

# **THE WORST WITCH**

## **Teachers' Book**

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# THE WORST WITCH

An illustrated educational text adventure  
Program design by Marshal Anderson

Illustrations by Dave Baxter  
From the book by Jill Murphy  
Teachers' Book by Bill Bonham  
& Marshal Anderson

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## CREDITS AND COPYRIGHT

'The Worst Witch' is an illustrated text adventure for juniors.

Adventure design and program by Marshal Anderson.

Illustrations and poster by Dave Baxter.

Additional programming by Paul Barker.

Cover design by Jill Murphy .

Teachers' book by Bill Bonham and Marshal Anderson.

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First published in 1988 by Sherston Software, Swan Barton, Sherston, Malmesbury, Wiltshire SN16 0LH, England. Telephone:0666-840433.

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Grateful thanks to:- Diane Pescod, the children of St Mary's Primary School, Bodmin, Cornwall and Jill Murphy.

## Can't do Frogs — A play for children

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SN16 0LH ☎0666-840433. BTGold 72:MAG31653

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## The Worst Witch Age Group: Juniors

BBC Models B, B+, MS128 & Compact  
(Disc Based)

### INTRODUCTION

'The Worst Witch' is an intriguing adventure for juniors. Based on Jill Murphy's very popular book it is designed to encourage thorough and careful reading for understanding and to provide the basis for a topic on Witches or Magic.

Children have to read Jill Murphy's book very carefully if they want to rescue the school from the evil witches. Spells need to be made, ingredients collected, potions mixed, brooms mended and all sorts of other magical deeds need to be done! If the children need to read the book before they can continue, their 'adventure' can be saved to be continued at another time.

There are tremendous possibilities for work away from the computer and ideas are given in the Teachers' Notes.

### THE PACKAGE CONTENTS

In your 'Worst Witch' package you should find:-

One disc. If this is a 5 and 1/4 inch disc then it is a floppy and can be turned over, 'The Worst Witch' is on side one of the disc and on the other side is the script for 'Can't do Frogs', a play for juniors. If the disc is 3 and 1/2 inch then it is an ADFS disc for the Compact or MS128 and you can choose 'The Worst Witch' or the play from the disc menu.

'The Worst Witch' Poster.

The Teachers' Book.

Word Sheets

The word sheets and poster, may be freely copied for use with groups of children.

## USING THE SOFTWARE

### Loading

Place the disc with the side required uppermost into the disc drive. ('The Worst Witch' is on side one of floppies.) Hold down the SHIFT key, press and release BREAK and then release the SHIFT key. This will automatically start the program.

### Important Note

'The Worst Witch' is a disc driven adventure and THE DISC MUST BE LEFT IN THE DRIVE for the whole time that the program is running.

### Operation

THE WORST WITCH  
Main Menu  
Teacher Control  
Children's Instructions  
Play the Adventure  
Use Up & DOWN arrow keys;  
or SPACE to move; RETURN to select

To move the selection box use the ARROW keys or the SPACE bar. When the box is around the selection you require press RETURN to continue.

### Teacher Control

Selecting this from the Main menu takes you to the Teacher Control Menu. See below.

### Children's Instructions

This screens the children's instructions. The children should use the up and down arrow keys to scan through them. Pressing ESCAPE will return them to the Main Menu.

### Play the Adventure

This starts the adventure, either from the beginning or from the position in a previously saved game. Full details of the adventure and suggestions for organisation with a class and follow up work away from the computer are given in the Teachers' Notes.

**IMPORTANT. THE POSITION OF THE SCREEN 'SPLIT' BETWEEN WORDS AND PICTURES MAY NEED TO BE ADJUSTED. THIS IS SIMPLY DONE BY USING THE UP AND DOWN ARROW KEYS WHENEVER A 'What Now ?' PROMPT IS SHOWN.**

## Teacher Control

THE WORST WITCH  
Escape for Main Menu  
Teacher Control  
  Instructions  
  Game Vocabulary  
  Can't do Frogs  
Use Up & DOWN arrow keys  
or SPACE to move; RETURN to select

### Instructions

This displays the teachers' instructions. Use the up and down arrow keys to scan forwards and backwards through the notes. ESCAPE will return you to the Teacher Control Menu.

### Game Vocabulary

THE WORST WITCH  
Escape for Teacher Control  
Vocabulary  
  Send to screen  
  Send to printer  
Use Up & DOWN arrow keys  
or SPACE to move; RETURN to select

You can choose to scan through the vocabulary that the computer understands on the screen. (Use the up and down arrow keys.) ESCAPE will return you to the menu. If a printer is available you can use the second option to get a printout of the vocabulary.

### Can't do Frogs

Included on the 'Worst Witch' disc is a play called 'Can't do Frogs'. Option 3 of the 'Teacher Control Menu' will allow you print the script out (on a floppy disc you will have to turn the disc over).

THE WORST WITCH  
Escape for Teacher Control  
Can't do Frogs  
  Read Notes  
  Print Out  
Use Up & DOWN arrow keys  
or SPACE to move; RETURN to select

Read Notes allows you to scan through the notes about the play using the up and down arrow keys. Print out will print the play out on your dot matrix printer.

