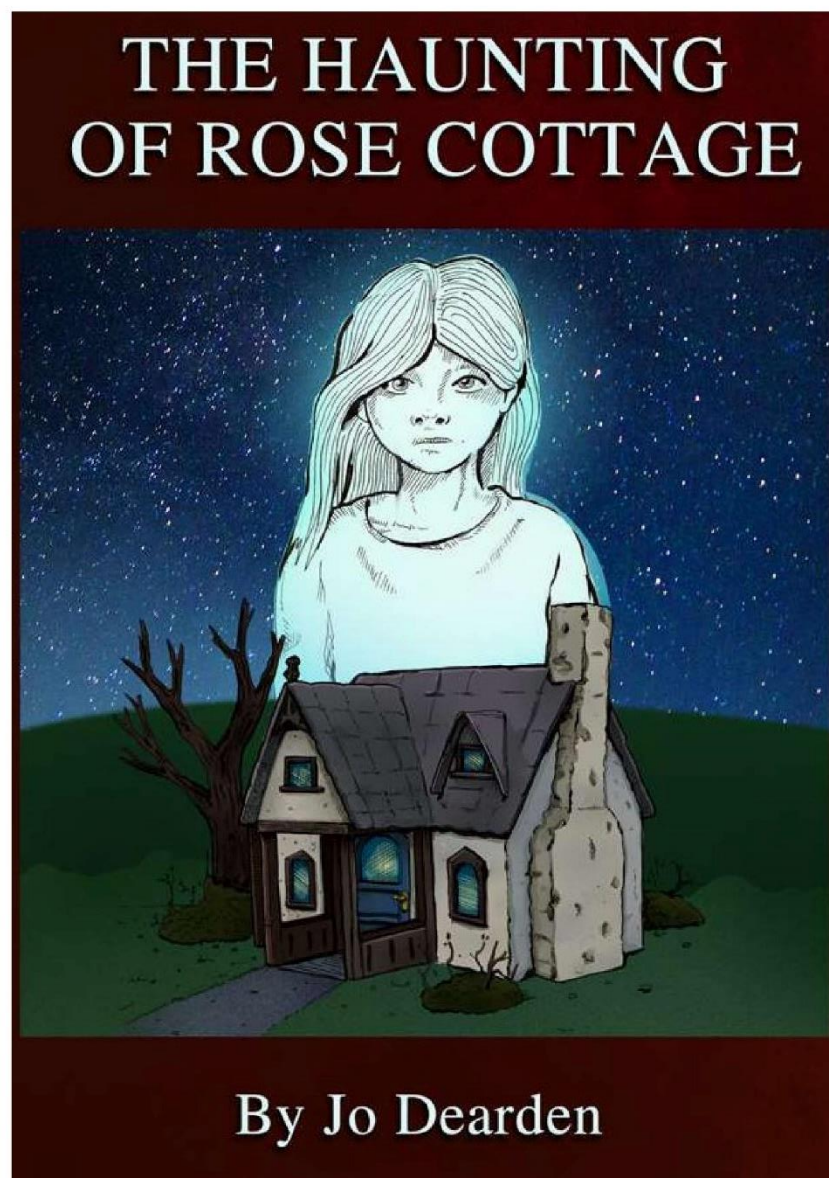
Look Say Cover Write Check

Spellings	1 st Attempt	2 nd Attempt	3 rd Attempt	4 th Attempt	5 th Attempt
<i>fasten</i>					
<i>hasten</i>					
<i>glisten</i>					
<i>moisten</i>					
<i>nestle</i>					
<i>thistle</i>					
<i>whistle</i>					
<i>wrestle</i>					
<i>bustle</i>					
<i>soften</i>					



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The Haunting of Rose Cottage

THE HAUNTING OF ROSE COTTAGE

CHAPTER 1

Fresh Start

"You have reached your destination," the satnav announced in its reassuring but slightly smug sort of way. Cally's mum squinted through the rain that was battering their little yellow car.

"This can't be right," she wailed. "That's a pub, not a cottage."

"I told you satnavs are no good on country roads," Cally sighed.

"Well, it looks like you'll have to go in and ask for directions then," said Cally's mum, drumming her fingers on the steering wheel.

"But it's a pub, and I'm a kid!" Cally objected. "Do I have to?"

"Yes, you do. You're asking for directions, not a pint of beer. I'll stay in the car with Zeph. Off you go."

Cally huffed, slammed her way out of the car and pushed open the door of The Last Drop Inn. There were only two people in the pub: an old man in a flat cap, and the barman who was serving him. Cally took a deep breath.

"Excuse me."

The two men stopped their murmuring. The barman looked up.

"Can you tell me how to get to Rose Cottage please? We're a bit lost."

The barman looked at her blankly. After what seemed like an age, the old man said, "Lass means Malkin Tower."

“Ah,” said the barman. “In that case, you need to go back on yourself ’til you get to the fork in the road, turn left up the hill, keep going, the road gets a bit bumpy, and Mal—I mean Rose Cottage will be on your right.

“There won’t be anyone in, mind. No one’s lived in that place for years.”

“I know,” said Cally. “Me and my mum and little sister are moving in.”

“Good luck to you then,” said the barman.

Cally smiled but, as she headed for the door, she thought she heard the old man mutter, “Aye. You’ll need it.”

“Whoa, look!” said Zeph, as they turned onto the bumpy bit of road. “We’re going up a massive hill!”

Cally followed her gaze. A huge hump of land crouched over them.

“That’s Pendle Hill,” said Cally’s mum. “If it was a couple of hundred feet higher, it’d be a mountain.”

Cally wasn’t convinced. The hill was flat at the top, not pointy. It looked like a beached whale.

The little car struggled on, tossed from side to side by the rocky ground. Cally imagined it was shaking its head saying, “No, no, no.” She knew how it felt. She started to think of all the things she’d left behind: her best friend Binny, her pet rabbit Squidge, and nearly all her cuddly toys. Cally’s eyes filled with tears and the world wobbled. This wasn’t the first time they’d had to move in a hurry.

“Here we are then,” Cally’s mum announced. “Rose Cottage.”

Cally blinked, and blinked again.

“You’re joking, right?”

This wasn’t the Rose Cottage Cally had been expecting. She’d pictured a sweet little house with a thatched roof, white walls and flowers round the door; but everything about this place was dead-looking and dull. The roof was grey and slate tiles lay slipped and shattered on the ground. The walls were also grey; a leafless, thorny bush had crawled up them and clawed at the dirty windows.

“Come on then,” said Cally’s mum, getting out of the car. The rain had eased to a steady drip, drip, drip. She took a set of keys from her pocket and attempted to get into the cottage. “The estate agent said there was a knack to this,” she muttered. “Turn to the right, twist, lift, push. Blasted thing! Turn to the right, twist, lift, push.”

There was a loud groan and the old wooden door heaved open. Standing on the doorstep, Cally felt the air rush around her, like Rose Cottage was sucking it in as if it hadn’t taken a breath in years. She watched her mum and sister step inside and couldn’t help feeling that they’d been swallowed whole.

“Come on. Get in!” Her mum reappeared in the doorway. “It’s cold.”

The inside of Rose Cottage was no better than the outside. The front room was dingy and damp. Bowed beams groaned under a low ceiling, and the furniture hid beneath dusty sheets. When Cally’s mum pulled the sheets back, they revealed a saggy sofa with matching armchair and a rickety old sideboard.

“Hmnm,” said Cally’s mum. “I’m not sure this counts as fully furnished.”

Cally wandered through to the tiny kitchen and peered out of the back window. There was no real garden, just a patch of brownish grass. Why did nothing at Rose Cottage want to grow? Cally continued surveying the barren landscape. It was then that she realised she was being watched! A boy was standing in the field that backed onto the cottage. He appeared to be staring directly at her but when he saw he’d been spotted, he turned and began to walk away up the hill. “Nosy neighbours,” thought Cally. She wondered if she should mention the boy to her mum.

“Bagsy first pick of the bedrooms!” shouted Zeph, as she clattered off up the stone stairs.

Cally found her, twirling around in the larger of the two back bedrooms. Zeph had already staked her claim by plonking a couple of her dolls on the bed.

"Are you sure?" Cally asked.

"Sure I'm sure," said Zeph.

That left Cally with the smaller of the two rooms. She pushed open the door and peered inside. A single metal bed frame rested on bare floorboards. The only other piece of furniture was a dark, ornately carved wardrobe. Cally knelt down to take a closer look. Her fingers traced the curves and gouges in the wood, curling round the jagged leaves and thorny vines leading to... at first Cally thought it was a flower, but then she realised it was supposed to be a face... a girl perhaps, except with strange goblinish features. Cally quickly pulled her hand away.

"This your room then?" Cally's mum appeared at the doorway.

Cally tried, and failed, to force a smile.

"Don't worry," her mum's voice softened a little. "I know this place doesn't look much now but give it a bit of time. It's a fresh start, for all of us."

Cally nodded. She was fed up with fresh starts.

"Right then," her mum said. "It's supermarket sandwiches for tea, then I think we should all try to get a good night's sleep. It'll all look better in the morning, I promise."



Chapter Sequencing

Put these events in the order in which they happened in the story, numbering them from 1 to 5. The first one has been done for you.

Cally noticed that the grass and plants were dead.

Cally, Zeph and their mum arrived at Rose Cottage for the first time.

Zeph ran upstairs to get the first pick of the bedrooms.

Cally ran her fingers over an ornately carved wardrobe.

Cally realised that a boy was staring at her.

1



PSHE – Getting Prepared, New Teachers

Jade's Experience

At primary school, occasionally, I would have supply teachers or a different teacher for music and PE. At secondary school, it is a little different. There are 30 of us in a form group who have the same form tutor – Mr Jones. Mr Jones registers us each morning at 8.40 am and shares any notices with us that we might need to know about and checks our home/school contact books. Once Mr Jones has done all the things he usually has to do, I don't see him again until after lunch, where he registers our form group for the afternoon.

During the school day, I have a range of different teachers who teach me for different subjects. However, these teachers I have, stay the same for the year. For example, when I go to chemistry on a Wednesday, Mrs Holmes always teaches me.

For the first term at secondary school, it took me a little while to get to know my teachers for all the subjects. However, I now know them quite well and they don't have any problems remembering my name.

I really like having different teachers for each subject, it's great as each teacher has a different personality and is super enthusiastic about the subject they teach.

My advice to you is don't be nervous about having to get to know new teachers. At first, I was worried, but very quickly I got used to it. I think it would be really strange and a little boring having the same teacher for every subject now.

Getting Prepared - New Teachers

1

Write in here..

3

Write in here..

2

Write in here..

4

Write in here..

The Haunting of Rose Cottage

THE HAUNTING OF ROSE COTTAGE

CHAPTER 2

Make Friends, Make Friends, Never Ever Break Friends

Cally woke with a start. Darkness was all around her. She thought she could hear a moaning sound coming from Zeph's room. She flicked on the light on her phone and crept out of her room. The moaning had turned to a whimper and Cally could just make out a mound of covers wriggling around on the bed.

"Zeph. Zeph," she whispered, putting out a reassuring arm. "It's ok, you're dreaming. You're just having a bad dream."

Gently, Cally began pulling back the covers. But it wasn't her sister's face that was revealed. It was the dark, goblinish face that had been carved into Cally's wardrobe...

Cally woke with a start. It took her a few seconds to figure out where she was. She'd been dreaming. She'd just had a bad dream, that's all.

It was getting light so she got up and went into Zeph's room. Zeph was already awake and leaning over her bed, playing with her dolls.

"Hey Zeph, sleep well?" Cally asked.

"N'-uh."

"How come?"

"Something kept tapping on my window."

Cally thought for a moment. "It was probably a twig being blown by the wind."

