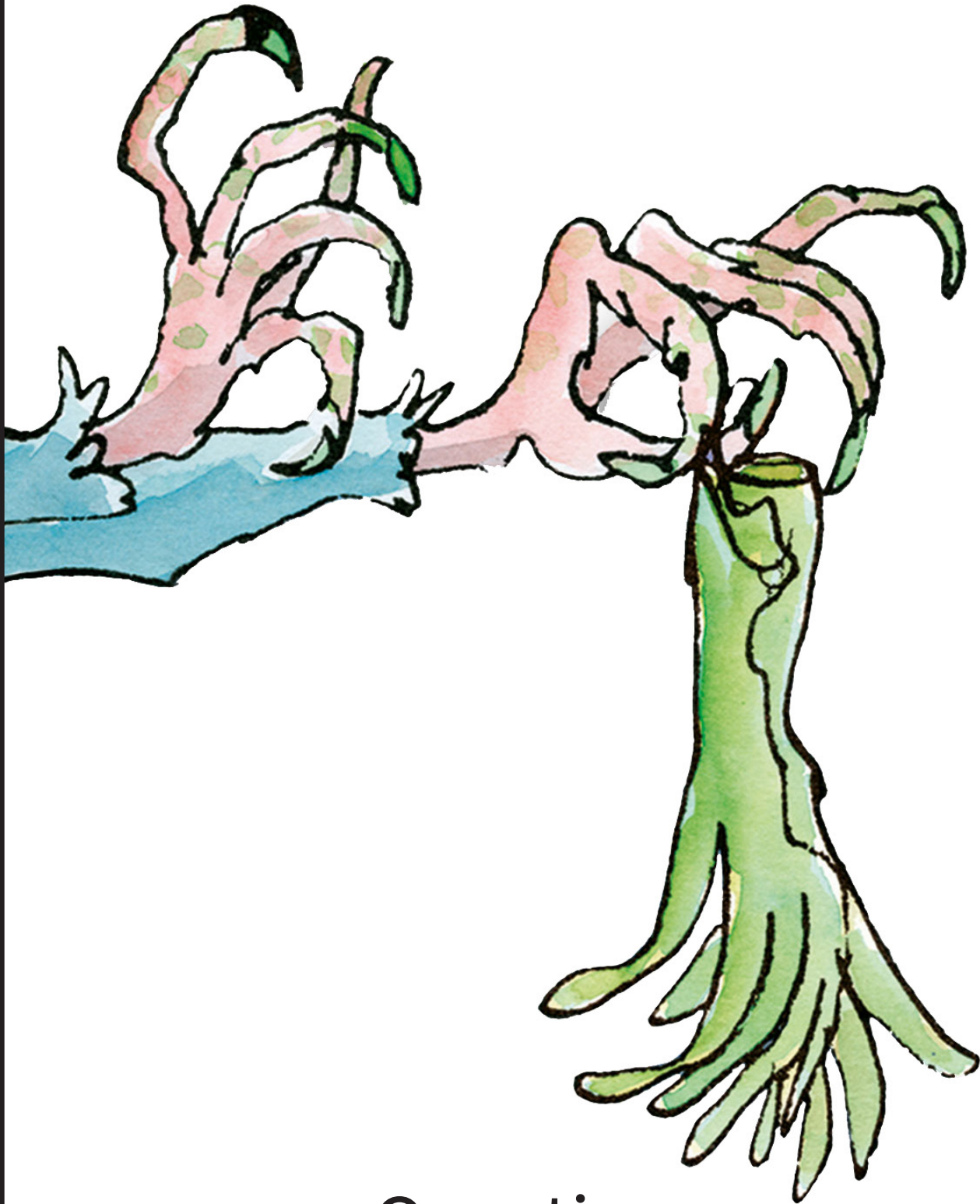


The Witches



Questions

Chapter 1: A Note About Witches

Word Bank

barghest	= mytiskt odjur	scheming	= intrigera
do away with	= göra sig av med	sizzling	= fräsande, het
ghoul	= vålnad, gengångare	squelching	= krossa, mosa
motto	= valspråk	squish	= klämma, mosa,
reckons	= räknar med	wretched	= eländig

Short Answer Questions

1. What do witches wear in fairy tales?

2. What do real witches wear?

3. How many children does a witch aim to destroy each week?

4. What is the motto of all witches?

5. What other creatures are always male?

Multiple Choice Questions

1. Why are real witches hard to catch?

- (a) They hide in caves
- (b) They wear disguises
- (c) They look like ordinary women
- (d) They can fly away quickly

2. What gives witches pleasure equal to eating strawberries with cream?

- (a) Casting spells
- (b) Squelching a child
- (c) Flying on broomsticks
- (d) Fooling policemen

3. What sound effect is used when a witch swoops on her victim?

- (a) Whoosh
- (b) Phwisst
- (c) Bang
- (d) Snap

4. How many witches are estimated to live in England?

- (a) About 10
- (b) About 50
- (c) About 100
- (d) About 1000

5. What makes witches extra dangerous for children?

- (a) They use knives and guns
- (b) They always travel in groups
- (c) They do not look dangerous
- (d) They can turn into tigers

6. What does the narrator say about teachers?

- (a) They can never be witches
- (b) Some teachers may secretly be witches
- (c) All teachers are witches
- (d) Teachers are more dangerous than witches

Chapter 2: My Grandmother

Word Bank

adore	= avguda	pretending	= låtsas
encounter	= möte	quaking	= darra, skaka
fuss	= uppståndelse	tuck in	= stoppa om (i sängen)
horrors	= fasor	unharmd	= oskadd
porpoise	= tumlare	vanish	= försvinna

Short Answer Questions

1. Where was the narrator's grandmother from?

2. What happened to the narrator's parents?

3. What unusual habit did the grandmother have?

4. What happened to the girl Solveg?

5. What animal did Leif turn into?

Multiple Choice Question

1. What was the name of the first child who disappeared?

- (a) Solveg
- (b) Ranghild Hansen
- (c) Birgit Svenson
- (d) Harald

2. What did Birgit Svenson eventually turn into?

- (a) A duck
- (b) A statue
- (c) A white chicken
- (d) A porpoise

3. How did Harald's transformation show itself first?

- (a) His skin turned greyish-yellow and crackly
- (b) He grew feathers
- (c) He appeared inside a painting
- (d) He vanished into the sea

4. What did visitors do with the stone statue of Harald?

- (a) Talked to it
- (b) Leaned their umbrellas against it
- (c) Painted it
- (d) Gave it food

5. What did Leif do after turning into a porpoise?

- (a) Swam away at once
- (b) Stayed and played with his family
- (c) Hid under the water
- (d) Attacked the witches