See the Teachers' Notes for further details about the play and how to load it into word processors so that you can tailor it to your particular needs.

## TEACHERS' NOTES

### Organization

'The Worst Witch' can either be used as the central theme for a topic, as part of a class topic on Witches or Magic, or simply as an adventure in it's own right to accompany reading the book to the class. However you decide to use 'The Worst Witch' we recommend using the program with groups of up to 4 children. It can work as well with mixed ability groups as streamed groups but you should take care that one child does not start leaving the others behind. You will probably find it easier to allocate specific computer times to each group.

To introduce the program perhaps the simplest way is to set the computer up and show the children how commands are entered. The input routine is very simple and children with minimal experience should have no trouble with it.

There are two obvious ways of approaching 'The Worst Witch'. One is to have groups working in competition with each other and the other is for each group to share their findings with the class as they go along.

Whichever way you decide to approach 'The Worst Witch' it is a good idea to have as many copies of the book available as you can. Much of the work can and should be done away from the computer. Rough maps can be tidied up. Notes taken while at the computer can be researched and reviewed. However you should beware of letting children take the book to the computer as this can slow things down considerably.

Ideas for further work based on 'The Worst Witch' are given at the end of the Teachers' Notes.

### Using the Program

The children's instructions will give the children some idea of what to expect from the 'The Worst Witch'. When they start they are asked if they want to use a saved game. If not the adventure starts in a bedroom at school.

In each location the children are told what they can see and the possible directions in which they can move. When entering these directions the children can either type the initial letter or the whole word.

The specific tasks that the children have to complete are given below but initially the children should be encouraged to explore and find their way around the school.

Input is in sentences of up to 30 characters, including spaces, and the computer will accept any words given in response to the prompt 'What now?'. However it is important to note that the computer only actually acts on the words listed below and deals with them two at time.

There are certain words that have special functions. These are as follows.

**WORDS.** When the program is loaded it will automatically start in the 'picture mode' with a new picture being displayed for every new location. This slows the adventure down as the children have to wait a few seconds while the picture is drawn. However the pictures can be turned off by typing WORDS at the 'What now?' prompt. This displays a picture in the top half of the screen that does not change with every location.

**PICTURES.** Typing this will turn the pictures back on.

**SAVE.** The children should type this whenever they want to save their position in the adventure. By using SAVE the children will be able to continue from where they left off the next time they play the adventure. You will have to provide a data disc as they will not be able to save their adventure on 'The Worst Witch' disc.

**FINISH, END or STOP.** Typing any of these will stop the adventure and return to the beginning.

**HELP OR HINT.** Either of these will give the children a clue.

**INVENTORY.** This tells the children what they are carrying.

A complete list of 'The Worst Witch' words are as follows:-

#### Directions

AHEAD, FORWARDS  
BACK  
DOWN, LAND, D  
EAST, E  
ENTER  
LEFT

NORTH, N  
OUT  
RIGHT  
SOUTH, S  
UP, CLIMB, U  
WEST, W

#### Specials

END, STOP, FINISH  
HELP, HINT  
INVENTORY  
PICTURES  
SAVE  
WORDS

#### Verbs

DRINK, SWALLOW, EAT, TASTE  
DROP, LEAVE, DUMP  
FIX, MEND, REPAIR, JOIN, MAKE  
FLY

GIVE, SHOW  
LISTEN, HEAR, VOICES  
LOOK, EXAMINE

OPEN, SEARCH  
PUT  
READ  
TAKE, GET, CARRY, BRING,  
COLLECT, GATHER  
TAP  
TURN, MAGIC, SPELL  
USE, CAST, ADD, MIX, STIR, WITH

#### Spells

NIGHTSHADE

ESCARGOT

DAISY

#### Nouns

BAG, SATCHEL  
BEETROOT  
BOOK  
BROOM  
BUTTERCUP  
CAT, PUSS, TABBY, KITTEN  
CARDBOARD, BOX  
CHEST  
DESK  
DOOR, TRAP  
ETHEL  
FROG  
GATES  
WITCHES

GLUE, POT  
HALL  
HANDLE  
HEAD, BRUSH  
LACES  
PIG  
PLATFORM  
POND, WEED  
POTION  
SNAIL  
TAPE, STICKY  
TIE  
TOADSTOOL

#### Adjectives & Others

BLUE  
RED

HELLO  
SMALL, LITTLE

'The Worst Witch' is very user friendly and gives the children helpful messages (and a few others — try a few swear words!) when they are required.

### Saving the Children's position

The adventure may be 'saved' at any point by simply typing SAVE. You will have to have a separate disc for this as you will not be able to save the game on 'The Worst Witch' disc.

When you type SAVE you will be asked to put the data disc into drive 0 and to give the saved game a name. A word of warning here, you can save up to 31 games on a disc on the DFS version and up to 51 on ADFS discs, but you must make sure that no two 'saved games' are given the same name as one will overwrite the other.