6

The Haunting of Rose Cottage

"It was Janet," said Zeph.

"Who's Janet?"

"My friend. She was tapping so I let her in."

Cally rolled her eyes. "You're nine, Zeph. Aren't you a bit old for imaginary friends?"

"Janet's not imaginary!" said Zeph. "She's playing with me, right now."

"Well maybe *Janet* would like to come downstairs for some breakfast then," said Cally, swiping a doll from the bed and running for the door.

"Hey!" cried Zeph. "Give it back!" But Cally was halfway down the stairs.

In the pale morning light, Rose Cottage didn't seem quite as bad as it had done the night before. The radio had been unpacked and was wittering away in the kitchen, and there was a pan of steaming porridge for breakfast. Cally's mum seemed brighter too.

"Good morning lovelies," she said, as Cally, then Zeph appeared.

"Mu-um! Cally spoiled my game!" said Zeph.

"Well, never mind. There's no time for games now. You start your new school today."

Cally's heart sank. She'd forgotten it was Monday.

"But we haven't even got the right uniform, Mum," she protested.

"Doesn't matter. I've spoken to Mrs Haslam, the Head, and she said you can go in your own clothes for the rest of the week. We'll get you kitted out at the weekend. There must be a shop in the village. If not, I'm sure I can order online."

Cally was just about to point out that Rose Cottage didn't seem to have an Internet connection but she thought better of it. She could see her mum was trying really hard.

7

The Haunting of Rose Cottage

“Good luck,” said Cally’s mum as the girls tumbled out of the car. “And remember... be good, try your best and...”

“Work hard,” Cally and Zeph said in unison. They waved as their mum drove off.

“And what else do we need to remember to do?” asked Cally, giving Zeph a playful thump in the ribs.

“Be normal,” said Zeph.

“Be normal!” repeated Cally. “Do you think you can manage it?”

“Sure,” said Zeph, sucking her cheeks in, crossing her eyes and wobbling her head.

Cally grinned. Then a plump woman with a kind face—Mrs Haslam, Cally guessed—appeared in the playground. She blew a whistle and everyone lined up to go in to class.

“Year Sixes, you’re all being very sensible this morning. In you go.”

As the children began to file past, the teacher beamed at Cally. “Callista! Welcome to Pendleborough Primary.” Cally grimaced a little, embarrassed by her real name. “We’ll buddy you up with someone,” the teacher continued. “Just for today...”

“I’ll look after her, Miss!” said a tall freckly girl with bouncy curls.

“Ah, Amy. That’s very kind. Thank you.”

Amy linked Cally’s arm and quickly dragged her towards the Year Six classroom. Cally craned her neck but she couldn’t see Zeph anywhere. She hoped her little sister would make at least one friend today.

“Good morning. I’m Mr Bolton,” the Year Six teacher said as Cally entered the classroom. “You must be Callista?”

The Haunting of Rose Cottage

“It’s Cally actually, if that’s OK.”

“Of course,” said Mr Bolton, altering the register. “I see you’ve already met Amy.”

“Mrs Haslam said I’ve to look after her, Sir,” said Amy. “So it’s probably best if she sits with me, right?”

“Thank you for the offer, Amy, but as Darcey already sits next to you, I think it will be better if Callista—sorry, Cally sits next to Kingdom, don’t you?”

Amy pulled a face and stomped off towards her seat. Cally looked round the class and found the only child with an empty chair next to them. She sat down next to him, and they exchanged shy half-smiles.

The first lesson was Literacy. Cally quite enjoyed it because she got to make up song lyrics with Kingdom. At break, Amy and her friends flocked round Cally, bombarding her with questions:

“Where you from?”

“What’s your name again, the proper one?”

“Never heard *that* before.”

“When did you get here?”

“Why did you come?”

“How long you staying?”

Cally took a deep breath and answered their questions as well as she could: “I Hackney, that’s in London. Callista, but please call me Cally. Got here yesterday but I don’t really know why we came here, or how long we’re staying.”

Cally struggled to keep her eyes on her interrogators; she was too busy looking for Zeph. She finally spotted her, on her own, walking round the edge of the playground. Cally sighed, and the whistle went for the end of break.

She slumped back at her desk.

"All right?" Kingdom asked.

"It's... it's a bit much," Cally replied.

"Yeah. Those girls..." Kingdom said, shaking his head. "You're like a new toy. They'll soon get fed up of you, if you want them to."

The rest of the day went by fairly quickly: Maths—tricky, dinner—chewy, RE—boring, PE—fun. Then it was home time and Cally rushed off into the playground to wait for Zeph. She needn't have hurried though; Zeph was the last one out.

"How was your day?" Cally asked.

"OK."

"Play with anyone?"

"Nah."

"How come?"

Zeph crooked her finger and beckoned for Cally to come closer.

"Because," Zeph whispered, "Janet said I shouldn't talk to the children in the village. She says they don't understand. She says... they can't be trusted."

Cally frowned but before she could ask Zeph any more questions, Amy and Darcey pushed past arm in arm.

"See ya, Cally," Amy called. "You'll have to invite me round for tea soon. Where is it you live again?"

"Rose Cottage," Cally called back.

For some reason, this stopped Amy and Darcey in their tracks. Then Amy whispered something and the two girls looked at Cally strangely before bursting into a fit of giggles and trotting off.

"Whatever," thought Cally. It had been a long day.



Spelling, Punctuation and Grammar

1. Choose the correct **spellings** to complete the sentences below.

Instead of cereal/serial, Mum served porridge for breakfast.

The school principal/principle greeted Cally and Zeph.

Cally didn't know weather/whether Zeph would make new friends.

2. Explain why a **semi-colon** has been used in the sentence below.

Cally struggled to keep her eyes on her interrogators; she was too busy looking for Zeph.

3. Insert a **pair of commas** in the correct place in the sentence below.

Cally the new girl was surrounded by children who wanted to ask questions.



4. Which sentence contains a **relative clause**?

Tick
one.

Amy linked Cally's arm and quickly dragged her towards the Year Six classroom.

Cally craned her neck but she couldn't see Zeph anywhere.

Cally sighed, and the whistle went for the end of break.

Cally, who was new to the school, attracted a lot of interest from the other children.

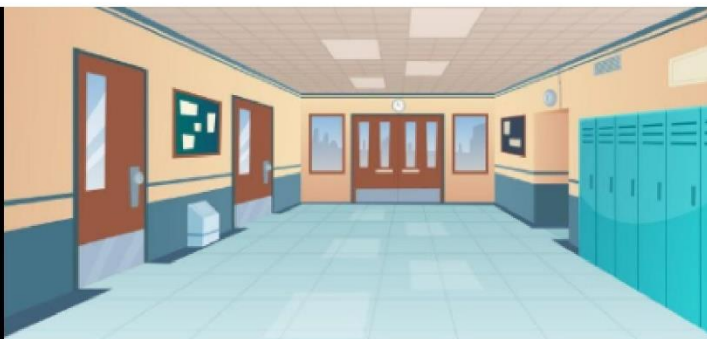
5. *She sat down next to him, and they exchanged shy half-smiles.*

a) What is the name of the **punctuation mark** between the words *half* and *smiles*?

b) Explain why this punctuation mark has been used.

PSHE – Finding Your Way

Leon's Experience



Just one building alone was the size of my entire primary school. How on earth was I supposed to be able to navigate myself around this place? My fears were quickly overcome, within a couple of weeks, I had figured out where everything was and where I needed to be when the buzzer went.

My secondary school could probably fit my old primary school inside it 10 times over but that is no bad thing. I like having a large space to learn in. When I went to visit my old primary school, everything seemed tiny and cramped compared to my new school now.

My advice for you is not to worry about getting lost or having feelings of being overwhelmed by the size of your new school. It took me a few weeks to get to lessons perfectly on time, that's ok. Nobody expects you to know where everything is straight away.

Getting Prepared - 'Finding your way'

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Write in here..

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Write in here..

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Write in here..

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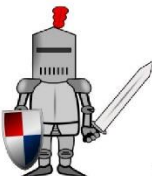

Write in here..


L.O. Can I spell words with silent letters?



Task 3:

Write these sentences in your book and write the correct spelling instead of the picture.

1. Eric used the  to cut out pictures of  for his scrapbook.

2. The  fell off his horse and twisted his 

3.  is my favourite type of fish but it isn't $\frac{1}{2}$ as good as cod.

4. To  strong  you need to do lots of exercise.

5. I don't  what you're talking about.

Task 4:

Read these clues and spell the word that contains the silent letter.

1. The season American people call 'fall'.
2. What you use to write on a blackboard.
3. Something you can do with a needle and wool.
4. You have 8 fingers and 2?
5. Poems have lots ofwords.

Task 5:

Use the letters to unscramble the words and spell a word with a silent letter in them.

1. Owh
2. Ordpuoba
3. btsule

The Haunting of Rose Cottage

THE HAUNTING OF ROSE COTTAGE

CHAPTER 3

The Sleepover

Cally was relieved to see her mum was waiting for them. Getting into the little yellow car felt like climbing into the sun.

"How was your first day?" her mum asked.

"OK," said Cally. Zeph stayed silent.

"Did you make any friends?"

"Sort of," said Cally.

"Nope," said Zeph.

Cally's mum thought for a minute. "Why don't we have a sleepover this weekend? It'll help you get to know your classmates. Invite three each. If they bring sleeping bags and torches, you can all sleep downstairs..."

Cally groaned inwardly. She could see what her mum was trying to do, but Cally didn't want to spend any more time with Amy and her disciples than she had to.

"No thank you," said Zeph.

"Come on," said Cally's mum, giving Cally 'a look'. "It'll be fun!"

Then Cally realised that the sleepover was more for Zeph's benefit than hers. "Actually, yeah," she said, trying her best to sound enthusiastic. "We can make some invites tonight if you like."

12

The Haunting of Rose Cottage

Zeph tilted her head to one side and gave it some thought. "Can the invites have glitter on them?"

"Course they can."

"And can we use your special pens?"

"Yeah."

"OK then," said Zeph.

The girls went into school the next day armed with their exceptionally glittery invites. Cally only really wanted to invite Kingdom but she asked Amy and Darcey too, just to be polite. At first, they all seemed pretty excited by the idea but by the time Friday came, Amy had changed her mind.

"I can't actually come to your sleepover after all," she said, as they walked into class. "My mum said, 'There's no way you're going for a sleepover at Malkin Tower'."

"That's a shame," said Cally, a bit confused.

"And Darcey's mum said the same," Amy continued. "Didn't she, Darcey?" Darcey nodded. "And there's no point asking anyone else. I mean, who wants to go on a sleepover for weirdos and losers?" As if to prove her point, Amy looked directly at Kingdom when she said the word 'losers'.

"Well *my* mum says it's fine," said Kingdom. "I've brought my sleeping bag. I'm looking forward to it."

"What does she mean, 'weirdos'?" Cally whispered to Kingdom as they sat down at their desks. "And why do people keep calling Rose Cottage 'Malkin Tower'?"

"Dunno," Kingdom whispered back. "I wasn't brought up round here either."

"Settle down class," said Mr Bolton. "Kingdom? Cally? Did I hear you mention Malkin Tower?"

"Sorry, Sir," Cally said. "It's not important."

13

"Oh, but it is," said Mr Bolton, suddenly getting quite excited. "There were some *very* strange goings on in the Pendle Hill area about four hundred years ago. As our topic this term is 'myths and legends', I'd like you to work on a project together." Cally and Kingdom nodded. "Do some research and write a report on your findings," Mr Bolton continued. "The local library's a good place to start. I'm sure you'll find it all rather interesting... as long as you're not easily spooked."

