

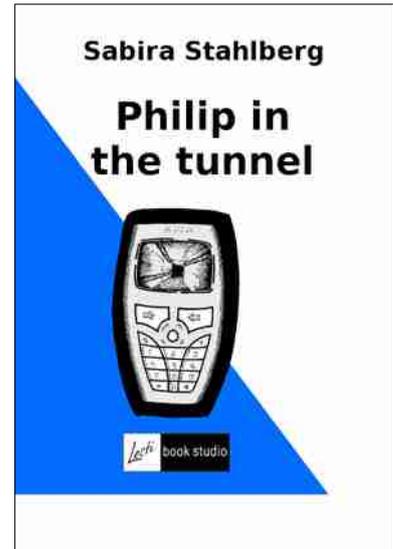
## Philip in the tunnel

*Philip in the tunnel* is about dealing with fears, developing skills and finding your own way. It also discusses the relation with parents and with people you do not know.

### Discussion:

- Which thoughts come to you from the story?
- What would you do in Philip's situation?
- What would you do in his parents' situation?
- What kind of fears do you have?
- Are you afraid of darkness?
- What happens when you become afraid?
- How can you deal with your fears?
- What do you do, when you are afraid?
- How much do you use your mobile phone?
- How much should one use the mobile phone?

**Tasks:** Draw your own pictures about the story.  
Write your own story about one of the pictures in the book.



# Philip in the tunnel: reading comprehension

## Chapter 1: Philip likes

1. computer games
2. spaghetti
3. mobile phones

## Chapter 2: Philip is angry because

1. the shopping mall is full of people
2. Philip wants to choose a nicer mobile phone
3. Grandma loves ice-cream

## Chapter 3: Which one is true?

1. The blue mobile phone is cheap
2. The white model will easily get dirty
3. The green mobile phone is nice

## Chapter 4: Philip's opinion of the black mobile phone is that

1. it has a good torch
2. it is expensive and has only two games
3. it is not good, even if Mum believes it is

## Chapter 5: Why is the family in a hurry?

1. Philip is happy with the black mobile phone
2. Mum wants to buy a dress
3. It is soon four o'clock and Grandma is going to visit

## Chapter 6: Philip sits on a bench. What is he doing there?

1. Thinking that the new mobile phone is big and heavy
2. Dad calls, saying that they are buying ice-cream
3. Philip plays games on the mobile phone

## Chapter 7: Philip does not want walk down to the car parking floor.

He wants to

1. take the lift
2. slide down
3. use the escalators



**Chapter 8:** Philip is standing in the lift.

1. He has a lot of space, because the lift is empty
2. He happens to push a lady
3. He steps on a man's toes

**Chapter 9:** When the lift arrives,

1. Philip looks for the family car
2. the lift goes immediately up again
3. Philip runs down the stairs

**Chapter 10:** At the car parking floor, Philip sees

1. a dark green car
2. the man he pushed
3. that the mobile phone has no connection

**Chapter 11:** At the car

1. an angry voice calls for Philip
2. the lady recognises Philip
3. Philip is happy

**Chapter 12:** Philip finds an open door and

1. everything is dark inside
2. he stands in a sharp light
3. he needs a key

**Chapter 13:** Philip thinks about how to get out.

1. He cries from fear
2. He calls Dad
3. Philip hopes Mum will find him

**Chapter 14:** The torch in the mobile phone is working.

1. Philip finds the door handle and unlocks the door
2. Philip tries to find a way out
3. The mobile phone falls out of Philip's pocket

**Chapter 15:** Philip can hear voices and steps.

1. He expects that someone will let him out
2. Philip tries to shout
3. Philip tries to climb out



**Chapter 16:** Philip walks on inside the tunnel.

1. He is in a big, bright hall
2. He sees a ghost
3. He stumbles on a cable

**Chapter 17:** Philip feels that there is cold draught in the tunnel. Why?

1. He is very scared of the ghost
2. The wind blows coldly through the tunnel
3. Philip finds himself in a huge fridge

**Chapter 18:** There is a hole in the ceiling. Philip can hear

1. how the loudspeaker in the shopping mall calls for him
2. how the loudspeaker offers ice-cream for a cheap price
3. how Mum answers, when Philip shouts

