

KRUSCHMEISTER

School Activity Pack

2020

INTRODUCTION

Kruschmeister is an exciting new children's book written by the author, Peter J Murray.

Peter has always been a keen football fan and has fond memories of representing his school as a boy in his hometown of Rotherham in South Yorkshire. This is why he decided to write a story revolving around football.

Three mad-keen young footballers, a haunted football stadium, a demon football player from the 50's, a mysterious old widow, a beautiful white goat and a young football apprentice from the past are just some of the features in this gripping action-packed story.

We hope this Activity Pack will give you a good taster of the *Kruschmeister* novel and at the same time help you to improve your own writing skills. Who knows...you may well become the next best-selling author of your day.

As Peter always says to his countless fans, 'If I can do it...so can any of you!'

1. GENRE

Do you know what the word 'genre' means?
Here is one definition taken from the Internet:

A genre is a certain type of music, film or writing. Genre can mean musical types such as jazz, classical or rock. Your favourite film genre might be horror flicks. The writing genre you prefer might be science fiction.

Read this passage from Peter's new book, Kruschmeister:

A huge gust of wind roared in from the broken window, almost tearing the curtains from their runners. At the same time, the light fitting on the ceiling swung violently and the entire room began to shake. Zak watched in horror as Krusch's hovering face turned into a seething cauldron of anger. The bulbous eyes almost sprang out of their sockets; tight lips curled back to show tightly clenched teeth...so tight that they began to crack and splinter. The horrific head cursed and spat onto the bottom of Zak's bed. Zak was repulsed! He'd seen footballers spit onto the pitch many times, but never imagined that anyone would ever spit onto his bed.

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Now that you've read the above passage, choose from the list of words below the one that you think best describes the *genre* of Peter J Murray's new book.

Romantic
Comedy
Horror
Historical
Crime
Science Fiction

Exercise: Look at the sentences below. Copy each one into your book and then write at the side the *genre* of the book you think the sentence was taken from.

1. Sophie fell flat on her face, got covered in mud and burst out laughing.
2. On Monday I travelled out to the wild and wonderful island to make a study of the beautiful birds that lived there.
3. The alien saw me, chased me and tried to blast me with some sort of ray gun.
4. As I walked down the dark, creepy corridor the sight of a lurking shadow sent shivers down my spine.
5. 'OK, Murray! So you say you didn't do it, but at least ten witnesses said you did!'
6. The Vikings were a truly terrifying enemy; they attacked and ransacked East Anglia in 865AD.

Author's tip – always try and write stories using the genre that you are most interested in. The more interested you are, the more interesting your story will be.

2. Adjectives

Adjectives are describing words. As you've already found out, they are useful in helping to build characters. They are also useful in helping to create atmosphere in a story.

Here is another passage from the *Kruschmeister* story. It tells what happens when Zak, Rehan and Lizzie enter the old football stadium for the first time:

Lizzie glanced around and disappeared through the hole. Rehan followed and beckoned Zak to do the same. A moment later all three of them were standing in a dark passageway inside the old stadium.

Lizzie had already taken a torch from her backpack and was shining it ahead of her. 'We're underneath the Railway Stand,' she whispered to Zak. 'Don't be scared...there's no-one here but us. Just keep close and follow me and Rehan.'

'She's right,' Rehan reassured him. 'It's dark and creepy, but not for long...you'll see.'

Zak felt distinctly uneasy. He glanced nervously around the passage lit up in Lizzie's torch beam and caught sight of a faded poster clinging to one of the damp, mildew-covered walls:

ROTHERBROOK TOWN v DONCASTER ROVERS

24th NOVEMBER, 1968

Another poster showed a photograph of a football team, but the names underneath had disappeared. In fact some of the footballer's faces had worn away, giving them a sinister 'zombie-like' appearance.

Definitely creepy! Zak thought to himself, almost clinging to Rehan as they edged onwards.

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Now that you've read through the passage, see if you can find the adjectives that have been used to create a spooky atmosphere. There are at least six...possibly more!

Exercise: Can you think of six more adjectives *not* in the passage that could be used to create a spooky atmosphere?

Exercise: Write a few lines describing what happened to you when you crept slowly upstairs in a haunted house. Use some of the adjectives above in telling us what happened.

Author's tip – always be on the lookout for new describing words (adjectives). Don't keep using the same ones – otherwise your writing will become boring...it's called REPETITION! You will meet lots of new adjectives if you read lots of books. The more books you read, the better your writing will become.