Only Kingdom came to the sleepover in the end. Zeph said no one from her class could make it, and Cally didn't want to ask anyone else.

They had pizza and chocolate cake, then Cally's mum tried to get a real fire going so that the front room would feel nice and cosy. She managed to light a couple of logs but the smoke they gave off began billowing back into the room.

"Chimney must be blocked," said Cally's mum. "I bet it hasn't been swept for ages." She got a broom from the kitchen, shoved it up the chimney, handle first, and began waggling it about.

Cally got as far as saying, "Are you sure that's a good i—?" when an avalanche of soot skittered down the chimney and thunked into the room. Cally's mum stood there blinking, looking like a surprised, dusty owl.

"It's OK, Mum, we'll tidy up," giggled Cally. "You look like you could do with a shower."

As soon as she began sweeping, Cally heard a tinkly, chinking sound. Puzzled, she bent down and began poking about. There, in the mound of soot, was a little bottle. Her mum must have dislodged it when she tried to unblock the chimney. Cally went to wash it off in the kitchen sink. Kingdom and Zeph came over to take a closer look.

The bottle was made of cloudy green glass. It was sealed with a cork stopper at one end; the other end was rounded, not flat, which meant it could only lie on its side.

"A bottle that doesn't stand up," said Kingdom, turning it over in his hands. He gave it a shake. It made a soft rattling sound. There was something inside.

"Rice?" suggested Cally.

"Diamonds!" said Zeph.

"Hundred-year-old diet Coke?" joked Kingdom, easing out the cork. He tipped the contents onto the work surface. "Pins," he sighed. "It's just a load of rusty pins."

Disappointed, they left the bottle on the side and finished clearing up.

As Rose Cottage still had no TV or Internet connection, the three children lay on their sleeping bags and decided to have a dinosaur Top Trumps marathon. One game went on so long that Cally had to let Zeph win in the end.

"What shall we do now?" asked Zeph. "We could play I Spy?"

"We could," said Kingdom. "But I've got a better idea." He got his torch and shone it up from under his chin, giving his face a deathly glow. "We could tell each other... spooky stories... mwah-ha-haaa!"

Zeph squealed with delight. By now, it was dark and windy outside.

"Not *too* scary, though," said Cally, nodding towards Zeph. Zeph had a vivid imagination and Cally didn't want her little sister having nightmares.

"OK," said Kingdom, passing the torch to Cally. "In that case, you start."

Cally shone the torch under her own chin and thought for a few moments.

"So, once upon a time..." she began.

"That's not how ghost stories start," complained Zeph.

"Well, it's how this one starts," Cally said. "Once upon a time there was a woman who was staying at an old manor house. She heard a noise in the middle of the night and got up and looked out of the

window. A glass-sided carriage, pulled by two black horses, was waiting on the driveway below. The coachman turned and looked up at the woman; his face was wrinkly and covered in warts. 'Room for one more,' he called, nodding towards the carriage. When the woman looked closely she saw that the carriage contained five coffins stacked side by side. She ran back to bed, pulled the covers over her head and eventually fell back to sleep. When she woke the next morning she decided to check out of the spooky manor house.

"Later that day the woman went shopping in a big department store. She wanted to take the lift down from the top floor but when the doors opened, she saw it was very crowded. The lift operator turned to face her. 'Room for one more,' he said, jerking his thumb over his shoulder. The man had the same wrinkled, warty face as the carriage driver from the night before! 'I-I'll take the stairs instead,' the woman stammered. Then, the lift doors whooshed shut and the woman heard a terrible creaking, crashing sound followed by a loud thud. The lift had malfunctioned and fallen down the lift shaft!"

"That is pretty scary!" said Zeph.

"I'll give that one seven goosebumps out of ten," laughed Kingdom. "But I've got a story that's even scarier..." He took the torch from Cally and shone it under his chin.

"So, there's this guy and he's putting his kid to bed one night and the kid says, 'Daddy, Daddy, can you look under the bed and check for monsters?' So, the guy says, 'Sure,' and he looks under the bed and says, 'No, no monsters tonight.' And the kid goes, 'Daddy, Daddy, are you sure there's no monsters under the bed?' So, the guy looks under the bed again and says, 'There are definitely no monsters under the bed tonight.' And the kid says, 'Daddy, Daddy, check for monsters and look properly this time!' So, the guy, who's getting pretty fed up now, says, 'OK, I'll check for monsters one last time.' And the guy gets down on his hands and knees and has a really good look under the bed... and sees his little boy hiding there in the shadows. And this little boy whispers, 'Daddy, Daddy, I think there's a monster on top of my bed...'"

"No way!" said Cally, as tingles tumbled down her back.

"Tuh? How's that scary?" said Zeph. "How can there be two boys the same?"

"Because the real boy was under the bed, you noggin!" explained Cally.

"Well, I'm still only giving it one goosebump out of ten," said Zeph.

Then it was Zeph's turn. She took the torch and twirled it around while she thought of a story. After a while Kingdom started fake snoring.

"Come on, Zeph, sometime tonight," said Cally.

"Shhh. I'm thinking," said Zeph, still twirling.

It was getting late. Every so often, a clanging sound could be heard in the distance, like a door banging shut. Cally felt a draught pass over her shoulders. She buried herself deeper into her sleeping bag, then she noticed that Zeph's torch was still. It was shining on a face that looked like Zeph's but seemed strangely lifeless. Zeph opened her mouth to speak. But the sound that came out was not Zeph's usual sing-songy voice. This voice was deep and rasping, like something half-strangled...

"Beware!" said Zeph. Her eyes flickered and rolled up to the top of her head, making them look nearly all white. "Beware the thing that looks like a boy! Beware the thing that looks like a brown dog! Be gone from this place..." she continued, "... and leave your second-born child. And she shall have butter and meat and ale. And she shall eat and drink but never be full."

Cally began to tremble. Then she did the first thing that came into her head.

"Mu-um!"

She shouted for her mum.

THE HAUNTING OF ROSE COTTAGE

CHAPTER 4

The Best Way to Bury a Witch

"Mum!" Cally shouted, more urgently this time.

Cally's mum came clattering down the stone steps in her pyjamas. "Wh-what's going on?"

"Zeph's gone weird, Mum. She went pale and started talking funny."

"Like what?" Cally's mum rushed over and put her hand on Zeph's forehead. "Was she slurring her words?"

"Not exactly..."

"She's boiling hot. Was she having one of her turns?"

Cally shrugged helplessly. Zeph was beginning to come round, as if waking from a deep sleep.

"I don't like it here," she mumbled. "I want to go home." She was groggy and confused, but at least it seemed like the real Zeph was back.

"Come on," said Cally's mum gently. "Let's get you some medicine for that temperature. Cally, can you get a glass of water please? I think it's better if she sleeps upstairs with me tonight. Will you two be OK down here?"

Cally and Kingdom exchanged a look, and then nodded.

"What was *that* all about?" said Kingdom, after Cally's mum and Zeph had headed off to bed.

"I really don't know," said Cally. "When Zeph was little she used to have these things, funny turns my Nan called them. Sometimes she'd shiver and shake, other times she'd just stare off into space. Epilepsy, the doctors said, but we thought she'd grown out of it."

"Do you think it's come back?"

"Maybe. No. Oh, I don't know. She's always been a bit... odd, that's just Zeph but since we moved here... there's been other stuff too."

"Like?"

"Like Janet, the friend she's invented."

"Moving house and moving school are pretty big deals," said Kingdom. "Maybe it's just her way of coping?"

"Could be," said Cally. "But that voice thing. She's never done *that* before."

"It creeped me out," Kingdom admitted.

"Me too," said Cally. "It was way creepier than our stories. Like, ten goosebumps out of ten creepy."

"Eleven more like."

The two friends chatted for a little while longer, then they both fell into a deep, dreamless sleep.

The next morning, Zeph seemed a lot better but Cally's mum wanted to take her to hospital to get her checked over just in case. This meant that Cally and Kingdom had to hang out at Rose Cottage until Kingdom's mum could collect him. It was a bright, dry day so they went out into the garden. They were just trying to work out if a dead-looking tree could support a rope swing, when Cally got the feeling she was being watched. Instinctively, she looked up and there, standing in the field beyond the garden, was the boy she'd seen on her first night at Rose Cottage.

Kingdom followed Cally's gaze. "Hey!" he called out.

The boy turned away, as if to go, but then seemed to change his mind and started heading towards Rose Cottage instead. In no time at all he was standing on the opposite side of the garden wall.

"You shouldn't stay here," he said, gesturing at the cottage. "It's a bad place."

"Oh," said Cally, not really knowing what to say to that. "I'm Cally, and this is Kingdom."

The boy nodded. "James," he said.

Up close, Cally could see he was about fourteen, maybe fifteen years old. He was a big lad, dressed strangely in a loose, ragged shirt and trousers made from itchy-looking brown material. Cally wondered if he'd been rehearsing a part in a play.

"What school do you go to?" Kingdom asked.

"Don't go."

"Are you home-schooled then?" Cally asked. James looked at her blankly.

"Does your mum teach you, to read and write and stuff?"

"My mother's dead," said James, matter-of-factly. "So's my father."

"Oh," said Cally. "I, I'm sorry. Do you live with your grandparents?"

"My gran's dead an' all. I'll show you where she's buried if you like."

Cally and Kingdom both looked puzzled.

"Oh-kay..." said Kingdom doubtfully.

"Dandy, here now," called James. A small brown dog appeared and James set off up the hill. He had a long stride and the two friends had to run-walk to catch him.

"Is there a church up here?" Kingdom huffed, trying to keep up.

James stopped walking for a moment and shook his head. "They don't bury witches in churchyards," he said.

"Weirder and weirder," thought Cally. She wondered if they should be following this boy at all.

James led them through a wooded area and up a steep bit of ground until they came to a level clearing. "Here she is," he said. Cally and Kingdom turned around. They'd climbed a fair way up Pendle Hill by now and the view was pretty impressive. A patchwork of green and brown unfurled beneath them. They could see trees and sheep and a flooded quarry that was so far away it resembled a puddle. But they couldn't see a gravestone, or a wooden cross or any other clue that a person was buried close by.

Sensing their confusion, James patted the large round stone he was leaning against.

"You mean, your gran's buried here?" asked Cally.

James nodded. "Best way to bury a witch is to roll a stone o'er top of her, to make sure she can't get back out."

"So how long has she, er, been here?" Kingdom asked, not sure whether James was joking or not.

"A long time. She comes and goes as she pleases though. Y'see, years and years and years ago, someone moved the stone. There's been trouble ever since."

Dandy gave a sharp yip and ran off, tail wagging, nose close to the ground.

"I'll have to go after him," said James. "Once he gets the scent of summat good, he won't come back, no matter how much I call."

"Bye then," called Cally, as James chased after his dog. "It was nice to meet you."

The Haunting of Rose Cottage

James turned and shouted something back but his words were whipped away on the wind. Cally craned her neck. "What did he say?"

"Something about looking after someone," said Kingdom. "I didn't catch who."

Cally and Kingdom studied the boulder. Cally pointed to a word scratched into the side and sounded out the letters... "D-B-M-D-I-K-B... what do you think it means?"

"Maybe it stands for something?" said Kingdom, coming round to take a closer look. "Oh, I think those B's are meant to be E's. So that would spell D-E-M-D-I-K-E..."

"Demdike?" said Cally. Kingdom shrugged.

There were marks on the underside of the stone too. Cally knelt on the ground beside the boulder. "Could be an animal's den?" she said. "Like a fox or a badger?"

"Or, it could be a witch's grave after all?" said Kingdom, making scratching movements with his clawed hands.

"Stop it. That's not funny," said Cally. "This whole thing's beginning to freak me out."

