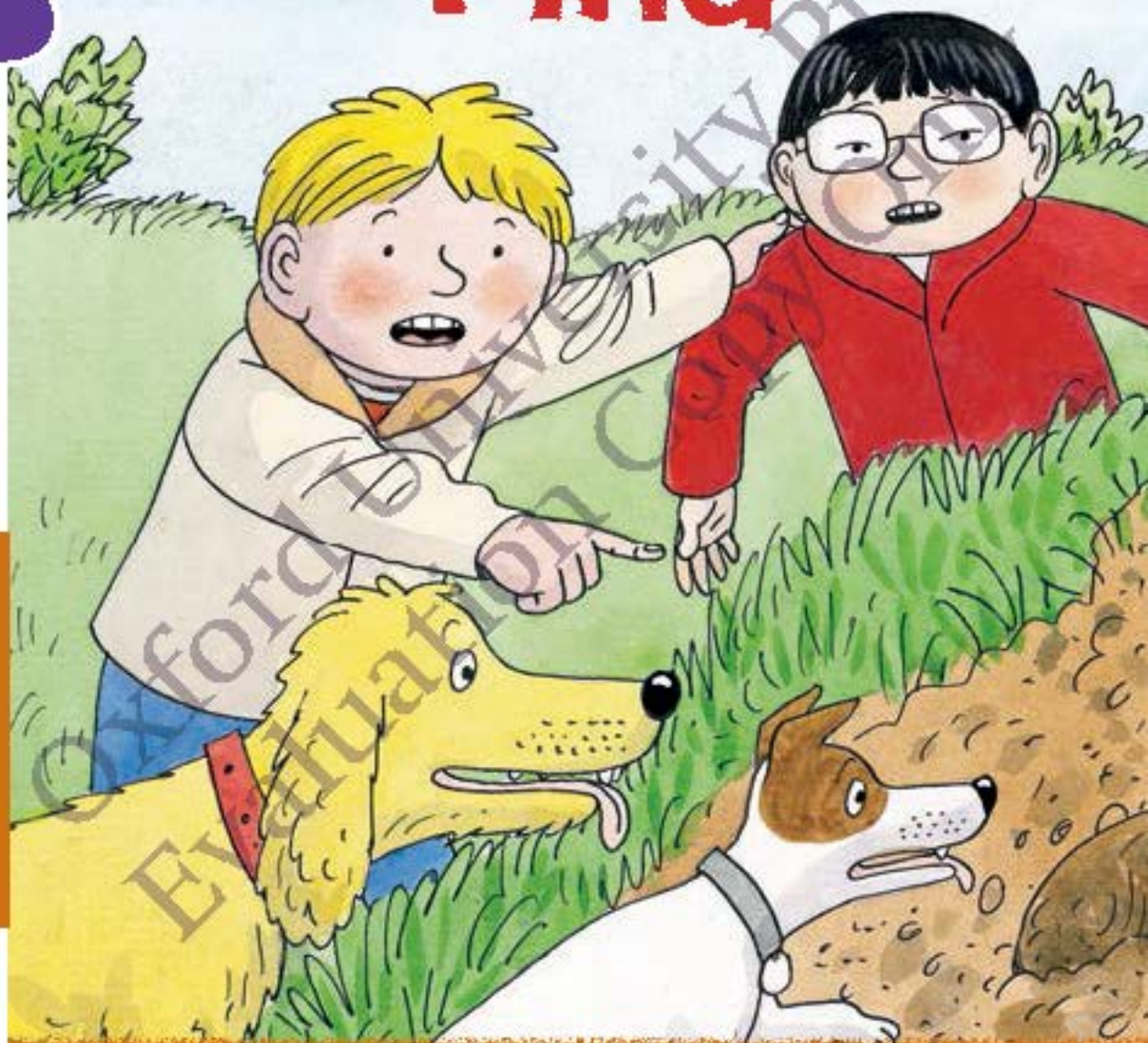


A Lucky Find





Written by Roderick Hunt
Illustrated by Alex Brychta

BEFORE READING

Talk together

- Read the title together and look at the cover picture. Ask: *What do you think they have found?*
- Talk together about the word 'lucky' in the title. Ask: *Why might the find be lucky?* Encourage your child think of different possibilities.
- Look through the book and talk about the pictures.

About the words in this book

- Your child will probably be able to read most of the words in this book. Encourage your child to sound out and blend any challenging words, such as those below. If necessary, model the blending or read the words for your child.

artefact although
laughed ancient burial
excavation police



DURING READING

Enjoy the story together.
If your child needs support to read the story:

- Break unfamiliar words into chunks or syllables to work them out (e.g. e-nor-mous).
- If a word is still too tricky, simply say the whole word for your child.
- Re-read sentences to focus on their meaning where necessary.



