



1

Adventures of Don Quixote

Prose

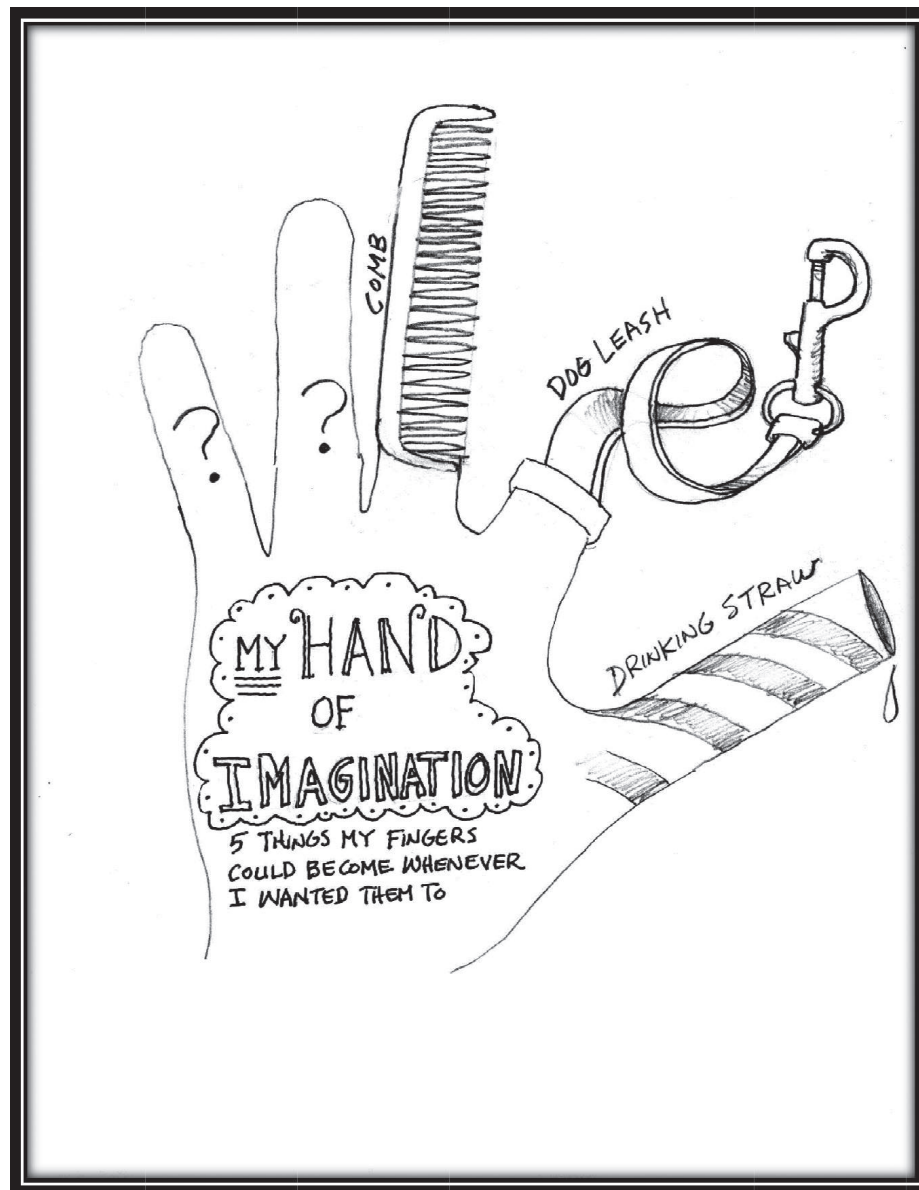
Warm Up



C8W4A3

My Hand of Imagination

1. Trace around your hand on a white paper.
2. Make list of your five choices.
3. Draw a picture to indicate what would your finger becomes.
4. Erase one to finger at a time and draw your choice in it's place.
5. Write and share in the class.