"I don't have any plans this afternoon," said Kingdom. "We could make a start on that project of Mr Bolton's... it might give us some answers."

Cally got to her feet, dusted off her knees and gave a determined nod.



Comprehension Questions

1. Why did Mum suggest having a sleepover?
 - a to help Cally make some friends
 - b to keep the girls busy so she could decorate
 - c so that the girls could sleep downstairs
 - d because it was going to be a rainy weekend
 - e to help Zeph make some friends
2. *Cally groaned inwardly.*
This means that...
 - a she made a quiet groaning sound.
 - b her groan could only be heard inside the car.
 - c those around her didn't know she was groaning.
 - d she sounded like she was in pain.
 - e she made a loud groaning sound.
3. Cally wasn't keen on having a sleepover because she...
 - a didn't want her little sister to be there.
 - b didn't want to spend time with Amy.
 - c was feeling so tired.
 - d didn't like her new house.
 - e wanted to spend some time alone.
4. What did Cally discover in the mound of soot?
 - a a message in a bottle
 - b a bottle filled with rusty pins
 - c a bottle containing diamonds
 - d a broken bottle
 - e a bottle filled with a purple potion



5. *This voice was deep and rasping, like something half-strangled...*
The word *rasping* tells you that the voice was...
- a unpleasant, harsh and grating.
 - b extremely high pitched.
 - c loud.
 - d quiet and squeaky.
 - e calm and soothing.



Comprehension Questions

1. Mum decided that Zeph should sleep upstairs with her...
 - a so that she could monitor Zeph's temperature.
 - b because the ghost stories were too scary for Zeph.
 - c to give Cally and Kingdom more space downstairs.
 - d because Zeph had been misbehaving.
 - e because Cally and Kingdom were keeping Zeph awake.

2. Where did James take Cally and Kingdom?
 - a to a church
 - b to a large graveyard
 - c to his mother's grave
 - d to his family home
 - e to his grandmother's tomb

3. James said that his grandmother had been...
 - a a fortune teller.
 - b a witch.
 - c a healer.
 - d a poet.
 - e an artist.

4. Why did James leave Cally and Kingdom in a hurry?
 - a because he was frightened
 - b to get back to his mum
 - c to run after Dandy
 - d because he had to go to work
 - e so that he could get home before the sun went down



5. Cally found it difficult to read the word on the boulder because...
- a the letter D was not clear.
 - b the letter E was not clear.
 - c the letter B was not clear.
 - d the letter M was not clear.
 - e the letter K was not clear.



Understanding Mosques

22/06/2020

Learning Objectives:

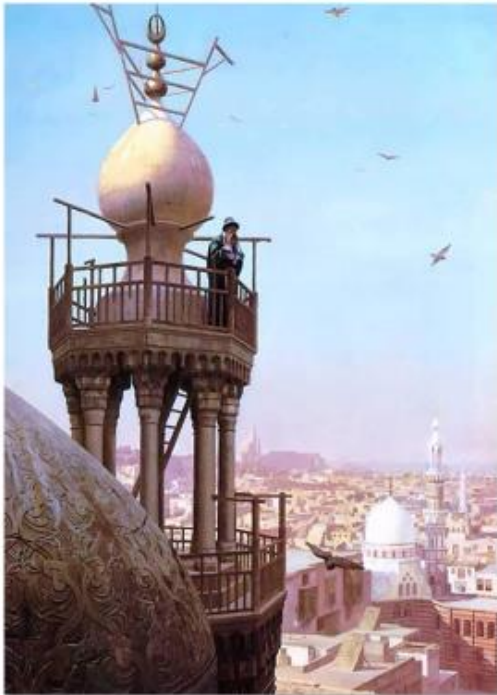
- 1) Identify the main features of a Mosque.
- 2) Explain why those features are so important.



Mosques – Outside Features



What is the function of a minaret?

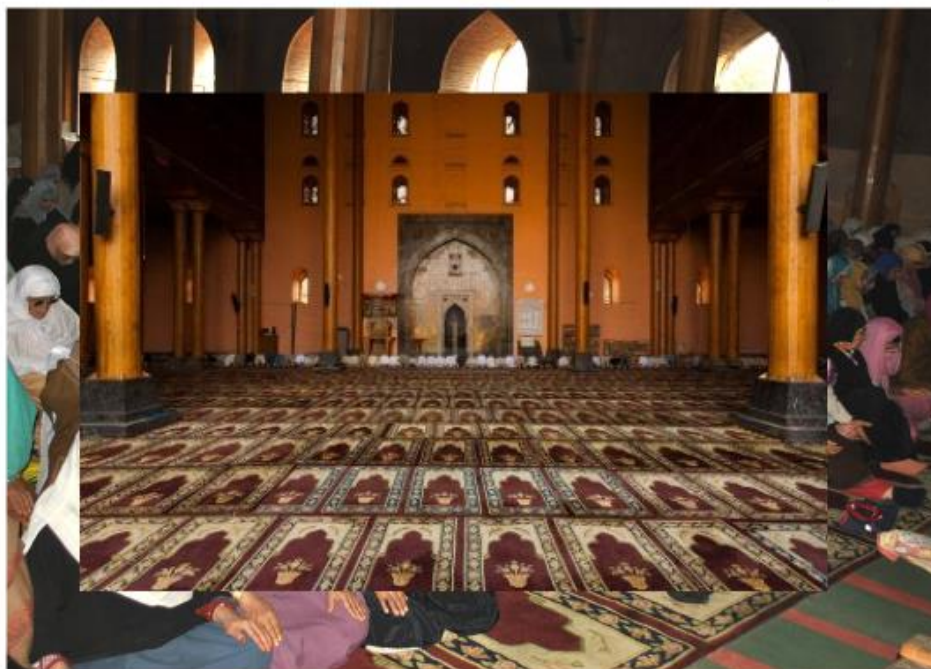


A '**muezzin**' is a person who performs the '**call to prayer**' (or '**adhan**').

Many modern mosques have a speaker system and the **adhan** is called with a microphone from the prayer hall.

The prayer hall is known by Muslim people as a '**musallah**'...

Musalla (prayer hall)



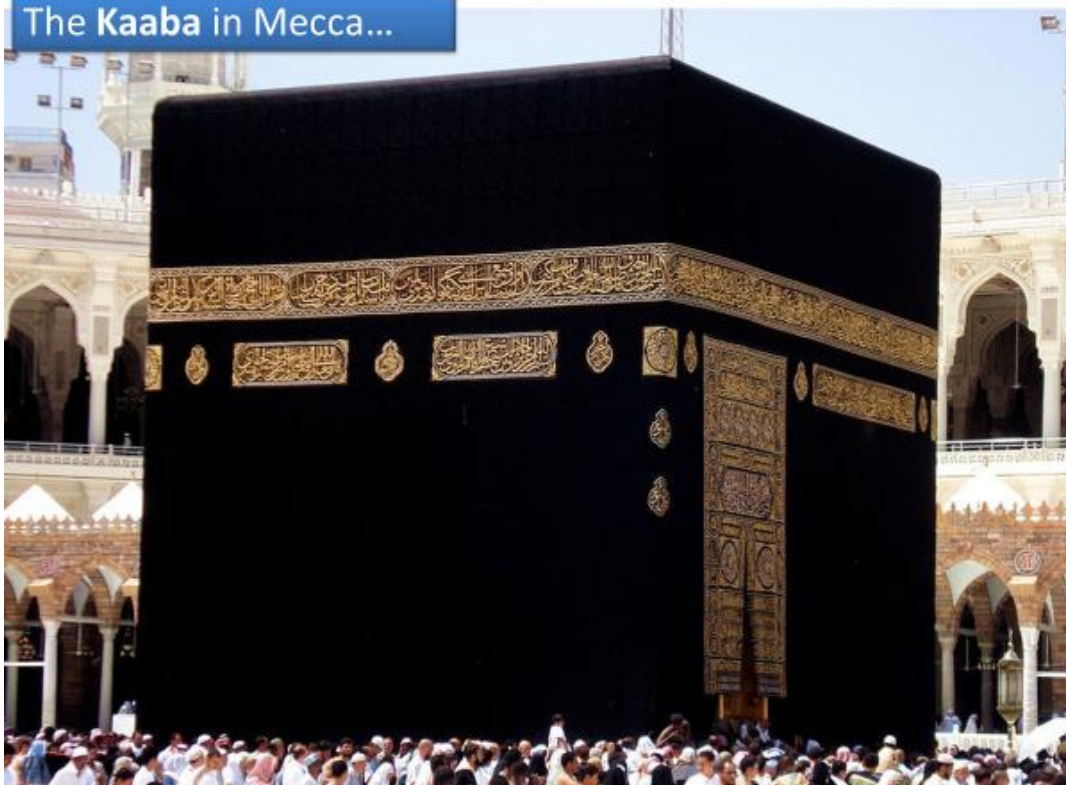
The Mihrab (showing the direction of Mecca)



The **Mihrab** is a part of the inner wall of the prayer hall which shows Muslim people which direction to face when they pray.

The right direction is called the '**qibla**' – and shows the direction towards the '**Kaaba**' which is a special pilgrimage site for Muslim people.

The Kaaba in Mecca...





The Minbar

A minbar is a raised platform from which the **imam** (prayer leader) gives sermons.

Area for 'Wudu'



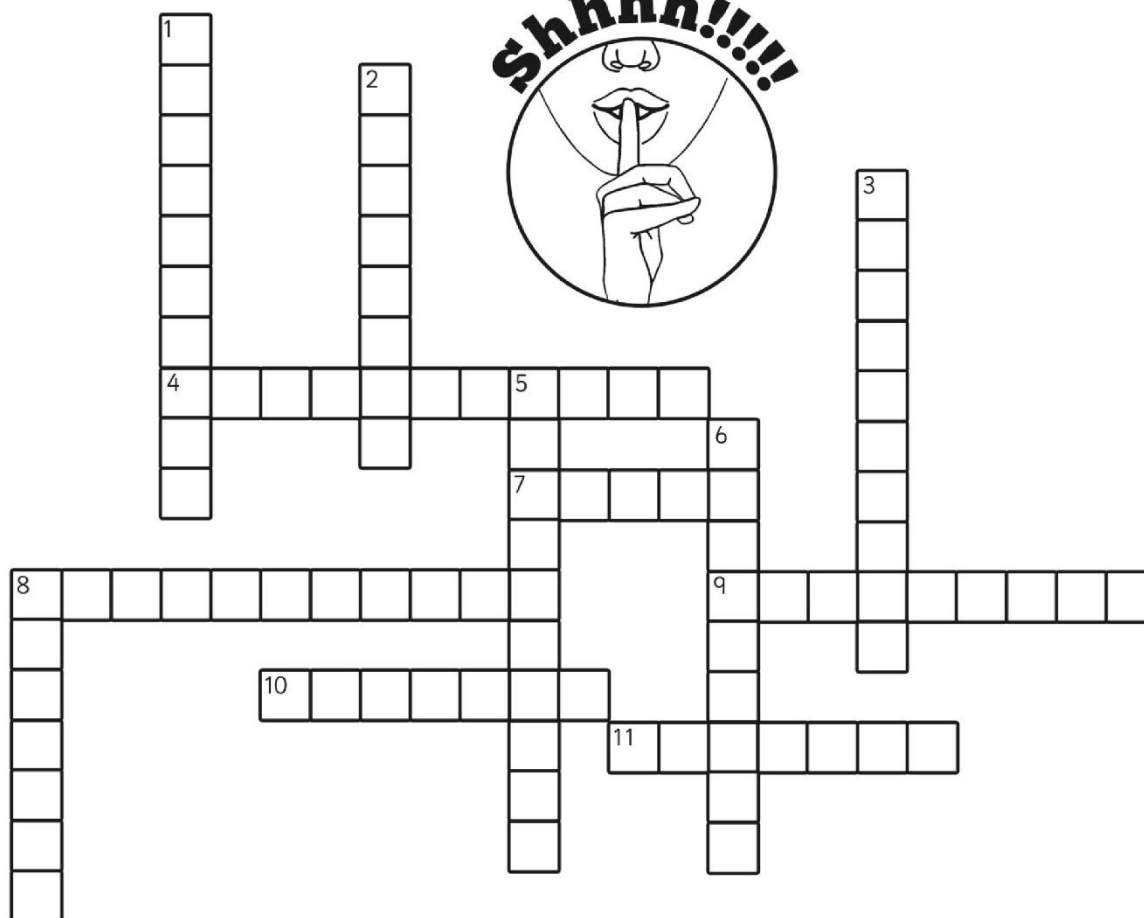
'Wudu' is a ritual washing and cleaning of the body which Muslims people perform before prayer.

