

A trip to the future

A narrative tells a story and has one or more characters.

Before you read

- Would you like to travel into the future?
- Who would you take with you?

Read this story

A TRIP TO THE FUTURE

Leon and Surinder were looking at the toy cars at the back of the toyshop. As Leon turned round, he saw a dusty sheet covering something in the corner of the room. A big sign on the front said 'Do Not Touch!'.

Leon, who never took any notice of signs like that, reached out his hand and...

"Do not touch!" cried Surinder. "It says 'Do not touch!'" As she spoke, a strange green light started glowing under the sheet.

Both children peered under the sheet to see what was there. It was an old rusty motorbike. It had a computer keyboard at the front and there were lots of buttons and flashing lights.

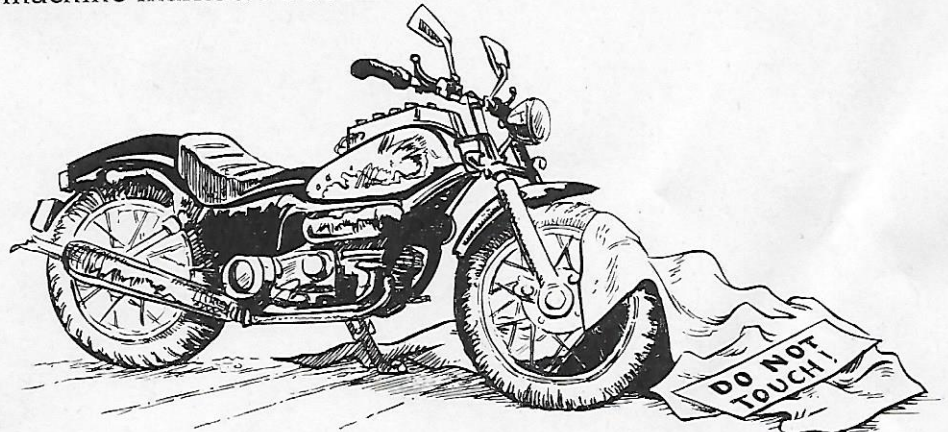
"This is great!" said Surinder. "It's like one of those video games!"

They both got on the bike. Leon sat at the front pressing the buttons, and Surinder sat behind him. Leon pressed the red button and tried to get a picture on the computer screen.

All of a sudden the bike started to move. It began shaking and whizzing around.

"Stop!" shouted Surinder. "I want to get off!"

But it was too late. Leon had pressed the button on the time machine marked FUTURE...



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Name: _____

Re-read the story

Answer the following questions.

1. Who are the characters in the story? _____

2. Where were the children looking at toy cars? _____

3. What did the big sign say? _____

4. What colour light was glowing under the sheet? _____

5. What did the children find under the sheet? _____

6. What do you think the buttons were for on the bike? _____

7. Why did Surinder want to get off the bike? _____

8. What are two important things that have happened so far in this story?

9. How do you think the children felt about going into the future?

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