



# School Journal

MAY 2020



<b>TITLE</b>	<b>READING YEAR LEVEL</b>
Monsters	4
Our First Olympians	4
Megabyte	4
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This Journal supports learning across the New Zealand Curriculum at level 2. It supports literacy learning by providing opportunities for students to develop the knowledge and skills they need to meet the reading demands of the curriculum at this level. Each text has been carefully levelled in relation to these demands; its reading year level is indicated above.

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Ministry of Education



# MONSTERS

by Tricia Glensor

Before you go to sleep at night, do you check under the bed for monsters? If you do, don't worry – you're not the only one!

People everywhere tell stories about monsters. Some monsters are huge, scary creatures that roam the countryside. Others lie in wait in caves or rivers, ready to grab anyone who comes too close. And some monsters look frightening but can be caring and friendly. Here are some examples.

## Kāhui Tipua

In Aotearoa, there are stories about the Kāhui Tipua – a tribe of fierce giants. According to these stories, the Kāhui Tipua lived long ago in the South Island. Some of them were so big they could stride from one mountaintop to another and swallow whole streams. They hid in caves and attacked anyone who walked past.





## Afinemata/Gähehelevao

Tokelau has stories about a monster called Afinemata or Gähehelevao. This monster prowls round the island at night, dragging a long fishing line behind her or carrying a sack. She uses these to catch children who misbehave, then carries them off. Sometimes, if it's getting late and their children don't want to go to bed, parents might tell a story about her. "Afinemata will be coming around soon. You'd better be tucked up in bed and fast asleep."

## Kraken

In Norway and other Scandinavian countries, there are tales about huge sea creatures called kraken. These monsters are described as being like giant octopuses. Sailors feared kraken because, in the tales, they sometimes attacked and sank passing ships.



## Oni

Japan has stories about giants called oni. These monsters have horns on their heads and very sharp claws, and they carry heavy clubs called kanabō. To make sure these monsters stay away, people throw roasted soybeans out of their houses and shout “Oni wa soto!” (“Oni, go out!”). They do this during the Spring Festival to bring good luck for the following year.



Sometimes Japanese children play a game where one person pretends to be an oni and chases the others.

## Sphinx

A sphinx is a creature with the body of a lion and the head of a human. In a story from ancient Greece, a sphinx would ask you a riddle and if you couldn't answer it, that was the end of you!

In North Africa, sphinxes guarded temples or the tombs of important people. The most famous statue of a sphinx is in Egypt, beside the Great Pyramid.



# Dragon

Some dragons breathe fire and have powerful wings. Others have scales and sharp claws and slither along the ground like snakes. Some live underground, guarding piles of treasure.



In England, there are stories about Saint George, a brave knight who rode out to fight a dragon that was terrifying people all over the countryside.

However, not all dragons are bad. Chinese dragons look fierce, but many people say they bring good luck. On special occasions, such as Chinese New Year, you might see a colourful dragon being carried through the streets by a group of dancers.



## Bunyip

The Aboriginal people of Australia tell stories of a creature called a bunyip. There are many different descriptions of this creature, so nobody is really sure what it looks like. The bunyip lives in swamps and billabongs (pools of water), and it's big enough to kill and eat a person. But in some of these stories, buniyps are gentle creatures that only eat grass and plants.



## Chinthe

The chinthe is another monster that's not as scary as it looks. Temples in Myanmar, Cambodia, and Laos often have two huge statues of chinthes at their door. They look like enormous lions, but chinthes are helpful monsters. Their main task is to protect the building and the people inside it.





# Why are there so many stories about monsters?

These are just some of the monsters that you will find in stories around the world.

Many people think that stories about scary monsters were told to children to stop them from misbehaving.

Other stories might have been made up to explain frightening things like volcanic eruptions or earthquakes.

Or they could have been told to stop children from going to dangerous places, such as deep rivers or caves.

Stories about good monsters might help people to feel safer. These stories reassure us that there are powerful creatures to guard our homes and protect us from danger.

