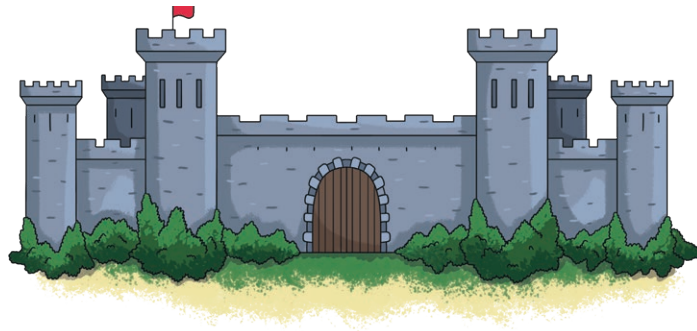


Knights and Dragons, Unite!



The noble knights of Stombart were the bravest in the land; They trained to fight the dragons with their swords and shields in hand.

Sir Gorrell was uncomfortable with swords and angry steeds. He found it all too scary and preferred to do good deeds.



The mighty Dracton dragons were the fiercest in the world; They trained to fight the knights with giant flames that blazed and swirled.

Young Aristar disliked the flames, which scorched as they shot by. She found it all too scary and preferred the cooling sky.

One morning, while the knights were all in training for a fight, Sir Gorrell slipped away towards the woods and out of sight.

And as the dragons roared and shot their flames into the air, It got too much for Aristar, who crept out of the lair.

Sir Gorrell skipped along till something stopped him in his tracks. "Hello? Is someone there?" he called, unable to relax.

Sir Gorrell saw a dragon with a blue and scaly snout...

"Don't hurt me!" said the two of them together, with a shout.



"Oh, I would never hurt you!" they responded, both confused. The presence of a friendly foe had left them quite bemused!

"Don't worry," said Sir Gorrell. "I'm just keeping out the way, As fighting makes me nervous and they're practising today."

"Me too," responded Aristar. "I find the flames too hot! I hate the fact that dragons have to breathe them such a lot.



If only we weren't enemies, we wouldn't need to fight
And maybe, if we worked together, things would be all right."

Then suddenly, Sir Gorrell turned to Aristar and said, "Forget this silly training; let's put on a show instead!"

They put their heads together and devised a cunning scheme
To join the knights and dragons into one united team.

They laughed and worked all afternoon until the job was done;
This plan could bring a peaceful truce where everybody won.

They headed for the castle, where
the knights all gazed in shock.
“How did you catch a dragon?”
asked the biggest knight, Sir Jock.



“I didn’t,” said Sir Gorrell. “She’s
not scary; she’s my friend!
We’ve come up with a plan to
bring our squabbles to an end.”

Then, Aristar took flight and as she did, their plan was clear.
The banner flew behind them and Sir Gorrell gave a cheer.

The message in the sky said:

Knights and dragons, all unite!
Join forces for a friendship-building
talent show TONIGHT!



They headed next to Dracton Lair to show off their new plan. The dragons shouted, "Aristar, how did you catch this man?"

"I didn't," she responded. "He's not scary; he's my friend! We've come up with a plan to bring our squabbles to an end."

Then, Aristar flew back towards the village from the wood
And headed for the castle, where the great arena stood.

They worked until they both grew tired from rushing to and fro,
Preparing all the things they'd need for putting on a show.

The knights back at the castle huddled tightly in a scrum;
A show seemed odd to many but it did appeal to some.

"I do quite like to juggle," said Sir Thea with a smirk.

"And I've been known to dance a wicked rumba," said Sir Kirk.





The dragons back at Dracton were all huddled in a scrum;
A show seemed odd to many but it did appeal to some.

“I am quite good at singing,” Ruxley mentioned, feeling shy.
Then, Cloudie said, “I might give writing poetry a try.”

Sir Gorrell sat with Aristar upon the empty stage.
The audience consisted of a donkey and a page.

“At least we tried,” said Aristar. “I guess they just don’t care.”
But then, as she was talking, raucous laughter filled the air.

They looked up to the sky and
saw the most amazing sight:
A host of flying dragons, each one
carrying a knight!

Sir Thea called, “I guess that we
can give this thing a go!”
“It’s worth a try,” called Maddox.
“Now, let’s get on with the show!”



The audience were captured by the a cappella squires
And Maddox and Sir Trundlefoot did somersaults on wires.

A group of street performers brought the house down with a roar
And Knit United knitted like they'd never done before.

Their lives were much more wholesome
with new talents and new friends.
They realised that life becomes more fun
when fighting ends.



