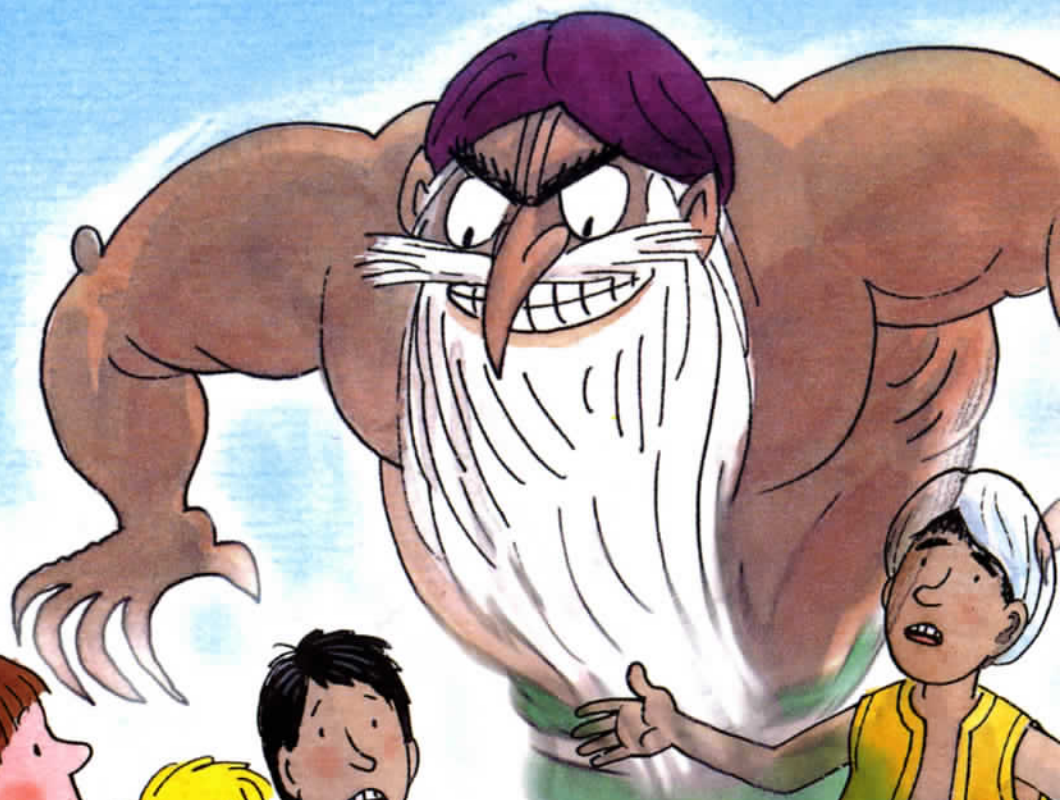




Oxford
Reading
Tree

The Evil Genie



Roderick Hunt
Alex Brychta

Story written by Roderick Hunt
Illustrations by Alex Brychta



What's this story about?

During a magic adventure on a desert island, an evil genie makes a bird fly off with Floppy. But then the children have to go home!