See the inside backcover
for more ideas.



It had rained all week. By Saturday the rain still hadn't stopped. Floppy looked miserable. He hadn't had a good walk for ages.

"Poor old Floppy," said Kipper.



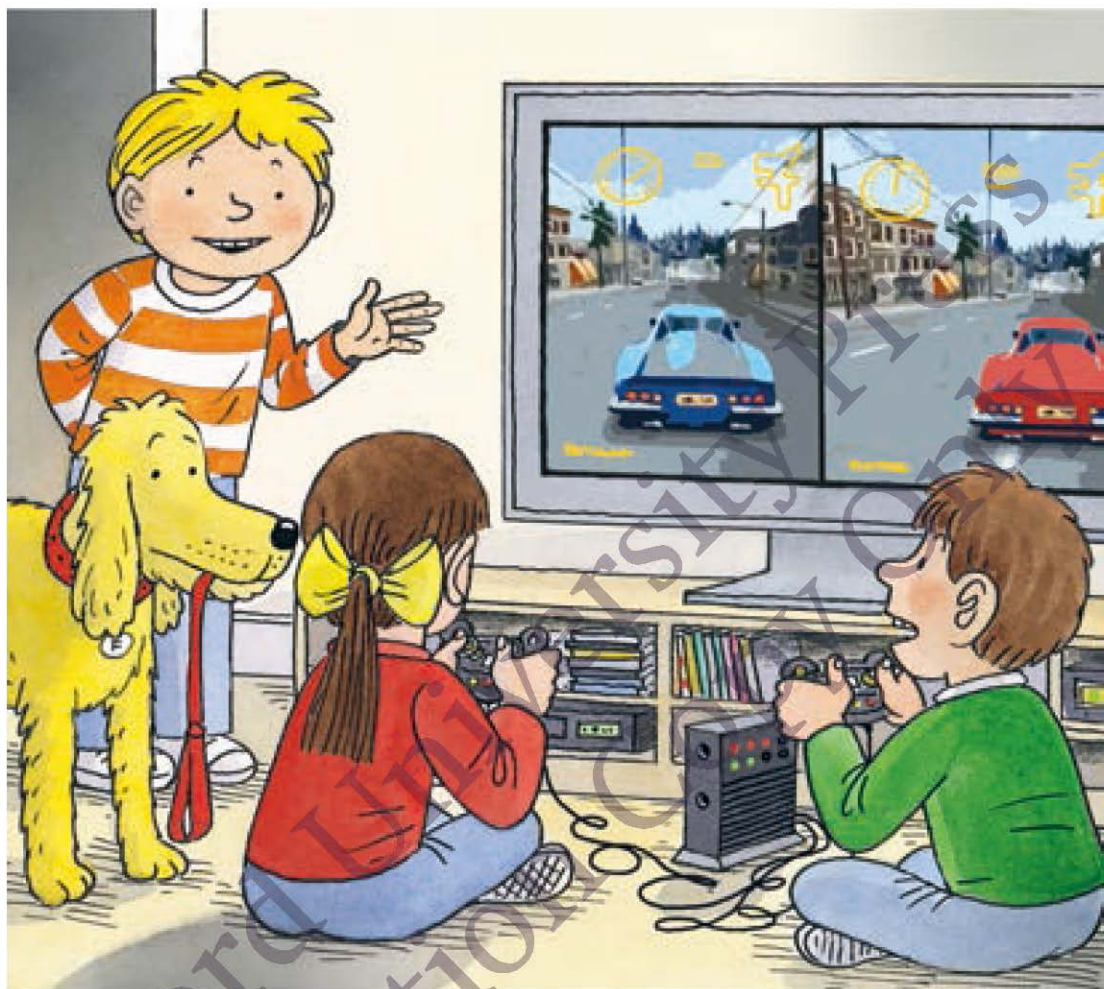
Later that day, it stopped raining, so Kipper opened the back door and looked out. He could see a patch of blue sky.

"Good boy, Floppy," said Kipper. "It has stopped raining at last."



Floppy picked up his lead in his mouth and gave a little whimper.

"I'll see who will take you for a walk," said Kipper.



Biff and Chip were playing a game. It was hard to tell who would win.

“Shall we take Floppy for a walk?” asked Kipper.