**Chapter 19:** Should Philip continue or not? He is sure that

1. Dad will call the police
2. he will get into the middle of the Earth
3. he will find an exit

**Chapter 20:** In the tunnel Philip finds an animal.

1. Philip sees a huge, angry cat
2. Philip finds a snake
3. Philip touches a rat

**Chapter 21:** Philip jumps over a big puddle and is splashed with water, because

1. the mobile phone's battery is empty
2. he is afraid of the rat
3. he hears noise behind him and he is scared

**Chapter 22:** The tunnel turns. How does Philip know it?

1. Philip feels with his hand on the wall
2. The wind blows harder behind the corner
3. Philip runs directly into the wall

**Chapter 23:** Philip can't see anything, because

1. he suddenly gets into a bright light
2. he sees robots with big heads
3. there are four terrible beings ahead of him



**Chapter 24:** The robots are

1. nice
2. angry
3. without heads

**Chapter 25:** The robot comes to Philip.

1. It has a helmet on
2. Philip shakes hands with it
3. Philip blows his nose in his sleeve

**Chapter 26:** Philip is relieved, because

1. the third robot sits in the excavator
2. Philip wants to stay in the tunnel
3. Rufus cannot find Philip's mobile phone

**Chapter 27:** Philip walks back through the tunnel and sees that

1. the rat is Charlie's cap
2. Rufus jumps over the water puddles
3. two thick pipelines are leaking

**Chapter 28:** Philip is happy and feels safe.

1. He is no longer scared of darkness and rats
2. He knows that Charlie can fix the leak in the tunnel
3. He believes that there might be a flood in the tunnel

**Chapter 29:** People in the shopping mall stare at Philip and Rufus, because

1. Rufus has dirty hair
2. Philip's shoes are white from dust
3. Philip has a black spot on his nose

**Chapter 30:** In the shopping mall

1. Philip runs to the guards
2. the ice-cream has already melted
3. Rufus shakes hands with Philip's parents



## Philip in the tunnel: explain words

- Chapter 1:** computer game, vegetable, healthy  
**Chapter 2:** car parking, weekend, crowded  
**Chapter 3:** department, protest, reason  
**Chapter 4:** decide, battery, cheap and expensive  
**Chapter 5:** furious, silly, patience  
**Chapter 6:** alien, food shop, function  
**Chapter 7:** destroy, engaged, to the left  
**Chapter 8:** a lift, push somebody, late  
**Chapter 9:** gadget, function, thinking  
**Chapter 10:** mistaken, map, mobile network  
**Chapter 11:** get lost, recognise, be in trouble  
**Chapter 12:** slam door, handle, lock, key  
**Chapter 13:** spot, imagine, search and find  
**Chapter 14:** menacing, darkness, look around, search  
**Chapter 15:** bang or knock, wind, exit entrance  
**Chapter 16:** touch carefully, rough surface, shadow  
**Chapter 17:** trip on something, monster, excavator  
**Chapter 18:** loudspeaker, hero, ventilation  
**Chapter 19:** information, tunnel, truth  
**Chapter 20:** enormous, high jump, disgusting creatures  
**Chapter 21:** puddle, charged battery, echo  
**Chapter 22:** noise, shiver, forget  
**Chapter 23:** press against, giant, outer space  
**Chapter 24:** duck, entrance forbidden, get lost  
**Chapter 25:** helmet, hoarse voice, untidy  
**Chapter 26:** wave a hand, adventure, tricky  
**Chapter 27:** brush off, leaking pipes, repair  
**Chapter 28:** lights, flooding, medal  
**Chapter 29:** stare, silver-coloured suit, hair  
**Chapter 30:** red eyes, main thing, wink