## Solutions

Before you read the answers below it is well worth trying to solve the program yourself. By doing so you will be able to tell where your children might need help and which parts of the book you should emphasize to them.

The main characteristic you and the children will need to develop when using 'The Worst Witch' is to try things out. Don't discount ideas until you have had a go. Some tasks need a very specific combination of words and if you are sure you are on the right track keep at it!

**Bedrooms.** There is nothing under the beds or in the wardrobes in any of the bedrooms, all you need from them is the box which is in Maud's room.

**The Corridor.** At one end is a trap door, there also stands Ethel, or the pig. You may LOOK at ETHEL or say HELLO to ETHEL but she won't let you down the trapdoor. Typing HELP here gives a clue to the fact that you need to be invisible, see below.

**The Potion Lab.** Here you may MIX, ADD etc the ingredients. Beetroot turns the liquid pink. DRINKing the potion causes laughter and Miss Hardbroom to deliver the tape which is half the solution to the broken broom. DRINKing the potion when it is green (ADD PONDWEED) makes you invisible. In this state you can get past Ethel and through the trapdoor. You may also say HELLO to Miss Hardbroom or get a further clue by typing HELP or HINT.

**The Classroom.** LOOK in the DESK and you will find the glue needed to repair the broom.

**Miss Cackles Office.** Nothing happens here until the end of the adventure, though you can say HELLO. Once you have the snails you should bring them here and GIVE them to Miss Cackle.

**The Library.** Here you will find two books to be read; READ RED and READ BLUE. These books may not be removed from the library and contain the magic words NIGHTSHADE and DAISY. Ethel also appears here. Saying NIGHTSHADE makes the computer respond as if the word 'lampshade' has been entered. If Ethel is present when NIGHTSHADE is typed she will be turned into a pig. You must turn her back with DAISY, this will also produce a SMALL spell BOOK which contains the snail spell, ESCARGOT. Not turning Ethel back quickly will incur the wrath of Miss Hardbroom. Ethel the pig will follow you everywhere and not allow you down the trapdoor.

**The Great Hall.** You will find a satchel here.

**The Stage.** This is where you will find the cat. The cat also returns here during its occasional escapes in the school.

**The Yard.** This is divided into four locations. At the gates a HELP message tells you must fly over them. If you crash the broom at any point key objects are scattered around the yard.

**The Secret Room.** This is reached via the trapdoor while you are invisible. It contains half the broom and a chest. The chest contains a message.

**The Forest.** This contains several locations going mostly east or west. It also contains a tree to climb and a frog to say HELLO to.

**The Witches Broom.** This is made with the HEAD and HANDLE plus GLUE and STICKY TAPE. When all four are gathered FIX, MAKE, REPAIR etc BROOM will bring the whole broom to the location you are currently in automatically.

**Flying.** To do this you need to have a complete broom, the cat and the satchel — messages will let you know if you are missing any of these. To get into the air TAP BROOM. When flying from the school the forest is FORWARD, when flying from the forest the school is FORWARD. (This is made clear by the graphics.) BACK will take you back to where you came from. Flying close to the school can be dangerous, LEFT or RIGHT will crash you into the wall, as will FORWARD when you are hovering over the yard having returned from the forest. Flying indoors is not to be recommended!