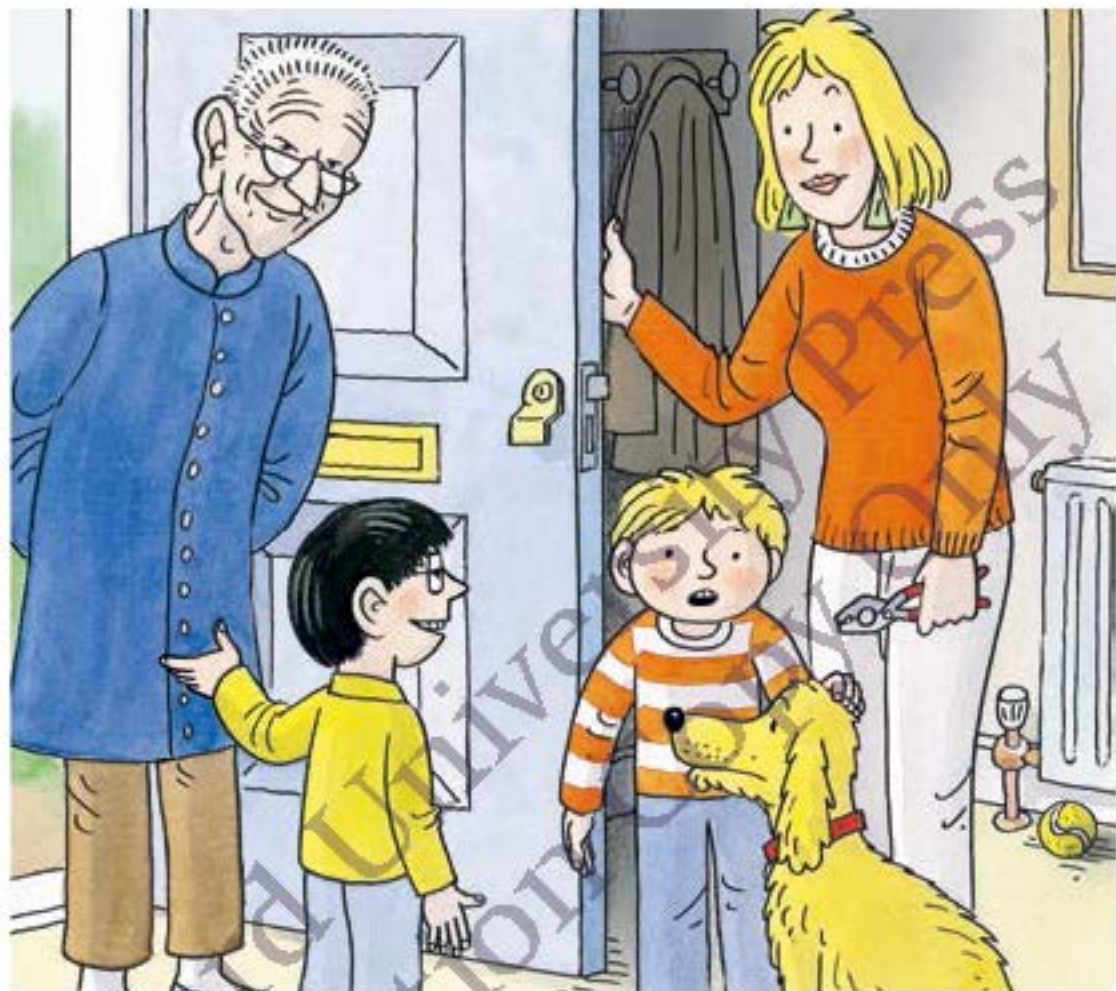
“Not just now,” said Chip. “Biff and I are locked in combat.”



Mum and Dad were putting a bookcase together.

"Can we take Floppy for a walk?" pleaded Kipper. "He hasn't had one for ages."

"We can't," said Mum. "Not at the moment. Let him into the garden for now."