Adventures of Don Quixote

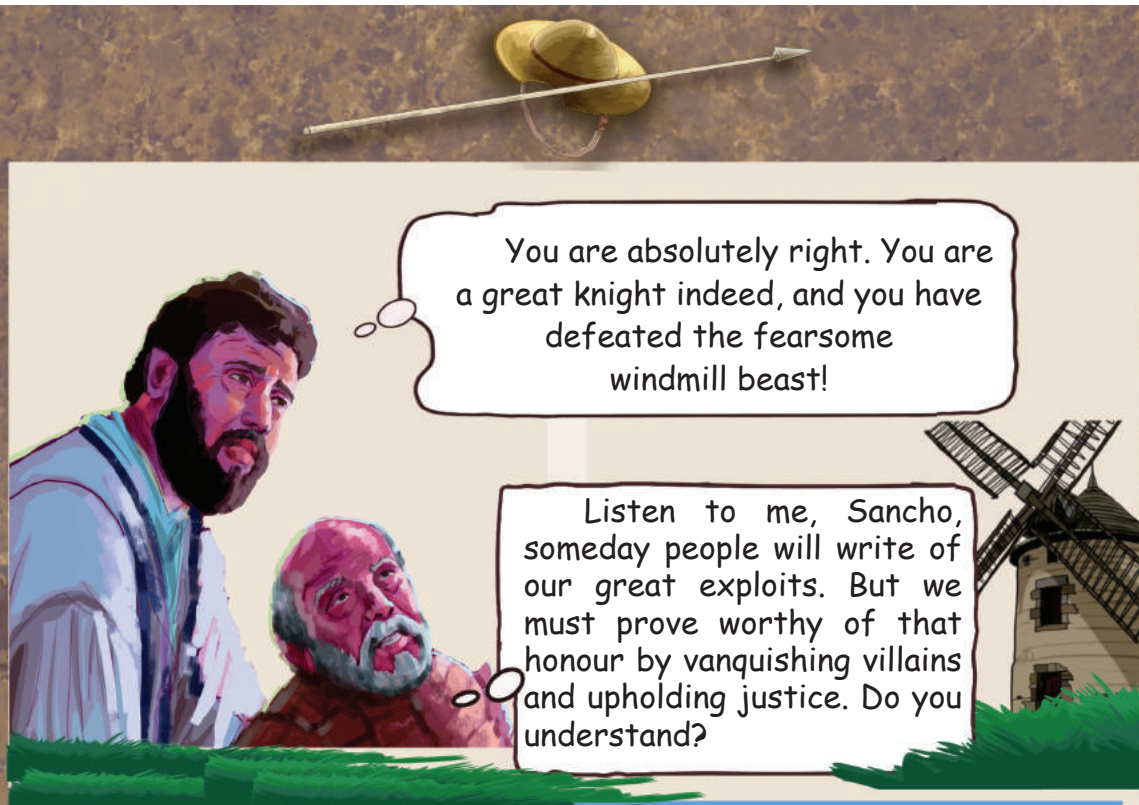


Once upon a time, in a village called La Mancha, in Spain, there lived a man who loved to read about **knights**. Every day he would read about courageous knights and the **incredible** adventures they had. He was so absorbed in these stories that he hardly remembered to eat or sleep. The days of Knight and Squires, of exciting adventures and romances come alive in the **hilarious** account of Don Quixote's travels. As years passed, Don Quixote imagines himself placed in the world of knights. He convinces Sancho Panza, a peasant from the same village, to be his squire.









In fact, the windmill was working perfectly fine. Sancho did his best to dissuade Don Quixote from attempting anything else reckless.







Don Quixote set spurs to Rocinante and charged into the midst of the sheep. At this the frightened animals fled helter-skelter. The shepherds, seeing the cause of their disorder, pelting stones that soon he fell wounded to the ground.



Ha ha ha! Did you see those cowards run? They are right to fear Don Quixote!

Look, it's Don Quixote, the madman!

The local peasants all thought Don Quixote was crazy. They laughed and taunted as he passed.



What kind of beast did you defeat this time? Ha ha ha!

Did you finally get those evil sheep? Ha ha ha!





GLOSSARY



knight	-	a man who served his lord as a mounted soldier in armour.
incredible	-	unbelievable
hilarious	-	amusing, entertaining
ogre	-	monster, giant
combat	-	fighting between armed forces
prodigious	-	impressively great in extent
steed	-	horse that is ridden
spur	-	a device with a small spike or a spiked wheel that is worn on a rider's heel and used for urging a horse forward.



READ AND UNDERSTAND



Answer the following questions.

1. What kinds of books did Don Quixote like to read? What were those books like?
2. What effect do the things Don Quixote reads have on him?
3. Why didn't Don Quixote believe Sancho Panza when Sancho told him the ogres were actually windmills?
4. Why do you think Sancho continued to journey on with Don Quixote after the windmill incident?
5. When Don Quixote sees the cloud of dust on the plain in the distance, what does he think causes it?
6. Sancho sees two clouds of dust, leading him to conclude that there are two armies. What does Don Quixote think will happen next?
7. What is the reaction of the shepherds when they see that Don Quixote is attacking their sheep?



Think and Do

1. Most people associate windmills with Holland, rather than Spain. Use the encyclopaedia and any other sources you might have to find out more about windmills and their traditional and modern uses. Then, make a model of a windmill to display with the results of your research.



2. Draw a design of a boat that skims trash off the surface of a river, lake, or ocean. Label the parts and give your invention a catchy name.

- ★ What kind of vessel could do the job?
- ★ What parts would it have?
- ★ How would it move?
- ★ How could it tell the difference between trash and other objects, such as animals and seaweed?
- ★ How would it store and dump the trash?
- ★ Could your machine double as a beach sweeper, sifting trash from sand?

Discuss and Answer

To Dream the Impossible Dream

Don Quixote might be seen as not simply crazy in his refusal to see things as they really are but more like a person who wants to accomplish a greater good and so refuses to compromise his ideals. Examples of such people include Nelson Mandela, Mahatma Gandhi, and Martin Luther King Jr.

Discuss (with examples and other evidence) whether or not they think Quixote deserves to be put in the company of real-world idealists or is merely delusional.

VOCABULARY



Homophones are two words that are spelled differently but have the same sound.

A. Explain the difference between these words by making sentences. One is done for you.

- | | |
|-----------------|---|
| 1. see/sea | - Can you see the birds flying over the sea ? |
| 2. knight/night | - |
| 3. right/write | - |
| 4. arms/alms | - |
| 5. fair/fare | - |
| 6. here/hear | - |
| 7. heard/herd | - |



8. our/hour -
9. no/know -
10. not/knot -

**B. Read the following sentences and write the meaning of the italicised words.
One is done for you.**

Homonyms are spelled the same way but differ in meaning.

1. The bandage was *wound* around the *wound*.

- wound - injury
- wound - past tense of wind

2. There is a *fair* Arts and Craft *fair* this weekend.

- fair -
- fair -

3. The woodcutter *saw* a huge *saw* in his dream.

- saw -
- saw -

4. Write the *right* answers on the *right* side.

- right -
- right -

5. The *well* was dug by a *well*-known king.

- well -
- well -

6. We have *march* past in *March*.

- march -
- march -

7. *Can* you get me a *can*?