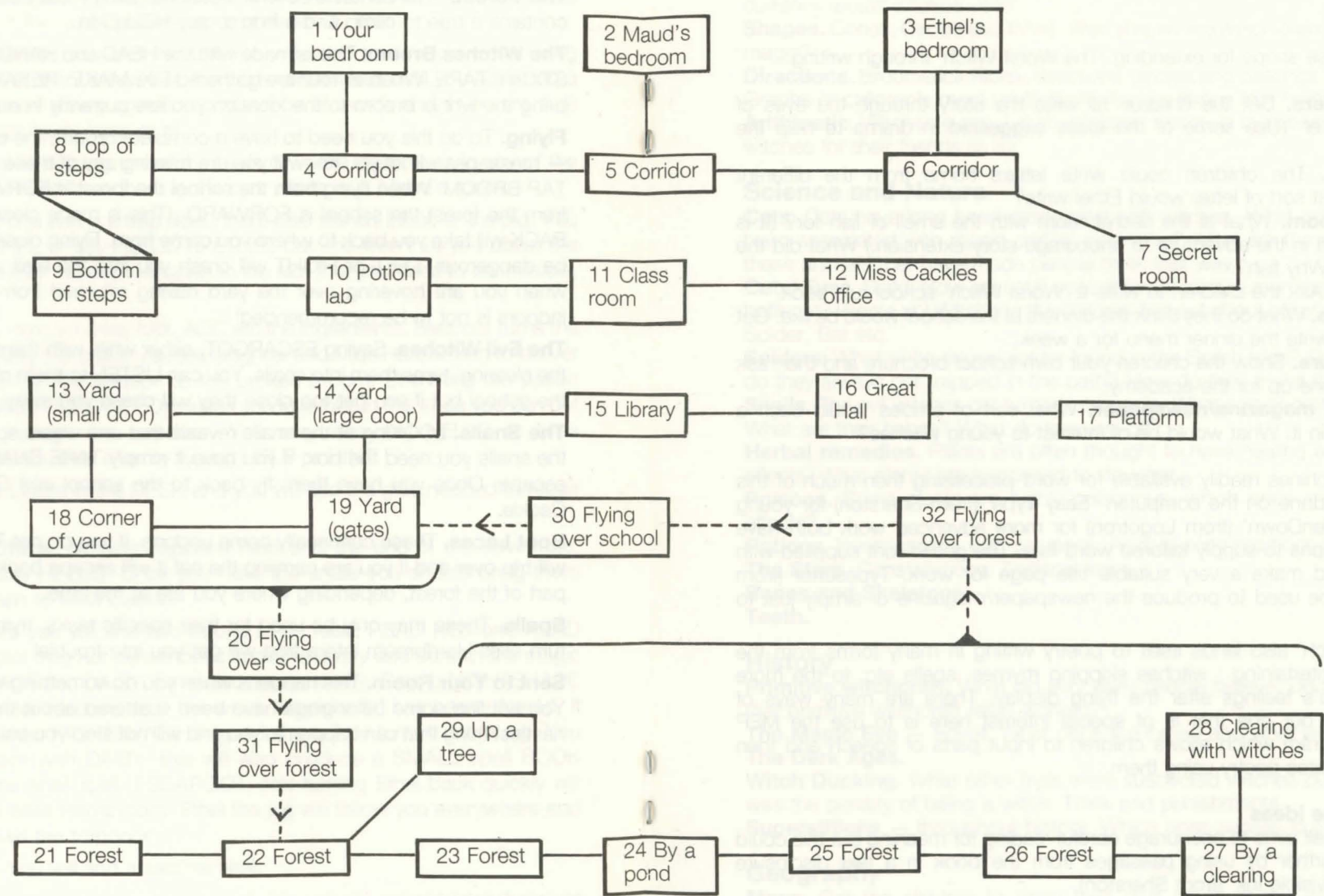
**The Evil Witches.** Saying ESCARGOT, either while with them or to the south of the clearing, turns them into snails. You can LISTEN to them plotting to take over the school but if you get too close they will chase you away.

**The Snails.** LOOKing at the snails reveals that one wears spectacles. To carry the snails you need the box, if you have it simply TAKE SNAILS, if not they will escape. Once you have them fly back to the school and GIVE them to Miss Cackle.

**Boot Laces.** These continually come undone. If you do not TIE the LACES you will trip over and if you are carrying the cat it will escape back to the platform or part of the forest, depending where you are at the time.

**Spells.** These may only be used for their specific tasks, trying, for instance, to turn Miss Hardbroom into a frog will get you into trouble!

**Sent to Your Room.** This happens when you do something wicked or very silly. You will find some belongings have been scattered about the yard. This is the nastiest thing that can happen to you and will not stop you completing the game.



**The Worst Witch Map**



## IDEAS FOR FURTHER WORK

### Language

#### Writing

There is immense scope for extending 'The Worst Witch' through writing.

**Other characters.** Get the children to write the story through the eyes of another character. (Use some of the ideas suggested in drama to help the children.)

**Letters home.** The children could write letters home from the different characters. What sort of letter would Ethel write?

**The Secret Room.** What is the secret room with the smell of fish for? (It is actually included in the adventure to encourage story extension.) What did the chest contain? Why fish?

**School Rules.** Ask the children to write a 'Worst Witch' school rule book.

**School Dinners.** What do they think the dinners at the school would be like. Get the children to write the dinner menu for a week.

**School Brochure.** Show the children your own school brochure and then ask them to make one up for the academy.

**A WW school magazine/newspaper.** What sort of articles would such a magazine have in it. What would be of interest to young witches?

If you have machines readily available for word processing then much of this work could be done on the computer. 'Easy Type' (from Sherston) for young children and 'PenDown' (from Logotron) for more advanced work both have dictionary functions to supply tailored word lists. The gothic font supplied with PenDown would make a very suitable title page for work. Typesetter (from Sherston) can be used to produce the newspaper/magazine or simply just to display work.

'The Worst Witch' also lends itself to poetry writing in many forms from the frivolous and entertaining ; witches skipping rhymes, spells etc; to the more serious; Mildred's feelings after the flying display. There are many ways of inspiring poetry but one that is of special interest here is to use the MEP 'Wordplay' program which allows children to input parts of speech and then randomly generates poetry using them.

#### Other language ideas

The program itself aims to encourage careful reading for meaning but this could be extended further by using passages from the book in a text disclosure program like 'Invisible Ink' (from Sherston).

You might also like to have the more able children make tapes of the book for use in reading work by younger or less able children. Vocabulary. Get the children to make their own Halloween word search.

### Maths

**Time.** A school timetable for witches. What lessons did the witches have? Money. A 'Worst Witch' shop. What sorts of things would be in it and what currency would witches use?

**Shapes.** Cones, Circles etc. What other shapes are associated with witches and magic?

**Directions.** Broomstick Rides, directions, angles and bearings. Ghastly Graphs. Graphs of children's most un-favourite things, things that frighten them. etc.