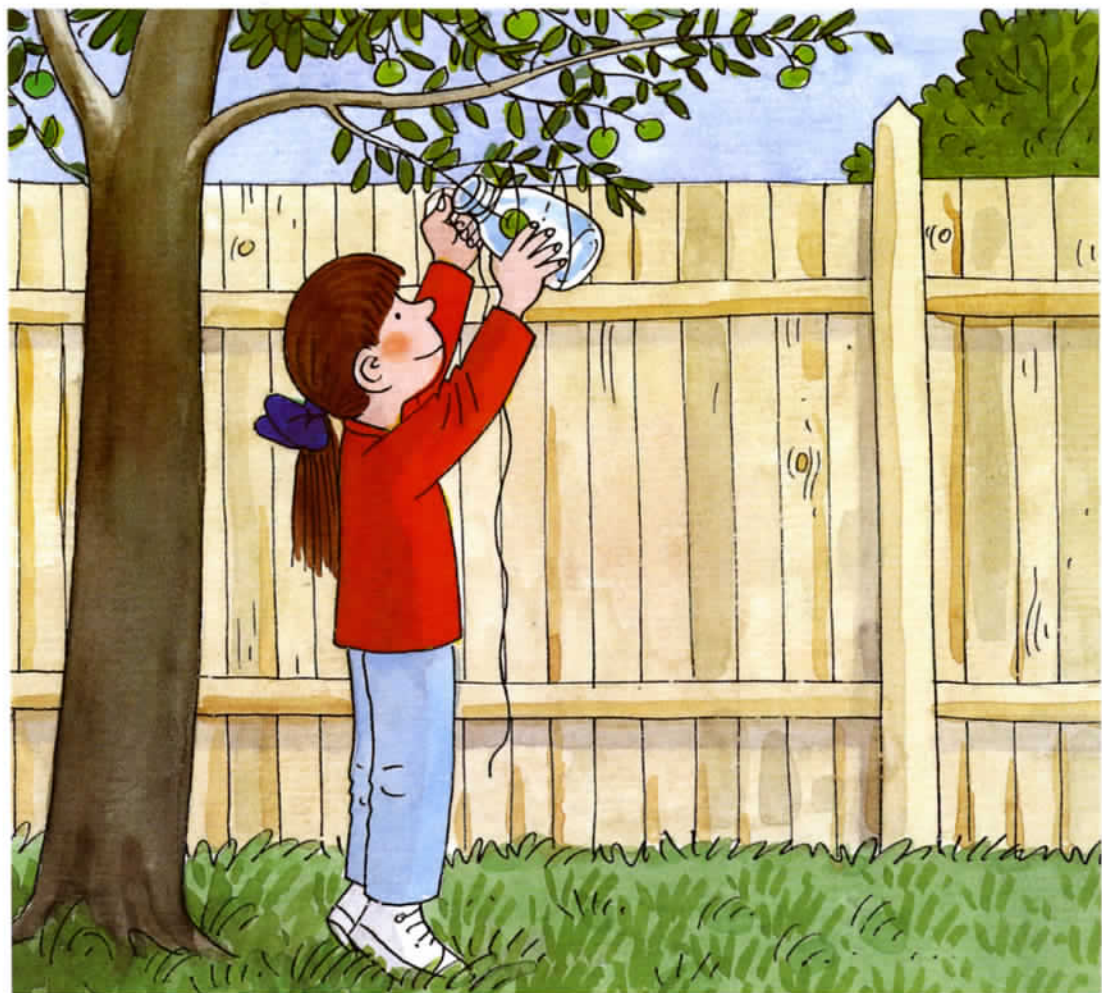
Talk together

Look at the genie in the picture on the cover and read the title. Ask, "What do you think will happen in this story?"

Read the story

W = Word recognition **C** = Language comprehension

- Look through the pictures to see what happens and listen to children read aloud.
- W** Page 1, break down 'experiment' into syllables, 'ex-per-i-ment'.
- C** Page 8, ask, "Why didn't Biff tell the boy how they got there?"
- W** Page 12, help the children read the tricky word 'genie'.
- C** Page 13, encourage children to use a scary voice for the genie.
- C** Page 17, ask, "Why didn't Floppy like the island?"
- C** Page 20, ask, "What do you think was in the chest?"
- C** At the end, ask, "How do you think the children will get Floppy back?"



Biff had an idea. She wanted to try an experiment. So one day, she put a bottle over a tiny apple.

“I wonder if the apple will grow in the bottle,” she thought. “I’ll have to wait and see.”



After a long, long time Biff went to see if the experiment was working. It was! In the bottle was a big apple. Biff showed the bottle to Nadim. When he saw the apple, he was amazed. "How did you get that in there?" he asked.



Suddenly the magic key began to glow. The magic took the children into another adventure.

“I wonder where the magic is taking us,” called Kipper.



The magic took them to a tiny island in the middle of the ocean. Floppy hated magic adventures.

“Oh no!” he groaned. “We’re on a bare island with only one tree in the middle.”

“Why have we come here?” asked Biff.



“Maybe there’s a reason why the magic has brought us here,” said Nadim.

“But what?” moaned Kipper. “There’s nothing here.”

“No, I don’t like the look of this,” said Biff.
“This is not going to be a good adventure.”



“Help me climb the tree,” said Nadim, “and maybe I can see a ship going past.”

Biff saw a bottle sticking out of the sand. It was tied to the base of the tree.

“How strange,” thought Biff.
She untied the bottle and picked it up.