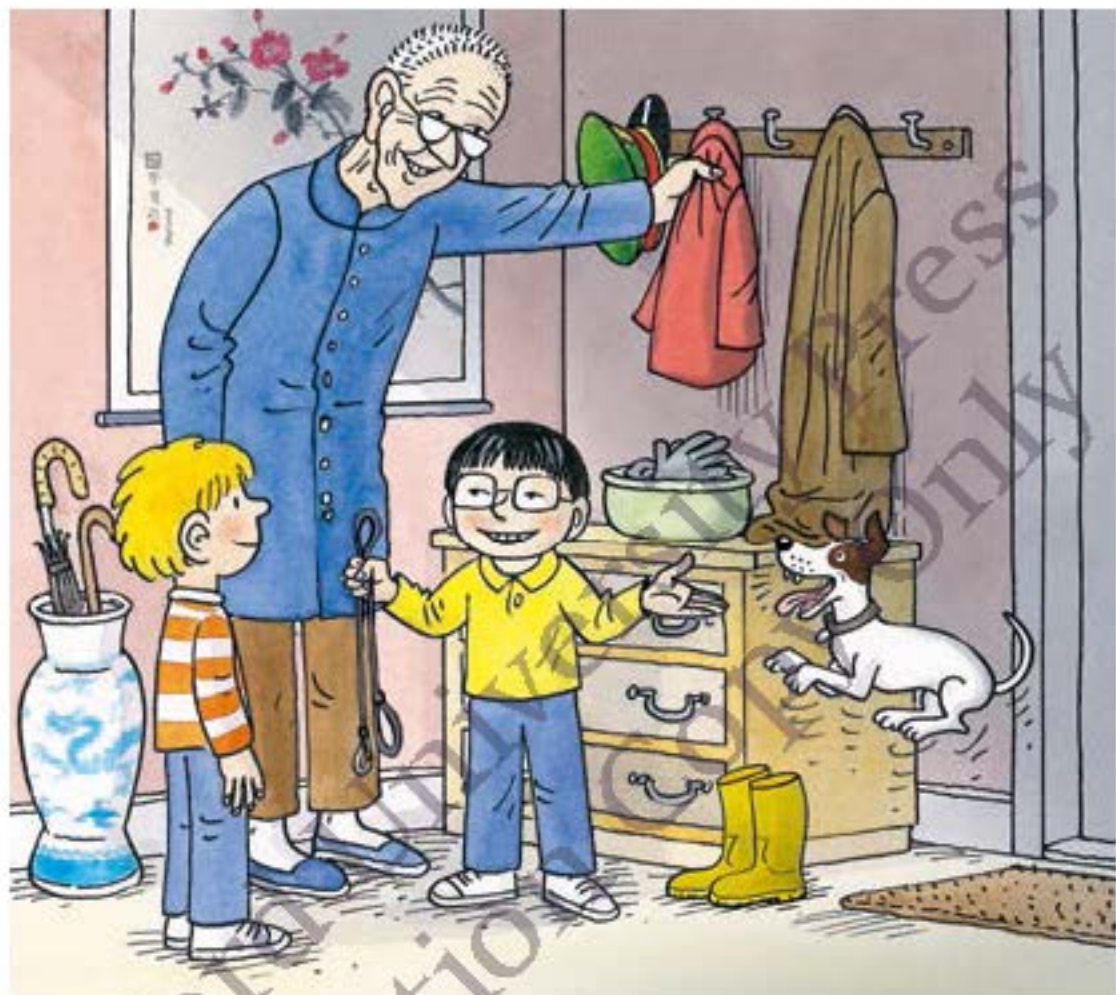
Just then, Kipper's friend Lee came to the door. "Do you want to come to my house and play?" asked Lee. "Grandpa Chen has made some fortune cookies."

"Sorry, Floppy," said Kipper. "No walk for you at the moment."



The boys loved Grandpa's fortune cookies. Kipper broke one open and pulled out the tiny slip of paper from inside it. It said 'Kind deeds are like seeds. Plant them often'.

"I'd like to take Floppy for a walk," said Kipper. "That would be a kind deed."



"Well, Button needs a walk, too," said Lee.

"Can we take both dogs out, Grandpa? That will be a kind deed."

Grandpa said it was a good idea.

"The dogs can have a good run," he said.



They went along a path that led to Dewdrop Down. The boys loved going there and so did the dogs. It had humps and bumps, and there were bushes to hide behind. It was a great place to play chase.



Lee and Kipper ran up a steep hump. As they reached the top, the earth suddenly slid away. The boys tumbled to the bottom.

Grandpa Chen ran up to the boys. He helped them both up.



"Are you all right?" asked Grandpa.

"The ground gave way," said Lee. "We're just a bit muddy, that's all."



Kipper looked at the place where the ground had slipped away. A black object was sticking out of the earth.

“What is that, Grandpa Chen?” he asked.



"Oh, goodness!" exclaimed Grandpa Chen.
"It might be dangerous. It looks like a very old explosive. It was probably dropped in World War Two."

"We'd better get well back," said Lee.



Grandpa Chen phoned the police. Soon, a police car raced up. Grandpa Chen took the police officers to the place where the ground had slipped away.

“It could be an explosive,” said an officer.



"This is a job for the experts," said another officer. "Meanwhile, we must not take any chances. We'll have to tape off a large area."

The other police officer unrolled a large reel of blue tape.



It wasn't long before a disposal unit came.
One of the experts went to look.
Lee and Kipper were excited.
"Wow!" said Lee. "Maybe we will see them
explode it."



The disposal expert came to talk to the boys. He was grinning.

"It isn't a job for us after all," he said. "I think it's some kind of pot. But it's very old. It's an artefact and it needs a history expert."



