



The lost treasure

The pictures tell a story about treasure in a temple.

One picture is missing and the treasure is lost.

Later, the Little Detectives find a photo.

There's a clue to the mystery in the photo.

The Little Detectives take the photo to the museum.

Now the Little Detectives are in Egypt. They see a temple on an island.

There's a map on the floor of the temple.

There's another clue in the map.

They find the treasure in the Sun Room.

The Little Detectives solve the mystery of the lost treasure.



The candle clock 1

The queen is hungry but she's waiting for the king.

King Alfred and his men see it's midday. They're going home for lunch.

Now it's November. It isn't sunny.

In winter the days are darker than in summer.

The dark winter days are a problem for the king.

unit 2 The candle clock 2

It's midday on the 21st of November. Ethel and King Alfred are starting an experiment.

Now it's the afternoon. The first candle is shorter than the second candle.

It's night time on the 21st of November. The king and Ethel are working.

It's midday on the 22nd of November.

Now King Alfred always knows the time.

The two giants aren't friends.

One day, the giants have a fight. Finn throws a rock at Ben.

Ben isn't scared of Finn and he throws a rock.

Ben doesn't hit Finn and Finn doesn't hit Ben. The rocks make a causeway across the sea.

Then Ben runs across the causeway. Finn's wife, Rachel, is scared.

unit **3** **The Giant's Causeway 2**

Finn doesn't see Ben because he's sleeping.

Rachel puts baby clothes on Finn.

There's a terrible noise in the cave.

Ben is very scared.

Rachel tricks Ben and he runs back to Scotland.

Tinker and the Little Detectives look for clues.

Suddenly Tinker runs up the hill.

The children see a strange man with some puppies.

The thief drives away with the puppies.

He turns left at the sports centre.

At the docks the children see the puppy thief again.

The captain of the boat buys the puppies.

Beth and Dan rescue the puppies.

The police arrive and Tinker stops the thief.

The Little Detectives solve the crime with Tinker's help.

Dr Frankenstein is working in his laboratory. The experiment is very difficult.

Suddenly, the monster stands up.

Dr Frankenstein isn't happy.

The monster doesn't like his face.

The people in the village are scared of the monster.

The monster is sad because he hasn't got any friends.

The monster sees a little blind girl.

The blind girl falls into the river.

The monster saves the blind girl.

At last, the monster's got a friend.

Behub isn't happy. He's bored.

The prince wants a new game. There's a competition with a prize for the winner.

Nerina sees some children. They're playing in the street.

Nerina makes a game. It looks like the children's game.

Behub sees lots of new toys and games but he's bored.

Then Nerina shows Behub the new game.

Nerina and Behub start playing the game.

Behub loses the game. At first he is angry.

But Behub isn't bored now. He likes the new game.

At last Behub is happy. Nerina wins the prize.

In the morning, the Little Detectives look at the beach.

The children go to the beach with towels, masks, flippers and sun cream.

They don't look at the time and they don't see the tide.

Suddenly, they remember the tide.

The children are trapped on the beach.

The children find a boat in the tunnel.

The tide is very high now.

Mel opens the door.

They climb up the stairs.

At last, the children are safe and dry.

unit **8** **The story of quinine 1**

One day, Anna feels ill.

The doctor visits Anna. She's got malaria.

But the doctor's medicine isn't good for Anna. The next day, she feels worse.

One day, a man is walking in the jungle. He's very ill.

He finds a lake. He drinks and drinks.

Then he sees some bark in the water. It's from a poisonous tree.

The next day, two women are walking in the jungle. They find the man.

The two women wake the man. He tells the story of the bark in the lake.

Calancha gives Anna the special medicine.

The next day, Anna is better. We still use quinine from this tree to cure malaria.

ISBN 0-333-95747-4



9 780333 957479