- can -
- can -



8. How long will the *live* fish *live* without food?

live -

live -

9. She has *tears* in her eyes as she *tears* old photos.

tears -

tears -

10. I will be *second* in line if I wait one more *second*.

second -

second -

C. Divide each word by putting a slash (/) symbol between each syllable. On the space provided, write how many syllables each word has. Use a dictionary if you're not sure where to divide the syllables.

Syllable is a unit of pronunciation having one vowel sound, with or without surrounding consonants, forming the whole or a part of a word; for example, there are two syllables in water. Wa/ter

- | | | |
|---------------|---------------|---------------|
| 1. adventure | - ad/ven/ture | - 3 syllables |
| 2. courageous | - | |
| 3. incredible | - | |
| 4. knight | - | |
| 5. hilarious | - | |
| 6. excitement | - | |
| 7. peasant | - | |
| 8. imagine | - | |
| 9. shepherd | - | |
| 10. entreat | - | |



LISTENING



D. Listen to your teacher reading a passage on Adventure Trips. Visualize the activities. Draw the scenes in the given boxes.

WATER ACTIVITIES

BONFIRE

ROCK CLIMBING

MOUNTAIN BIKING

SPEAKING



E. Read the conversation of the simple machines. Take roles to play. Then discuss in pairs to describe any simple machine. Create your own story board and take roles to play.

Jack : Don't you know how simple machines make your life easy?

Jimmy : Um... I don't know what simple machines are.

*** Text for listening is in page number : 136**





Jack : Simple machines are mechanical devices for applying force like a wedge or ramp.

Jimmy : Oh! wow! How I did not know this!

Jack : Like the wheels on hospital bed and IV pole. They help you move people faster by reducing the friction.

Jimmy : Is the stick over there that the TV is attached to, is that a simple machine too?

Jack : Yes it is, it's a lever. The wheels on the bus are simple machines, they make the bus move.

Jimmy : What about the doors?

Jack : 'Yeah' the driver pulls a lever and the doors open and you climb up the inclined plane aka the stairs. The cable in the elevator is wrapped around a groove in the wheel and axle, an electric motor pulls the cable, lifting the car between floors.

Jimmy : So the wheels on the rolling chair are too by rolling the chair back instead of lifting the chair back.

Jack : 'Yes' they are, they move the chair and reduce the friction.

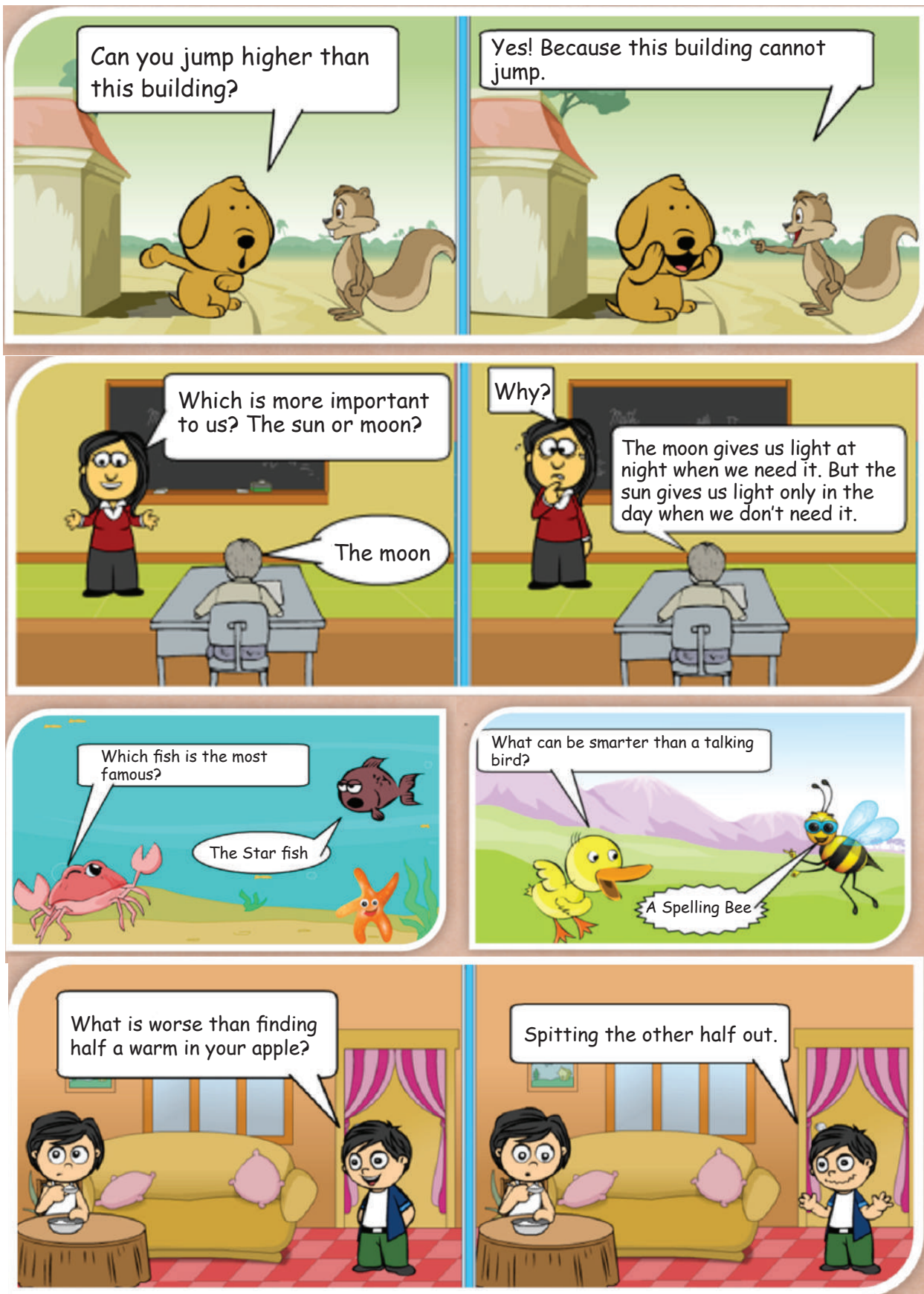
F. Ask the students to tell a story. It may be a true story or an imaginative story. Choose one of the titles from the following.

