

## Matilda's Bracelet

<http://myths.e2bn.org/mythsandlegends/playstory90-matildas-bracelet.html>

Listen to the story and answer the questions. Use the 'next' and 'back' buttons to go forward or backward. You will need a dictionary to answer some questions.

1. What sort of king was King John?
2. Where did Matilda go to escape from King John?
3. Who did she meet there?
4. What does 'fair' mean, as in 'fair maid Marion'?
5. What is a 'Priory'?
6. What does 'exile' mean?
7. Why did King John send Matilda a bracelet?
8. Where was the King's Court?
9. What did the poison do to Matilda's arm?
10. What does 'dispute' mean?
11. What is a 'throne'?
12. What is an 'estate'?
13. What happened on 20<sup>th</sup> November 1214?
14. Who led the Barons against the King?
15. What is the Magna Carta?
16. What is 'chaos'?
17. What happened to the King's crown?
18. How did the King die?
19. Where did Matilda end up?
20. Where did the King end up?
21. What do you think of this story?

## The Ghost Hound of Lyme Regis

<http://myths.e2bn.org/mythsandlegends/playstory534-the-ghost-hound-of-lyme-regis.html>

Listen to the story and answer the questions. Use the 'next' and 'back' buttons to go forward or backward. You will need a dictionary to answer some questions.

1. Where was Colway Manor?
2. What was the fireplace like in the Manor?
3. Give another name for a hound.
4. Where did the hound die?
5. What did the manor change to in the eighteenth century?
6. Where did the dog sit when it visited the farmhouse?
7. What did the neighbours say when the farmer talked to them about the dog?
8. What did the ghost hound eat?
9. What does 'eerie' mean?
10. Where is the 'attic'?
11. What did the farmer find in the attic?
12. What did the farmer call the coaching inn?
13. What is the coaching house now?
14. Where does the black dog 'haunt' now?
15. Who were the last people to see the black dog?
16. What do you think of the story?

## The Abandoned Children of Wailing Wood

<http://myths.e2bn.org/mythsandlegends/playstory19-the-abandoned-children-of-wailing-wood.html>

Listen to the story and answer the questions. Use the 'next' and 'back' buttons to go forward or backward. You will need a dictionary to answer some questions.

1. Why was it easy to get lost in the woods in the 16th century?
2. Where did the wicked uncle live?
3. How did Robert de Grey plan to get richer?
4. How did he plan to get the children's money?
5. Who was supposed to kill the children?
6. How did Robert de Grey explain the children's absence to his wife?
7. Why did the two ruffians fight?
8. What is another word for 'wail'?
9. Was there anything for the children to eat? What?
10. Where did the children shelter?
11. What colour are robins?
12. What is another word for 'wrath'?
13. Did the wicked uncle become wealthy?
14. What happened to the surviving ruffian?
15. What would we call a 'ruffian' today?
16. What does 'misfortune' mean?
17. What do they say happened to someone who steals a robin's egg in Wayland Wood?
18. What sound can you hear in Wayland Wood on a dark night?
19. Who can you see on the Griston Village sign today?
20. What do you think of the story?