The men went over the ground with metal detectors.

“There may be other artefacts under the ground,” one of them said. “This could be an ancient village or burial ground.”



Later, a woman called Anne came and carefully dug the pot out of the ground. She scraped some earth from the neck. Then she peered inside.

"This is so exciting," she said. "I'm hoping there is something interesting inside it."



Gently Anne tipped the pot up on to a cloth. About thirty gold coins slid out. Everyone gasped.

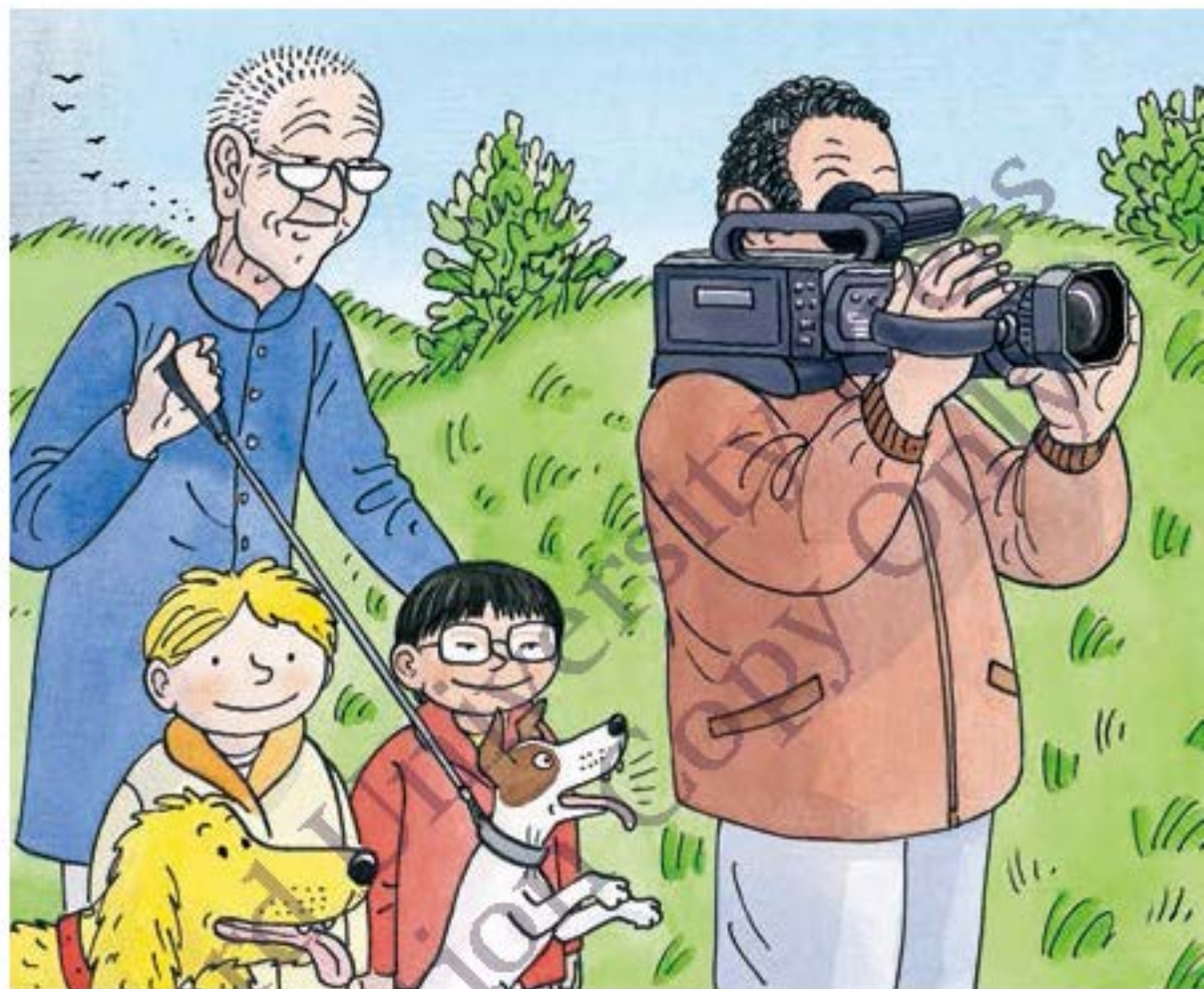
"These coins are hundreds of years old," she said, excitedly. "They show a Saxon king called Eadbald. He was king in about 620."



Kipper and Lee looked at one of the coins through a magnifying glass.

“I’ve never seen anything so old,” said Lee.

“King Eadbald had a big nose,” laughed Kipper, “and a big chin.”



