

English Task Tuesday 2nd June

3. Instruction Hunting

Read the first [Extract from Instructions](#).

- Find and highlight each instruction in it.
- How many did you find? Give yourself a point for each one you find.
(There are 16 – see [Answers](#)).

Touch the wooden gate in the wall you never saw before, say “Please” before you

open the latch, go through, walk down the path.

A red metal imp hangs from the front door, as a knocker. Do not touch it – it will bite your fingers.

Walk through the house. Take nothing. Eat nothing.

However, if any creature tells you that it hungers, feed it. If it tells you that it is dirty, clean it. If it cries to you that it is hurt, if you can, ease its pain.

From the back garden you will be able to see the wild

wood. The deep well you walk past leads to Winter’s realm; there is another land at the bottom of it. If you turn around here, you can walk back, safely; you will lose no face. I will think no less of you.

Once through the garden you will be in the wood. The trees are old. Eyes peer from the undergrowth. Beneath a twisted oak sits an old woman. She may ask for something; give it to her. She will point the way to the castle.

Inside it are three princesses. Do not trust the youngest. Walk on.

In the clearing beyond the castle the twelve months sit, warming their feet, exchanging tales. They may do favours for you, if you are polite. You may pick strawberries in December’s frost.

Trust the wolves, but do not tell them where you are going.



How many instructions did you find?

Extract from *Instructions*

by Neil Gaiman

Answers

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