**Arithmetic.** Witches sums. Let the children make up their own problems about witches for their friends to try.

### Science and Nature

**Cats.** Cats have long been associated with witches. What other animals have been associated with magic and/or evil? Why? What are the characteristics of these animals that have made people think that way.

**Cats' Eyes.** Sight. How are cats' eyes different from human eyes. What are they better at? Worse at? What can the children find out about other animals' eyes. eg Spider, Bat etc.

**Spiders.** What is the largest spider found in the British Isles? The smallest? Why do they always get trapped in the bath? How do they make their webs?

**Snails.** The evil witches get turned into snails. What sort of creatures are snails? What are their habits? What do they live off?

**Herbal remedies.** Plants are often thought to have healing and even magical effects. What plants are supposed to do what.

**Poisons.** Some plants are highly poisonous, which ones and what are their effects?

**Potions.** Investigations with solutions. Acid/Alkaline solutions.

**The Stars.** Constellations. Zodiacal signs.

**Bones and Skeletons.**

**Teeth.**

### History

**Primitive witchcraft.** What did very early people believe. Do the children think that primitive witchcraft really worked?

**The Magic Eye** — Egypt. What did it symbolise and what was its power?

**The Dark Ages.**

**Witch Ducking.** What other trials were suspected witches put through? What was the penalty of being a witch. Trials and punishments.

**Superstitions** — throughout history. Which ones survive to the present day?

### Geography

**Maps.** Get the children to draw their own maps of the Witches Academy. Directions, and bearings. See maths above.

**Flying/Broomstick Rides.** Distance and scale. Winds, weather etc.

## Art and Craft

**Junk Modelling.** Models of the castle based on illustrations from the book and the program.

**Mobiles.** Flying witches, cobwebs, spiders.

**Modelling.** Let the children make plasticine or clay models of scenes from the adventure.

**Witches Masks.** Use one balloon between two children. Cover it in vaseline and then layers of small newspaper squares and paste. When thick enough, dry and hard, cut length ways to make two bases for masks. Cut eye and mouth holes and build up features using paper mache.

**Class Frieze.** The Castle, A flying display or any of the other scenes from the story.

For the more adventurous why not build a special corner for the computer which forms a 'castle environment', if you're really keen you could turn the whole classroom into a witches classroom. Replicas of the objects used in the program scattered around will help to bring the whole thing alive. A full sized witch, perhaps based around a shop dummy, will look very impressive.

## Music

**Formal work** There are many references supplied in the music list for singing and playing.

**Improvisation/composition** Ask the children to compose flying tunes, spell music, forest sounds etc. If you are lucky enough to have access to electronic keyboards (many of your children may have their own) then you can really go to town on this.

Use the music created to accompany dance, drama or poetry. If you are really ambitious then you could use the music to accompany a class radio play of the story!

## Drama and Dance

This will depend very much on your own approach to the subject.

### Movement

**Spells.** Ask the children to imagine they are turned into frogs by a spell and to mime the transformation.

**The Sorcerer's Apprentice.** Tell them the story and use the music for movement.

**Flying.** Use any flying music the children have composed.

There are many other musical pieces suggested in the music list that would provide excellent stimulus for movement.

## Role Play/Drama

You could use role play to explore the backgrounds of the various characters in the story. Why does Ethel hate Mildred so much? What did Miss Hardbroom do before she came to the school? What caused such a rift between Miss Cackle and her sister? All the answers are hinted at in the book. There are many approaches to these questions:-

TV Interviews.

Meetings at parties.

Short improvisations based on specific events.

If you feel confident enough to do it you could develop these themes further by taking on a role yourself as one of the characters and letting the children ask you questions.

Finally all this could be combined to produce an excellent school play (alternatively what about a 'radio play') using work done in music for the special effects.