Then a television crew came.

"We'd like to cover the story on the news this evening," a man said. He looked at Lee and Kipper. "Now just tell us how you found the pot with all the gold coins in it."



Next, the crew spoke to Anne.

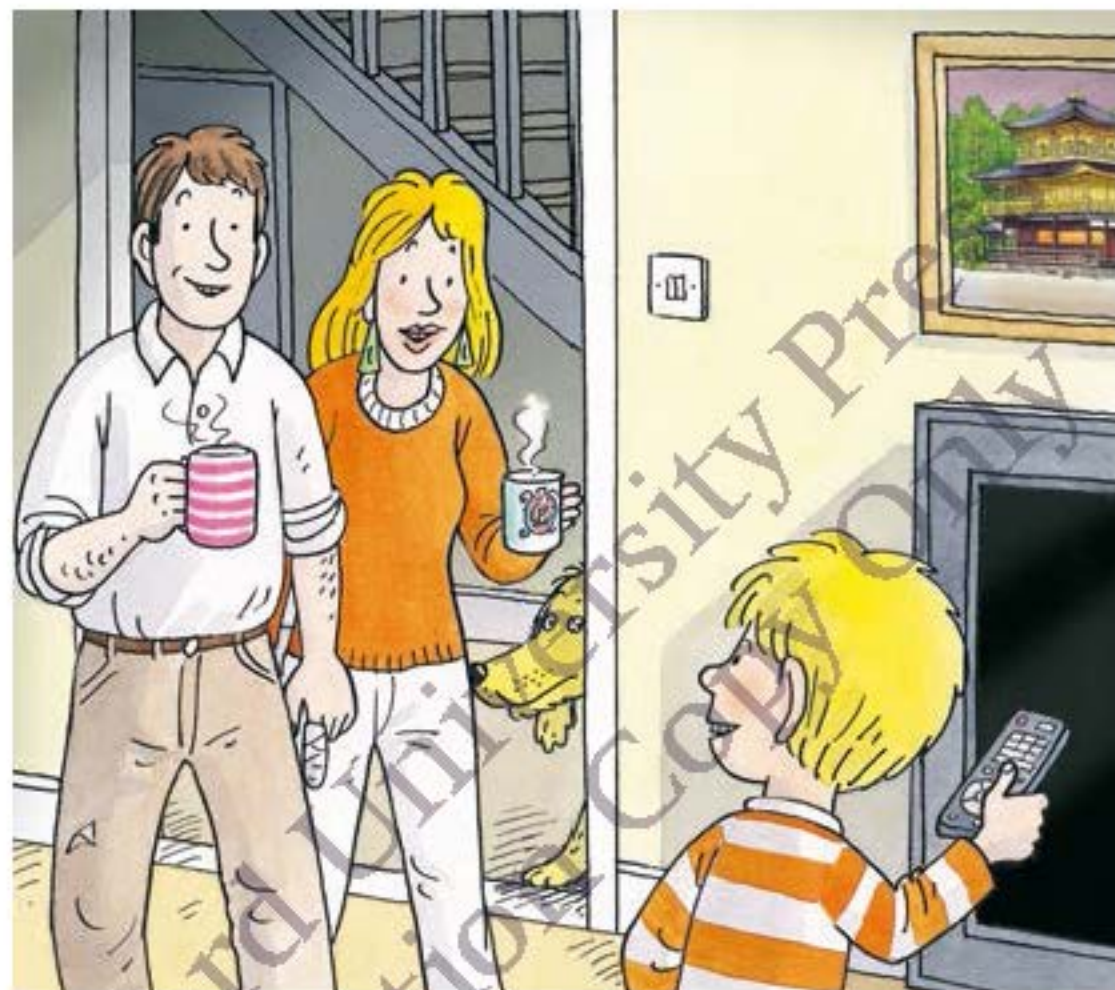
"The boys and their grandfather did the right thing," she said. "There may be more things to find. This could be the site of a Saxon village here on Dewdrop Down. It is very exciting."



Back at home Chip rushed up to Kipper.

"Guess what?" he said. "I am the winner! I beat Biff but only just."