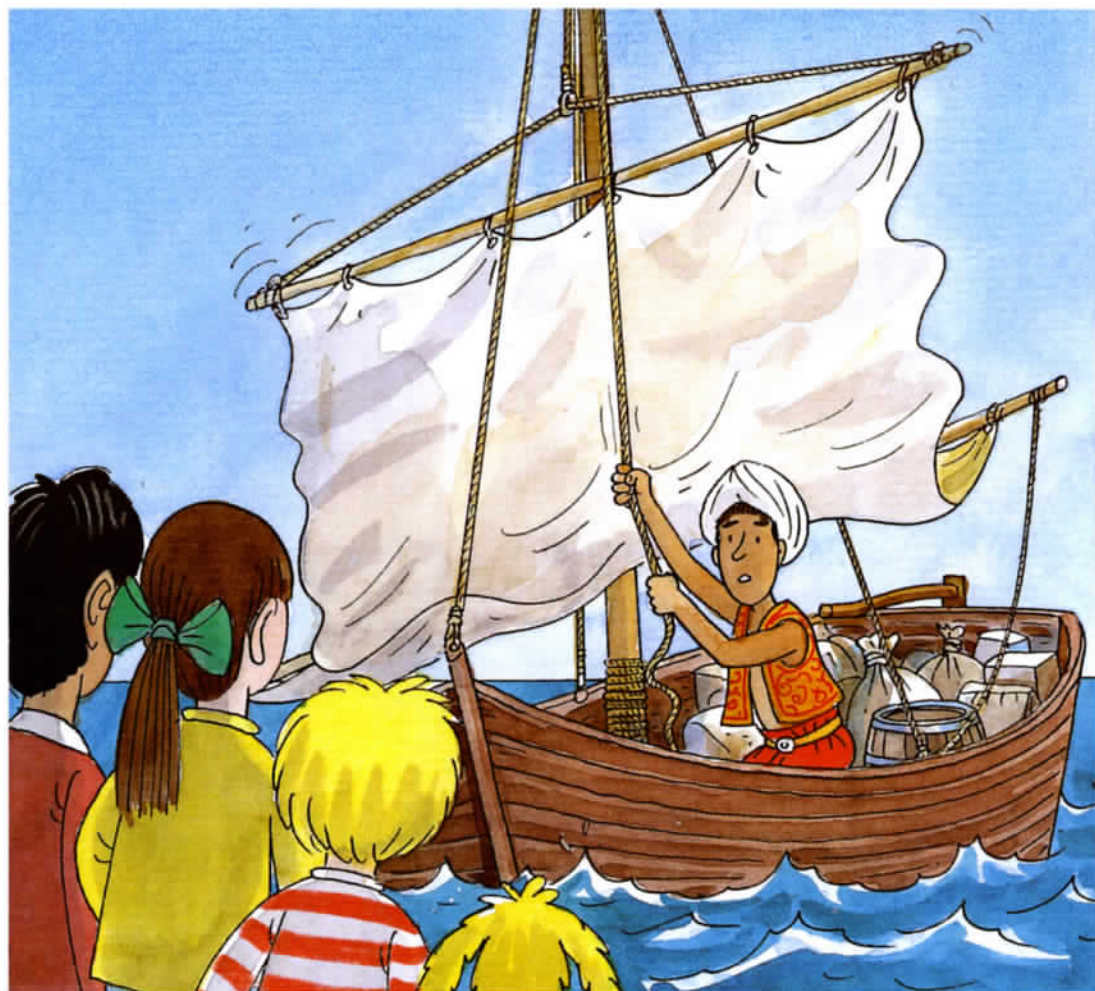


Suddenly Nadim began to wave and shout.

"I can see a boat," he called, "but it's a long way off."

They all waved and shouted. The boat turned and came towards them.

"Hooray! It's coming," yelled Kipper.



The boat reached the island. There was a boy sailing it.

“What are you doing on this tiny island?”
he asked.

“You wouldn’t believe us, even if we told you,”
said Biff.



The boy said he would rescue them, so they all climbed into the boat.

"I hate boats!" thought Floppy.

Biff took the bottle with her.

"It's very heavy," she said. "I wonder what's in it."



The boy sailed the boat away from the island.
“My name is Kamar,” he said. “I am the son
of Hassan the Explorer.”