3. Verbs

The bad guy in Peter's football story is called *The Kruschmeister*. His real name is Gladstone Krusch. He is not a nice man! You will soon find out how horrible he is by his *actions*. For example, read what happens when Krusch finds Tommy, a young apprentice footballer, standing by the boot rack outside the changing rooms:

'So you made it then?' Krusch spat out the words without even looking in Tommy's direction.

'Err...sorry, Gladstone...I mean, Mr Krusch,' Tommy spluttered. 'I didn't mean to be late. The kick-off's not for hours yet.'

'And what do you call this?' He held up the boot to show one of the studs missing from the underside.

'But...but I checked them yesterday and all the studs were there. It must have been loose.'

Krusch twitched his head, flicking several strands of greasy hair back off his face - a sure sign he was angry. He scowled and pointed down at the floor. 'Well you didn't check well enough, did you, lad!'

Tommy rushed over and bent down to pick up the stud.

THUD!

Krusch kicked him hard and sent him sprawling into the boot-rack. The faulty boot followed, striking Tommy on the head. 'Get that stud knocked in. AND TIGHT THIS TIME!' The big man stormed away, muttering curses under his breath.

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Find SIX actions (verbs) that Krusch did in the above passage which show what a horrible character he is.

Exercise: Here are a few sentences taken from the *Kruschmeister* book:

1. Lizzie glanced around and disappeared through the hole. Rehan followed and beckoned Zak to do the same.
2. A few minutes later Lizzie rooted around under an old bench and found the ball which she and Rehan had left hidden there. She tucked it beneath her arm and looked ready for action. Rehan stood directly behind her.
3. Lizzie burst forward, whipped the ball away from his big feet and hared off up the pitch towards the two defending skeletons.

Make a list of all the actions (verbs) in the above three sentences. There are at least twelve...there may be more!

Author's tip - Actions speak louder than words! SHOW us what your characters are like by describing their actions rather than TELLING us.

Example:

Zak was scared. X

Zak started shaking and chewing his nails. ✓

4. Sentences

Look at these sentences taken from *Kruschmeister*:

1. A hush fell over the Tivoli Stand.
2. Zak suddenly felt a little tense.
3. Rehan nodded, his eyes wide with excitement.
4. 'THE GOAT!' Lizzie screamed.
5. Lizzie and Rehan fell very quiet.
6. The week passed slowly...*but normally*.
7. Zak glanced at his watch: 2.53pm.
8. Zak stared hard into Tommy's eyes.
9. 'HE'S FLIPPED!' Krusch roared. 'HA, HA!'

You will see that all of these sentences are SHORT and some of them are *very* simple. Authors use short, simple sentences to keep the pace of the story moving fast. Try it yourself in your own stories.

Exercise: Try to break these long sentences into two or three shorter ones. The first is done for you as an example.

- a) Robert got out of bed, put on his dressing gown and crept down the stairs to see who was waiting.

Robert got out of bed. He put on his dressing gown. He crept down the stairs to see who was waiting.

- b) Mia saw the vampire, screamed until her ears burst and jumped straight out the window.
- c) The door to the dungeon creaked open as the prisoner crept out and made his escape down the shadowy passage.
- d) Many people escaped from the sinking ship, some lucky enough to make it into the lifeboats, others having to swim in the stormy ocean.
- e) Mum took two eggs, broke them into a dish, added milk, stirred with a big wooden spoon and poured the liquid into a shiny, silver pan.

Author's tip - If you're not sure what to write, try to imagine you're telling someone - that way it might seem much easier.

5. CHARACTERS

Characters are so important in a novel; they bring the story to life and are able to make everything feel *very* real.

The passage below is taken from the beginning of the *Kruschmeister* story and introduces three of the main characters, Zak, Rehan and Lizzie. Read the passage and answer the questions below:

As the class packed away, Zak stood up and turned to his new friend. 'I'm rubbish at football.'

'No problem!' Rehan grinned, his mouth full of gleaming white teeth. 'We'll teach you.'

'Who's we?'

'Lizzie and me,' Rehan replied, glancing over his shoulder.

Lizzie had already packed away and was heading over towards them.

'Hi, you two!' Lizzie said, as she approached. 'Ready, Rehan?'

'Sure thing,' Rehan replied. 'Zak's thinking of joining us, aren't you Zak?'