- ❖ A time I was very late.
- ❖ A funny story about my friend.
- ❖ I met someone very interesting.
- ❖ An unusual event.
- ❖ A funny story about my life.

Think about your story

- ❖ When did it happen?
- ❖ Where were you?
- ❖ Who was there?
- ❖ What happened?

PICTO GRAMMAR

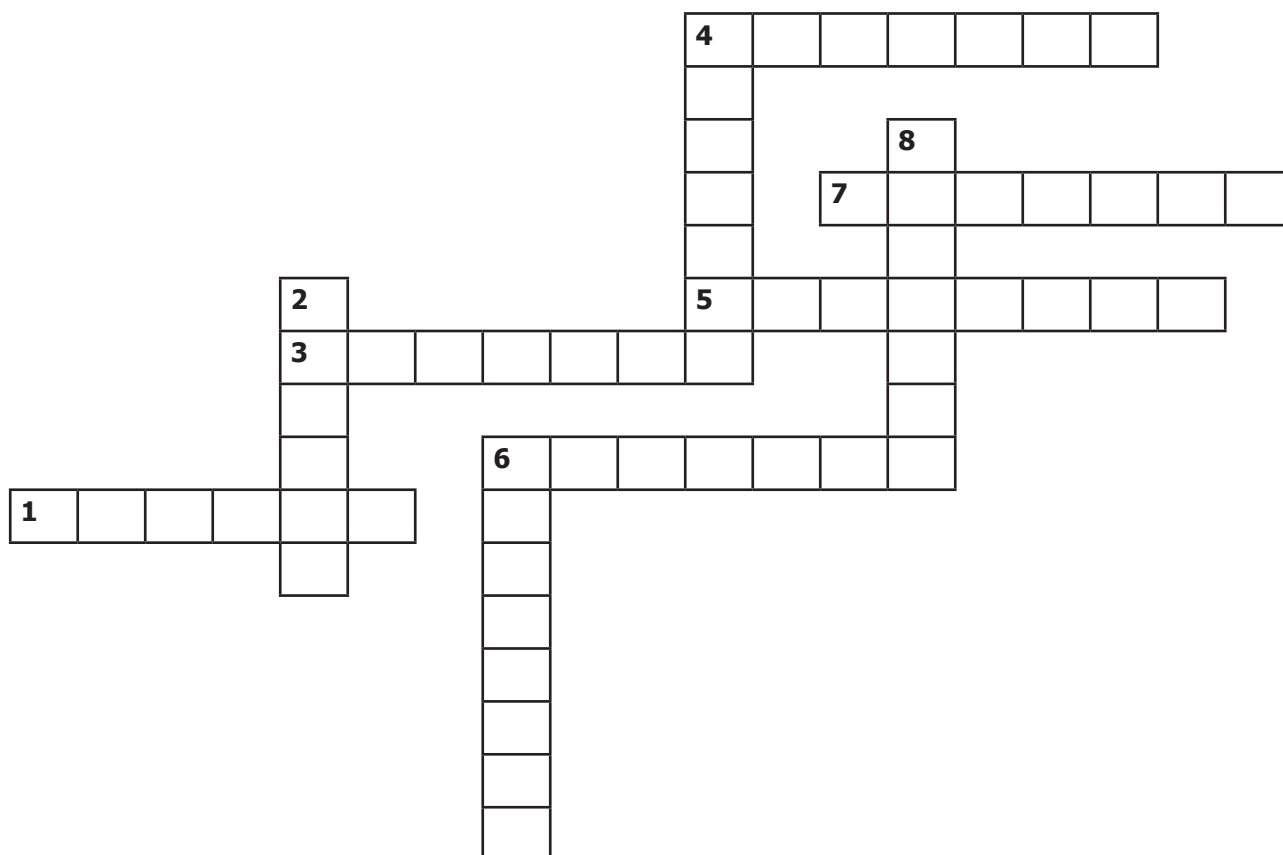


USE GRAMMAR



G. Solve the crossword puzzle using superlative adjectives.

Down	Across
2.The ----- man ever whose age has been verified is Jiroemon Kimura.	1. Deserts are the ----- places on Earth.
4. Antarctica is the ----- continent in the world.	3. Russia is the ----- country in the world.
6. The elephant is the ----- animal in the world.	4. Mercury is the ----- planet to the sun.
8. Mount Everest is the ----- mountain in the world.	5. Vatican City is the ----- country in the world.
	6. Diamonds are the ----- material in the world.
	7. The cheetah is the ----- animal in the world.



