



No. 183
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Activity Sheet 1

Name:

Class:

Help, Whiffy! (pg 5-47)

Answer the following questions in complete sentences.

1. Why wasn't Whiffy convinced that Odour was good in drawing?

2. According to Whiffy, what were two qualities a great leader should have?

3. Why did Whiffy decide to teach Odour how to make knots?

4. How were Odour's knots different from Whiffy's?

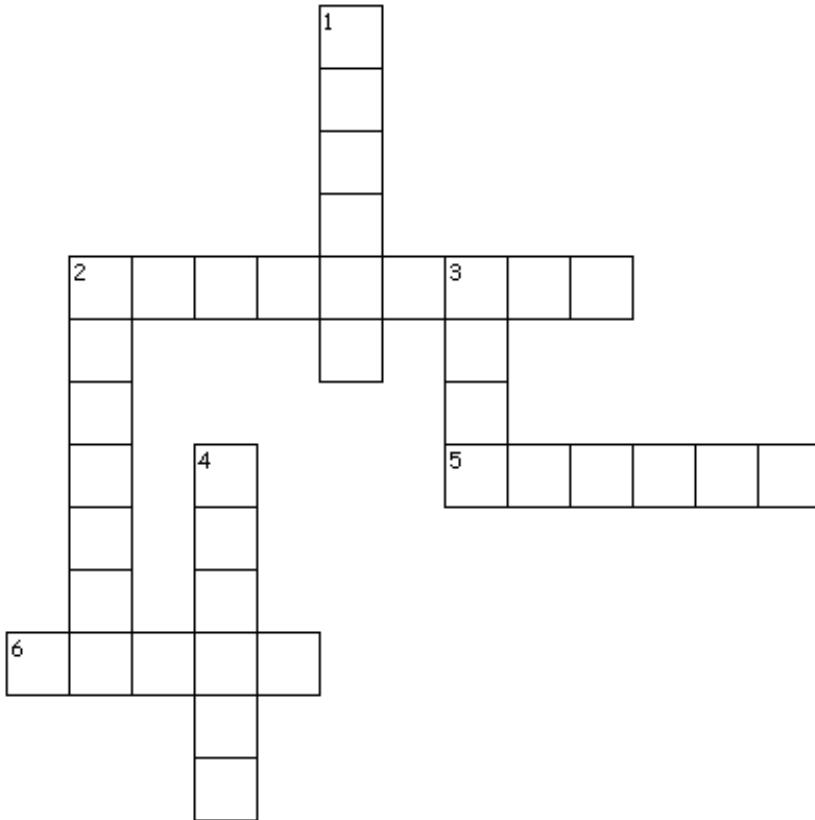
5. Find a phrase that shows us how happy and proud everyone felt towards Whiffy and Odour.

6. How did Odour and Whiffy save the 2 tribes from hunger?



B. Vocabulary Challenge

All the answers can be found in the story “ Help Whiffy”. Fill in the crossword puzzle. Have fun!



Across

- 2. polite and well-bred
- 5. to feel unhappy and hopeless
- 6. strange and odd

Down

- 1. a wild plant which has leaves that sting
- 2. to laugh quietly
- 3. an adult male deer
- 4. an unpleasant smell

Answer Key

Comprehension

- 1. She thought that Odour drew well because of the special hummingbird feather bought by his parents.
- 2. A great leader should be an excellent hunter and be able to make everyone laugh.
- 3. Odour had taught Whiffy to swim in the past so she decided to repay him by teaching him how to make knots.
- 4. Odour knotted many creepers together whereas Whiffy tied knots into one creeper.
- 5. The phrase is “a heroes’ welcome”.
- 6. With Whiffy’s help, Odour made a fishing net using creepers which was used to catch catfish.

Vocabulary

Across: 2) civilised 5) gloomy 6) weird

Down: 1) nettle 2) chuckle 3) stag 4) putrid