## RE & Moral Education

**All Saints.**

**Hallowe'en**

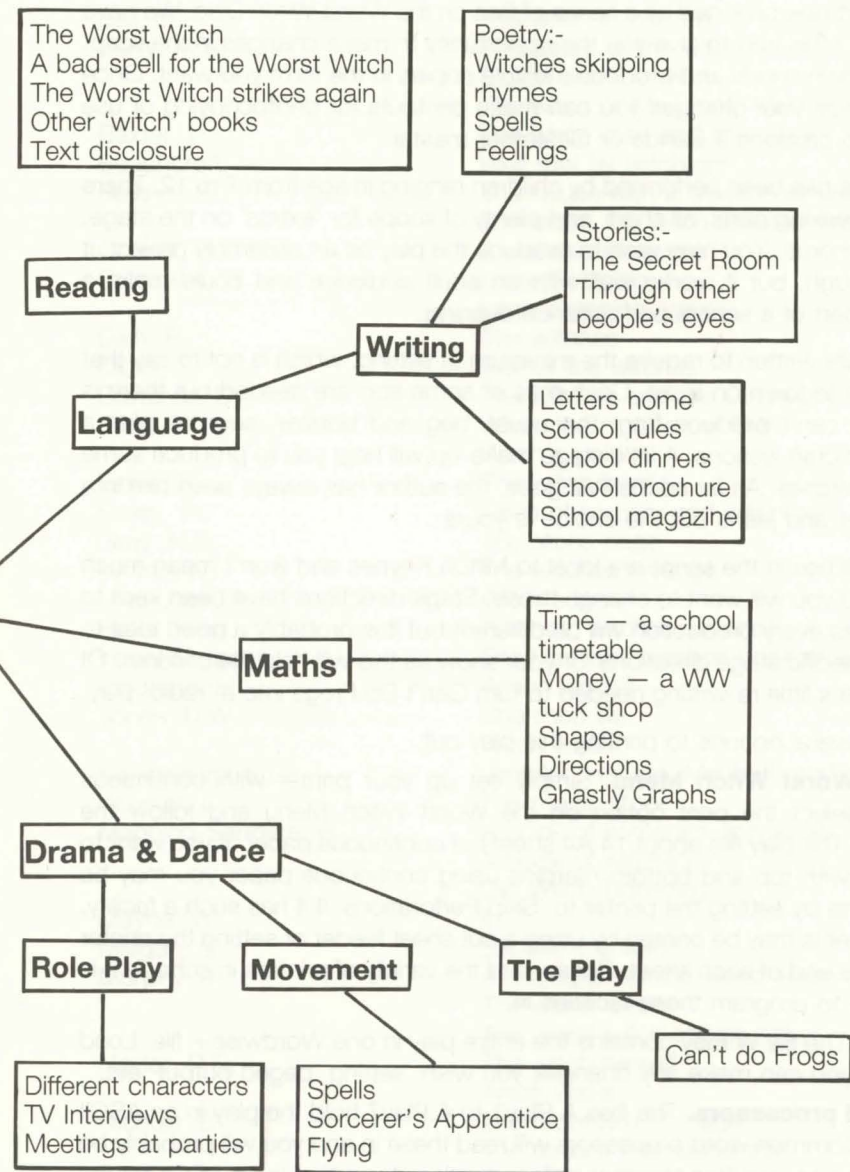
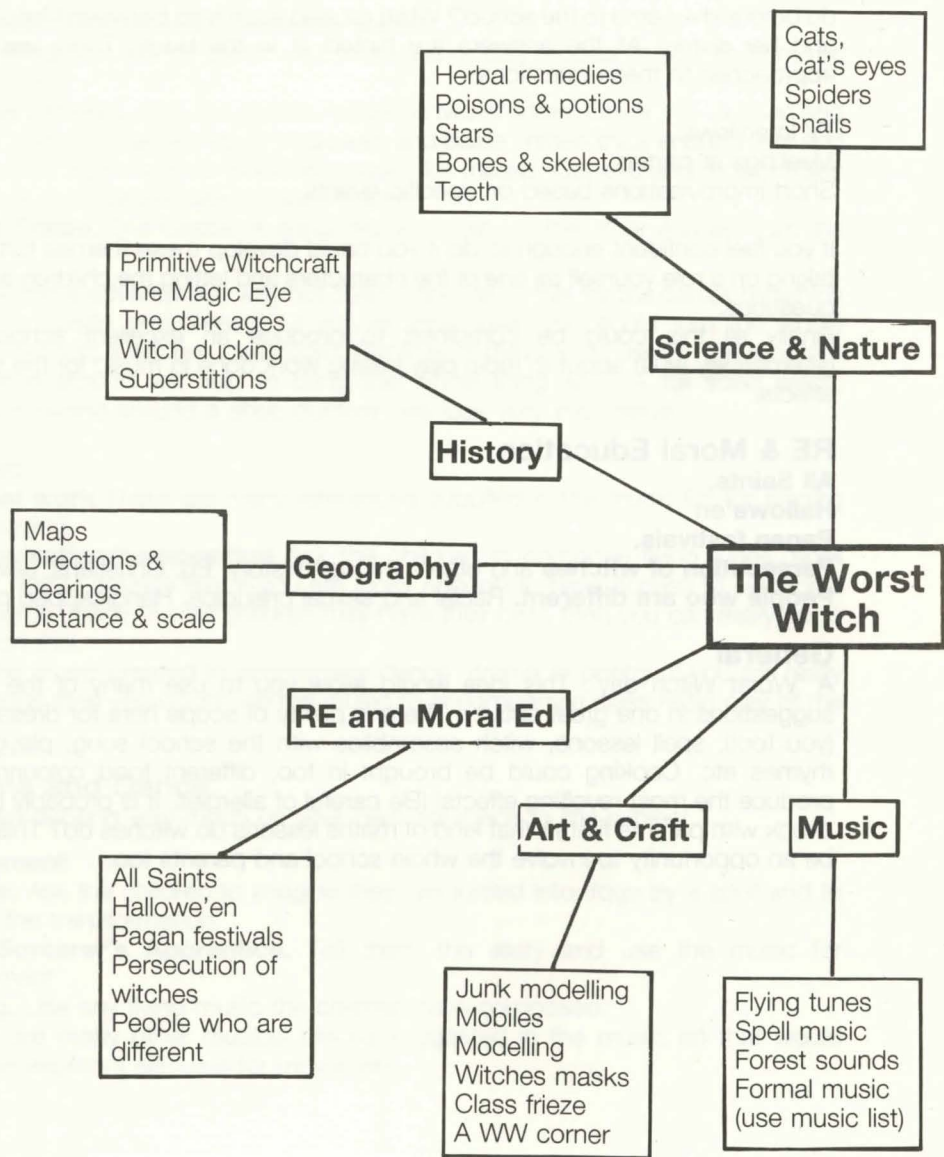
**Pagan festivals.**