H. Put students in pairs and tell them to interview their partner. To do this they must make questions, e.g. What's the worst storm you've ever seen? They can also ask follow-up questions to find out more information. Do feedback on this as a whole class. Other thematic questionnaires of this kind could be:

Emotional experiences

- ❖ The most frightened I've ever been ...
- ❖ The happiest moment I've ever had ...
- ❖ The most nervous I've ever been ...

Musical experiences

- ❖ The best song I've ever heard ...
- ❖ The worst song I've ever heard ...
- ❖ The longest time I've ever danced ...

Places in your life

- ❖ The most dangerous place I've been in ...
- ❖ The cheapest restaurant I've eaten in ...
- ❖ The most boring town I've ever visited ...

WRITING



I. Write a paragraph comparing Don Quixote and Sanchopanza. The following words will help you to write a compare and contrast paragraph.

Similarities	Differences
is similar to	on the other hand
both	however
also	But
too	in contrast to
as well	differs from
	while
	unlike



CREATIVE WRITING



J. Local Historians

- ❖ Ask students to collect stories about their town from older people.
- ❖ Ask them to find out how the streets were named.
- ❖ Are there any interesting people or legends to which the street names refer?
- ❖ Are there any local places in town about which people tell stories?
- ❖ Any haunted houses?
- ❖ Let students find out when the town was founded and by whom.
- ❖ Visit a local historical society to see old photographs or artefacts.

Let students create an original historical fiction:

Describe the town from the point of view of a fictitious citizen who might have lived in the town long ago. Include local issues of the time in the story. Write the story of the town from the fictionalized point of view of a resident who actually lived.

Language Check Point



- ☐ George is the smartest and intelligent staff of this company.
- ☐ Kayal is more intelligent and smarter than Saral.
- ☐ It is my the best genre of music.



- ☒ George is the smartest and most intelligent staff of this company.
- ☒ Kayal is smarter and more intelligent than Saral.
- ☒ It is my best genre of music.



- ? When two degrees of adjectives are used, while the first one is superlative the second one also should be superlative.
- ? When both adjectives are in the same degree, adjective having 'more' must come after adjective having 'er'.
- ? If any possessive pronoun or possessive case proceeds the superlative degree, then 'the' cannot be used.



1

The Poem of Adventure

Poem

Warm Up



Look at the pictures. Name the activities.



Discuss and Answer.

1. What are the adventure activities of NCC?
2. When can you join the NCC?
3. What is the motto of NCC?

Think and Answer.

1. Why do we need adventure in life?

2. Do you like adventures? Why?

3. Why does the NCC conduct adventure activities?



Deep inside the mountain
the adventures hide themselves.
They are of all forms and shapes.
They all have an excellent ending,
because those that live their lives in adventure
see the world in an extraordinary special way.



To attract the adventures into the patterns of habit
you only need to close your eyes
and ask them to embrace you.
You can also imagine that you are transparent
and feel the wind stream through you
instead of going against you.
Or imagine there are tiny little wings on your back
and every time you take a new step you bounce a bit.



Maybe life itself is one big adventure
if only you have the correct shades on.

George Krokos

About the Poet

GeorgeKrokos was born on 30th June, 1951 in Samos, Greece and now lives in Melbourne, Australia. He is an aspiring poet who has written quite a number of poems inspired by nature, science, philosophy and the spiritual aspects of life. He has studied eastern and western religions and associated philosophy for over 35 years and has practised various forms of Yoga and meditation.

GLOSSARY



lance	-	a long weapon with a wooden shaft and a pointed steel head, formerly used by a horseman in charging.
chivalry	-	the medieval knightly system with its religious, moral, and social code.
abated	-	unpleasant
impressions	-	feelings
exploits	-	adventure
adroit	-	clever or skilful



READ AND UNDERSTAND



A. Read the lines and answer the questions.

1. Deep inside the mountain
the adventures hide themselves.
 - a. Where do adventures hide?
2. They are of all forms and shapes
They all have an excellent ending
 - a. What do have an excellent ending?
3. when to fight for a righteous cause
one did gain considerable applause.
 - a. When will one get an applause?
4. And in fighting for their country, faith and king
noble impressions on people's minds would ring
 - a. What does 'noble impression' mean?
 - b. Who can leave a noble impression?
5. There are many legends based on their heroic exploits
a legacy of tales which have been told with much adroit
 - a. What does 'heroic exploits' mean?
 - b. What are legends?

