

Don't Mess with a Princess



Once upon a time a beautiful Kingdom stood high on a hill. It had its share of danger, but as long as you watched where you stepped, and didn't go where you shouldn't, it was a wonderfully happy place. Until now... .. because the King had received warning of an Ogre, who was causing mayhem: flattening trees, stamping on houses and terrifying everyone!

King Hugo ordered his knights to capture the Ogre. And he warned his three precious granddaughters, Princess Thea, Princess Leaf and Princess Juno, to... stay in their tower! (And absolutely not, on any account, to mess with the Ogre!)

“Mess with him?” snorted Juno, “He'd better not mess with us!”



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Don't Mess with a Princess Quick Questions



1. How can people ensure that the Kingdom stays a 'wonderfully happy place'?



2. In the story, it says an Ogre was causing mayhem. Can you think of another word for mayhem?



3. Why do you think King Hugo tells the princesses to stay in their tower?



4. Do you think the princesses will stay in the tower?

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Don't Mess with a Princess Answers



1. How can people ensure that the Kingdom stays a 'wonderfully happy place'?

You should watch where you step and don't go anywhere you shouldn't.



2. In the story, it says an Ogre was causing mayhem. Can you think of another word for mayhem?

Answers might include: chaos, confusion, havoc, mess, destruction.



3. Why do you think King Hugo tells the princesses to stay in their tower?

Accept any sensible answer such as: They are his 'precious' granddaughters and he wants to protect them from the Ogre.



4. Do you think the princesses will stay in the tower?

Accept any sensible answer, such as: No, I think they will leave the tower because Juno does not seem to be scared of Ogres.