6. What reassurance did the grandmother give about witches at night?

- (a) They can't enter houses through windows
- (b) They are afraid of the dark
- (c) They never attack children in bed
- (d) They only live in the forest

Chapter 3: How to Recognize a Witch

Word Bank

bald	= flintskallig
ghastly	= fasansfull
outraged	= upprörd
peculiar	= märkelig
quiver	= darra

respectable	= respektabel
scratchy	= rivig
shivers	= rysningar
stink-waves	= stankvågor
wig	= peruk

Short Answer Questions

1. What do witches have instead of fingernails?

2. What do witches wear to hide their bald heads?

3. Why do wigs make witches itch?

4. What is unusual about witches' spit?

5. What part of the narrator's grandmother's body is missing?

Multiple Choice Questions

1. What do witches always wear on their hands?

- (a) Rings
- (b) Gloves
- (c) Bandages
- (d) Nothing

2. What colour are the rims of witches' nose-holes?

- (a) Red like fire
- (b) Pink like seashells
- (c) Blue like the sea
- (d) Black like coal

3. How does a witch recognise a child at night?

- (a) By listening to footsteps
- (b) By seeing glowing eyes
- (c) By smelling stink-waves
- (d) By feeling their heartbeat

4. What do witches' eyes look like in the centre?

- (a) Fire and ice changing colours
- (b) Tiny stars sparkling
- (c) Pure black dots
- (d) Empty white circles

5. Why do witches have trouble with shoes?

- (a) Their feet are wide and square at the ends
- (b) They cannot afford shoes
- (c) They only wear children's shoes
- (d) Their feet keep vanishing

6. What advice does the grandmother give if you spot several witch signs together?

- (a) Ask her directly
- (b) Run like mad
- (c) Tell the police
- (d) Pull her wig off

Chapter 4: The Grand High Witch

Word Bank

appalling	=	förskräcklig
headquarters	=	högkvarter
lecture	=	föreläsning
magnificent	=	storslagen
petrified	=	vettskrämd

railing	=	räcke
rumour	=	rykte
tame	=	tam
vicious	=	ondskefull, brutal
will	=	testamente

Short Answer Questions

1. Who did the man in the black suit talk to?

2. What did the father's will decide about the boy?

3. Where did the grandmother and the boy have to move?

4. What do English witches sometimes turn children into?

5. What animal did the woman in the garden take out of her bag?

Multiple Choice Questions

1. Why didn't the grandmother want to move to England?

- (a) She disliked the food
- (b) She hated to leave Norway
- (c) She feared the weather
- (d) She had no friends there

2. What did the grandmother say about English witches compared to Norwegian witches?

- (a) They are kinder
- (b) They are more vicious
- (c) They are fewer but harmless
- (d) They never meet in groups

3. What rumour had the grandmother heard about American witches?

- (a) They could fly invisibly
- (b) They could turn children into hot-dogs
- (c) They lived in deserts
- (d) They rode crocodiles

4. What happens once a year in every country's witch society?

- (a) They hold a secret meeting with The Grand High Witch
- (b) They celebrate with fireworks
- (c) They all travel abroad
- (d) They write letters to children

5. What unusual things were rumoured to be found in hotels after witches' meetings?

- (a) Gold coins in the beds
- (b) Crocodiles in the soup and toads in bathtubs
- (c) Children hiding in wardrobes
- (d) Cats walking on the ceilings

6. How did the boy react when the woman with black gloves offered him a present?

- (a) He climbed higher up the tree in fear
- (b) He ran into the house
- (c) He shouted for his neighbour
- (d) He threw the snake back

Chapter 5: Summer Holidays

Word Bank

compromise	=	kompromiss	pneumonia	=	lunginflammation
dangerous	=	farlig	relentlessly	=	obevekligt
enormous	=	enorm	rubbish	=	struntprat
interfering	=	lägga sig i	spying	=	spionera
permit	=	tillåta	tremendously	=	oerhört

Short Answer Questions

1. What illness did the grandmother get?

2. What hotel did they travel to instead of Norway?

3. What pets did the boy receive from his grandmother?

4. What was the hotel manager's name?

5. Where did the boy go to secretly train his mice?

Multiple Choice Questions

1. What reason did the doctor give for not allowing travel to Norway?

- (a) It was too far and dangerous
- (b) Tickets were sold out
- (c) Norway had too many witches
- (d) The ship was broken

2. What did the grandmother call Mr Stringer's hotel when he objected to the mice?

- (a) Rotten and full of rats
- (b) A palace of lies
- (c) A dull seaside shack
- (d) A nest of witches

3. What did the chambermaid threaten to do with the mice?

- (a) Throw them out of the window
- (b) Sell them to the circus
- (c) Drown them in a bucket
- (d) Give them to the manager

4. What dream did the boy have for his mice?

- (a) To sell them for gold
- (b) To start a White Mouse Circus
- (c) To make them find cheese
- (d) To train them as guard-mice

5. What was the first trick the boy taught his mice?

- (a) Tight-rope walking
- (b) Balancing on a ball
- (c) Creeping up his sleeve
- (d) Swinging on a trapeze

6. What kind of food did the mice especially love as a reward?

- (a) Cheese
- (b) Currant cake
- (c) Apples
- (d) Biscuits

Chapter 6: The Meeting

Word Bank

alarmed	= oroad
cruelty	= grymhet
dandruff	= mjäll
faint	= svimma
frantically	= panikartat, febrilt

gloves	= handskar
imprisoned	= inspärrad
peered	= kikade
splendid	= storslagen
unattractive	= oattraktiv

Short answer questions

1. Where was the boy hiding during the meeting?

2. About how many women came into the ballroom?

3. What did they all begin to scratch?

4. What did the boy discover about their hair?

5. What did one woman fasten around the double doors?

Multiple choice questions

1. What did the boy first think the ladies might be?

- (a) Teachers from his school
- (b) Members of a children's charity
- (c) Nurses from the hospital
- (d) Tourists from abroad

2. How did the ladies greet each other when they came in?

- (a) With angry shouts
- (b) By hugging the boy
- (c) With cheerful chatter about dresses and meetings
- (d) By whispering secretly

3. What did the boy, Ashton, have in his hair?

- (a) Dandruff
- (b) Nits
- (c) Glue
- (d) Sand

4. What happened when Ashton's head was dipped in turpentine?

- (a) His hair turned green
- (b) Half the skin came away from his scalp
- (c) All the nits survived
- (d) He fainted for hours

5. What realisation made the boy's blood turn to ice?

- (a) All the women were wearing gloves and wigs
- (b) The hotel manager was a witch
- (c) The screen was about to fall over
- (d) He had dropped one of his mice

