



Chapter Two

How did that happen?

Mondo stood sadly beside the goldfish pond, pole in hand. It was a soft, quiet morning and there was mist over the trees. A dead goldfish floated in the dirty water below him, its pale belly up. Mondo's arm hurt and his whole body was in shock.

Annie came out dressed in her gardening clothes and carrying a bucket. She looked around and began to cut dead flowers from the rose bushes.

Then Gordon came around the corner of the house pushing the lawn mower. He had a baseball cap on his head and his sleeves were rolled up. He put the mower on to the grass and left it there.

'That grass is too wet now,' he said. 'I'll do it after.'

He went for a walk around the garden but when he got to the fish pond he stood still. 'Blast!'

'What?' said Annie.

'There's a dead fish in the pond!'

'That pond should have been cleaned out ages ago,' said Annie crossly.

Gordon walked away shaking his head and talking to himself. Annie scooped the dead goldfish out of the pond with her trowel. She put it in her bucket with the dead flowers. Then she saw Mondo and made a little questioning noise. She bent down beside him and touched his sore arm. Bits of red paint came off and fell to the ground.

'How did that happen, I wonder?' she said aloud.

'Hey, Mum ... what are you doing?' came a cheerful voice from the footpath.

It was Pearl, Annie and Gordon's daughter, who came running up the drive. She had just got back from the shop with a bag of bread in one hand and a big smile on her face. Her long, dark plaits bounced as she ran across the lawn.

'Hello, dear,' said Annie. 'Look at these funny marks on our gnome and see how the paint is coming off. I really think he's been hit by something!'

'Mondo, his name's Mondo, Mum,' said Pearl, staring at the arm. 'That's funny, I saw the Jenkins' gnomes lying under their mail box when I went past. What's up with the garden gnomes around here?'

Annie took a deep slow breath and said, 'I wonder if it's those Harris boys from Number 10. You know how they're always up to no good ... out late after dark! What were they up to last night?' That was how Mondo found out that Jugsy and Alfred had only just made it home the night before. He hoped that all his friends would be fit and able to meet again under the bridge that night.

CHAPTER 2: How Did That Happen Activities

REMEMBERING - Where is the action taking place

1. Draw pictures of what the humans are doing in this chapter.
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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 - **pale, trowel, plaits**
 3. Draw a diagram, a comic strip or write a short poem showing that you know why Mondo's arm ached and a feeling of despair fill his body.
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APPLYING - Using what you know from the story

4. Write a short story about what Annie thought had happened to the Evans Street gnomes last night.
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ANALYSING - Breaking down the chapter to show how it works

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

6. Design a way for the Evans Street gnomes to be able to keep in touch with each other during the day. Include diagrams and labels to explain your great ideas.
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BIG PICTURE ACTIVITIES

Character Profiles

Start Character Profiles for the humans in the story. List everything that you know about them so far. When you have enough information, start to draw pictures of what they look like.

Story Map

Add the additional information from this chapter about the fishing pond and and the front yard setting where Mondo lives during the day.



Chapter Three

The Second Attack

The night was cold and the big moon lit up the river. The friends sat close together in the dark under the footbridge to Riverside Park. Jugsy was there but poor old Alfred had been too sore to move. Balto was still angry about his marbles. Dex sat with his head on his knees, his small dark face thoughtful. Erris was cleaning out his pipe. Porto held on to his beard, not saying much at all and Ninbur stood guard, his eyes everywhere.

'There are too many of them for us,' said Mondo. 'We should spy on them and when they're alone, take them down one at a time.'

'But what about my marbles?' said Balto, angrily. 'I want them back; we've got to find the marbles!'

'Shhh!' hissed Ninbur suddenly, 'someone's coming!'

All the gnomes held on tight to their weapons as they fell back silently into the deep shadows by the bank. Someone was coming with slow, careful steps through the long grass. Big Ninbur ran out from under the bridge and along the bank while the others waited nervously. Then they saw two figures coming towards them out of the darkness. Ninbur had an arm around Alfred – yes, it was Alfred - who limped along on his stick. Everyone let out enormous sighs of relief and Mondo let go of Porto's arm which he had been gripping too tightly.

