1. Match the words to the pictures, then number them in story order.

A. “What harm can it do?”
B. “I won’t ever meddle with magic again.”
C. “Oh boy.”
D. “If this goes on, there won’t be a next time.”

2. Match the words with their definitions.

A. announce to focus your thoughts and attention on something
B. mischief to say something officially or in a solemn and serious way
C. threaten to promise to punish or do something bad
D. concentrate behaving badly or causing trouble

3. Answer TRUE or FALSE.

A. Max needed a spell to make the broom stop. TRUE/FALSE
B. The brooms raced off to tell the sorcerer. TRUE/FALSE
C. Max could swim like a tadpole. TRUE/FALSE
D. Tabitha tried to surf on a tray. TRUE/FALSE

4. Match the two halves of each sentence.

A. “Don’t try any spells... ...bring this broom to life for me.”
B. “Root and branch of old oak tree... ...return to how you were before.”
C. “The tank is overflowing... ...or I’ll turn you into a tadpole.”
D. “Eye of bat and tooth of boar... ...and the broom won’t stop!”

5. In the phrases below, four key words are wrong. Cross them out, then write the correct word at the end.

A. “Apprentices can’t do simple spells and they certainly can’t do tricky ones...” .........................
B. “If you ever disappoint me again, you’ll be frogspawn in the moat.” .................................
C. From that day on, Max was a perfect mischief. .................................
D. He became a great sorcerer... although he was always a little afraid of tadpoles. .................................

© 2012 Usborne Publishing Ltd. Not for commercial use.
The Sorcerer’s Apprentice • Worksheet

Writing activity: Max goes on to become a great sorcerer. Imagine some of the spells he might invent. Have a look at pages 26 and 27 for ideas, as well as pages 17 and 41. Then write a spell below, adding pictures or diagrams if you like. What would the spell be for, and what ingredients might you need? You could try using old-fashioned sorcerer-style handwriting.

How to:

You will need:

© 2012 Usborne Publishing Ltd. Not for commercial use.