6. Why didn't the boy try to run for the doors?

- (a) He was too tired
- (b) They were locked with a chain
- (c) He had lost his shoes
- (d) The manager was waiting outside

Chapter 7: Frizzled Like a Fritter

Word Bank

awe	=	vördnad	repulsive	=	motbjudande
feeble	=	svag, kraftlös	serpents	=	ormar
grotesque	=	grotesk	snarled	=	morrade
howling	=	tjutande	transfixed	=	paralyserad
miserable	=	eländig	wizened	=	skrumpen

Short answer questions

1. What did the young woman on the platform remove from her face?

2. What colour were the claws the boy saw?

3. What shape were the witches' feet?

4. Why didn't the boy think the witches could smell him?

5. What happened to the witch who dared to argue?

Multiple choice questions

1. What was unusual about the Grand High Witch's appearance compared to the others?

(a) She wore bright red clothes
(b) She did not remove her wig, gloves, or shoes
(c) She carried a broomstick
(d) She had no eyes

2. What accent did the Grand High Witch seem to have?

(a) French
(b) Italian
(c) Harsh and guttural, foreign-sounding
(d) Irish

3. What sprayed from the Grand High Witch's mouth as she shouted?

(a) Blue sparks
(b) Flecks of pale-blue phlegm
(c) Drops of blood
(d) Black smoke

4. What did the Grand High Witch order to happen within one year?

(a) Every witch must find new gloves
(b) Every child in England must be wiped out
(c) All witches must move to Norway
(d) All witches must find new disguises

5. How did the Grand High Witch punish the witch who spoke back?

(a) She locked her in the hotel cellar
(b) She turned her into a mouse
(c) She sent sparks from her eyes that burned her
(d) She forced her to jump from the window

6. What remained after the punished witch disappeared?

(a) A pile of ashes
(b) A smell of burning meat and a wisp of smoke
(c) A single glove
(d) A squeaking mouse

Chapter 8: Formula 86 Delayed Action Mouse-Maker

Word Bank

bank-notes	= sedlar	precisely	= exakt
basin	= skål, handfat	resign	= säga upp sig
droppings	= spillning, avföring	retire	= gå i pension
gloating	= skadeglad	revolting	= vidrig, motbjudande
grins	= flin, grin	trap	= fälla, fånga något

Short answer questions

1. What did the Grand High Witch call children?

2. What did she order every witch to buy?

3. What was the name of her new invention?

4. What colour was the liquid?

5. How long did it take before a child turned into a mouse?

Multiple choice questions

1. How were the witches told to get the best sweet-shops?

- (a) By stealing them at night
- (b) By offering four times the value
- (c) By frightening the owners away
- (d) By using magic spells on shopkeepers

2. What mistake did one foolish witch suggest?

- (a) Poisoning chocolates directly
- (b) Selling free cats instead of sweets
- (c) Burning the schools
- (d) Giving children cheese sandwiches

3. Why did the Grand High Witch reject the poisoning idea?

- (a) It was too expensive
- (b) Witches would be caught immediately
- (c) Children liked the taste too much
- (d) It didn't work on girls

4. When exactly was the formula designed to start working?

- (a) At midnight
- (b) When the child first ate the sweet
- (c) The next morning at nine o'clock in school
- (d) After one full week

5. What did the witches imagine teachers would do when mice appeared?

- (a) Laugh and clap
- (b) Run away screaming
- (c) Stand on desks and yell
- (d) Call the police

6. According to the Grand High Witch's song, what happened to children after eating the sweets?

- (a) They grew wings and flew away
- (b) They shrank, grew fur, tails, and became mice
- (c) They exploded like fireworks
- (d) They fell asleep for a hundred years

Chapter 9: The Recipe

Word Bank

aim	= sikta	overdose	= överdos
concocting	= blanda ihop, tillreda	recipe	= recept
gasp	= flämta, flämtning	sensation	= sensation
hubbub	= larm, tumult	timing	= tidpunkt
liquid	= vätska	triumphantly	= triumferande

Short answer questions

1. Whose mice appeared on the platform?

2. What did the Grand High Witch first threaten to turn the boy into?

3. How long must the telescope be boiled?

4. What part of the gruntle is used in the recipe?

5. What colour is the final liquid?

Multiple choice questions

1. How did the Grand High Witch get rid of William and Mary on the platform?

- (a) She drowned them in frog-juice
- (b) She kicked them against the wall
- (c) She fed them chocolate with Formula 86
- (d) She turned them into dust

2. What was the audience's first reaction when the white mice appeared?

- (a) They thought it was a magic trick
- (b) They believed the Grand High Witch had created them
- (c) They tried to catch them for pets
- (d) They ran screaming

3. Which everyday object provided the "delayed action" in the formula?

- (a) A school bell
- (b) A watch
- (c) An alarm-clock
- (d) A sundial

4. What happened to the alarm-clock before being mixed in?

- (a) It was frozen
- (b) It was roasted in the oven
- (c) It was drowned in frog-juice
- (d) It was buried in a burrow

5. Which animal parts were included in the recipe?

- (a) Crabcruncher's claw, blabbersnitch's beak, grobblesquirt's snout, catspringer's tongue
- (b) Tiger's tooth, lion's mane, snake's skin, bat's wing
- (c) Dog's paw, cat's claw, bird's feather, horse's hoof
- (d) Eagle's eye, wolf's tail, goat's horn, fish's scale

6. Why was it dangerous to overdose Formula 86?

- (a) It would explode the sweet-shop
- (b) It would kill the witches
- (c) It would make children turn into mice too early
- (d) It would have no effect at all

Chapter 10: Bruno Jenkins Dissappears

Word Bank

astonishing	= häpnadsväckande	greedy	= girig
bewildered	= förvirrad	miracle	= mirakel
boasting	= skryta	prove	= bevisa
disguise	= förklädnad	suspicious	= misstänksam
extraordinary	= märkvärdig	unfastened	= lossade

Short answer questions

1. What time did the Grand High Witch set the alarm-clock for?

2. What was hidden inside the chocolate bar?

3. Who was the boy that came into the ballroom?

4. What cruel thing had Bruno done to ants?

5. What did Bruno finally turn into?

Multiple choice questions

1. How many extra chocolate bars was Bruno promised?

(a) Two
(b) Four
(c) Six
(d) Ten

4. How did Bruno react when the countdown began?

(a) He tried to escape calmly
(b) He laughed and clapped
(c) He demanded chocolate and shouted angrily
(d) He begged for mercy

2. How did the Grand High Witch's mask make her look?

(a) Like an old lady
(b) Like a pretty young woman
(c) Like a school teacher
(d) Like a monster