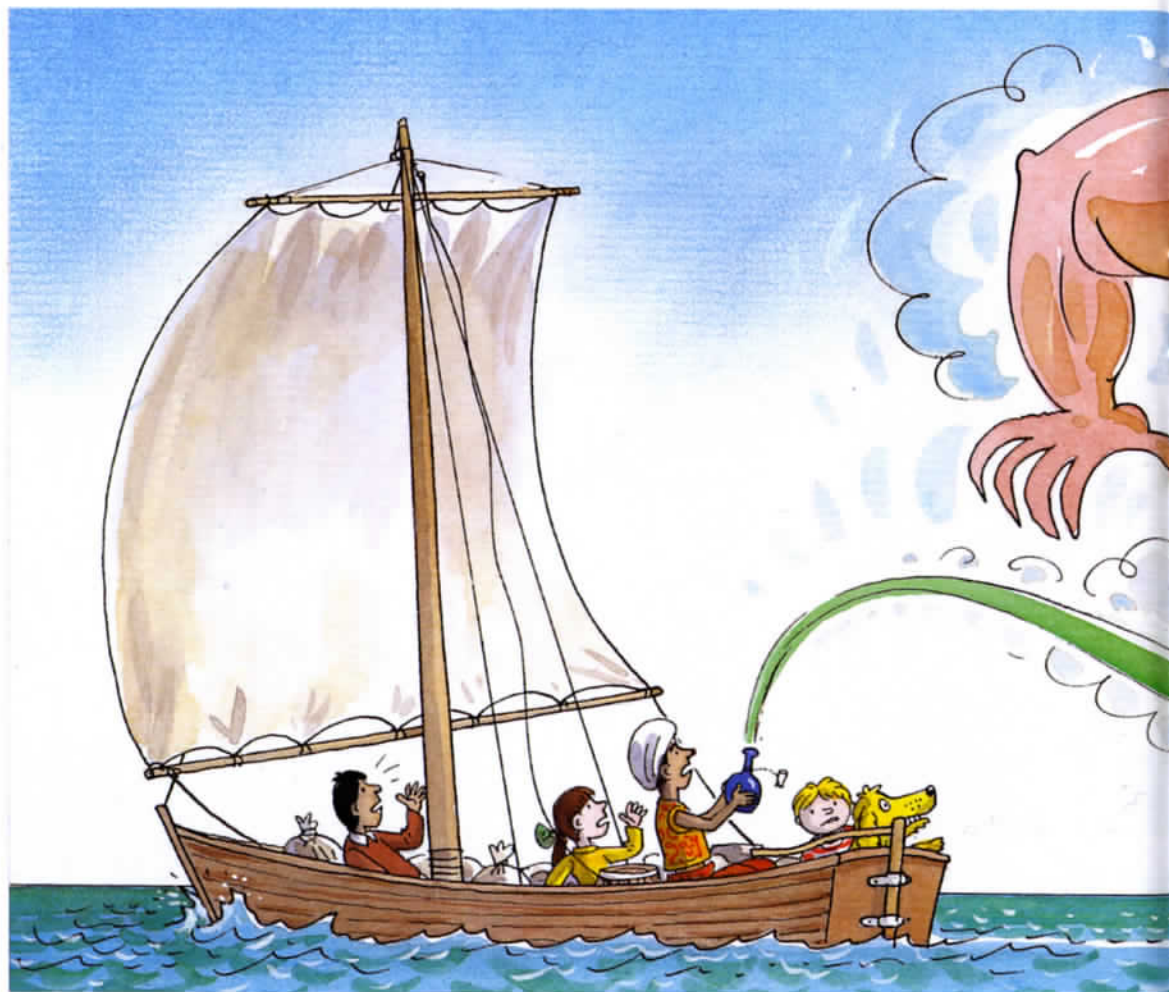
“Why are you all by yourself?” asked Nadim.
“I am looking for my father,” said Kamar.
“He has been missing for four years.”



Biff showed Kamar the bottle she had found on the island.

"It's a very strange-looking bottle," she said.
"I found it on the island."

"There's something heavy inside," said Kamar.
"Let's open it."



Kamar pulled the cork out of the bottle. Then, something terrible happened. There was a loud bang and a cloud of smoke. An evil genie shot out. There was a terrible smell like rotten eggs.

“Oh!” gasped Biff. “What have we done?”



“Ha! I am free at last!” shouted the genie.

“You will be sorry you let me out!”

“Why?” asked Biff. “You should be thankful.”

“Not me!” cried the genie. “I hate all people. But most of all I hate the man who put me in this bottle.”



“His name is Hassan,” cried the genie. “And now I’m off to deal with him.”

Then the genie grew very big.

“First I will deal with you,” he said.

He puffed out his cheeks and blew very hard.

“Help!” called Kamar. “He’s making a storm.”



The wind snapped off the mast. Big waves tossed the boat up and down.

“Hang on everyone,” yelled Kamar. “We’re being blown on to a big island.”

“Biff said this wasn’t going to be a good adventure,” shouted Kipper.