**Persecution of witches** and others through history. Eg. Christians, Jews etc.

**People who are different.** Racial and sexual prejudice. Handicapped people.

## General

A 'Worst Witch day'. This idea would allow you to use many of the above suggestions in one great activity. There is plenty of scope here for dressing up (you too!), spell lessons, witch assemblies with the school song, playground rhymes etc. Cooking could be brought in too, different food colouring can produce the most revolting effects! (Be careful of allergies, it is probably best to check with parents first.) What kind of maths lessons do witches do? This could be an opportunity to involve the whole school and parents too.



## THE PLAY Can't do Frogs

This is a short play provided as a series of files on the Worst Witch Disc. We have produced it in this way to give you the opportunity to make changes in the script to suit your own needs and produce multiple copies in the form you want. Once you have made your changes you can make printouts for photocopying or use the printer to produce a Banda or Gestetner master.

The play itself has been performed by children ranging in age from 7 to 12. There are many speaking parts, all short, and plenty of scope for 'extras' on the stage, including a chorus. You may wish to produce the play as an assembly project, it is short enough, but it works well with an adult audience and could make a substantial part of a school performance evening.

It is specifically written to require the minimum of setting, which is not to say that you can't go to town on a set. Costumes of some sort are needed but there is nothing you can't produce from the usual 'beg and borrow' sources plus a couple of art/craft lessons. A little stage make-up will help you to produce some fairly nasty witches. As far as the Wiz goes, the author has always seen him in a leather jacket and jeans but the choice is yours.

The place names in the script are local to Milton Keynes and won't mean much elsewhere so you will want to change those. Stage directions have been kept to a minimum as every production will be different but it is probably a good idea to add more specific stage directions for your show as this will help the children. Of course, there's little re-writing needed to turn Can't Do Frogs into a 'radio' play.

There are several options to printing this play out.

**From the Worst Witch Menu.** Simply set up your printer with continuous stationery, select the print option on the Worst Witch Menu and follow the instructions. The play fills about 14 A4 sheets of continuous paper. If you want to print pages with top and bottom margins using continuous paper you may be able to do this by setting the printer to 'Skip Perforations' if it has such a facility. Individual sheets may be printed by using a cut sheet feeder or setting the printer to stop at the end of each sheet. Because of the variety of printers in schools it is not possible to program these facilities in.

**Wordwise.** The file W.Play contains the entire play in one Wordwise+ file. Load the file and you can make any changes you wish, setting 'paged output' etc.

**Other word processors.** The files A.Play1 to A.Play7 hold the play in an ASCII form. Most common word processors will read these in and you will probably be able to merge several files together before printing. Note that in an ASCII file the formatting includes a lot of spaces so if you do make changes these may affect the formatting of the following text. The trick is to keep the lines the same length by adding or deleting spaces and ending any inserted lines with a line-feed (RETURN).

## The Worst Witch Book List

Ball, B.	The witch in our attic
Barry, M.S.	The return of the witch
	Simon and the witch
	The witch of Monopoly Manor
Baxter, L.	The white rose and the black
Beachcroft, N.	Well met by witchlight
Bellairs, J.	The house with a clock in its walls
	The letter, the witch and the ring
	A Hallowe'en acorn
Colwell, H.	Lizzie Dripping
Cresswell, H.	Lizzie Dripping again
	The witches
Dalh, R.	War of the witches
Dicks, T.	The witches and the Grinnygog
Edwards, D.	When the night crow flies
Elliott, M.	Witch's gold
	The witch family
Estes, E.	Tales of sorcery and witchcraft
Finlay, W.	The stone cage
Gray, N.S.	The witches revenge
Hinton, N.	Witch's brew
Hitchcock, A.	Witches, witches, witches
Hoke, H.ed.	The Hamish Hamilton book of witches
Hope-Simpson, J.	Which witch?
Ibbotson, E.	Charmed life
Jones, D.W.	Witch week
	Jennifer, Hecate, Macbeth and me
Konigsburg, E.L.	The magic stone
Kooiker, L.	A book of sorcerers and spells
Manning-Sanders, R.	A book of witches
	Old Witch Boneyleg
	It
Mayne, W.	Badjelly the witch
Milligan, S.	A bad spell for the worst witch
Murphy, J.	The worst witch
	The worst witch strikes again
Naylor, P.R.	The witch herself
	Witch water
Nichols, B.	The mountain of magic
	The stream that stood still
	The tree that sat down
	The wickedest witch in the world
Norton, M.	Bedknobs and broomsticks
Osborne, M.	The kettle witch

Pearce, P.  
Preussler, O.  
Sleigh, B.