5. What happened first when the formula took effect?

(a) Bruno's hair fell out
(b) He grew wings
(c) He jumped as though pricked by a pin
(d) He fainted on the floor

3. What habit did Bruno have wherever he went?

(a) Playing marbles
(b) Eating something
(c) Whistling loudly
(d) Drawing in a notebook

6. What did the Grand High Witch produce after the transformation?

(a) A piece of cheese
(b) A mouse-trap
(c) A bottle of poison
(d) A whip

Chapter 11: The Ancient Ones

Word Bank

announce	= tillkännage	exterminate	= förinta
assemble	= samlas	pleasure	= nöje
bottle	= flaska	ridiculous	= löjlig
distribute	= dela ut	squiggle	= kladda, slingra
escape	= fly	whiff	= pust, svag doft

Short answer questions

1. How old were the witches asked to raise their hands?

2. How many doses were in one bottle of Mouse-Maker?

3. How many bottles did each ancient witch receive?

4. Where were the witches going after the meeting?

5. What smell did Mildred claim she caught?

Multiple Choice Questions

- Why couldn't the ancient witches collect grun-
tles' eggs?
(a) They were too afraid of heights
(b) They were too old and weak
(c) They had broken their brooms
(d) They were not allowed to climb trees
- What colour was the bottle the Grand High
Witch showed them?
(a) Green
(b) Clear glass
(c) Dark-blue
(d) Red
- What room number did the Grand High Witch
say she stayed in?
(a) 101
(b) 202
(c) 303
(d) 454
- What did the witches have to put in their noses
before supper?
(a) Cotton plugs
(b) Rose petals
(c) Perfumed cloths
(d) Bits of sponge
- What did the Grand High Witch say if a grown-
up ate a chocolate with Formula 86?
(a) It would have no effect
(b) It was just too bad for the grown-up
(c) They would become ill
(d) The witches would be caught
- How did the witches react after Mildred cried
out about the smell?
(a) They laughed at her
(b) They all sniffed and agreed
(c) They left the room
(d) They told her to be quiet

Chapter 12: Metamorphosis

Word Bank

burst	= spricka	remarkably	= anmärkningsvärt
cornered	= inträngd i hörn	seize	= gripa, ta fast
females	= honor	skittering	= kilande
filthy	= smutsig, motbjudande	suspend	= hänga upp
hideous	= ohygglig, hemsk	tighten	= strama åt

Short answer questions

1. What did the witches do when they first spotted the boy?

2. How were the doors secured?

3. What did the Grand High Witch pour down the boy's throat?

4. What began to grow all over his skin?

5. Where did the witches decide to go after the meeting?

Multiple choice questions

1. How did the boy try to get help?

- (a) By banging on the doors
- (b) By screaming towards the doors
- (c) By waving at the windows
- (d) By throwing a chair

2. What did the witches do to stop his screaming?

- (a) Gave him chocolate
- (b) Covered his mouth with a gloved hand
- (c) Tied a scarf around his head
- (d) Cast a silence spell

3. How did the transformation feel to the boy?

- (a) Like floating in water
- (b) Like being squeezed in an iron suit
- (c) Like falling endlessly
- (d) Like flying through the air

4. What was the Grand High Witch holding when she grinned at him?

- (a) A mouse-trap and cheese
- (b) A broomstick
- (c) A blue bottle
- (d) A magnifying glass

5. What surprised the boy after he became a mouse?

- (a) He could talk to witches
- (b) He felt no more pain
- (c) He grew very large
- (d) He could fly

6. What reason did the Grand High Witch give for not chasing him further?

- (a) He would be too fast
- (b) He was only a mouse now
- (c) They had run out of traps
- (d) They wanted to rest

Chapter 13: Bruno

Word Bank

cautiously	= försiktigt	peep	= kika
certain	= säker	refuse	= vägra
enemy	= fiende	snatch	= rycka åt sig
improvement	= förbättring	squeaky	= pipig
nibble	= gnaga, småäta	sympathy	= medlidande

Short answer questions

1. What surprised the boy when he first spoke as a mouse?

2. What was Bruno eating when they met?

3. How did Bruno react when told he was a mouse?

4. Who did the boy say would understand their situation?

5. What instructions did the boy give before leaving the Ballroom?

Multiple choice questions

1. Why wasn't the boy depressed about being a mouse?

- (a) He thought mice lived forever
- (b) He believed mice had fewer worries than boys
- (c) He wanted to frighten cats
- (d) He preferred the taste of cheese

2. What did the boy mention that little boys sometimes suffer, just like mice?

- (a) Being poisoned
- (b) Being trapped
- (c) Being run over by cars or dying of illness
- (d) Being chased by cats

3. What did Bruno say about living in a hole?

- (a) He thought it sounded fun
- (b) He refused and said he didn't want to
- (c) He wanted to try it once
- (d) He said only wild mice did that

4. What did Bruno worry about concerning his parents?

- (a) His father would laugh at him
- (b) His mother was terrified of mice
- (c) They might lock him in a cage
- (d) They would not believe him

5. What everyday problem did Bruno raise about being a mouse?

- (a) How to open the fridge for leftovers
- (b) How to sharpen pencils
- (c) How to go to school
- (d) How to ride a bicycle

6. What did the boy do with Bruno's sandwich before they escaped?

- (a) Hid it under a chair
- (b) Put it in his pocket
- (c) Snatched it and threw it away
- (d) Gave it back to Bruno's paw

Chapter 14: Hello, Grandmamma

Word Bank

appearance	= utseende	habit	= vana
bustling	= jäktande	horrible	= hemsk
console	= trösta	instinctively	= instinktivt
furry	= lurvig	supplies	= förråd
guzzle	= frossa, vräka i sig	tremble	= darra

Short Answer Questions

1. Where did the boy and Bruno hide when the maid came?

2. What did the boy do when the maid's finger touched him?

3. What food did Bruno attack in Grandmamma's room?

4. What did the boy call himself after learning he was not a real mouse?

5. What colour was the knitting wool Grandmamma used for the plan?

Multiple Choice Questions

1. What happened to Grandmamma when she first saw the boy as a mouse?

- (a) She fainted and fell to the floor
- (b) She froze like a marble statue
- (c) She shouted for help
- (d) She tried to catch him with a broom

2. What calmed Grandmamma down after the shock?

- (a) Drinking water
- (b) Smoking a cigar
- (c) Talking to Bruno
- (d) Taking medicine

3. What famous punishment did the Grand High Witch use on another witch?

- (a) Turning her into a frog
- (b) Locking her in a cage
- (c) Frying her with sparks
- (d) Making her drink the formula