B. Answer briefly.

1. What is adventure?
2. Describe the appearance of a knight.
3. What are the characteristics of an adventure?

C. Think and Answer.

1. Why does the poet ask us to imagine that we have tiny wings on our back?
2. Why should we fight for righteous cause?

D. Literary Appreciation

1. Pick out the rhyming words.
2. Write down the alliterated words.

CREATIVE WRITING



Concrete Poems

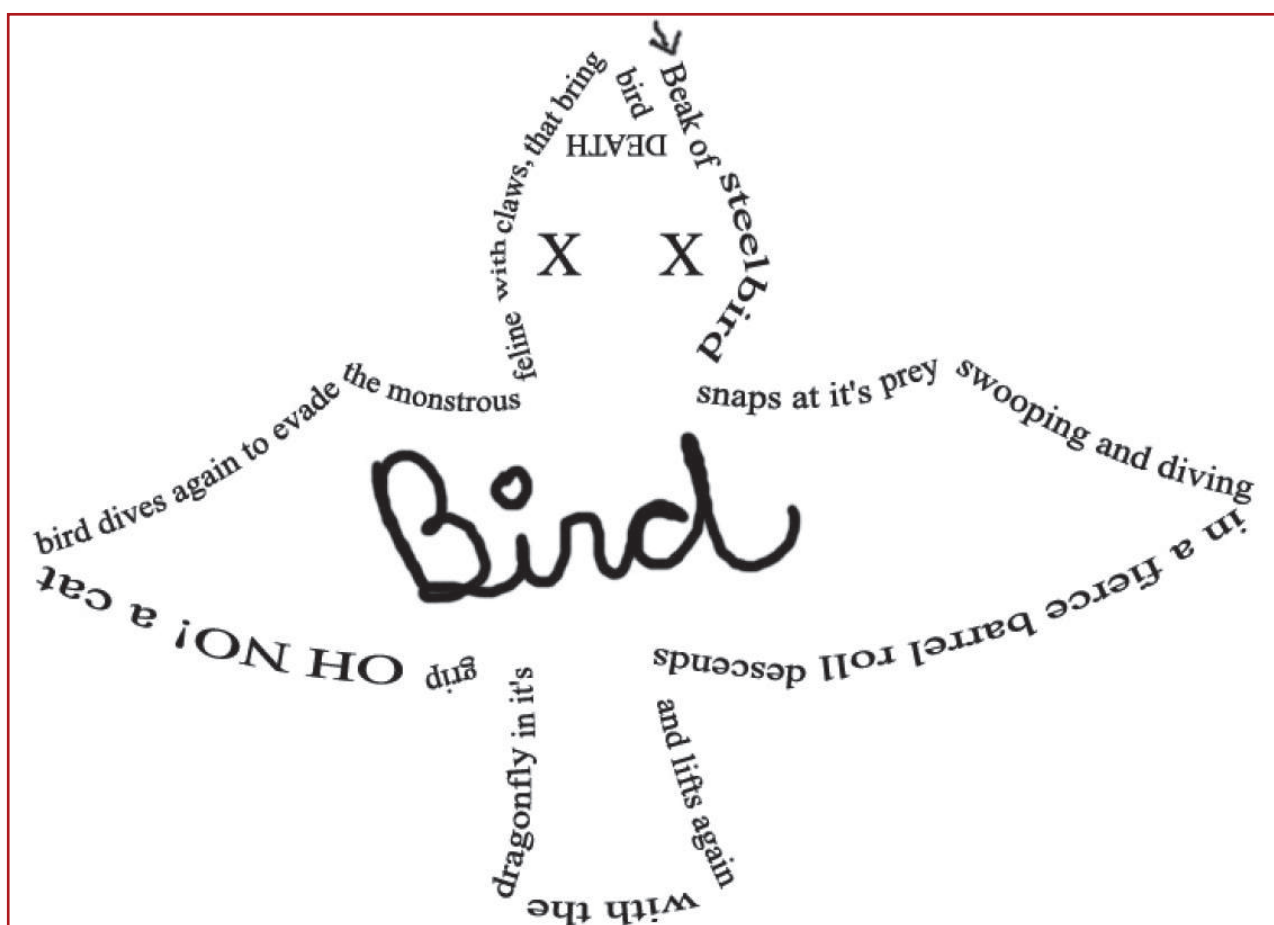
Concrete poems are made up of words that have been placed in such a way that they make the shape of an object and also use words to describe the object.

Start by making a simple outline of the shape or object (an animal, a football, a fruit etc.) large enough to fill a piece of paper.

Then brainstorm a minimum of ten words and phrases that describe the shape. List action and feeling words as well.

Next, place a piece of paper over the shape and decide where your words are going to be placed so that they outline your shape but also fit well together.

Separate words and phrases with commas.



E. Now read the poem and pick out the nouns. Then write your own concrete poem.



1 Alice in Wonderland

Supplementary

Alice was beginning to get very tired of sitting by her sister on the bank, and of having nothing to do: once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, 'and what is the use of a book,' thought Alice 'without pictures or conversation?' So, she was considering in her own mind (as well as she could, for the hot day made her feel very sleepy and stupid), whether the pleasure of making a daisy-chain would be worth the trouble of getting up and picking the daisies, when suddenly a White Rabbit with pink eyes ran close by her.



The Rabbit pulled a watch out of his pocket to check the time. He shook his head, then disappeared down a rabbit's hole. "I must find out why he's in such a hurry!" cried Alice. Filled with curiosity, she ran to the rabbit's hole and peeped through the entrance. The hole dropped suddenly and Alice fell.



She fell for a long time when suddenly she came upon a little three-legged table, all made of solid glass. There was nothing on it except a tiny golden key.

When she looked around again, she came upon a low curtain she had not noticed before, and behind it was a little door about fifteen inches high. She tried the little golden key in the lock, and to her great delight it fitted! She opened the door and saw a beautiful garden through it, but she couldn't reach it as she was too big.

When she turned around towards the three-legged table, Alice found a green bottle that said "DRINK ME" magically appeared on it. Out of curiosity, Alice took the bottle and drank the entire potion. Then, she began to shrink until she was no bigger than a doll.

She opened the door and quickly ran through it. "What a splendid garden!" she exclaimed. "Why, I'm no bigger than the insects that crawl on these flowers." But the excitement soon wore off. Alice grew bored with her tiny size. "I want to be big again," she shouted. Her shouts startled the White Rabbit, who ran past her again. Mistaking her for his maid, he ordered, "Go to my cottage and fetch my gloves and fan." Alice was





confused by the Rabbit's behaviour. "Maybe I'll find something at the cottage to help me find my way out," she said hopefully.