Why do you think Muslim people feel it is important to do this?



Date _____

Name _____



Silent Letter Puzzle

Across

4. We can all help to look after the _____ by remembering to switch off lights and recycle paper.
7. If the end of two words sounds the same, like house and mouse, they are said to _____.
8. To find this value in degrees celsius, you use a thermometer.
9. When you buy something new, the shop will give you a _____. This is like a promise to replace the item if it goes wrong.
10. Cars, buses, lorries and motorbikes are all types of _____.
11. "Oh dear, I've eaten too much cake. I've got a _____ ache!"

Down

1. The organisation which runs a country is called the _____.
2. A place for burying the dead.
3. Do you need to check a word? Look in this book!
5. Roald Dahl wrote a book called "George's _____ medicine".
6. This person sits next to you in class or lives next door.
8. "On the _____ day of Christmas, my true love sent to me 12 drummers drumming..."

The Haunting of Rose Cottage

THE HAUNTING OF ROSE COTTAGE

CHAPTER 5

A Wonderful Discovery of Witches

By the time Cally and Kingdom had walked down to Rose Cottage, Cally's mum and Zeph were back from the hospital. The doctors couldn't find anything wrong with Zeph—her temperature, blood pressure and breathing were all normal—but they said they'd run some more tests if it happened again. Cally's mum still looked worried though.

"It's not just last night's *episode*," she said, lowering her voice and reaching into her pocket. She pulled out three glittery sleepover invites. "I found these in the bottom of her school bag. They haven't been opened. I don't even think she gave them out."

Cally thought for a minute and then said, "Has she told you about Janet, her imaginary friend?" Cally's mum shook her head.

"She said that Janet had told her not to speak to any of the children in the village..." Cally continued.

"Oh Zeph," sighed Cally's mum. "Why do you always make everything so hard for yourself?"

"I'll go and check on her," said Cally. "Try not to worry too much."

Zeph was in her room, supposedly resting, but, when Cally went up, she was playing with modelling clay. Zeph had already made quite a few figures and had lined them up on the windowsill.

"I'm creating," said Zeph, not taking her eyes off the lump she was rolling in her hands.

"These are really good," said Cally. "Let me guess, that's me, that's you and that's Mum."

"Yep."

23

The Haunting of Rose Cottage

"And who are these?"

"Those are the mean girls from your class," said Zeph, "And that one's James. And that one's Dandy the dog." Cally looked more closely. The little clay figures did look a lot like the boy from this morning.

"I didn't know you knew James," said Cally.

"I don't," said Zeph. "Janet made those." Cally's eyes widened.

"She calls them clay pictures," Zeph continued. "And she showed me a secret." Zeph put down the half-made model she was working on and picked up the figure of Amy. Then she took hold of one of the little clay hands and rubbed it between her finger and thumb. "Janet says if I do this when the clay is dry it will crumble. And 'revenge thee of her'."

"Oh-kay," said Cally. "That's very... interesting. I can see you've been working really hard. But maybe you should finish up now and try and have a little sleep?"

When Kingdom's mum arrived, the two friends asked her to drop them off in the village so they could start their research on the history of Pendle Hill. They couldn't find the library at first but after walking up and down the main road for a while, they turned down a side street and there it was. It was a grand building for its size, made from honey-yellow stone with two pillars standing sentry at either side of the entrance.

Once inside, the hustle and bustle of the outside world faded away. Cally and Kingdom were the only ones in the library, apart from the librarian who was sitting behind the enquiry desk. He was tubby, grey-haired and pink-cheeked. "How can I be of service?" he beamed, as Cally and Kingdom approached.

"We're doing a project," Kingdom explained. "Our teacher's asked us to research Pendle Hill."

"Of course. Of course. I'm Mr Potts," the man said. "So pleased to meet you, Kingdom. So glad you could come, Cally. Please... come this way."

24

The Haunting of Rose Cottage

"How does he know our names?" Cally whispered, as they followed him through a maze of bookshelves.

"Maybe he knows Mr Bolton?" Kingdom whispered back.

"Here we are then," Mr Potts gestured towards the back of the library. "The history of Pendle Hill awaits."

Cally scanned the shelves. There were *a lot* of books. "Are there any in particular you'd recommend?" she asked.

"Well," smiled Mr Potts. "There's always *The Wonderful Discovery of Witches in the County of Lancaster*, a most splendid document. But I fear that you'll find the language quite impenetrable, it being written over four hundred years ago. Why don't you just... see what takes your fancy?"

After Mr Potts had waddled back to his desk, Cally and Kingdom scooped up a pile of books each and began working their way through them. It didn't take long before they came across some interesting information.

"Listen to this," said Cally, pointing to a page. "In 1612 a beggar woman called Alizon Device confessed to being a witch. She'd cursed a pedlar and he'd fallen to the ground, paralysed. Alizon was the granddaughter of Elizabeth Southern, an elderly woman known locally as... Old Demdike!"

"No way," said Kingdom.

Cally began skim reading. "Alizon is questioned by a local judge... blah blah blah... she accuses her neighbour, another old woman known as Chattox, of being a witch, and her daughter Anne too... Alizon, Demdike, Chattox and Anne are all sent to Lancaster Castle to stand trial for witchcraft."

Kingdom whipped out his phone and took a photo of the open book.

"It gets worse," said Cally, turning the page. "Demdike's daughter Elizabeth and her children... James and Jennet... are then questioned. Jennet, who's only nine, is called to give evidence at the trial and she says that her family *are* all witches. She says she saw them plotting with other witches, at their home... Malkin Tower."

The Haunting of Rose Cottage

"Whoa," said Kingdom. "Malkin Tower? Are you thinking what I'm thinking?"

"That Rose Cottage used to be Malkin Tower?" said Cally.

"And that the name Jennet sounds a lot like the name... Janet!" Kingdom added. "What happened next?"

Cally read on silently in her head for a while. "It looks like Elizabeth, Alizon and James were all found guilty of witchcraft. They were hanged on the 20th of August 1612."

"So, Jennet dobbed in her own brother, sister and mother and they all ended up dead?" said Kingdom with a shudder.

"And some of her neighbours too," Cally added.

"That's one sick game of Happy Families," said Kingdom. "I guess she still had Old Granny Demdike, right?"

Cally shook her head. "Demdike was really old. She died in Lancaster jail before the trial even took place."

"Hmmm. I could do with some fresh air," Kingdom said. "Let's get some food and then come back and carry on?"

Cally agreed. On their way out they passed Mr Pott's desk. "Did you find what you were looking for?" he asked.

"Sort of," said Kingdom. "We're just taking a little break."

"We've found out quite a lot about Pendle Hill, but I want to do some more research on Rose Cottage," explained Cally. "I live there and a lot of strange stuff's been happening since we moved in."

"Ah," said Mr Potts, "Then it's probably best I direct you to our newspaper archive. It contains all sorts of articles related to the more... recent goings on. Seek me out when you return."

Cally and Kingdom stepped out of library, their heads buzzing with more questions than answers.



Open-Ended Questions

1. Write down a **synonym** for *worried* that could be used in the sentence below.

Cally's mum still looked worried though.

2. Look at the paragraph beginning: *"It's not just..."*

Why was Mum worried about the unopened invites?

3. Look at the paragraph beginning: *Zeph was in...* to the paragraph ending: *...Cally's eyes widened.*

Explain why Cally's eyes widened.

4. Look at the paragraph beginning: *"She calls them..."* to the paragraph ending: *...a little sleep?"*

Why did Cally suggest that her sister should try to have *a little sleep*?

5. Look at the paragraph beginning: *"Listen to this..."* to the paragraph ending: *...What happened next?"*

Earlier that day, Cally and Kingdom met a boy called James who had taken them to his grandmother's grave where there was a stone marked *Demdike*.

Explain why that seems impossible.

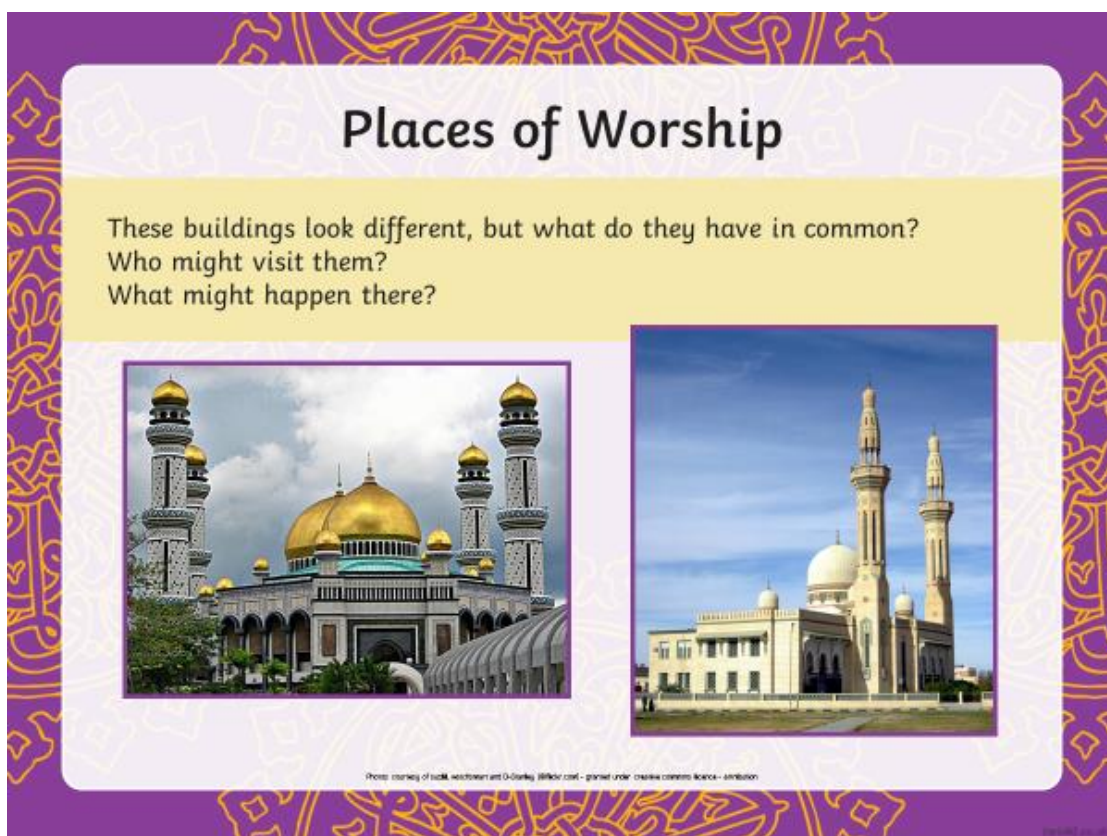
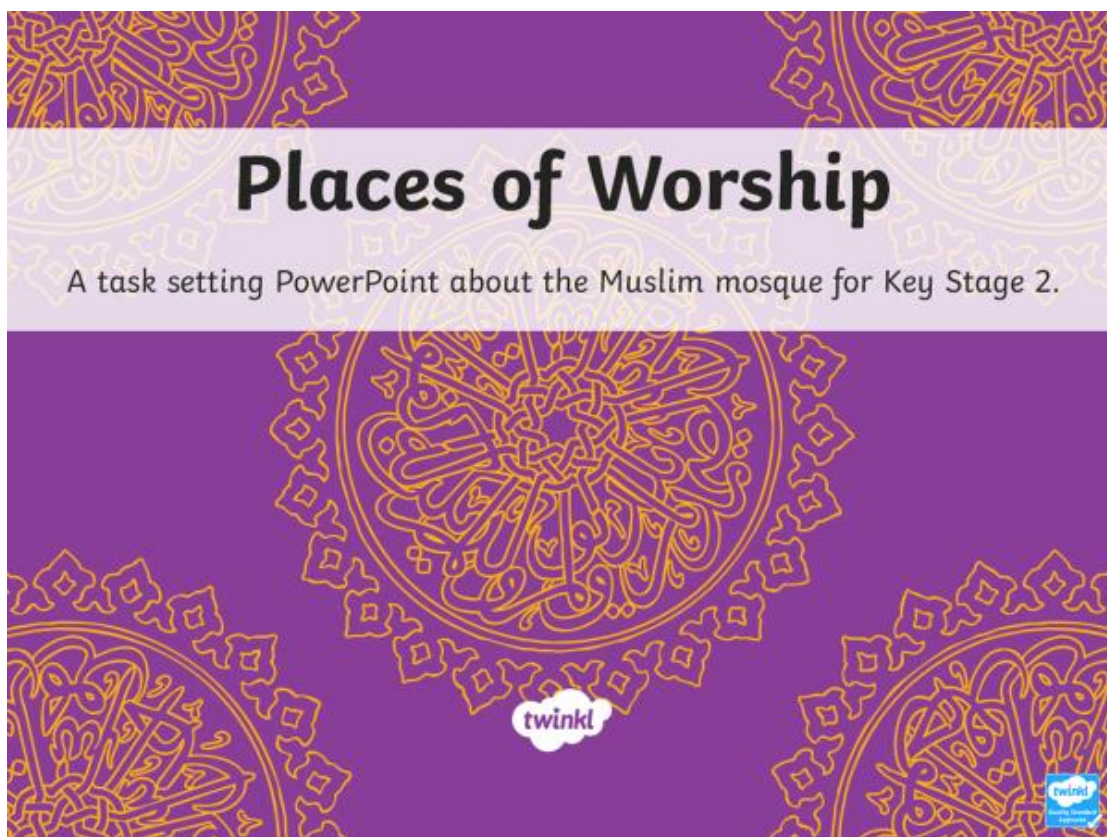
Comparing Characters