4. How many witches did Grandmamma say the Grand High Witch fries at each meeting?

- (a) None
- (b) One
- (c) Three
- (d) As many as she wants

5. What did the boy suggest about the location of their hotel rooms?

- (a) They were side by side
- (b) The Grand High Witch's room was above his
- (c) His room was directly above hers
- (d) They were on different wings

6. How did Grandmamma plan to lower the boy to the balcony below?

- (a) With a rope
- (b) In a sock on knitting-wool
- (c) By carrying him herself
- (d) By using the lift

Chapter 15: The Mouse-Burglar

Word Bank

balcony = balkong

bounce = studsa

burst open = slå upp

delayed action = fördröjd verkan

hesitantly = tveksamt

label = etikett

meek = foglig

scamper = kila iväg

stench = stank

trespass = inkräkta

Short Answer Questions

1. What carried the boy down from the balcony?

2. Where did he finally find the bottles?

3. What creatures did he see under the bed?

4. What did the label on the bottle say?

5. How did the boy escape from the room?

Multiple Choice Questions

1. What did the boy compare the witches' smell to?

- (a) Rotten fish
- (b) Railway-station lavatory
- (c) Burnt matches
- (d) Wet dogs

2. Why couldn't the boy open drawers or wardrobes?

- (a) They were locked
- (b) He was too weak as a mouse
- (c) The Grand High Witch was watching
- (d) The key was missing

3. How did he drag the bottle off the bed?

- (a) With his tail
- (b) With a thread from the sock
- (c) Walking backwards
- (d) Rolling it with his nose

4. What did the Grand High Witch plan to do with the frogs?

- (a) Keep them in a cage
- (b) Feed them to her cat
- (c) Throw them out of the window for seagulls
- (d) Boil them for a potion

5. What excuse did Grandmamma give on the balcony?

- (a) She was airing her laundry
- (b) She was calling for her cat
- (c) She had dropped her knitting wool
- (d) She was searching for her grandson

6. What did Grandmamma say the Grand High Witch really was?

- (a) A thief
- (b) A murderer
- (c) A liar
- (d) A monster

Chapter 16: Mr and Mrs Jenkins Meet Bruno

Word Bank

altered	= förändrad	precious	= dyrbar
budging	= flytta sig	shriek	= skrik, tjut
frighten	= skrämma	spectacles	= glasögon
mishap	= missöde	thumping	= dunsande
pat	= klappa	undone	= uppknäppt

Short Answer Questions

1. What was Bruno eating in the banana bowl?

2. Where did Grandmamma put the two mice before visiting the Jenkinses?

3. What was Mrs Jenkins doing in the Lounge?

4. What did Mr Jenkins think Bruno had been up to?

5. What did Mrs Jenkins scream when she saw Bruno?

Multiple Choice Questions

1. What time was the witches' supper planned?

- (a) Six o'clock
- (b) Seven o'clock
- (c) Eight o'clock
- (d) Nine o'clock

2. What colour were Mrs Jenkins's knitting needles working with?

- (a) Red
- (b) Mustard
- (c) Blue
- (d) Green

3. How did Mr Jenkins react when Grandmamma asked to speak in private?

- (a) He agreed at once
- (b) He asked to meet outside
- (c) He refused and stayed in his chair
- (d) He went upstairs angrily

4. What did Mr Jenkins accuse Bruno of usually suffering from?

- (a) Broken bones
- (b) Overeating and wind
- (c) Laziness
- (d) Too much running around

5. How did Mr Jenkins try to get rid of Bruno when he saw him?

- (a) By throwing him out the window
- (b) By stamping on him
- (c) By flapping his newspaper
- (d) By calling for the manager

6. What did Mrs Jenkins want her husband to do with Grandmamma?

- (a) Invite her upstairs
- (b) Offer her money
- (c) Call the manager to throw her out
- (d) Believe her story

Chapter 17: The Plan

Word Bank

behave	=	uppföra sig	nervous	=	nervös
clue	=	ledtråd	nippy	=	kvick, snabb
cranny	=	skrymsle	release	=	släppa fri
disagreeable	=	obehaglig, otrevlig	silent	=	tyst
disastrous	=	katastrofal	unseen	=	osedd

Short Answer Questions

1. Why didn't Bruno tell his father who he was?

2. Where did the boy suggest putting Mouse-Maker?

3. What did Grandmamma say had doubled after he became a mouse?

4. What danger did Grandmamma warn about in the kitchen?

5. What did Bruno want if he came along?

Multiple Choice Questions

1. At what time did Grandmamma plan to go down to supper?

- (a) Six o'clock
- (b) Half-past seven
- (c) Eight o'clock
- (d) Nine o'clock

2. How did the boy prove he could manage the bottle himself?

- (a) He balanced it on his back
- (b) He unscrewed the cap with his paws
- (c) He carried it in his mouth
- (d) He dragged it by the tail

3. What did Grandmamma say the boy must avoid when entering the kitchen?

- (a) Falling into soup
- (b) Getting trodden on or squeezed in the door
- (c) Being caught by Bruno
- (d) Dropping the bottle

4. How did the boy describe his feelings before the mission?

- (a) Too tired to think
- (b) Too hungry to wait
- (c) Too excited to eat
- (d) Too sad to care

5. What condition did Grandmamma set for Bruno to join them?

- (a) Stay in her bag and be silent
- (b) Help carry the bottle
- (c) Distract the waiters
- (d) Sneak into the kitchen first

6. What did Grandmamma call the boy at the end of their talk?

- (a) A foolish little mouse
- (b) A brave little fellow
- (c) A clever rat
- (d) A naughty boy

Chapter 18: In the Kitchen

Word Bank

burrow	= gräva sig ner, lya	commotion	= tumult
buzzing	= surra, myllra	garbage-bin	= sopkärl
caress	= smeka	reserved	= reserverad
clasp	= spänne, lås	sparks	= gnistor
clutch	= gripa, hålla fast	well-to-do	= välbärgad

Short Answer Questions

1. What new body part did the boy discover?

2. Where did Grandmamma hide him before the mission?

3. What food did Bruno eat in the handbag?

4. How many witches were counted in the Dining-Room?

5. What food did Grandmamma choose with her roast lamb

Multiple Choice Questions

1. Who served Grandmamma at the table?

- (a) George
- (b) William
- (c) Henry
- (d) Alfred

2. What soup did the witches receive?

- (a) Tomato
- (b) Mushroom
- (c) Green-pea
- (d) Chicken

3. What happened to the boy's tail in the kitchen?

- (a) Burnt in the oven
- (b) Cut by a carving-knife
- (c) Stuck in the soup tureen
- (d) Caught in a trap

