

Friska and Glum

Many hundreds of years ago, in the good old time of fairies, there lived a young princess that wore dresses made from silver cloth. Her home was a grand palace that had walls of white marble, doors of carved rose-wood and windows of gold. The princess's bedroom was the most beautiful room of all. It was adorned with beautiful tapestries, jewel encrusted furniture and embroidered silk curtains.

The princess had two cats; an elderly one call Glum and a very playful young one called Friska. Friska was not very fond of Glum but because Glum was older than her, Friska was always polite and respectful.

The two cats were very different. Glum was jet black, fat and moved as if it was too much trouble for her to walk across the room. Friska was orange, sleek and lively. She loved to jump over the chairs in the princess's bedroom. She often wanted to jump over Glum's great broad back but she knew that that would never do. So, on this day, as always, Friska was wise and contented herself with scampering over cushions and furniture while Glum watched, her tail twitching with annoyance.

The princess's aunt was a fairy and on the day of the princess's birth had given the princess the gift of being able to talk to animals. The princess lean forward and listened carefully to see if the two cats were talking to each other. Some time passed before either cat said anything. Then, Glum gave a great yawn and remarked, "I think I can hear the scampering of a mouse behind the sofa".

Answer the following questions in full sentences.

1. How long ago was the good old time of the fairies?
2. What were the palace walls made of?
3. What type of curtains did the princess have?
4. Why was Friska always polite to Glum?
5. What did Friska love to do?
6. What would Friska never do?
7. What did the princess's aunt give her?
8. Why did the princess lean forward?
9. What do you think happened next in the story?
10. Describe two pets that you or someone that you know own (color, shape and personality).
11. If you had a fairy aunt what gift (of special powers) would you like her to give you?
12. Choose a name for the princess.