Zak finished packing away his things and shrugged his shoulders. 'If you mean playing football, I'm useless. I'm definitely not in your league.'

Lizzie laughed. She brushed back her straw-blonde fringe from her freckled forehead and her eyes sparkled with energy. 'So we'll teach you, won't we, Rehan?'

Rehan nodded. 'Sure thing!'

Zak lowered his head and stared down at his desk. 'I'm...too big. Too slow!'

'OK, so you can start in goal,' Lizzie beamed. 'What time's your Mum expecting you home?'

'I'm usually back by three-thirty, but I can ring her.'

'Have you got any kit?'

Zak nodded. 'I've got my tracky bottoms in my bag and I can get my trainers from my PE locker.'

'That's all you need, Big Man!' Lizzie laughed.

Zak frowned at his two classmates. 'Just one more thing; where are we playing?'

Rehan and Lizzie looked at each other mysteriously. 'That's for us to know and you to find out,' Lizzie smirked.

Zak suddenly felt a little tense. He sensed that things were about to get interesting.

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Here is a list of 20 describing words (adjectives) that could be used to describe characters:

Strong, weak, brave, cowardly, tall, short, confident, shy, happy, sad, clever, silly, normal, odd, kind, selfish, good, evil, sporty, clumsy.

Complete the table below or copy it out and then complete it. All you have to do is write in the box by the side of each character the words from the list that you think help to describe them. You can use the same word for more than one character.

Character	Describing words (adjectives)
Zak	<i>Shy,</i>
Rehan	<i>Confident,</i>
Lizzie	<i>Sporty,</i>

Author's tip – look at people around you (but don't stare!). You might get some ideas for interesting characters to put into your stories.

6. Settings

The following passage from *Kruschmeister* describes the setting of the old Millerbrook football stadium where much of the creepy story is set:

The three mad-keen footballers walked past some boarded-up old houses in Gladys Street and turned into a narrow lane:

MILLERBROOK LANE.

The ancient black asphalt crunched beneath their feet. Zak glanced up at the high weathered brick walls on either side of the lane, shutting out the fading sunlight. The right-hand wall bordered the old stadium; a tree branch sprouted from a crack between the bricks and crowned a shadowy boarded-up doorway. Letters were just visible beneath the foliage:

HOME SUPPORTERS' TURNSTILE

They moved on - the lane growing darker, the stadium wall more crumbled; a spiral of barbed wire and shards of glass running along its top. It reminded Zak of a prisoner of war camp he'd seen in a war film. He began to imagine they were POWs and had made their escape, the prison guards close behind with their dogs. He felt his heart begin to beat faster.

Another blocked-off doorway appeared, covered in graffiti, with a different faded sign above it:

VISITING SUPPORTERS' TURNSTILE

Zak wondered why the football supporters had to use different entrances...maybe they *really* hated each other.

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Would you agree that the above setting is old and creepy?

Find some adjectives in the passage that make the setting feel creepy.

Find some adjectives in the passage that make the setting feel old.

Exercise: Create a spooky setting by describing what happened when you walked through an old graveyard at midnight. You shouldn't write more than one page. Below some nouns (naming words), some adjectives (describing words) and some verbs (action words) to help you. Use as many words from the list as you wish.

Nouns – gate, footpath, gravestone, moonlight, shadow, silhouette, skull, cross, statue, angel, owl, tree, bush, ivy, tomb, church, darkness, weeds, nettles, inscription.

Adjectives – rusted, creaky, silent, eerie, spooky, scary, terrifying, dark, moonlit, shadowy, overgrown, sinister, devilish, frightening, brave, cowardly.

Verbs – creeping, whispering, creaking, listening, breathing, scaring, daring, shining, fading, hiding.

Author's tip – Use settings in your stories that you are familiar with. This will make your settings more accurate and realistic.

7. Research

Read this passage from Peter J Murray's new book:

The goat was nowhere to be seen.

Tommy guessed he was tucked up in his small wooden shelter at the rear of the pen. He began to whistle a tune - a tune that he'd known forever. His Gran used to sing it to him when he was a baby:

'Oh, Danny Boy, the pipes, the pipes are calling...'

A rustling of straw sounded from within the shelter and Danny's head appeared, staring out at his friend.

'From glen to glen and down the mountainside...'

As Tommy continued to whistle, the goat shot out and ran over to him, stretching his impressive horned head over the wire fence to nuzzle against Tommy's arm.

'Hi, Danny!' Tommy said softly. 'Big day today, boy.'