4. Where did the boy hide after escaping from the cook's trousers?

- (a) In a potato sack
- (b) Under a table
- (c) In a saucepan
- (d) Behind a door

5. What did the cooks secretly do to an old lady's food?

- (a) Added salt
- (b) Spat on it
- (c) Burned it
- (d) Gave her fish instead

6. How many witches had been in England before one was "fried"?

- (a) 84
- (b) 85
- (c) 100
- (d) 200

Chapter 19: Mr Jenkins and His Son

Word Bank

bosom	=	famn	rash	=	förhastad
cross	=	arg	restore	=	återföra
feast on	=	kalasa på	spluttering	=	stamma fram ord, frusta
mischievous	=	illmarig, busig	stammer	=	stamma
purposeful	=	målmedveten	trouble	=	problem

Short Answer Questions

1. Who came angrily to Grandmamma's table?

2. What did Grandmamma say Bruno had become?

3. Where was Bruno hiding when he spoke to his father?

4. What pet did the Jenkins family have at home?

5. Who did Grandmamma point out as responsible for Bruno's change?

Multiple Choice Questions

1. What made Mr Jenkins so sure something was wrong?

- (a) Bruno missed his supper
- (b) The manager called him
- (c) He saw a mouse in the kitchen
- (d) Grandmamma told him beforehand

2. What was Bruno most excited about as a mouse?

- (a) Learning magic
- (b) Never going to school again
- (c) Living in the garden
- (d) Playing with Topsy the cat

3. What did Bruno say he wanted to eat as a mouse?

- (a) Bread and cheese
- (b) Raisins and honey
- (c) Cake and biscuits
- (d) Apples and jam

4. What did Mr Jenkins threaten to do if Grandmamma didn't reveal Bruno's location?

- (a) Call the police
- (b) Tell the hotel manager
- (c) Shout at his wife
- (d) Leave the hotel

5. How did Mr Jenkins react when Bruno poked his head out?

- (a) He fainted
- (b) He leapt three feet in the air
- (c) He laughed loudly
- (d) He hugged him

6. What did Mr Jenkins threaten to do to the Grand High Witch?

- (a) Call the police on her
- (b) Sue her with his lawyers
- (c) Tell the hotel manager
- (d) Fight her with his fists

Chapter 20: The Triumph

Word Bank

cheering	= jubla	massive	= enorm
corpse	= lik	nestling	= kura ihop sig
drooping	= hängande	shrink	= krympa
heck	= sjutton!	swarming	= myllra
marvellous	= underbar	wiggling	= vrida sig

Short Answer Questions

1. What happened to the Grand High Witch in the Dining-Room?

2. What did the witches begin to grow on their faces?

3. What did the waiters and chefs attack the mice with?

4. Who enjoyed the chaos in the Dining-Room?

5. Where were the boy and his grandmother going after leaving the hotel?

Multiple Choice Questions

1. Why did the Mouse-Maker work so fast on the witches?

- (a) They were already weak
- (b) They had massive overdoses
- (c) The boy mixed it with poison
- (d) It was a stronger batch

2. How did Grandmamma make sure the children could see the fun?

- (a) She lifted them onto the table
- (b) She put them on her chair
- (c) She jumped on her chair with them in her hands
- (d) She asked the waiter for help

3. What did Mrs Jenkins scream to her husband?

- (a) "Herbert, call the police!"
- (b) "Herbert, get me out of here!"
- (c) "Herbert, protect Bruno!"
- (d) "Herbert, stop the witches!"

4. What did the taxi-driver say about mice?

- (a) They bring bad luck
- (b) They are dirty animals
- (c) They breed very fast
- (d) They can't survive outside

5. What did the boy envy about the doorman?

- (a) His moustache
- (b) His tall green uniform
- (c) His loud whistle
- (d) His strength

6. What did Grandmamma say about their luggage?

- (a) It was stolen
- (b) It would be sent later
- (c) It was too heavy
- (d) Who cares about luggage

Chapter 21: The Heart of a Mouse

Word Bank

apparently	= tydligen	humming	= surrande, brummande
bristle	= borst	ingenious	= genialisk
darling	= älskling	presto	= vips, plötsligt
fondle	= smeka, klappa kärleksfullt	tickle	= kittla
gazing	= stirra, betrakta	whisper	= viska

Short Answer Questions

1. What did Grandmamma use to make the boy's toothbrush?

2. What did he use as a bath-tub?

3. How many times a minute did Grandmamma say his heart beat?

4. How long did an ordinary mouse live?

5. How old was Grandmamma?

Multiple Choice Questions

1. What did Grandmamma invent to help him open doors?

- (a) A key
- (b) A pulley and weight system
- (c) A string tied to the handle
- (d) A mouse-sized ladder

2. What happened when he pressed the button on the floor?

- (a) The light came on or went off
- (b) The door opened
- (c) A bell rang
- (d) A trapdoor opened

3. What taste did he lose after becoming a mouse?

- (a) Meat
- (b) Sweets and chocolate
- (c) Bread
- (d) Fruit

4. What did he say about living longer than his Grandmamma?

- (a) He wanted to live forever
- (b) He wanted to live shorter than her
- (c) He didn't care
- (d) He wanted to outlive her

5. What did Grandmamma often hear at night when he was close?

- (a) His teeth chattering
- (b) His heart humming
- (c) His whiskers scratching
- (d) His paws tapping

6. What did the boy say was most important in life?

- (a) Being clever
- (b) Being rich
- (c) Being loved
- (d) Being human

Chapter 22: It's Off to Work We Go!

Word Bank

annual	=	årlig
charity	=	välgörenhet
colossal	=	kolossal, enorm
destroy	=	förstöra
district	=	område

fade away	=	försvinna
snoop around	=	snoka runt
summon	=	tillkalla
unbeatable	=	oslagbar
wealthy	=	rik

Short Answer Questions

1. What did Grandmamma eat for supper?

2. What did the boy eat?

3. Where was the Grand High Witch's headquarters?

4. What animals did the boy suggest using against the witches-turned-mice?

5. What did Grandmamma say their future work would be?

Multiple Choice Questions

1. Who did Grandmamma pretend to be when she phoned Bournemouth?

- (a) A hotel manager
- (b) A policeman from England
- (c) The Chief of Police for Norway
- (d) A Baroness

2. What did the police find in the Grand High Witch's hotel room?

- (a) A suitcase of gold
- (b) Her passport
- (c) Magic potions
- (d) A black cloak

3. What was the Grand High Witch known as in her home village?

- (a) A cruel old woman
- (b) A wealthy Baroness who gave to charity
- (c) A strange foreigner
- (d) A school teacher