Cally



Zeph





Aim

- To learn about the mosque and its importance to individuals and the community.

Success Criteria

- I can describe similarities and differences between a variety of mosques which exist throughout the world.
- I can name and describe the significance of special objects found within mosques.
- I can explain why a mosque is an important place for many people by describing what happens there.
- I can talk about other places where Muslims can worship.
- I can list rules for how to behave in a mosque.

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Mosques Around the World

Al Haram Mosque – Mecca, Saudi Arabia

This is the largest mosque in the world and is home to one of Islam's holiest places, the Kaaba. Muslims try and make the journey here at least once in their life time.

Wherever they are in the world, Muslims always pray in the direction of this special place.



Photo courtesy of Al-Haram (CC BY-SA) - granted under Creative Commons license - attribution

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Al-Masjid an-Nabawi



Al-Masjid an-Nabawi – Medina, Saudi Arabia

This mosque was built by the Prophet Mohammad (peace be upon him). It is another very holy place for this reason.

The green dome is where the tomb of Prophet Mohammad (peace be upon him) can be found.



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What Does a Mosque Look Like Inside?



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Important Features of a Mosque



Shoe rack

A place to leave your shoes before entering.



Prayer mats

Mosques either have carpet with individual prayer mats or Muslims take their own prayer mat to worship upon.



Washroom

Muslims must wash before entering the main hall.



Qur'an

The Muslim holy book which is the word of God. It is treated with great respect and placed on a special wooden stand to be read.

Important Features of a Mosque



Tasbeih Beads

Beads hanging around the mosque for worshippers to help think about Allah.

Mihrab

An alcove in the wall shows the direction the worshippers need to face.

This is the direction of Mecca in Saudi Arabia, the most sacred Muslim place in the world.



Minaret

Most mosques have at least one minaret which is a tall thin tower. A man stands at the top and calls Muslims to prayer.



Why Do People Go to Mosque?

Muslims go to mosque to pray and services are held every day.

The most important weekly service is held on a Friday.

[Watch the video to find out exactly what this is like.](#)



Why Do People Go to Mosque?

Many Muslims believe that praying with other Muslims can make you feel part of a family.

Inside a mosque there is often a school where people can learn the Arabic language.

This is the language that the Muslim holy book is written in, the Qur'an.



Worship at Home

Muslims have to pray 5 times a day.

Watch the video to find out more about where this can be done outside mosque.

<http://www.bbc.co.uk/learningzone/clips/muslim-prayer/5965.html>



Showing Respect


Take off your shoes before entering.

Wash feet, hands, nose, mouth, throat, ears, arms (up to the elbow) before entering.

Women and men worship separately.