As she was going out, she saw a piece of chocolate cake that was kept on a table by the doorway. Next to the cake was a note that read "EAT ME". "I'm so hungry," Alice said as she ate the cake. Suddenly she felt strange and realized - "Oh no! I've grown larger than this house!" she cried.

"Get out of my way! You're blocking the door!" shouted the White Rabbit. Alice managed to pick up his fan. Immediately, she began to shrink. But little did she know, it was a magical fan, which made her small again. "Oh no, I'll never get back to the right size," she went looking for help.

Soon, she saw a green caterpillar dressed in a pink jacket. He was sitting on the top of a large mushroom, smoking a bubble pipe. "One side makes you big, the other side makes you small," he said to Alice before slithering away. "One side of what?" Alice called after him. "The mushroom, silly," he answered. Alice ate a piece of the mushroom. "Thank goodness, I'm growing!" she cried, "But which way do I go?"



"That path leads to the Mad Hatter. The other way leads to - Lae March Hare," said a voice. Alice turned to find a smiling Cheshire Cat in a tree. "I'll see you later at the Queen's croquet game," he said before disappearing.

There was a table set out under a tree in front of the house, and the March Hare and the Hatter were having tea at it: A Dormouse was sitting between them, fast asleep, and the other two were using it as a cushion, resting their elbows on it, and talking over its head. 'Very uncomfortable for the Dormouse,' thought Alice; 'only, as it's asleep, I suppose it doesn't mind.' The table was a large one, but the three were all crowded together at one corner of it: 'No room! No room!' they cried out when they saw Alice coming. 'There's PLENTY of room!' said Alice indignantly, and she sat down in a large arm-chair at one end of the table. 'Have some wine,' the March Hare said in an encouraging tone. Alice looked all round the table, but there was nothing on it but tea. 'I don't see any wine,' she remarked. 'There isn't any,' said the March Hare. 'Then it wasn't very civil of you to offer it,' said Alice angrily. 'It wasn't very civil of you to sit down without being invited,' said the March Hare. 'I didn't know it was YOUR table,' said Alice; 'it's laid for a great many more than three.' "You may stay if you answer my



riddle." shouted the Mad Hatter. "Why is a raven like a writing desk?" Alice felt dreadfully puzzled. The Hatter's riddle seemed to have no sort of meaning in it, and yet it was certainly English. 'I don't quite understand you,' she said, as politely as she could. 'Have you guessed the riddle yet?' the Hatter said. 'No, I give up,' Alice replied: 'what's the answer?' 'I haven't the slightest idea,' said the Hatter. 'Nor I,' said the March Hare. Alice sighed wearily. 'I think you might do something better with the time,' she said, 'than waste it in asking riddles that have no answers.' And she continued her walk.

Suddenly she found herself in the middle of a field where the Queen of Hearts was playing croquet. Her guards and gardeners were shaped like cards. One gardener had planted white roses by mistake and then painted them red, "Off with their heads!" shrieked the Queen. "I hate white roses!"

Then she noticed Alice and asked her "Have you ever played croquet?" "Yes," Alice timidly answered. "But I've never used a flamingo or a hedgehog." "Play with me!" ordered the Queen. "And let me win or I'll have your head!" Alice tried her best to play well, but she had trouble with her flamingo. "Off with her head!" cried the Queen. Just then a trumpet sounded in the distance calling court to session.

Everyone rushed into the courtroom. "Court is now in session," announced the White Rabbit, "Will Alice please come to the stand?" Alice took the stand and looked at the jury box, where the March Hare and the Mad Hatter were making noise. The Dormouse slept and the Cheshire Cat smiled at her. "What's going on?" asked Alice. "You are guilty of stealing the delicious heart-shaped tarts!" accused the Queen, "And now you must be punished. Off with her head. Off with her head!" yelled the Queen. "How silly," replied Alice. "I did not have the slightest idea what you were talking about! I was only playing croquet."



Alice felt someone touch her shoulder, "Wake up. You've been sleeping for too long," said her sister softly. "I had a strange dream," said Alice. She told her sister about the White Rabbit, the mad tea party, the Queen of Hearts and the trial. But her sister wasn't paying attention. "You're reading again," mumbled Alice. As she stretched, Alice saw a little White Rabbit with pink eyes scurry behind a tree.



READ AND UNDERSTAND



A. Identify the character / speaker.

1. I must find out why he's in such a hurry!
2. Go to my cottage and fetch my gloves and fan.
3. Oh no, I'll never get back to the right size.
4. One side makes you big, the other side makes you small.
5. I'll see you later at the Queen's croquet game.
6. You may stay if you answer my riddle.
7. Wake up. You've been sleeping for too long.

B. Discuss and Answer.

1. Why did Alice follow the rabbit?
2. Do you think this was a good idea?
3. Why can't Alice get through the little door into the garden?
4. Why does Alice drink from the bottle that says 'DRINK ME' and why does she eat from the cake that says 'EAT ME'?
5. How does Alice feel after all these changes?
6. What do you think is going to happen next?

C. Think and Answer.

1. What challenges does Alice face and how does she overcome them?
2. Have you ever had a strange dream? Share your dream in the class.

D. Role play

Put students in pairs to role play a conversation between:

- ❖ Alice and her sister.
- ❖ Alice and White Rabbit.

E. Activity

It's fun to help out in the kitchen. You can even practice reading aloud when reading the recipe. And you can learn a little math by figuring out how to measure. Here are a few fun items to make that are "Alice" themed.

Rabbit Salad

In this recipe, you will create a salad shaped like a rabbit.

