

TASK 3 - INFERENCE

Read the extract below from *Roald Dahl's George's Marvellous Medicine* then complete the tasks.

In the kitchen, George put the saucepan on the stove and turned up the gas flame underneath it as high as it would possibly go.

'George!' came the awful voice from the next room. 'It's time for my medicine!'

'Not yet, Grandma,' George called back. 'There's still twenty minutes before eleven o'clock.'

'**What mischief are you up to in there now?**' Granny screeched. 'I hear noises.'

George thought it best not to answer this one. He found a long wooden spoon in a kitchen drawer and began stirring hard. The stuff in the pot got hotter and hotter.

Soon the marvellous mixture began to froth and foam. A rich blue smoke, the colour of peacocks, rose from the surface of the liquid, and a fiery fearsome smell filled the kitchen.

It made George choke and splutter. It was a smell unlike any he had smelled before. It was a brutal and bewitching smell, spicy and staggering, fierce and frenzied, full of wizardry and magic. Whenever he got a whiff of it up his nose, firecrackers went off in his skull and electric prickles ran along the backs of his legs. It was wonderful to stand there stirring this amazing mixture and to watch it smoking blue and bubbling and frothing and foaming as though it were alive. At one point, he could have sworn he saw bright sparks flashing in the swirling foam.

And suddenly, George found himself dancing around the steaming pot, chanting strange words that came into his head out of nowhere:

'Fiery broth and witch's brew

Foamy froth and riches blue

Fume and spume and spoondrift spray

Fizzle swizzle shout hooray

Watch it sloshing, swashing, splashing

Hear it hissing, squishing, spissing

Grandma better start to pray.'

George turned off the heat under the saucepan. He must leave plenty of time for it to cool down.

When all the steam and froth had gone away, he peered into the giant pan to see what colour the great medicine now was. It was a deep and brilliant blue.

'**It needs more brown in it,**' George said. 'It simply must be brown or she'll get suspicious.'

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Activity 1 - Let's think about George!

We can use inference to discover more about a character.

Using what you've learnt about George so far, sort the adjectives below into two columns.

The first one has been done for you.

mischievous

brave

lazy

shy

naughty

caring

unkind

George is...	George is not...
mischievous	

Activity 2 - Let's give reasons!

When you make inferences you need to explain **why** you think that - just like a detective would!

Using the adjectives you chose in Activity 2, explain **why** you chose those words.

Write your answers out as sentences and use the word 'because'.

For example:

I think that George is mischievous because he's playing a trick on his Grandma.