4. What did Grandmamma accidentally smash in her excitement?

- (a) A mirror
- (b) A window
- (c) A Ming vase
- (d) A chair

5. Why did the boy warn his grandmother about the cats?

- (a) He was allergic to cats
- (b) He didn't want to be attacked himself
- (c) Cats were too noisy
- (d) He thought they might escape

6. What did Grandmamma say they would do after dealing with the witches in the castle?

- (a) Retire in Norway
- (b) Travel the world
- (c) Hide in the mountains
- (d) Burn the castle

Word Bank - Chapters

A Note about Witches

barghest	= mytiskt odjur
do away with	= göra sig av med
ghoul	= vålnad, gengångare
motto	= valspråk
reckons	= räknar med
scheming	= intrigera
sizzling	= fräsande, het
snivel	= krossa, mosa
squish	= klämma, mosa, pressa ihop
wretched	= eländig

1 My Grandmother

adore	= avguda
encounter	= möte
fuss	= uppståndelse
horrors	= fasor
porpoise	= tumlare
pretending	= låtsas
quaking	= darra, skaka
tuck in	= stoppa om (i sängen)
unharmed	= oskadd
vanish	= försvinna

2 How to Recognise a Witch

bald	= flintskallig
ghastly	= fasansfull
outraged	= upprörd
peculiar	= märklig
quiver	= darra
respectable	= respektabel
scratchy	= rivig
shivers	= rysningar
stink-waves	= stankvågor
wig	= peruk

3 The Grand High Witch

appalling	= förskräcklig
headquarters	= högkvarter
lecture	= föreläsning
magnificent	= storslagen
petrified	= vettskrämd
railing	= räcke
rumour	= rykte
tame	= tam
vicious	= ondskefull, brutal
will	= testamente

4 Summer Holidays

compromise	= kompromiss
dangerous	= farlig
enormous	= enorm
interfering	= lägga sig i
permit	= tillåta
pneumonia	= lunginflammation
relentlessly	= obehålligt
rubbish	= struntprat
sidled	= smög
spying	= spionera
tremendously	= oerhört

5 The Meeting

alarmed	= oroad
cruelty	= grymhet

dandruff	= mjäll
faint	= svimma
frantically	= panikartat, febrilt
gloves	= handskar
imprisoned	= inspärrad
peered	= kikade
splendid	= storslagen
unattractive	= oattraktiv

6 Frizzled Like a Fritter

awe	= vördnad
feeble	= svag, kraftlös
grotesque	= grotesk
howling	= tjutande
miserable	= eländig
repulsive	= motbjudande
serpents	= ormar
snarled	= morrade
transfixed	= paralyserad
wizened	= skrumpen

7 Formula 86 Delayed Action

Mouse-Maker

bank-notes	= sedlar
basin	= skål, handfat
droppings	= spillning, avföring
gloating	= skadeglad
grins	= flin, grin
precisely	= exakt
resign	= säga upp sig
retire	= gå i pension
revolting	= vidrig, motbjudande
trap	= fälla, fånga något

8 The Recipe

aim	= sikta
concocting	= blanda ihop, tillreda
gasp	= flämta, flämtning
hubbub	= larm, tumult
liquid	= vätska
overdose	= överdos
recipe	= recept
sensation	= sensation
timing	= tidpunkt
triumphantly	= triumferande

9 Bruno Jenkins Disappears

astonishing	= häpnadsväckande
bewildered	= förvirrad
boasting	= skryta
disguise	= förklädnad
extraordinary	= märkvärdig
greedy	= girig
miracle	= mirakel
prove	= bevisa
suspicious	= misstänksam
unfastened	= lossade

10 The Ancient Ones

announce	= tillkännage
assemble	= samlas
bottle	= flaska
distribute	= dela ut
escape	= fly
exterminate	= förinta
pleasure	= nöje
ridiculous	= löjlig

squiggle	= kladda, slingra
whiff	= pust, svag doft

11 Metamorphosis

burst	= spricka
cornered	= inträngd i hörn
females	= honor
filthy	= smutsig, motbjudande
hideous	= ohygglig, hemsk
remarkably	= anmärkningsvärt
seize	= gripa, ta fast
skittering	= kilande
suspend	= hänga upp
tighten	= strama åt

12 Bruno

cautiously	= försiktigt
certain	= säker
enemy	= fiende
improvement	= förbättring
nibble	= gnaga, småäta
peep	= kika
refuse	= vägra
snatch	= rycka åt sig
squeaky	= pipig
sympathy	= medlidande

13 Hello Grandmamma

appearance	= utseende
bustling	= jäktande
console	= trösta
furry	= lurvig
guzzle	= frossa, vräka i sig
habit	= vana
horrible	= hemsk
instinctively	= instinktivt
supplies	= förråd
tremble	= darra

14 The Mouse-Burglar

balcony	= balkong
bounce	= studsa
burst open	= slå upp
delayed action	= fördröjd verkan
hesitantly	= tveksamt
label	= etikett
meek	= foglig
scamper	= kila iväg
stench	= stank
trespass	= inkräkta

15 Mr and Mrs Jenkins Meet Bruno

altered	= förändrad
budging	= flytta sig
frighten	= skrämma
mishap	= missöde
pat	= klappa
precious	= dyrbar
shriek	= skrik, tjut
spectacles	= glasögon
thumping	= dunsande
undone	= uppknappt

16 The Plan

behave	= uppföra sig
clue	= ledtråd
cranny	= skrymsle

disagreeable	= obehaglig, otrevlig
disastrous	= katastrofal
nervous	= nervös
nippy	= kvick, snabb
release	= släppa fri
silent	= tyst
unseen	= osedd
burrow	= gräva sig ner, lya

17 In the Kitchen

buzzing	= surra, myllra
caress	= smeka
clasp	= spänne, lås
clutch	= gripa, hålla fast
commotion	= tumult
garbage-bin	= sopkärl
reserved	= reserverad
sparks	= gnistor
spat	= spottade
well-to-do	= välbärgad

18 Mr Jenkins and His Son

bosom	= famn
cross	= arg
feast on	= kalasa på
mischievous	= illmarig, busig
purposeful	= målmedveten
rash	= förhastad
restore	= återföra
spluttering	= stamma fram ord, frusta
stammer	= stamma
trouble	= problem

19 The Triumph

cheering	= jubla
corpse	= lik
drooping	= hängande
heck	= sjutton!
marvellous	= underbar
massive	= enorm
nestling	= kura ihop sig
shrink	= krympa
swarming	= myllra
wiggling	= vrida sig

20 The Heart of a Mouse

apparently	= tydligen
bristle	= borst
darling	= älskling
fondle	= smeka, klappa kärleksfullt
gazing	= stirra, betrakta
humming	= surrande, brummande
ingenious	= genialisk
presto	= vips, plötsligt
tickle	= kittla
whisper	= viska