- ❖ Start by washing some lettuce leaves. You will be using them as the base for the salad. Spread the leaves on top of a plate.
- ❖ For the rabbit's body: You will need half of a fresh or canned pear. If you have a whole pear, cut it in half lengthwise. This will be the body you will decorate.
- ❖ To create the rabbit's nose: use a cherry or some red-coloured, dried fruit, like a cranberry. Place it in the middle of the narrow part of the pear.
- ❖ Now you can add the eyes. Take 2 raisins and put them just above the nose on the narrow part of the pear.
- ❖ Next, the rabbit will need its ears. Use 2 almonds or other nut of choice and stick them into the pear above the eyes.
- ❖ Lastly, all rabbits need a tail. Take a small piece of cauliflower and place it at the rear of the wide end of the pear half. For a sweeter version, use a mini marshmallow.

F. Learning About Nature

Learn about caterpillars and butterflies. Read a book about a caterpillar turning into a butterfly. You can get one from the library or go online and find information with pictures.

CONNECTING TO SELF



G. Tackling the Issues

Ask the class to discuss solutions to an issue that plagues contemporary society at large or just your community—for example, homelessness, violence, environmental degradation, hunger.

Half the class should mention idealistic solutions to the chosen issue; the other half

should mention only realistic approaches to solving the problem.

See if, in listening to both sides, someone can come up with a proposal that is both realistic and unconventional—an idea that hasn't been tried yet.

PROJECT



H. Imagine you are a marketing executive for a company in a specific industry (toothpaste, soup, hair care products, automobiles, etc) and are developing a product with a brand name that refers to a character from the story.

For example: You want to sell bandages that have little pictures of Don Quixote on them. Your company's name is Kure-All and you decide to call them "Kure-All Quixote Bandages".

The slogan might be: "Had a tough day with windmills? When you take a fall, use Kure-All."

You can use exciting words, a catchy new slogan and a jingle among other things to promote sales of your item.

STEP TO SUCCESS



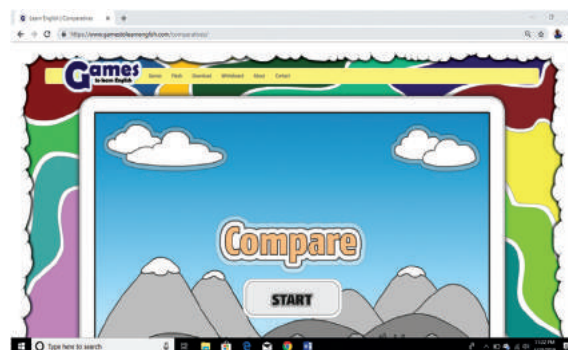
J. Look at the number pattern. Fill the blank in the middle of the series or end of the series.

- SCD, TEF, UGH, _____, WKL
A. CMN B. UJI C. VIJ D. IJT
- FAG, GAF, HAI, IAH, _____
A. JAK B. HAL C. HAK D. JAI
- ELFA, GLHA, ILJA, _____, MLNA
A. OLPA B. KLMA C. LLMA D. KLLA
- CMM, EOO, GQQ, _____, KUU
A. GRR B. GSS C. ISS D. ITT
- QPO, NML, KJI, _____, EDC
A. HGF B. CAB C. JKL D. GHI

ICT CORNER

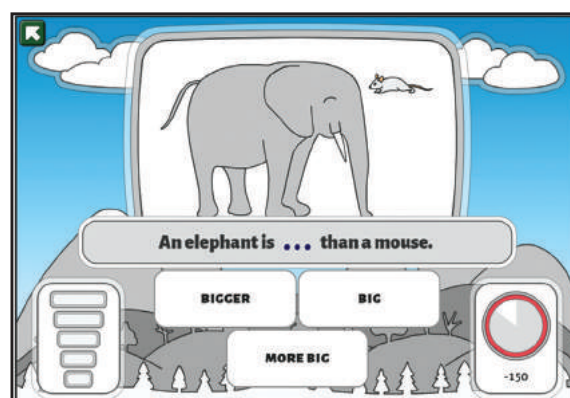
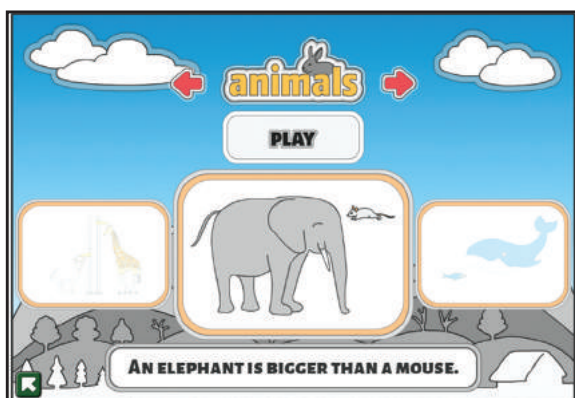
GRAMMAR – DEGREES OF COMPARISON

- ★ To learn and practise the three forms of adjectives.
- ★ To know and practise about the rules while comparing the adjectives.



Steps

1. Type the URL link given below in the browser or scan the QR code.
2. You can see the home page of the interactive game of Adjectives.
3. Click START button to start playing the game. First choose the adjective to be compared by clicking the image. Click PLAY button.
4. Click the right form of adjectives and check your progress. Levels and Time limit is given on each side.
5. Complete all the exercises by clicking arrow button in the home page while selecting various adjectives to check your knowledge in Degrees of comparison..



Website URL

Click the following link or scan the QR code to access the website.

<https://www.gamestolearnenglish.com/comparatives/>

** Images are indicative only.



B346_7_ENGLISH_LAN