

they have on board are in bad shape. They have not eaten for three days. The boys share out all the food they have. Near Dover, German planes are attacking the ships that are sailing into the port. John decides it is too risky to land there. He sails *Dolphin* home and safely reaches Crossman's yard.

15. John takes the soldiers to his own home. His mother is very happy to see him again. She takes care of the soldiers. John telephones for a doctor, who takes the wounded soldiers to hospital. Suddenly John's father enters the room. He is angry at John and then, when he finds out what John and Pat have done, very proud. Suddenly John notices that Pat is gone. At the same moment he remembers that Pat tried several times to catch his attention. He runs to Crossman's yard, but *Dolphin* is gone. Then John faints.

16. After three days John wakes up again. The doctor says his arm is healing well. His father tells him that all the soldiers were taken from the beaches. Pat has not come back. Mrs Riley shows him her little baby, called Edith Angela, and makes it clear that she does not blame him for what Pat has done. Mr Aston gives John Pat's watch. Pat left it at Crossman's house, together with a note asking John to keep it for him.

Questions (The numbers refer to the chapters.)

3. Why does John's lesson with Mr Macleod cheer him up?
4. Why is there no sand to be bought in town?
5. Why doesn't John like Mr Crossman?
6. What do John and Pat hear while they are working in the stables?
7. Why is Pat so upset about losing his watch?
8. Which scene in the newsreel makes an impression on Pat?
10. How does John get Crossman to agree to get the boat ready?
11. Why is it important to follow other boats across the Channel?
12. What does John now understand about his brother's attitude to the war?
13. What are John and Pat quarrelling about? How is the difficulty solved?
16. What does John think of Pat's return to Dunkirk? What does his father think of it?

4. THE LION, THE WITCH AND THE WARDROBE (1950)

by C.S. Lewis

Author

Clive Staples Lewis (1898-1963) studied at Oxford and was a professor at Cambridge University. He wrote books about English literature, books about religion and a number of children's books.

Genre

The Lion, the Witch and the Wardrobe is a combination of a children's story and a fairy-tale. The wardrobe (*kast*) is the link between the children's world and the fairy-tale world of Narnia. The story has also a second meaning and so it can be called an *allegory*. The lion and the witch are the two great powers in Narnia. The lion stands for all that is good and beautiful, for instance the spring. The witch stands for everything that is evil and ugly, for instance a long, cold winter without Father Christmas. The four children play an important part in the fight between these two powers.

Setting

The story takes place between 1940 and 1945, partly in an old house in the country, partly in the magic country of Narnia.

Characters

Susan and *Lucy*, young girls who are sisters.

Peter and *Edmund*, their brothers.

The *Professor*, owner of the old house where the children are staying.
Mrs Macready, his housekeeper.

The White Witch, an evil woman who calls herself Queen of Narnia.

Aslan, a lion, the King of Beasts who rescues Narnia.

Mr Tumnus, a Faun (*bosgod*).

Maugrim, a grey wolf, Chief of the Witch's Secret Police.

Mr and Mrs Beaver, friendly animals who help the children.

Mr Rumblebuffin, a kind giant (*reus*).

The Story

1. Susan and Lucy, who are sisters, and their brothers Peter and Edmund, are sent to the house of an old Professor during the war, because London has become too dangerous for them. The first evening they make plans for the next day, but in the morning it is raining. They take a look around the house. In an almost empty room Lucy sees a wardrobe full of fur coats. She steps into the wardrobe and keeps on walking until she

finds herself in the middle of a wood. Snow is falling and it is very dark. She walks on until, near a lamp-post, she meets a Faun.

2. The Faun calls Lucy a Daughter of Eve and introduces himself as Mr Tumnus. He says Lucy is in the land of Narnia now where it is always winter. He invites her to tea in his cave (*grot*). While they are eating and drinking, Mr Tumnus tells Lucy about Nymphs and Dwarfs (*dwerfen*). When Lucy says she has to go back to the wardrobe, Mr Tumnus begins to cry. He tells Lucy he is a bad Faun because he is in the service of the White Witch. She is very powerful and sees to it that it is always winter. She can turn living beings into stone with her wand (*toverstaf*). She has ordered the Faun to try to catch a human being and bring it to her. But Mr Tumnus is very kind and helps Lucy to go back to the wardrobe.