21 It's Off to Work We Go!

annual	= årlig
charity	= välgörenhet
colossal	= kolossal, enorm
destroy	= förstöra
district	= område
fade away	= försvinna
snoop around	= snoka runt
summon	= tillkalla

unbeatable	= oslagbar
wealthy	= rik

Word Bank - A-Z

A

adore	= avguda
aim	= sikta
alarmed	= oroad
altered	= förändrad
announce	= tillkännage
annual	= årlig
appalling	= förskräcklig
apparently	= tydligen
appearance	= utseende
assemble	= samlas
astonishing	= häpnadsväckande
awe	= vördnad

B

balcony	= balkong
bald	= flintskallig
bank-notes	= sedlar
barghest	= mytiskt odjur
basin	= skål, handfat
behave	= uppföra sig
bewildered	= förvirrad
boasting	= skryta
bosom	= famn
bottle	= flaska
bounce	= studsa
bristle	= borst
budging	= flytta sig
burrow	= gräva sig ner, lya
burst	= spricka
burst open	= slå upp
bustling	= jäktande
buzzing	= surra, myllra

C

caress	= smeka
cautiously	= försiktigt
certain	= säker
charity	= välgörenhet
cheering	= jubla
clasp	= spänne, lås
clue	= ledtråd
clutch	= gripa, hålla fast
colossal	= kolossal, enorm
commotion	= tumult
compromise	= kompromiss
concocting	= blanda ihop, tillreda
console	= trösta
cornered	= inträngd i hörn
corpse	= lik
cranny	= skrymsle
cross	= arg
cruelty	= grymhet

D

dandruff	= mjäll
dangerous	= farlig
darling	= älskling
delayed action	= fördröjd verkan
destroy	= förstöra

disagreeable	= obehaglig, otrevlig
disastrous	= katastrofal
disguise	= förklädnad
distribute	= dela ut
district	= område
do away with	= göra sig av med
drooping	= hängande
droppings	= spillning, avföring

E

encounter	= möte
enemy	= fiende
enormous	= enorm
escape	= fly
exterminate	= förinta
extraordinary	= märkvärdig

F

fade away	= försvinna
faint	= svimma
feast on	= kalasa på
feeble	= svag, kraftlös
females	= honor
filthy	= smutsig, motbjudande
fondle	= smeka, klappa kärleksfullt
frantically	= panikartat, febrilt
frighten	= skrämma
furry	= lurvig
fuss	= uppståndelse

G

garbage-bin	= sopkärl
gasp	= flämta, flämtning
gazing	= stirra, betrakta
ghastly	= fasansfull
ghoul	= vålnad, gengångare
gloating	= skadeglad
gloves	= handskar
greedy	= girig
grins	= flin, grin
grotesque	= grotesk
guzzle	= frossa, vräka i sig

H

habit	= vana
headquarters	= högkvarter
heck	= sjutton!
hesitantly	= tveksamt
hideous	= ohygglig, hemsk
horrible	= hemsk
horrors	= fasor
howling	= tjutande
hubbub	= larm, tumult
humming	= surrande, brummande

I

imprisoned	= inspärrad
improvement	= förbättring
ingenious	= genialisk
instinctively	= instinktivt
interfering	= lägga sig i

L

label	= etikett
lecture	= föreläsning
liquid	= vätska

M		sensation	= sensation	will	= testamente
magnificent	= storslagen	serpents	= ormar	wizened	= skrumpen
marvellous	= underbar	shivers	= rysningar	wretched	= eländig
massive	= enorm	shriek	= skrik, tjut		
meek	= foglig	shrink	= krympa		
miracle	= mirakel	sidled	= smög		
mischievous	= illmarig, busig	silent	= tyst		
miserable	= eländig	sizzling	= fräsande, het		
mishap	= missöde	skittering	= kilande		
motto	= valspråk	snarled	= morrade		
		snatch	= rycka åt sig		
N		snoop around	= snoka runt		
nervous	= nervös	sparks	= gnistor		
nestling	= kura ihop sig	spat	= spottade		
nibble	= gnaga, småäta	spectacles	= glasögon		
nippy	= kvick, snabb	splendid	= storslagen		
		spluttering	= stamma fram ord, frusta		
O		spying	= spionera		
outraged	= upprörd	squeaky	= pipig		
overdose	= överdos	sqelching	= krossa, mosa		
		squiggle	= kladda, slingra		
P		squish	= klämma, mosa, pressa ihop		
pat	= klappa	stammer	= stamma		
peculiar	= märklig	stench	= stank		
peep	= kika	stink-waves	= stankvågor		
peered	= kikade	summon	= tillkalla		
permit	= tillåta	supplies	= förråd		
petrified	= vettskrämd	suspend	= hänga upp		
pleasure	= nöje	suspicious	= misstänksam		
pneumonia	= lunginflammation	swarming	= myllra		
porpoise	= tumlare	sympathy	= medlidande		
precious	= dyrbar				
precisely	= exakt	T			
presto	= vips, plötsligt	tame	= tam		
pretending	= låtsas	thumping	= dunsande		
prove	= bevisa	tickle	= kittla		
purposeful	= målmedveten	tighten	= strama åt		
		timing	= tidpunkt		
Q		transfixed	= paralyserad		
quaking	= darra, skaka	trap	= fälla, fånga något		
quiver	= darra	tremble	= darra		
		tremendously	= oerhört		
R		trespass	= inkräkta		
railing	= räcke	triumphantly	= triumferande		
rash	= förhastad	trouble	= problem		
recipe	= recept	tuck in	= stoppa om (i sängen)		
reckons	= räknar med				
refuse	= vägra	U			
release	= släppa fri	unattractive	= oattraktiv		
relentlessly	= obevkligt	unbeatable	= oslagbar		
remarkably	= anmärkningsvärt	undone	= uppknäppt		
repulsive	= motbjudande	unfastened	= lossade		
reserved	= reserverad	unharmed	= oskadd		
resign	= säga upp sig	unseen	= osedd		
respectable	= respektabel				
restore	= återföra	V			
retire	= gå i pension	vanish	= försvinna		
revolting	= vidrig, motbjudande	vicious	= ondskefull, brutal		
ridiculous	= löjlig				
rubbish	= struntprat	W			
rumour	= rykte	wealthy	= rik		
		well-to-do	= välbärgad		
S		whiff	= pust, svag doft		
scamper	= kila iväg	whisper	= viska		
scheming	= intrigera	wig	= peruk		
scratchy	= rivig	wiggling	= vrida sig		
seize	= gripa, ta fast				