The goat nipped his sleeve and chewed at it a little.

'Just hope we win,' Tommy continued, stroking the goat's head. 'Krusch will be in a foul mood if we don't.'

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Authors need to research information to use in their stories. If information is incorrect, it makes the story less real and sometimes totally unbelievable. Peter decided to use an animal as one of the important characters in his story. The animal is a goat called Danny. Some football clubs used to keep an animal as a mascot (lucky charm) and lead it out onto the football pitch before the match started. Danny is a White Irish Goat and is Rotherstoke Town's club mascot.

Exercise: See how much information you can find out about White Irish Goats. Write a description of the goat and maybe you could draw a picture of it. You could even give it a name of your own.

Exercise: Did you know that Peter J Murray and his wife (Kath) once stayed the night in a real haunted house? The house was a mansion in Louisiana called *The Myrtles*. Perhaps you could do some research on *The Myrtles* and find out why Peter and his wife were a little bit nervous about staying there!

Author's tip – The Internet is a great tool for research.

Libraries are good places too. Sometimes it pays to find an expert and talk to them.

8. Editors

Authors work with people called editors. An editor's job is to read through the author's work and suggest ideas to improve it as well as checking the work for grammar, punctuation and spelling mistakes etc

Here is another passage from Kruschmeister:

tommy's spectral figure sat down on the bench agen. He stared up at them and his bottom lip trembled as he spoke. 'Krusch can hurt *anyone*. It's what he does best? He feeds off other people's grief and misery...like he feeds off mine...even now.

Zak braced himself and asked the inevitable question! 'So where is he?'

'Waiting!' Tommy replied, with real Sadness in his voice.

'Waiting for what?' Rehan asked, before Zak had the chance

Tommy rose to his feat and zak noted that although the boy looked older than him. he looked a good six inches shorter. '*Waiting for you.*'

The passage is double-spaced to make it easier for you to work with. Authors always double-space their work before they send it to their editor. See if you can find TEN deliberate mistakes in the passage – I promise you they *are* deliberate! If you find them all, then one day you may well become an editor!

Author's tip – Start by being your own editor and read your work back to yourself. Ask yourself the following questions:

- a) *Does it all make sense?*
- b) *Is everything clear in the story? It may be clear in your head, but will it be clear to someone who hasn't read it before?*
- c) *Did you find any errors in grammar, punctuation or spelling? If so, put them right.*

When you're happy with everything, ask a friend to read it and let them ask the same questions. Between you and your friend acting as editors you will be surprised how much you improve your work.

9. Puzzle Page

1. ANAGRAMS.

Are you good at unscrambling letters to make words? We'll soon find out! You've met some of the characters now in Peter's new book, *Kruschmeister*, see if you can work out who these are:

- a) ZZLIEI
- b) AKZ
- c) YADNN
- d) HRENA
- e) MKURRESHISTE

2. ODD ONE OUT

In the following lists, find out which is the odd one out and give your reason why.

- a) SPOOKY, HOUSE, DARK, CREEPY, SINISTER
- b) RUNNING, SCARING, DASHING, DAMP, LAUGHING
- c) ZAK, REHAN, DANNY, LIZZIE, TOMMY
- d) ZAK, REHAN, KRUSCHMEISTER, LIZZIE, TOMMY

3. WORDSEARCH

See if you can find *five* different genres of novels in this word square:

X	E	P	K	N	C	R	R
J	C	V	B	S	R	T	E
C	N	Z	H	O	I	O	L
F	A	H	R	Q	M	W	L
U	M	R	T	P	E	C	I
C	O	M	E	D	Y	H	R
H	R	O	K	H	X	P	H
L	Q	E	Y	N	M	I	T

10. Kruschmeister Competition

Knowing that the title of the book is *Kruschmeister* and it's genre is horror and the story features a very scary footballer from the 1950's...design a cover for the book.

The competition is open to Years 4 to 7 and entries should be given to your teacher and sent to:

Kruschmeister Competition
9 Oulton Avenue
Bramley
Rotherham
S66 2SS

Closing date for the competition is 30th April 2016.

The winners, one from Yr 4 to 6 and one from Yr 7, will be announced during the Summer Term 2016 and the prize will be:

A choice of any three signed books by Peter J Murray
A visit by Peter and his wife to the school to give a free author presentation
Lunch with Peter and his wife for the winner, a friend and a teacher on the day of the visit.