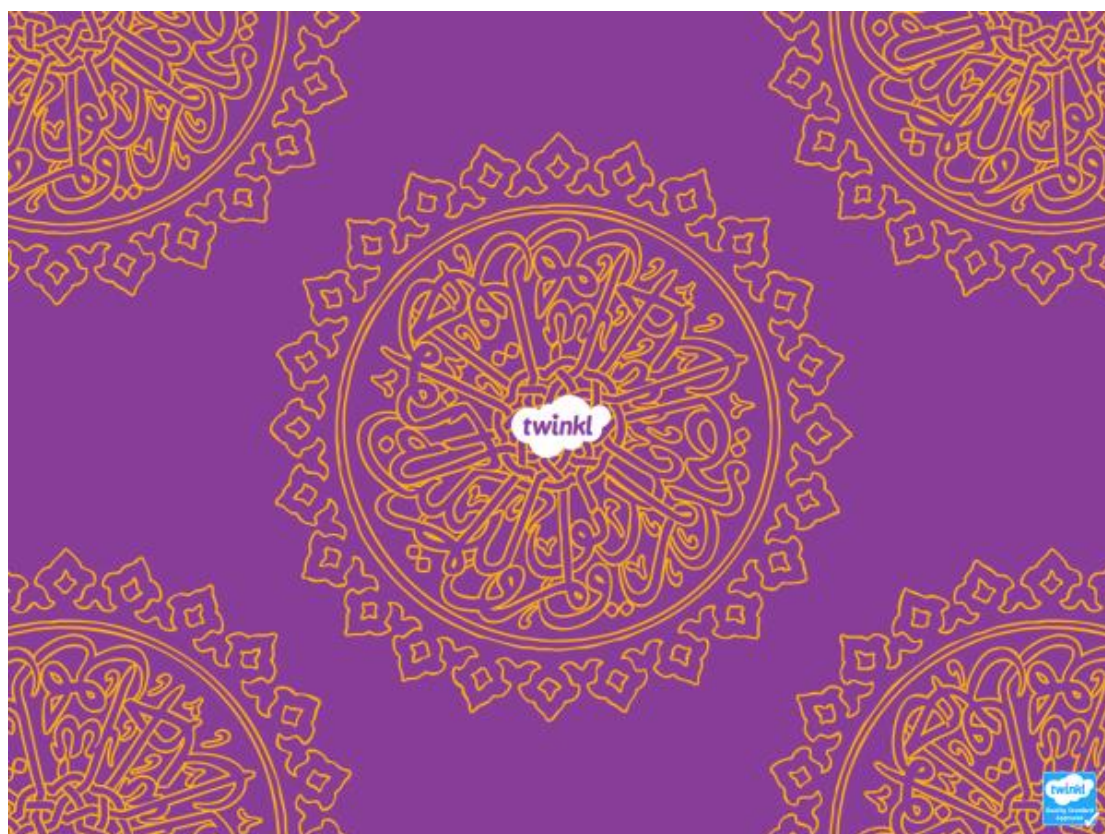
Plenary

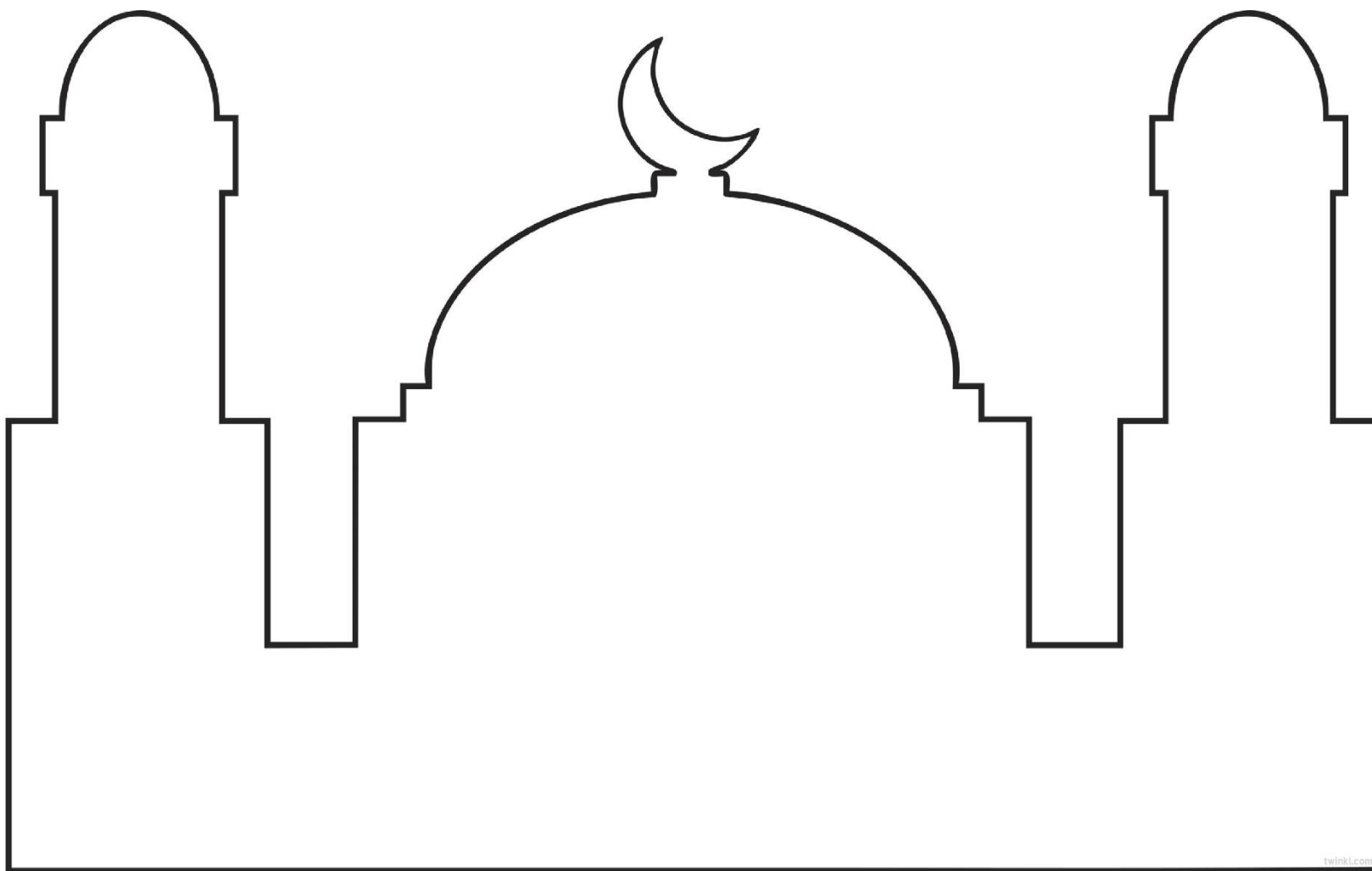


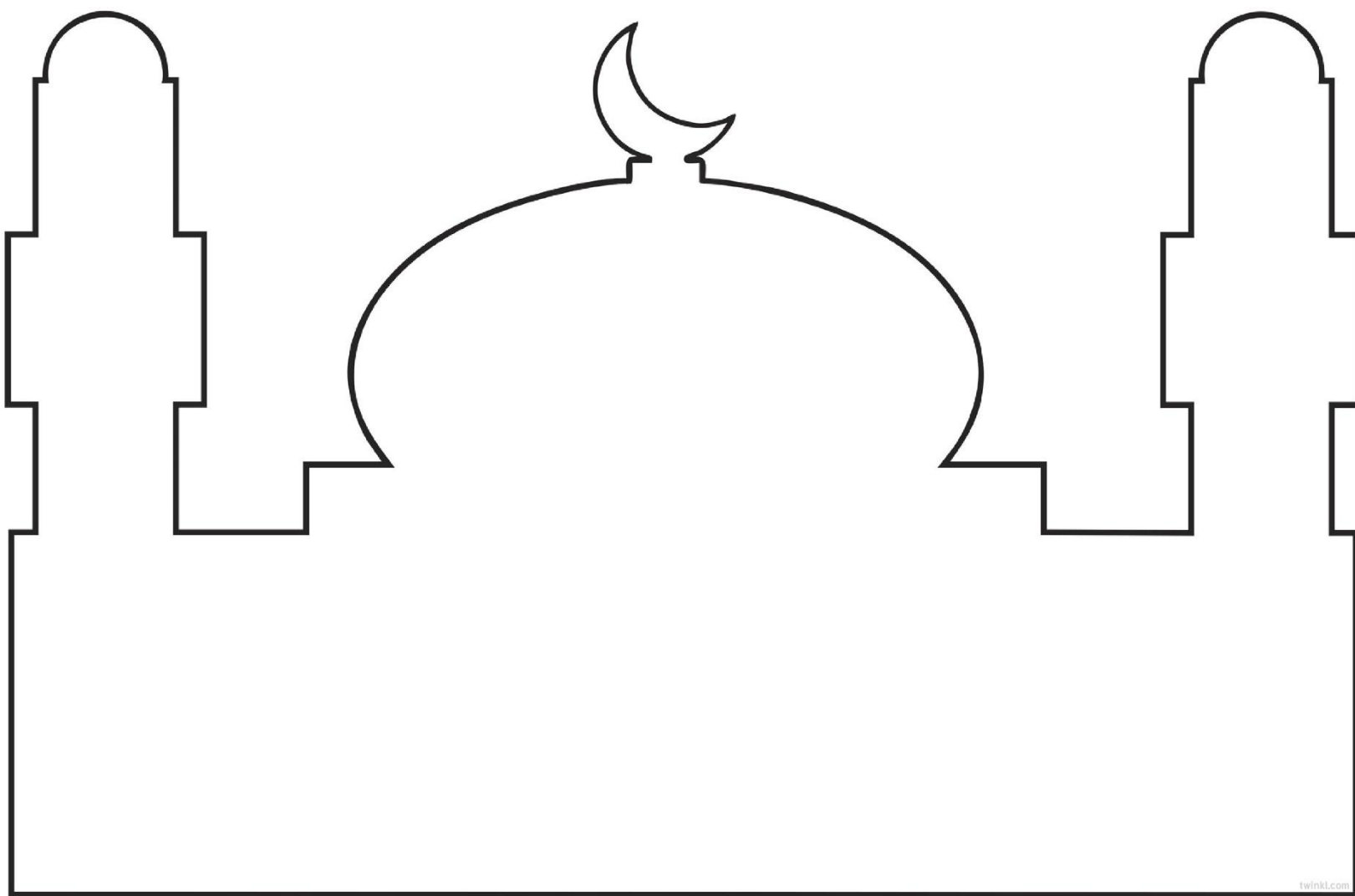
Why do you think Muslims believe it is important to attend mosque?

Do you have any other questions about this place of worship?

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Year: 6	Spring: 2	Week: 1
Focus: Words with silent letters		

Dictation

He needed to _____ the suction pad.

She had to _____ the _____ to her jumper.

The chicks will _____ together to keep warm.

Efforts to _____ the development were thwarted.

The jewels _____ intensely as the light hits them.

You can _____ the _____ by placing it in vinegar.

They knew they shouldn't _____ at lunch.

The _____ of town was beginning to subside.



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Year: 6 Spring: 2 Week: 1
Focus: Words with silent letters

Dictation (ANSWERS)

He needed to **moisten** the suction pad.

She had to **fasten** the **whistle** to her jumper.

The chicks will **nestle** together to keep warm.

Efforts to **hasten** the development were thwarted.

The jewels **glisten** intensely as the light hits them.

You can **soften** the **thistle** by placing it in vinegar.

They knew they shouldn't **wrestle** at lunch.

The **bustle** of town was beginning to subside.



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The Haunting of Rose Cottage

THE HAUNTING OF ROSE COTTAGE

CHAPTER 6

Witches Galore!

After buying a pasty and sausage roll each, Cally and Kingdom headed back to the library to continue their research. But when they got there, they were surprised to find a metal shutter had been pulled down over the entrance.

"Mr Potts must be on his lunch break," said Kingdom.

The two friends waited on the library steps for a while until Cally got bored. "I'll just ask," she said, getting up and approaching an elderly man walking slowly down the street.

"Scuse me," she said. "Do you know what time the library opens again?"

The old man stopped and leant on his walking stick. "Library's been shut a good year. Council closed it. You'll have to go t'big library in Colne. Won't be able to hear yerself think, mind. Last time I were in it were... what did they call it... bounce an' rhyme time. Babbies skryking. Snot-nosed toddlers running riot. It were more like nursery than t'library."

"Oh riight," said Cally, trying to figure out exactly what it was the man had just said. "But we were in there this morning."

The old man shook his head. "Yer must be mistaken."

"But we spoke to Mr Potts," said Cally. "He said he had some old newspapers we could look through, about Rose Cottage."

"Th'ouse halfway up Pendle?" said the old man. "Is that what you're on about?"

"Yes," said Cally. "It's where I live."

27

The Haunting of Rose Cottage

"Well... they do say that Rose Cottage were built on t' site of Malkin Tower. An' Malkin Tower was where some o' Pendle witches lived," the man said, with a twinkle in his eye.

"When I were a lad there were a lass, Edna she were called. She lived at Rose Cottage an', one night, she went missing. Everyone were out searching. When they found 'er, she were up Pendle, in 'er white nightie... frozen to death. She used to sleepwalk y'see, but she'd never gone that far before."

"Sounds like a horrible accident," said Cally.

"Ah, but then there were another lass, Anne," the man continued. "This were a fair few years later. She lived at Rose Cottage, an' she went missing too. They found 'er, fallen down a well, alive but stuck on a ledge about 'alfway down. They sent a bucket down on a rope wi' some water an' food. But they couldn't fathom out 'ow to get 'er out. It were a very narrow well an' it 'ad slimy walls all covered in mud.

"By time night came round again, Anne were cold an' tired, an' she fell asleep an' slipped off ledge. Fell right down t' bottom o' well."

Cally let out a gasp of shock.

"But before she died," the old man continued, "when she were still awake, they'd shouted down an' she tow'd 'em she'd been following 'er friend, Jennet. Her mum said she'd never heard of a Jennet. Some said it were ghost o' Jennet Device, the little girl who'd lived at Malkin Tower all them years ago.

"Are you saying that Rose Cottage is haunted by Jennet Device's ghost?" Cally asked.

"Well," said the man, "the story goes that Owd Demdike 'erself flies down from Pendle to try an' take Jennet back, so she can be with 'er family once more. But Jennet's crafty. She doesn't want to go, so she tricks Demdike, who's blind as a bat, by getting some other poor soul to take 'er place."

The colour drained from Cally's face. "How old were these girls, Edna and Anne, when they went missing?"

"Ooh, about nine or ten," said the man.

28

The Haunting of Rose Cottage

Cally turned to Kingdom. “Jennet was nine when her family died. Zeph’s nine too! You don’t think...”

“... Zeph could be in danger?” Kingdom finished.

“Ah, it’s all mumbo jumbo if you ask me,” said the old man.

“I think we need to get back to Rose Cottage,” said Kingdom. “Fast.”

Cally managed to convince her mum to let Kingdom stay for a double sleepover. She said they wanted to start writing up their project; but really they planned to keep a close eye on Zeph. Zeph went to bed early, leaving Cally and Kingdom downstairs again. All was quiet and the two friends fell asleep just before midnight. But they hadn’t been asleep long when Cally was disturbed by a sharp little sound, like a bird’s beak tapping on a windowpane. She gave Kingdom a shake.

“Listen!” she hissed.

“Wha-whassa?” Kingdom mumbled.

“Can you hear it? I think it’s coming from upstairs.”

Cally slipped out of her sleeping bag, flicked on the light on her phone and crept up the stone stairs. Kingdom stumbled after her. She carefully pushed open the door to Zeph’s room.

“Zeph. Ze-eph,” she called, but there was no response. Kingdom turned the bedroom light on. The covers on Zeph’s bed had been thrown back and the bed itself was empty. White curtains billowed wildly at the open bedroom window.

“Zeph! Zeph!” Cally shouted. She wrenched open the door to the little wardrobe and then dropped to the floor to check under the bed.

“We’re too late,” said Kingdom. “She’s gone. *Come on!*”

The Haunting of Rose Cottage

The two of them charged downstairs. Cally flung her coat over her pyjamas and forced on her trainers. Kingdom began randomly opening and closing kitchen cupboards.

“What are you doing?” Cally asked impatiently, her hand already on the handle of the back door.

“Looking for stuff to protect us from witches!” Kingdom explained. “Garlic, or, or, a wooden stake or something.”

“That’s vampires!” said Cally. “Get the proper flashlight from under the stairs instead, that’ll be more use!” And she was out of the door, with Kingdom following close behind.

Outside felt crackly and full, like a thunderstorm was on its way. The wind was almost gale force. It whipped at their clothes and hair, and stole their speech away so they had to shout at the top of their voices to be heard.

“Let’s head to Demdike’s grave!” Cally shouted, as she climbed over the wall at the back of the garden.

The two friends made their way through the field side by side, their frequent cries of “Ze-eph! Ze-eph!” muffled by the wind. It was hard to find their way in the dark but they managed to reach the patch of trees James had shown them the day before. Kingdom swung the flashlight. Its beam bounced crazily, making the trees look like they were crowding round and pressing in on them.

“Stop waving that thing around,” said Cally.

“But I can’t remember the way,” said Kingdom. “It was a lot easier in the day.”

They both stood still and Kingdom began to move the flashlight more slowly in a sweeping motion, hoping to find a path through the trees. Suddenly, they heard a twig snap behind them. They swung round and Kingdom shone the light in the direction of the sound. Nothing. Then, the sound of another twig snapping, this time off to the right.

“Something’s in here with us,” Cally whispered, her eyes glazed with fear.