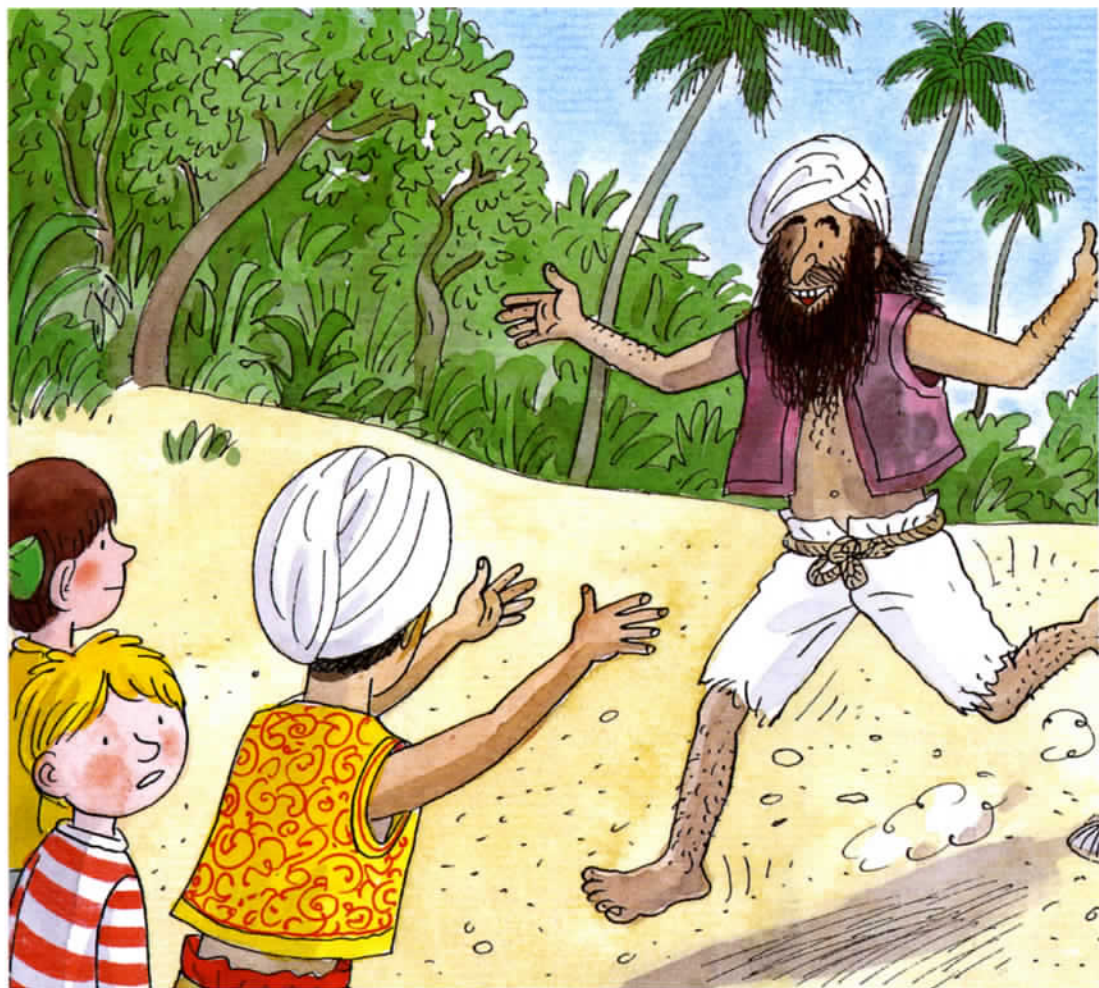
The boat was swept on to the shore. It hit some rocks and turned over. They were all thrown on to the beach. Then the storm stopped. Biff and Nadim looked round. They were all wet, but nobody was hurt.



Everyone looked at the boat. There was a big hole in the bottom.