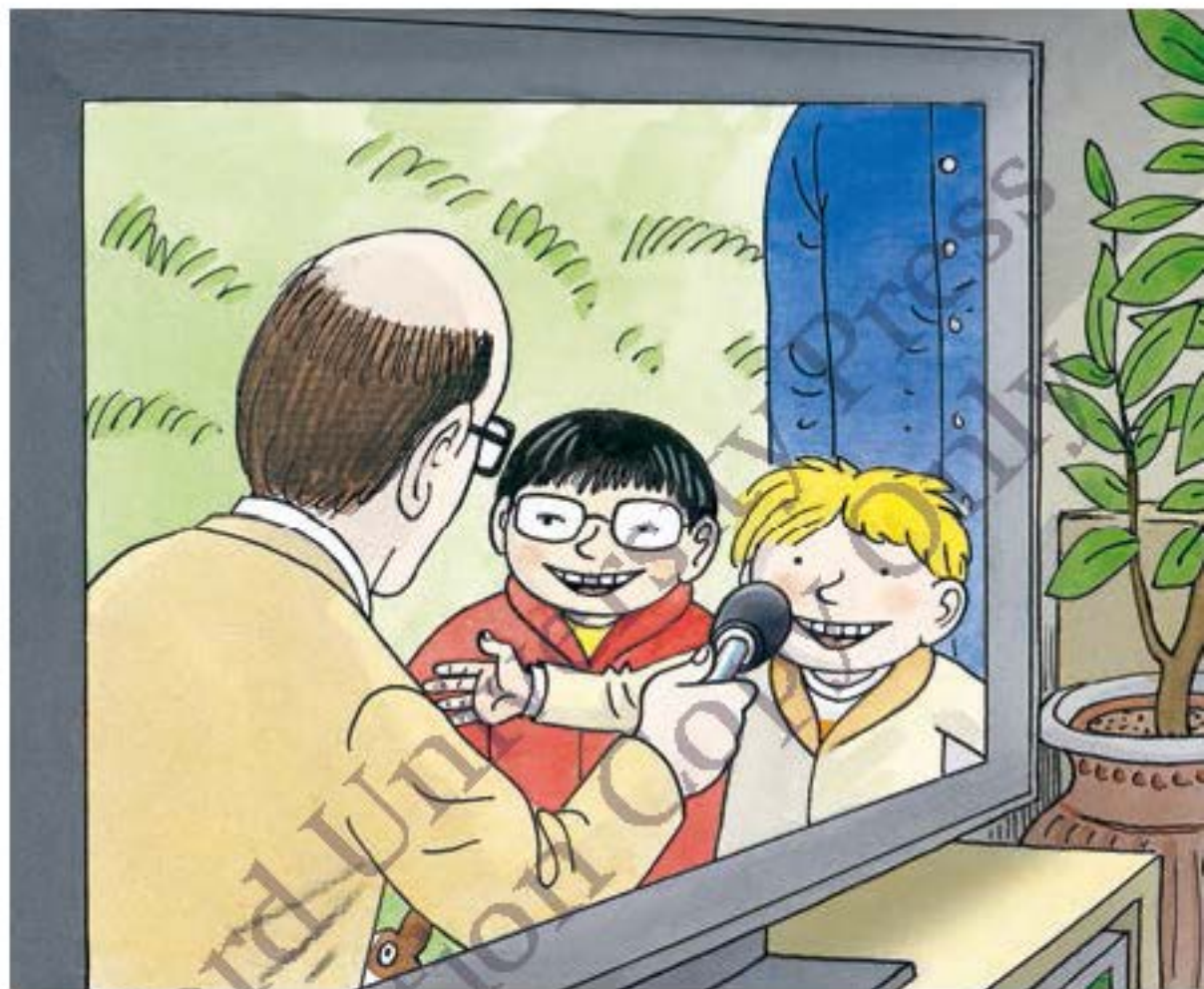
"Well, you should have come on the walk with us," said Kipper. "It was fantastic."



"We've finished the bookcase," said Dad.

"Did you have a nice walk?" asked Mum.

Kipper was bursting to tell everyone his news, but he didn't. "It was really interesting," he said. Then he turned on the television.



Everyone gasped when the news item came on. The reporter said that two boys had found a Saxon artefact.

Lee told the reporter how they had found it when the ground slipped away.



"I wish we'd gone on the walk now," said Biff.
"It would have been better than playing a silly old computer game."

"Plant good deeds like seeds," said Kipper.
"You'll be amazed what they grow into."

"What are you talking about?" asked Biff.



There had been a Saxon village on Dewdrop Down. The children went to see it. Anne was there to show them round.

"It's an excavation," said Anne. "It means we find where the village was by digging."



"It doesn't look much like a village," said Chip.

"It's just a lot of pits and trenches."

"Saxon houses were made of wood," said Anne,
"so there is nothing left of them. But we can tell
where they stood."



