

Sir Marvo the Dull

Sir Marvo the Dull, the World's Least Interesting Magician, had just begun his magic show.



'And now,' he announced in a booming voice, 'an amazing trick! I will throw this ball as hard as I can. It will leave my hand at tremendous speed, stop and come straight back to me. As you can see, there is no elastic or string attached to the ball and it will not strike anything and rebound to me.'

There was a drum roll. He paused, set himself . . . and threw!

The crowd did not gasp as they often do at magic shows. They groaned.

'That's not magic!' cried a voice in the crowd.

And yet the trick had worked exactly as Marvo had said it would.

'Oh, I see! A difficult audience! Not good enough for you, eh?' stormed Marvo. 'You will love this, my most amazing and bewildering trick. In my right hand I have a pistol, in my left hand a hat. I shall raise my pistol so that the barrel is pointing to the sky.

My assistant, the lovely Louise, will blindfold me, then take the hat from me and hang it up. I shall walk fifty paces, stop, turn and shoot a bullet straight through the hat.'

Sir Marvo did exactly what he said he would do but nobody in the audience was very impressed. How could he have done such a difficult sounding trick but still fail to get a single gasp from his audience?

'And that concludes the show for this evening!' said Sir Marvo.

The audience filed out of the huge theatre looking rather bewildered. Sir Marvo may be playing at a venue near you now. Check the newspapers. It is said he has some fascinating new tricks in his act now. 🕵️

You, the comprehension detective, must solve the puzzle of Sir Marvo's tricks. Why did most people think they were dull?

1. See how many words of three letters or more you can make from 'magician'.
No proper nouns. Ten is a good score.

Thinking skills through comprehension

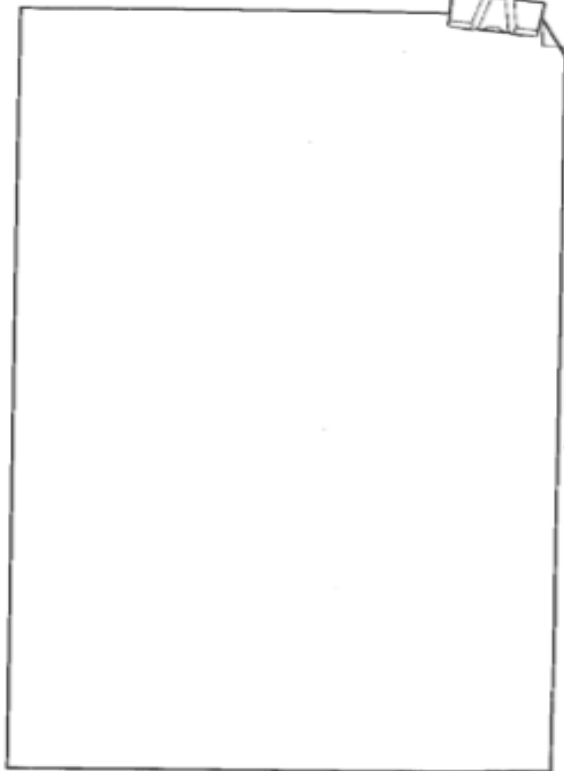
Sir Marvo the Dull

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2. Write short answers to the questions below.

- (a) What sort of magician is Sir Marvo described as being? _____
- (b) What equipment did he use for his first trick? _____
- (c) What was he going to do with this object? _____
- (d) What unusual thing would it then do? _____
- (e) In which direction does a submarine travel to escape attack? _____
- (f) In which direction does a hot air balloon travel when it leaves the ground? _____
- (g) Study your answers to (e) and (f) because they will give you a clue about how Sir Marvo's trick worked. In which direction could Sir Marvo throw the ball to ensure that it came straight back to him? _____
- (h) Which two pieces of equipment were needed for his second trick? _____
- (i) What was in his left hand? _____
- (j) What was in his right hand? _____

3. Draw and colour a poster advertising Sir Marvo's next show.



- (k) Which three things would the lovely Louise do? _____

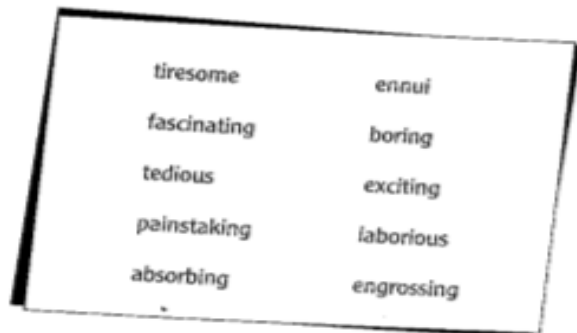
- (l) How many paces would Sir Marvo take? _____

- (m) What would he then do? _____

- (n) Are we told where the lovely Louise hung the hat? yes no

- (o) Where may she have hung the hat in order to allow Sir Marvo to do the trick easily? _____

4. Highlight the words associated with INTERESTING yellow and those associated with DULL red.



Writing – Task Two

Use the ideas below to write a sporting story:

The big game

There's one minute to go before the end of a big game, and it's a tie. Can anyone win the day?

Now describe the nail-biting action that follows.

Questions

- What sport is it?
- What kind of game is it? Is it set in a row of shops, or a friendly game in a park?
- Do the two sides have a history of bitter rivalry?
- Are you telling the story from the point of view of a player, a manager, or a fan cheering from the sidelines?
- What's the weather like – dazzling sunshine or freezing rain?
- What if nobody scores?
- Does anyone try to break the rules?
- Do the fans agree with all the referee's decisions?
- Is there a last-minute substitution?
- Who wins the game and how do they do it?

Sights and sounds
Use all your senses to capture the excitement of the game. Describe the roar of the crowd and the mood of the celebrations as the winning point is scored.

66

67





substitute

attack

challenge

chase

dodge

kick

dive



pass

save

overtake

intercept

score



action

replay

championship

strike



68



69