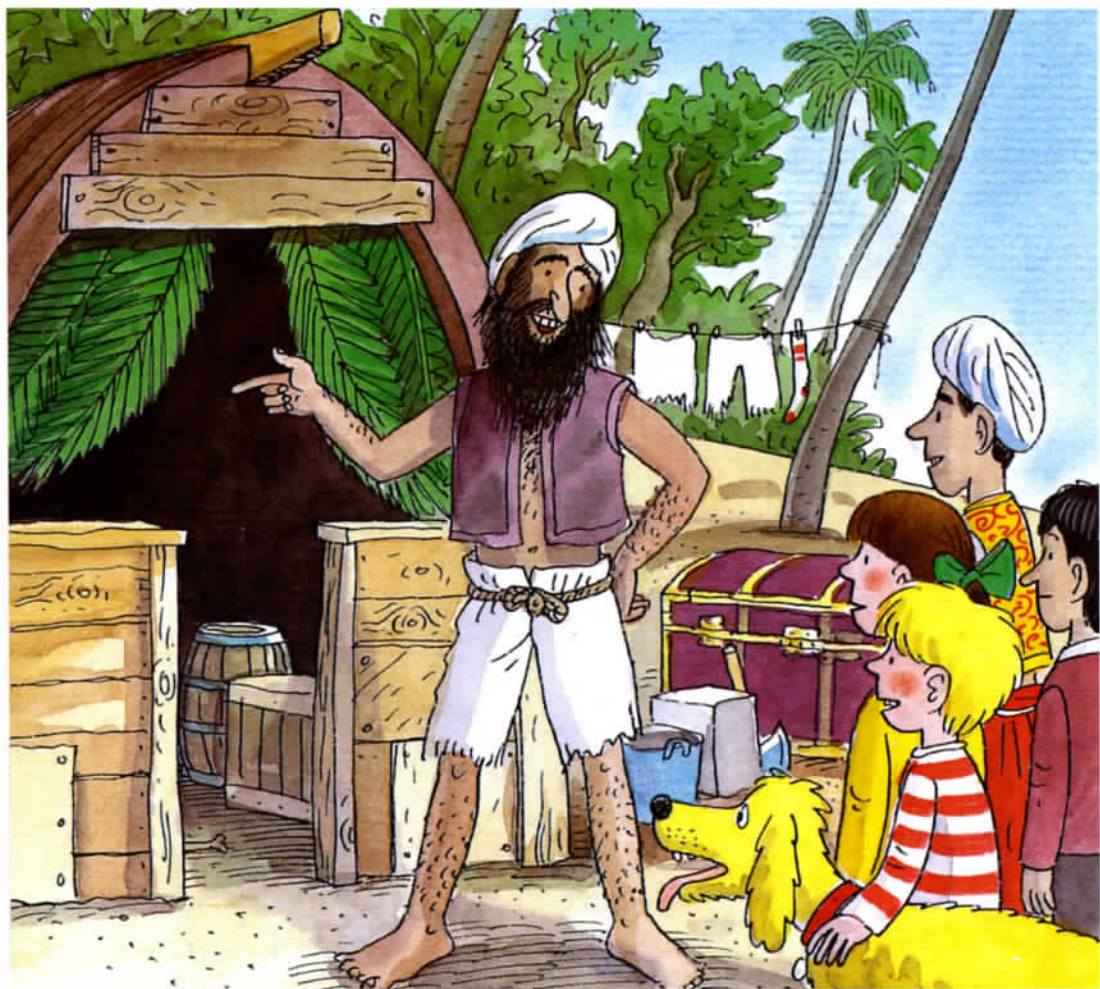
“If we can’t mend this hole,” said Kamar, “we will be stuck on this island.”

“Things are getting worse,” thought Floppy.
“There are too many flies here.”



Then they saw a man running towards them. He had a long black beard and long hair. It was Kamar's father, Hassan. When Kamar saw him he shouted,

"Father! Is it you? I am your son, Kamar."
Hassan gave Kamar a hug.



Hassan told them that his ship had been wrecked on the island.

"I live in a hut made out of bits of wood. I have been alone for four years," he said.

"Then I will take you home," said Kamar.
"All we have to do is mend my boat."