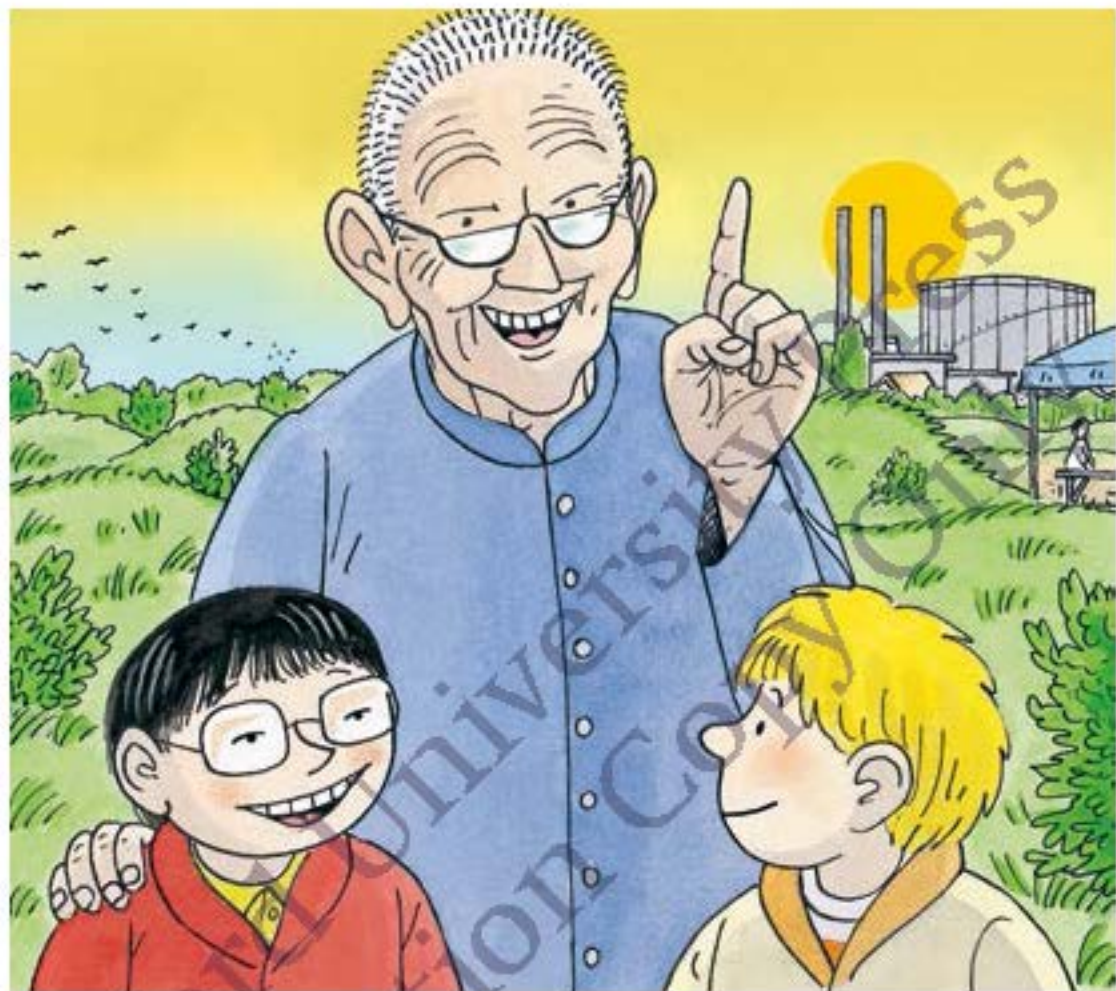
"This is an exciting find," said Anne. "It's a gold band. It's a bit crumpled, but it has some Latin writing on it."

"It looks like one of Grandpa's fortune cookies," laughed Lee.



"It was thanks to the fortune cookies we took the dogs for a walk," Lee went on.

"Yes," said Kipper. "The fortune cookie was right, 'Kind deeds are like seeds. Plant them often'. We planted a good deed and it grew into finding a Saxon village."



"I've never made fortune cookies before," Grandpa laughed. "We didn't have them in Hong Kong when I grew up. They were invented in the USA."

"Well, keep making them," laughed Lee. "Your first ones were very lucky!"

AFTER READING

- Turn to pages 26 and 27. Draw attention to the characters' facial expressions. Ask: *How do you think Mum, Dad, Biff and Chip feel when they see Kipper and Lee on the news? How is Kipper feeling?*
- Look at pages 28 and 29. Ask: *How does the expert know there was a Saxon village there?* (they dig pits and trenches and find traces of the buildings and artefacts)
- Turn to page 31. Ask: *Can you think of a kind deed you have done recently?*

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A Lucky Find

Kipper and Lee take the dogs for a walk and make an exciting discovery.



*Biff, Chip and
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Decode and Develop

The Ogre's Dinner

A Lucky Find

The Strange Old House

The Beehive Fence

The Secret Pop Star

A Good Turn

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