Questions

1. What does Sir Gorrell prefer to do, rather than fighting dragons? Tick **one**.
 - He prefers to bake cakes.
 - He prefers to read books.
 - He prefers to do good deeds.
2. What is Aristar? Tick **one**.
 - a penguin
 - a mermaid
 - a dragon
3. What does Aristar dislike? Tick **one**.
 - water
 - flying
 - flames
4. Where do Aristar and Sir Gorrell meet for the first time? Tick **one**.
 - in the woods
 - in the castle
 - at school
5. What do Aristar and Sir Gorrell do to bring the knights and dragons together? Tick **one**.
 - They write a story about being friends.
 - They hold a talent show.
 - They make a feast for everyone.

Answers

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Questions

1. How does Sir Gorrell feel about swords and angry steeds? Tick **one**.

- He finds them funny.
- He finds them scary.
- He finds them boring.

2. What does Aristar prefer to flames? Tick **one**.

- the cooling sky
- the warm water
- the fluffy clouds

3. What do Aristar and Sir Gorrell do to bring the knights and dragons together?

4. Draw a line to match up the boxes to complete the sentences.

It got too much for Aristar,

into one united team.

To join the knights and dragons

who crept out of the lair.

A show seemed odd to many

but it did appeal to some.

5. Complete this sentence.

Their lives were much more wholesome with new talents and new

_____.

gifts

stories

friends

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3. What do Aristar and Sir Gorrell do to bring the knights and dragons together?

They organise a talent show for everyone.

4. Draw a line to match up the boxes to complete the sentences.

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To join the knights and dragons	who crept out of the lair.
A show seemed odd to many	but it did appeal to some.

5. Complete this sentence.

Their lives were much more wholesome with new talents and new **friends**.

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Questions

1. How are the knights of Stombart described? Tick **one**.

- the funniest in the land
- the bravest in the land
- the scariest in the land

2. What do you think 'friendly foe' means?

3. Find three adjectives used in the story.

1. _____
2. _____
3. _____

4. Draw a line to match each word to its meaning.

<div style="display: flex; justify-content: space-between; align-items: center;"> raucous • </div>	<div style="display: flex; justify-content: space-between; align-items: center;"> joined together for a common purpose • </div>
<div style="display: flex; justify-content: space-between; align-items: center;"> truce • </div>	<div style="display: flex; justify-content: space-between; align-items: center;"> making a loud noise • </div>
<div style="display: flex; justify-content: space-between; align-items: center;"> united • </div>	<div style="display: flex; justify-content: space-between; align-items: center;"> an agreement between enemies • </div>

5. What is the 'most amazing sight' that Aristar and Sir Gorrell see?

6. What do you think is the **message** in this story?

Answers

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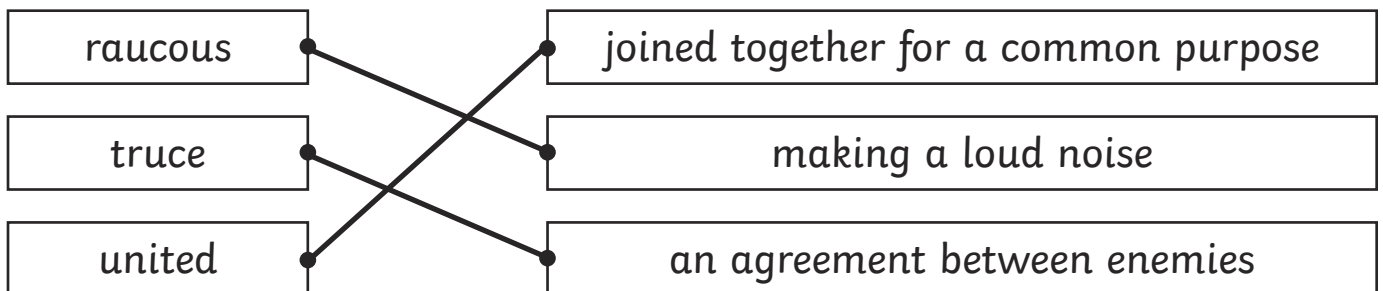
2. What do you think 'friendly foe' means?

Children's own answers relating to the fact that Sir Gorrell and Aristar are meant to be enemies but they are actually friendly.

3. Find three adjectives used in the story.

Any three from the following: noble, bravest, uncomfortable, angry, scary, good, mighty, fiercest, young, cooling, green, scaly, confused, bemused, friendly, nervous, hot, alright, silly, cunning, united, hopeful, peaceful, biggest, clear, friendship-building, great, dusky, odd, wicked, shy, empty, raucous, amazing, wholesome, new, fun.

4. Draw a line to match each word to its meaning.



5. What is the 'most amazing sight' that Aristar and Sir Gorrell see?

A host of flying dragons, each one carrying a knight! (Accept children's own wording of this, too.)

6. What do you think is the **message** in this story?

Children's own answers relating to being yourself/not letting others tell you what you should be. Also accept answers about being friends with people who are different to you.