Alfred sat down very slowly and put his stick on the ground beside him. 'I had to come,' he said, 'because I don't want to see any more fighting . . . it's no use to any of us.'

'But - but they are low-life criminals!' said Balto. 'They stole my marbles and I want them back!'

Mondo agreed, 'Yes, we can't just let them get away with it! They started this war!'

Alfred shook his head. 'No, I remember what real war is like and none of us wants that! We could all end up at the dump, broken into tiny little bits, good for nothing! There's got to be another way and I think I know what we should do. Someone's got to go and see the Old Gnome and ask for help.'

Everyone became silent. Mondo had heard about the Old Gnome and knew that he was the one that all gnomes went to whenever there was a problem that could not be solved. The Old Gnome was famous for his wise words and his advice was always good!

All of a sudden, there was a loud noise overhead - the sound of many pairs of boots - along with shouts and nasty laughter. It was the blue hats!

'There they are, hiding in the shadows, the wussies!' shouted one of them. 'Get them!'

The blue hats ran to cross the bridge and climb down the bank.

Ninbur's eyes were determined and his voice was strong. 'Alfred's right. Someone's got to go to the Old Gnome and ask for help. Mondo, Erris, Dex, it's up to you young ones. Go ... go right now and we'll hold them off while you get a good start!'

Mondo glanced at Erris and Dex who seemed as frightened and confused as he was. He could hear the blue hats coming closer. 'But where do we go – and how do we get there?'

Alfred whispered, 'Go towards the hills. His cave is beside a waterfall and - there's something about bells.' He pushed them away. 'God speed, my friends. Run!'

With a loud roar, Ninbur whirled his club and everyone jumped, even the blue hats. Mondo, Erris and Dex slipped quietly to the other side of the bridge, fled along the bank and didn't stop running for a long, long time.

* * *

Next morning, on her way to the playground in the park, Pearl found Alfred beside the river. His legs were in the water and he had a broken stick in his hand. Jugsy was lying further up the bank with only one of his arms. The other one could be seen under a bush a short distance away. More gnomes were scattered about, two that Pearl had never seen before. One of them had the top of his blue hat broken off and the other was face-down in mud. Mondo was not there.

Wide-eyed, Pearl ran home and stared in dismay at the empty space beside the fish pond.

'Mum, Mum, Mondo's gone - and there's a big mess of gnomes by the river!' she shouted, bursting into the kitchen where her mother was cooking.

Annie stopped what she was doing and stood with both hands on her hips, her dark eyes bright with anger. 'It must be those trouble-makers, those Harris boys! Who else could it be? Well, I'll just have to go and see their mother for a little chat!'

CHAPTER 3: The Second Attack Activities

REMEMBERING - Where is the action taking place

1. Draw a picture of the new setting under the footbridge leading to Riverside Park where the second attack takes place. Make sure you include all the details in the chapter.

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 - **enormous, advice, wide-eyed**
3. Draw a diagram, a comic strip or write a short poem showing that you understand Mondo's plan for attacking the blue hats.

APPLYING - Using what you know from the story

4. Imagine that the Evans Street gnomes decide to go to war with the blue hat gnomes. Write another story for the 'Gnome News' reporting what would happen if Alfred is right.

ANALYSING - Breaking down the chapter to show how it works

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

CREATING - Coming up with new ideas

6. Design a blue hat gnome detector that gives the Evans Street gnomes an early warning about the approaching enemy.
Include diagrams and labels to explain how it works.

BIG PICTURE ACTIVITIES

Character Profiles

There is a lot more information in this chapter about the Evans Street gnomes. Add everything you can find about each one to your character profiles. There is also some more information about what sort of person Annie is.

Story Map

Add the footbridge to Riverside Park into your Story map with drawings, diagrams and labels to record what happened there.