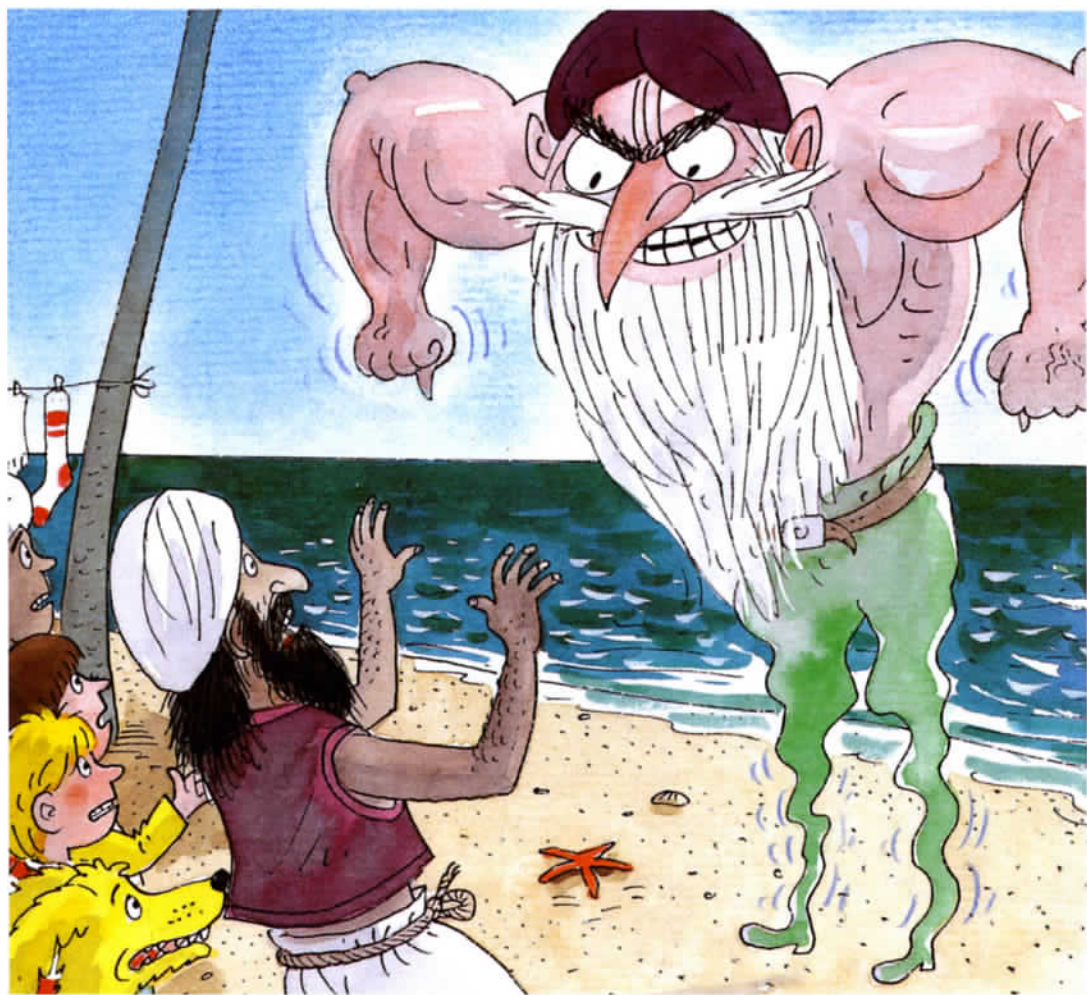


Kamar's father showed them a big chest.

"It was washed up in a storm," he said. "It may be full of treasure, but I can't open it. I don't have a key."

Nadim looked at the chest.

"It would need a special key to open it," he said.



Suddenly there was a whooshing sound and a terrible smell of rotten eggs. The evil genie appeared! His voice sounded like thunder.

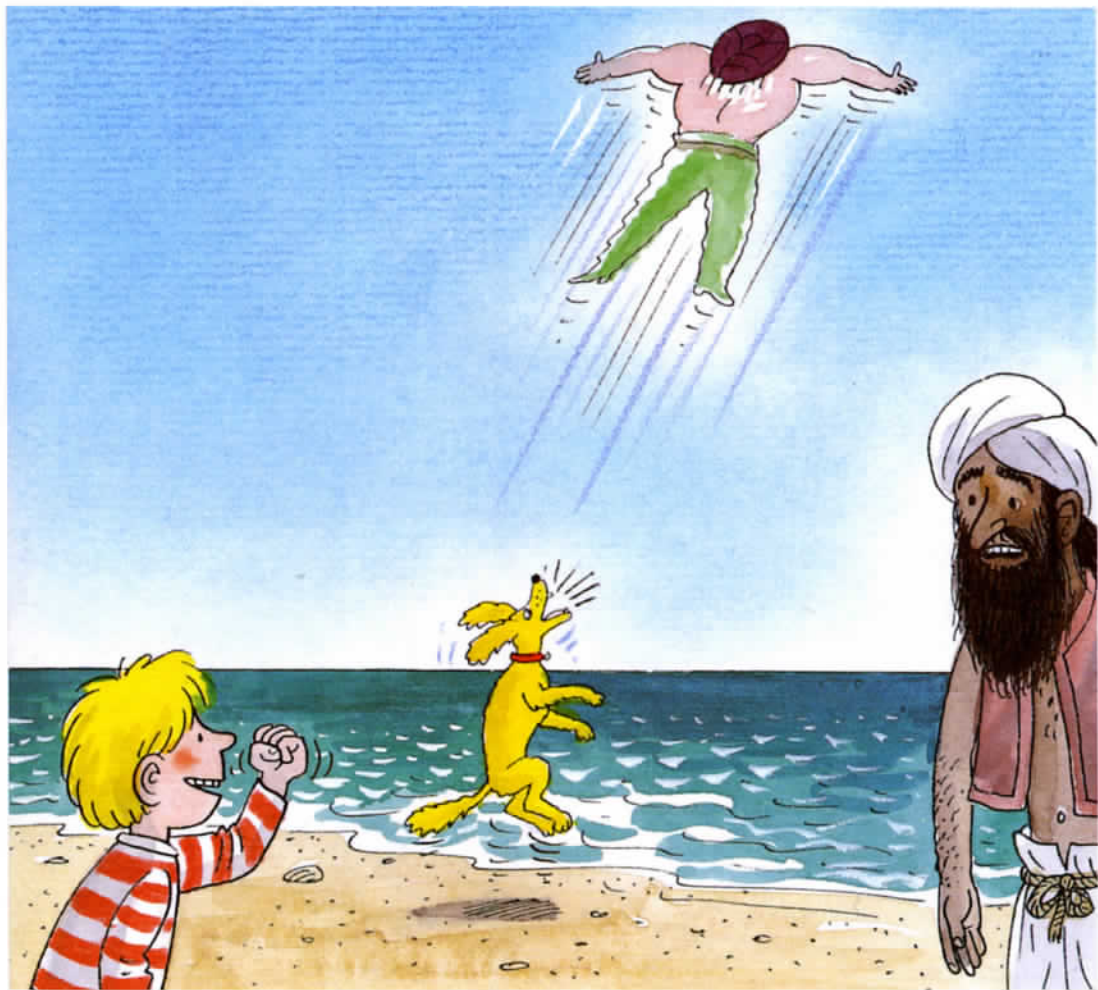
“Aha!” he shouted. “You trapped me in a bottle. Now I will deal with you, Hassan!”