3. Lucy's sister and brothers do not believe a word of what she tells them. They have not even noticed her absence. They think she is lying and Lucy is miserable for a few days. When the children are playing hide-and-seek, Edmund goes into the wardrobe and finds out that Lucy's story is true. In the wood he meets a sledge (*slede*), drawn by reindeer. The driver is a dwarf. On the sledge he sees a lady dressed in white with a gold crown on her head. She is not very kind and says she is Queen of Narnia.

4. The Queen becomes more friendly when Edmund tells her he is a human being. She gives him a hot drink and Turkish Delight (*Turks Fruit*). Edmund tells her about his brother and sisters. The Queen wants him to bring them to her palace without telling them about her. It is to be a surprise and Edmund will be a Prince. With a promise of more Turkish Delight the Queen leaves Edmund. Near the wardrobe he meets Lucy, who has also gone into the wardrobe and has had lunch with Mr Tumnus. The Faun has told her that everybody hates the White Witch and that the witch is a bad person and has no right to call herself Queen.

5. When Lucy and Edmund are back in the house, Edmund denies (*ontkent*) that he has been to Narnia. Peter and Susan blame Edmund for behaving badly to Lucy, though they still think Lucy is lying. When they talk about this to the Professor, he says that Lucy must be telling the truth if they cannot prove that she is wrong. One day when Mrs Macready is showing a group of visitors around the house, all four children hide in the wardrobe. Mrs Macready has told them to be out of the way whenever she has visitors.

6. After sitting in the wardrobe for a while, the children realize they are out of doors. Peter apologizes to Lucy for not believing her. They put on fur coats and first go to see Mr Tumnus. They find his cave in a ruin. There is a note saying that Mr Tumnus has been arrested because he has had a human visitor in his house. Lucy says they have to rescue the Faun

from the Witch. A Robin (*roodborstje*) wants them to follow him deeper into the wood, and so they do.

7. After some time a Beaver meets them and asks them if they are the Sons of Adam and the Daughters of Eve. He whispers to them that Aslan is coming. The children have never heard of Aslan before, but they suddenly feel excited. They go to the Beaver's house very carefully, for the Witch has spies (*spionnen*) everywhere. Mr Beaver catches some fish and Mrs Beaver prepares a lovely dinner.

8. After dinner Mr Beaver tells the children that there is no way they can get Mr Tumnus out of the Witch's house. Then he tells them about Aslan, the great lion, who is the real king of Narnia. He will come to punish the Witch. The children are to meet him at a place called the Stone Table. According to an old prophecy (*voorspelling*) the Witch will lose her power when two Sons of Adam and two Daughters of Eve sit on four thrones in Cair Paravel, a castle on the sea coast. When Mr Beaver stops talking everyone suddenly notices that Edmund is missing. Lucy tells Mr Beaver that Edmund has been in Narnia before. The only conclusion can be that Edmund has gone to the Queen to betray (*verraden*) them.

9. Edmund is not really a bad boy but he wants to be a Prince and eat Turkish Delight. He pretends to himself that he is doing the right thing but, deep in his heart, he knows that the White Witch is bad. It is dark and very cold but at last he finds the Witch's house. In the courtyard (*binnenplaats*) there are a great many stone statues of animals and other creatures. Maugrim, a wolf who is Chief of the Witch's Secret Police, takes him to the Witch. Edmund tells her everything he has heard from Mr Beaver.

10. Before the children and the beavers leave for the Stone Table, they pack some food. Then they hurry through the wood. They take a short rest but when they wake up they hear jingling bells. Father Christmas appears on his sledge. Now that Aslan is on the move the Witch's magic is getting weaker and can no longer stop Father Christmas from coming to Narnia. They all get presents. Peter gets a shield and a sword, Susan a bow and arrows and also a horn which she must blow when she is in great danger. Lucy gets a bottle which is filled with a juice (*sap*) that restores people who are wounded, and a dagger (*dolk*). Father Christmas gives them hot tea for their breakfast.

11. Instead of Turkish Delight Edmund gets stale bread to eat. He and the Witch get into the sledge which is driven by a dwarf. When they meet some animals who are having a Christmas party, the Witch turns them all into stone. Edmund is very cold in the sledge without a coat, but finally it gets warmer and the snow melts. They have to leave the sledge behind

and continue on foot. There are flowers everywhere and birds begin to sing. Spring has arrived at last.