The Haunting of Rose Cottage

"It'll be a deer, or something..." Kingdom whispered back. He continued casting the flashlight about but even more slowly, as if he was afraid of what it might reveal.

"Over there!" said Cally.

"What?"

"Something hunched over."

"It's a bush," said Kingdom, leaving the beam in one spot.

"Not there," said Cally, taking hold of the torch. "There!"

The beam swirled round and settled on something that did look a bit like a person, crouching down, with their back to them. Cally kept the beam trained on the same spot and the two friends advanced slowly. As they got closer Cally thought she could make out a pattern on the clothes, rainbows and unicorns repeated over and over, the same pattern as her little sister's pyjamas. She cried out, "Zeph!"

The crouching thing flinched and span round. Although it appeared to be dressed in Zeph's clothes, it wasn't Zeph. Scraggly hair framed a sallow, pinched, goblinish face with sharp teeth and inky black eyes. It hissed like a vicious cat, then turned and darted away on all fours through the trees. Cally and Kingdom sprang back in fright, Cally dropping the flashlight in her panic.

"Wh-what was that?" said Kingdom, as they both scrambled around on the leaf-covered ground.

"I don't know," said Cally. "I'm not sure I want to."

After a minute or so Kingdom found the flashlight. "C'mon, let's get out of here!" he said.

"Where are you going?" asked Cally.

"Back to the cottage. Where do you think!"

"No way," said Cally. "I bet that thing knows where Zeph is and I bet it'll take us straight to her."

"Well, I'm not following it!" said Kingdom.

The Haunting of Rose Cottage

"Well, I am," said Cally, "whether you come with me or not."

Cally ran through the trees, in the same direction as the goblinish thing. Thorns and spiky branches clawed at her arms and legs, as if the wood itself was trying to stop her. Eventually, she was free of the trees. She could hear Kingdom's faint cries behind her, but she didn't look back. She looked up instead.

The clouds parted and there, high in the sky, picked out by the moonlight, was a shadowy shape. It looked like some sort of bird—a rook, raven or crow—but it was bigger than an eagle. It flew erratically, swooping up and then falling, as if dragged down, only to rise up again. Cally soon realised why; it was carrying something in its talons. A girl!

Cally scrambled up the steep, stony incline. Her breathing was ragged and her heart was banging so hard she thought it would punch its way right out of her chest. But she never took her eyes off the shape in the sky. And then, just as it was on a downward swoop, a gust of wind caught it and Cally saw what she dreaded most... the girl being carried was Zeph. Pale, eyes closed; she looked like she was asleep, unconscious or worse.

"Hey!" Cally called towards the heavens. "That's my sister! Let her go!"

But the creature did not hear or, if it did, it chose to ignore her pleas. By now it was high in the sky, circling above Dermdike's grave. It was getting away, and it was taking Zeph with it!

Cally heard the sound of footsteps gaining on her from behind. She spun round, afraid it was the goblinish thing from the woods. It was Kingdom! He ran straight past Cally and made it to the far side of the clearing. He turned around and stood in front of the boulder and began waving his arms about. The creature was directly above him, flying round and round like a vulture.

"Oi!" Kingdom shouted to the sky. "That isn't Jennet! You've got the wrong girl. I've got Jennet! I've got your granddaughter right here!"

As Cally finally arrived at Kingdom's side, she could see he was holding something in his hand. "It's a witch's bottle," Kingdom explained, uncurling his palm to reveal the bottle that had been hidden in the fireplace at Rose Cottage. "People used them to trap evil spirits."

"But how... when did you...?" Cally was confused.

"I thought it might come in handy," said Kingdom. "You weren't the only one doing research in the library, you know."

Cally sucked in a few lungfuls of air and began shouting too. "He's right!" she yelled. "Remember those other girls, Edna and Anne? Jennet's tricked you! Just like she always tricks you!"

Suddenly, the hideous beast stopped circling. It swooped down until it skimmed the ground and then let go of Zeph. She fell, landing in a crumpled heap. Then the creature soared up higher and higher, turned sharply and began plummeting head first towards them. Cally stared right at it. A deeply lined face, with a gaping mouth and holes for eyes was heading straight for her. Demdike! It let out a sound between a screech and a howl, but unlike any human scream. Cally slammed her eyes shut. At the last possible moment, Demdike plucked the bottle from Kingdom's outstretched hand and swerved upwards once more.

A putrid gust of air rushed over Cally and Kingdom and they heard a brittle, chinking sound. The bottle had cracked, and something unfurled from it like an eel writhing out of water. It quickly changed shape and became the goblinish girl from the forest. She arched her back and flailed her arms but she could not free herself from Demdike's grasp. Demdike swooped down once more and disappeared into the ground at the base of the boulder, taking her granddaughter Jennet with her at last.

Relieved, Cally turned to Zeph, who was beginning to groan and wriggle about on the ground. But just as she was about to dash over, Kingdom cried out, "We need to do this first!" He had both his hands on the side of the boulder and was pushing as hard as he could.

As long as the boulder remained out of place Demdike and, more importantly, Jennet could come back at any second. Cally joined Kingdom and began to shove with all her might. Muffled sounds and shudders rose up from the earth beneath their feet. The boulder wouldn't budge.

Then they heard a familiar little yip. Dandy! And James wasn't far behind. Now three pairs of hands rested on the boulder and began pushing together. Cally let out a sharp scream as a clawed hand

came up from the soil and grabbed at one of her trainers! James started stamping on it like it was a poisonous spider and the hand disappeared back underground.

More pushing. More howling, whether it was the wind or the wailing of witches, Cally couldn't say. And then finally, with a scrape and a rumble, the hefty, moss-covered stone reluctantly rolled forwards and thudded back into its original place. The wind dropped. Everything was silent and still.

At last Cally was free to go to her little sister. Zeph, dressed in her own pyjamas again, was sitting up and rubbing her eyes. "Cally, I've just had the horrible-est dream," she whimpered.

"It's OK. It's finished now. It's over," said Cally, giving her a hug.

Kingdom and James came over. Kingdom noticed Zeph was shivering so he put his hoodie round her shoulders. The four children were quiet for a few moments as they tried to take in everything that had just happened. But the peace didn't last long.

"There you are!" came a voice in the distance. It was Cally's mum. "Is Zeph with you? What are you doing up here! I've been worried sick!"

"It's OK. We're all here and we're all OK," said Cally. "Zeph sleepwalked out of the house. When we realised she was missing we went looking for her. And then we found her, me and Kingdom and James..." Cally turned to look for James, so she could introduce him to her mum. But there was no sign of him, or Dandy. They'd both just disappeared.

The next morning, things seemed very different. The sun was shining, and even Pendle Hill itself looked like it was snoozing instead of crouching. Over breakfast, Cally's mum gave Cally and Kingdom a talking-to about rushing out of the house in the middle of the night, but she also thanked them for finding Zeph and keeping her safe.

Kingdom's mum pulled up in her car, pipped her horn and everyone went outside.

"See you tomorrow at school then," Kingdom said to Cally.

"Ah, well," said Cally's mum. "I've been thinking and I'm not sure that—"

The Haunting of Rose Cottage

Cally knew what was coming next. Her mum would say some stuff about things not working out and how they really should think about moving... again.

"I think we should stay mum," Cally said firmly.

"And I think so too," said Zeph. "Look!"

Zeph pointed. A single white rosebud had appeared on the dead-looking bush by the door.

"Pleease, Mum," said Zeph. "I like it here, let's stay. I think we'll be happy at Rose Cottage after all."

THE END



Comprehension Questions

1. When Cally and Kingdom returned to the library, the shutter was down because...
 - a Mr Potts was on his lunch break.
 - b it was 'bounce and rhyme' time.
 - c it had closed for the day.
 - d there were structural problems with the building.
 - e it had been closed for about a year.
2. Cally found it difficult to understand what the old man was saying. His speech was hard to...
 - a decipher.
 - b conceal.
 - c scramble.
 - d mumble.
 - e swallow.
3. The old man told Cally and Kingdom that Rose Cottage had been built...
 - a on top of Malkin Tower.
 - b next to Malkin Tower.
 - c on the site of Malkin Tower.
 - d before Malkin Tower.
 - e a mile from Malkin Tower.
4. What had been trapped inside the witch's bottle?
 - a an eel
 - b an evil spirit
 - c a girl who looked like a goblin
 - d Demdike
 - e a hideous beast



5. What explanation did Cally give her mum about why they were outside in the middle of the night?
- a that they needed to lay some ghosts to rest
 - b that they were rescuing Zeph from a hideous creature
 - c that Zeph had been sleepwalking
 - d that they were looking at the stars
 - e that they needed to push a boulder back onto a grave



Date _____

Name _____

Exercise

Read each statement about the effects of exercise on parts of the body and match it to the correct image.

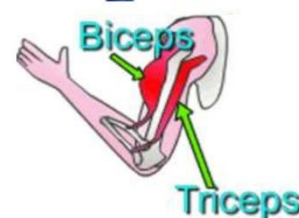
Exercise helps this organ get stronger. With exercise this organ works harder which helps to deliver more oxygen around the body. The more exercise this organ gets, the better it becomes at its job.

Exercise helps muscles become more flexible. Regular exercise allows easier movement of your body without feelings of pain and tightness.

Exercise helps the body use up calories from food it has digested. If there are too many calories left in the body from digested food, then weight gain occurs. Too much weight gain will cause the body to become unhealthy.

Muscles become stronger with more exercise. This allows the muscles to do more powerful things and increases the amount of muscle stamina, stopping the muscles from becoming tired too quickly.

When the body exercises, it not only helps to improve the overall condition and health of the body, it helps to make it feel good too. When somebody exercises, chemicals are released in the brain which makes them feel good.



Complete the sentences by writing the most appropriate word in the missing spaces.

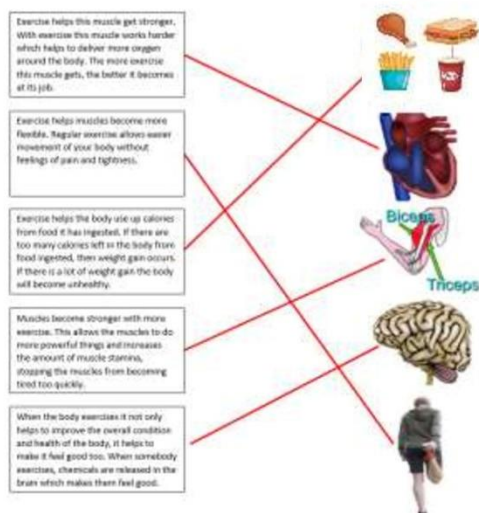
1. Exercise makes the _____ become more efficient at delivering oxygen around the body.
2. Exercise increases the heart _____ and you breathe more _____.
3. Regular exercise helps to maintain _____.
4. Lung function _____ with regular exercise, making it easier to exercise for longer periods of time.

improves • rate • fitness • quickly • heart

Write a paragraph about the benefits of exercise for humans. Ensure you include any scientific knowledge and vocabulary.

Exercise (ANSWERS)

In some questions, alternative answers may be acceptable. The likeliest answers are given below. If questions have more than one answer, teachers should use their own judgement when marking.



Complete the sentences by writing the most appropriate word in the missing spaces.

- Exercise makes the heart become more efficient at delivering oxygen around the body.
- Exercise increases the heart rate and you breathe more quickly.
- Regular exercise helps to maintain somebody's fitness.
- Lung function improves with regular exercise, making it easier to exercise for longer periods of time.

improves • rate • fitness • quickly • heart

Write a paragraph about the benefits of exercise for humans. Ensure you include any scientific vocabulary.

Answers containing ideas relating to:

- Improved cardiovascular fitness
- Muscle strength
- Wellbeing
- Flexibility
- Calorie control