Floppy hated the adventure, and he hated the genie even more. He began to bark and snarl at the genie.

“Floppy!” called Biff. “Don’t do it.”
But Floppy barked even more.

“Help!” cried the genie. “I hate dogs.”



The genie flew away.

“Hooray!” shouted Kipper. “Good riddance to the horrid, smelly old genie.”

Hassan looked upset.

“But how did he escape?” he asked. “I put him in a bottle years ago.”



Hassan told them about the genie.

“He can’t touch you himself, but he can get other things to hurt you.”

“Like the way he made the storm?” asked Biff.

“Yes,” said Hassan. “But he can only do two bad things a day.”



On the island was a mountain. On the top of it lived a large bird. The genie flew up to where the bird lived.

“Now, I will deal with that stupid dog,” he said. He used his powers on the bird.

“Get the dog!” he called.



The bird flew down from the mountain. They felt the cold wind from its beating wings.

“Quickly!” yelled Hassan. “Get inside the hut.” Floppy was frightened of the bird. He ran away from the hut.

“Floppy, come back!” yelled Biff.



The bird swooped on to the beach. It picked up Floppy in its claws. Biff, Nadim and Kipper ran out of the hut, but the bird flew off with Floppy.

“Floppy!” yelled Kipper.



“This is terrible,” said Kipper. “We’ll have to rescue Floppy.”

“This must be because of the genie,” said Nadim. “We’ll have to get him back into the bottle.”

“There must be a way to do it,” said Biff, “if only we knew what it was.”



Suddenly the magic key began to glow.

“Oh stop!” called Nadim. “We can’t go now. We haven’t rescued Floppy.”

The magic began to take them home.

“Don’t glow, magic key,” cried Biff, “we can’t leave Floppy behind.”



The magic took the children home.

“What can we do about Floppy?” asked Kipper.
“We can’t leave him stuck in an adventure.”

“Can we make the key take us back?” said Nadim.

“How?” asked Biff. “We can never make it glow.
It only glows when it wants to.”



Just then Mum came into Biff's room.

"It's time for Nadim to go home," she said.
"And it's time for Kipper's bath."
Kipper didn't want a bath, and Nadim didn't want to go home. They wanted to go back into the adventure.



“What’s up, Biff?” asked Chip. “You look upset.” Biff told Chip about Floppy.

“We must go back and rescue him,” said Chip. “We’ve got to find a way to get the genie back into the bottle.”

“If only the magic key would glow,” said Biff.

Play a game

Can you spell...?

To help practise spelling.

- Choose any word for children to spell, e.g. 'island'. Choose easier or harder words to suit ability.
- Children have a go at spelling the word, and then use the book to check. Then they choose a word for you to spell.
- Have two or three turns each.

Other ideas

You can use these ideas straight away, or on another day.

- Make up your own story about saving Floppy. Help each other with ideas.
- Find the story of Aladdin in the library and read about the genie of the lamp.

The Evil Genie

Biff grows an apple in a bottle.
But what is in the bottle she finds
on a magic adventure. And what
happens when she pulls out
the cork?



Stage 8 More Stories A
Recommended order of reading:

Pocket Money
The Evil Genie
Save Floppy!

What Was It Like?
Flood!
Egyptian Adventure

Available in packs

Stage 8 More Stories Pack A (one of each title) ISBN 978-0-19-846613-0

Stage 8 More Stories Class Pack A (six of each title) ISBN 978-0-19-846614-7

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