

## Top Ten Tricks

I can respond imaginatively to what I have read and write imaginatively focusing on creative uses of language and on how to interest the reader

'Stella's thinking was simple. The girl now had to fight to force this evil woman out of her home. Forever. Alberta had killed her mother and father. Now she would stop at nothing to force Stella to sign over Saxby Hall to her, even resorting to torture.

Together in the attic, she and Soot began dreaming up the most diabolical tricks they could play on Alberta. They needed tricks that were sure to make the girl's aunt scurry away from Saxby Hall screaming for mercy!

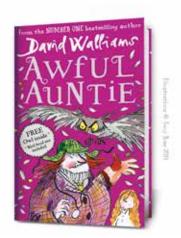
Stella found it hard to think of anything at first. She'd had such a sheltered upbringing, growing up in a vast country house and educated at a posh school for girls.

"Let's hide one of each of her pairs of socks! Then when she puts them on in the morning they will be odd!" she exclaimed.' (pages 302 – 303)

Design a set of ten terrific tricks that could be played on Aunt Alberta to scare her away. If you are stuck for ideas read back through Stella and Soot's list on page 304:

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