12. The Beavers and the children are very happy with the coming of spring. It is a sign Aslan is near. Towards the evening they reach the top of a hill. In the middle they see a large table, made of stone. There they meet Aslan, a lion of great power and goodness who is surrounded by all kinds of fairy-tale creatures like Dryads (*bosnimfen*), Naiads (*waternimfen*), centaurs (*paardmensen*), unicorns (*eenhoorns*) and many more. The children ask Aslan to rescue Edmund from the Witch. Aslan shows Peter Cair Paravel, the castle where Peter will be king. At that moment Maugrim attacks the girls, but Peter kills him with his sword. Aslan makes Peter a knight (*ridder*).

13. The Witch and the dwarf talk about killing Edmund. Then a wolf reports that Maugrim has been killed by Peter. The Witch orders him to call all her followers together for a battle. She prepares to kill Edmund but at that moment a rescue party, sent by Aslan, attacks. The Witch and her dwarf escape. After a conversation with Aslan, Edmund apologizes to his brother and sisters. The Witch gets a safe conduct (*vrigeleide*) to talk with Aslan. According to the Deep Magic of the Emperor-Over-Sea, the Witch has the right to kill somebody when there has been treachery (*verraad*). Even Aslan cannot go against the Deep Magic. He talks with the Witch alone and, after that, says that everything has been arranged.

14. Aslan gives Peter instructions on how to attack the Witch and her army. The Lion is in a sad mood. That night Lucy and Susan see him leave the camp. They keep him company until he tells them to stop and hide in the bushes. The girls see the Witch's army - ugly monsters and all kinds of horrible creatures - gathered around the Stone Table. Aslan is bound to the Table after his golden mane (*manen*) has been cut off. Aslan remains passive and all the creatures laugh at him. Then the Witch kills him with her knife.

15. When the Witch and her army have left, the girls try to untie the Lion. They are helped by mice who bite through the cords. As the girls walk away, the Stone Table suddenly breaks into two pieces. Aslan's body is nowhere to be seen. Suddenly the Lion appears behind them. He explains that according to very old magic somebody who is killed, but who is not guilty, destroys the magic of the Stone Table. He romps (*stoeit*) with the girls and then takes them on his back and starts running to the Witch's castle.

16. Inside the castle courtyard Aslan brings all the statues back to life by breathing on them. There is a lion among them, foxes, wolves, dwarfs, the friendly giant Rumblebuffin, and Mr Tumnus. With his club (*knots*) the

giant breaks down the gates and wall. The big animals take the girls, the dwarfs and the small animals on their backs and follow the scent (*geur*) of the Witch and her army to the battle-field. There Peter's army is fighting bravely against the Witch and the horrible creatures around her. The Witch has turned many of her enemies into stone with her wand. Then Aslan and his followers attack.

17. When Aslan has killed the Witch, the battle is soon over. Peter tells Aslan that Edmund has broken the Witch's wand but he is terribly wounded. Lucy cures him and many others with the juice Father Christmas gave her. Edmund is made a knight, too. After two days' marching they reach Cair Paravel and the children become Kings and Queens. In the course of time they defeat the last of the Witch's followers. They are good Kings and Queens and for many years there is much happiness in Narnia. One day when the four Kings and Queens are hunting the White Stag, they come across the lamp-post. They have forgotten all about the time when they were normal children. But they stop the hunt and go into the wardrobe, becoming children again and leaving Narnia behind them. The Professor believes everything they tell him. He says that they will return one day, because: Once a King in Narnia, always a King in Narnia.

Questions (The numbers refer to the chapters.)

1. What does a Faun look like?
3. Why does Edmund go into the wardrobe?
4. How does the Witch get the hot drink and the Turkish Delight she gives to Edmund?
5. What makes it very likely that Lucy is telling the truth, according to the Professor?
6. How do Peter and Susan find out that Edmund has been in Narnia before?
7. How do the children know Mr Beaver is a friend?
8. What has probably happened to Mr Tumnus, according to Mr Beaver?
10. What presents does Father Christmas give to Mr and Mrs Beaver?
11. Where does the Witch send her wolves?
13. How do the Witch and her dwarf escape the rescue party?
14. Why does Aslan allow himself to be killed?
16. What mistake does Giant Rumblebuffin make?
17. What names are given to the children when they are Kings and Queens?