Smith, J.  
Stewart, M.  
Storey, M.

Welfare, M.  
Willard, B.  
Williams, U.  
Wood, L.

The shadow-cage  
The little witch  
Carbonel  
Carbonel and Calidor  
The Kingdom of Carbonel  
Grimblegraw and the Wuthering Witch  
The Wakeley witch  
The little broomstick  
The double wizard  
A quarrel of witches  
The sleeping witch  
Timothy and the two witches  
A war of wizards  
Witchdust  
Spell me a witch  
Gobolino the witch's cat  
Hags by starlight

## Musical References

The Sorcerer's Apprentice	Dukas	
The Wizard of Oz	Arlen & Harburg	
Macbeth	Verdi	Novello
The Witch with the Wobbly Wand	Jane Morgan	IMP No 16139
Alvida & the Magicians cape	Michael Plaskett	IMP No 16142
Witchery Wood		IMP No 00143
The Wizard		IMP No 20831
The Sorcerer	Gilbert & Sullivan	IMP/Cramer
Witch's Dance	MacDowell	Belwin Mills/IMP
Witch's Chorus	Stanford	Banks
Night on Bare Mountain	Mussorgsky	
Danse Macabre Op. 40	Saint-Sans	
Hansel & Gretel — The witches ride	Humperdinck	
Festivals 3 (Hallowe'en section)	Jean Gilbert	O.U.P.
Hansel & Gretel — Easy Piano		
Picture Book	Faber & Faber	
Sing a Song of Celebration		
(Hallowe'en section)	Holt, Rinehart &	Winston
Zmm Zmm (Magic section)		O.U.P.
Baba Yaga	George Odam	Chester Music
Silly Aunt Sally	Ward Lock	
Tinderbox Assembly Book	A & C Black	
(Ideas and references to other books in the series)		

## TROUBLE SHOOTING

### Loading Problems

If the disc won't load check:-

That you have a 40 track disc for 40 track drives or a 80 track disc for 80 track drives. If your drive is switchable, is it set correctly? (Note:-40 track discs are despatched unless 80 track are specifically requested. 80 track discs are labelled 80 track.)

If you are using a Master 128, is it configured to DFS? If not type \*DISC, press RETURN and then !BOOT the disc. Do not try to run the program using the CONVERT program provided with the Master.

Is your equipment all switched on and connected properly?

If the disc still doesn't work try it, if possible, on another computer and disc drive. (Disc drives need a service now and then.)

If you still have no luck you can either telephone for advice or simply return the disc for replacement. Please make a note of any screen messages etc. so that we can try to identify the problem.

It may be that you have a non-standard DFS which is the cause of the problem. If this is the case we will be happy to give a refund.

### Back Ups

Sorry, but you won't be able to make one. The disc is protected to enable us to run our very popular approval system. Don't worry, all our discs come with a 3 year guarantee.

### Corrupted Discs

If your disc corrupts in any way up to three years after purchase, return it together with a blank unformatted disc and we will send a replacement.

### Sherston Software

Swan Barton, Sherston, Malmesbury, Wiltshire, England.  
SN16 OLH ☎0666-840433. BTGold 72:MAG31653

## The Worst Witch Words

### Directions

AHEAD, FORWARDS  
BACK  
DOWN, LAND, D  
EAST, E  
ENTER  
LEFT

### Specials

NORTH, N  
OUT  
RIGHT  
SOUTH, S  
UP, CLIMB, U  
WEST, W

END, STOP, FINISH  
HELP, HINT  
INVENTORY  
PICTURES  
SAVE  
WORDS

### Verbs

DRINK, SWALLOW, EAT, TASTE  
DROP, LEAVE, DUMP  
FIX, MEND, REPAIR, JOIN, MAKE  
FLY

GIVE, SHOW  
LISTEN, HEAR, VOICES  
LOOK, EXAMINE

OPEN, SEARCH  
PUT  
READ  
TAKE, GET, CARRY, BRING, COLLECT,  
GATHER  
TAP  
TURN, MAGIC, SPELL  
USE, CAST, ADD, MIX, STIR, WITH

### Spells

NIGHTSHADE

ESCARGOT

DAISY

### Nouns

BAG, SACHEL  
BEETROOT  
BOOK  
BROOM  
BUTTERCUP  
CAT, PUSS, TABBY, KITTEN  
CARDBOARD, BOX  
CHEST  
DESK  
DOOR, TRAP  
ETHEL  
FROG  
GATES  
WITCHES

GLUE, POT  
HALL  
HANDLE  
HEAD, BRUSH  
LACES  
PIG  
PLATFORM  
POND, WEED  
POTION  
SNAIL  
TAPE, STICKY  
TIE  
TOADSTOOL

### Adjectives & Others

BLUE  
RED

HELLO  
SMALL, LITTLE