But many people believe that monsters only really exist in our heads – they are the fears and worries that we all have from time to time. The best way to get rid of *those* monsters is to face up to them and look them straight in the eye.

illustrations by Scott Pearson

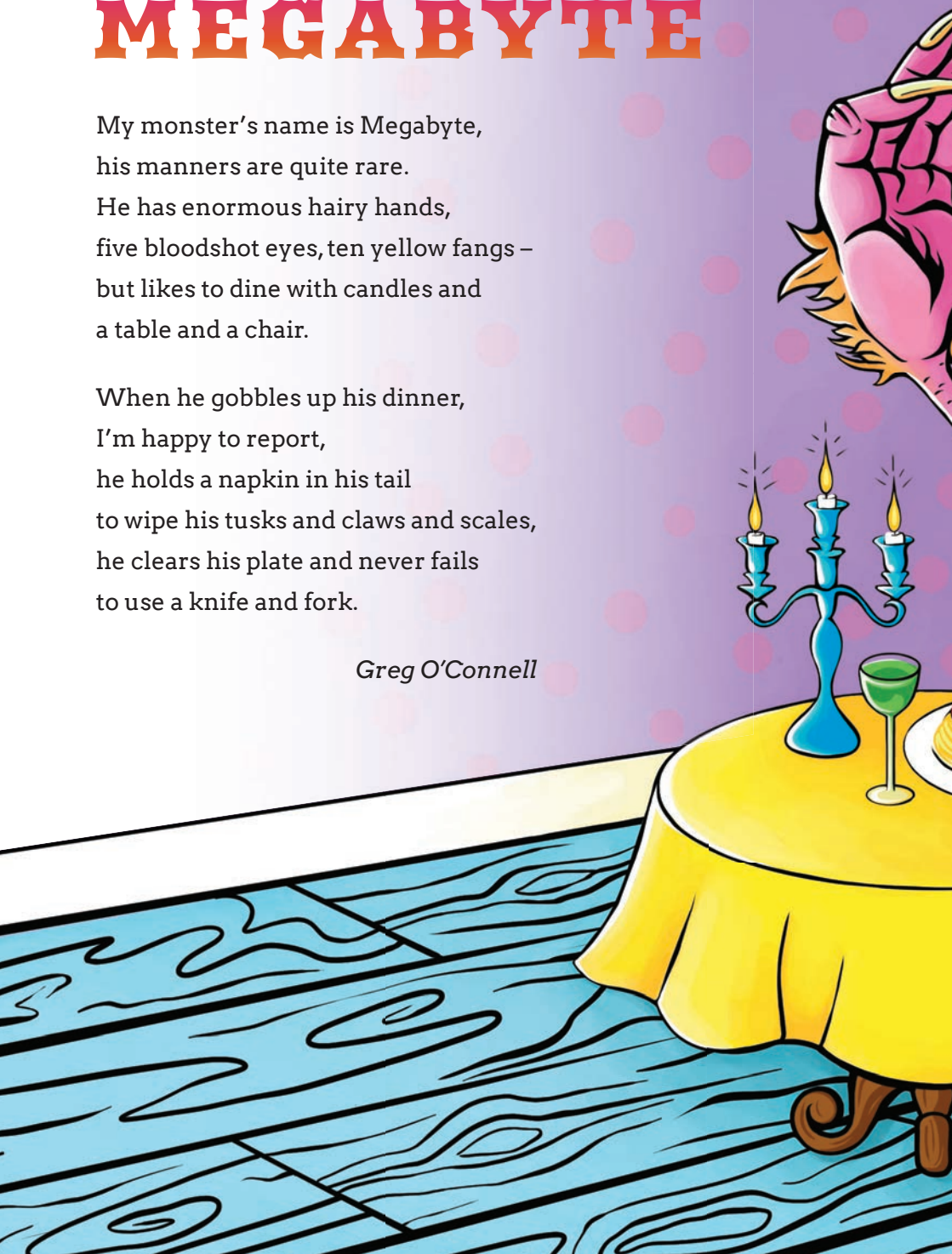


# MEGABYTE

My monster's name is Megabyte,  
his manners are quite rare.  
He has enormous hairy hands,  
five bloodshot eyes, ten yellow fangs –  
but likes to dine with candles and  
a table and a chair.

When he gobbles up his dinner,  
I'm happy to report,  
he holds a napkin in his tail  
to wipe his tusks and claws and scales,  
he clears his plate and never fails  
to use a knife and fork.

*Greg O'Connell*





# Kupe and the Giant Wheke

*a traditional story, retold by Steph Matuku*

*(Ngāti Mutunga, Ngāti Tama, Te Ati Awa)*





**K**upe pulled his waka up onto the beach. His face was grim. For the third time that week, his fishing lines were empty – and now he knew why. His hooks and nets were covered in a thick slime; the kind of slime that could have only been made by ...

“An octopus!” said his wife, the clever Hine-Te-Aparangi.

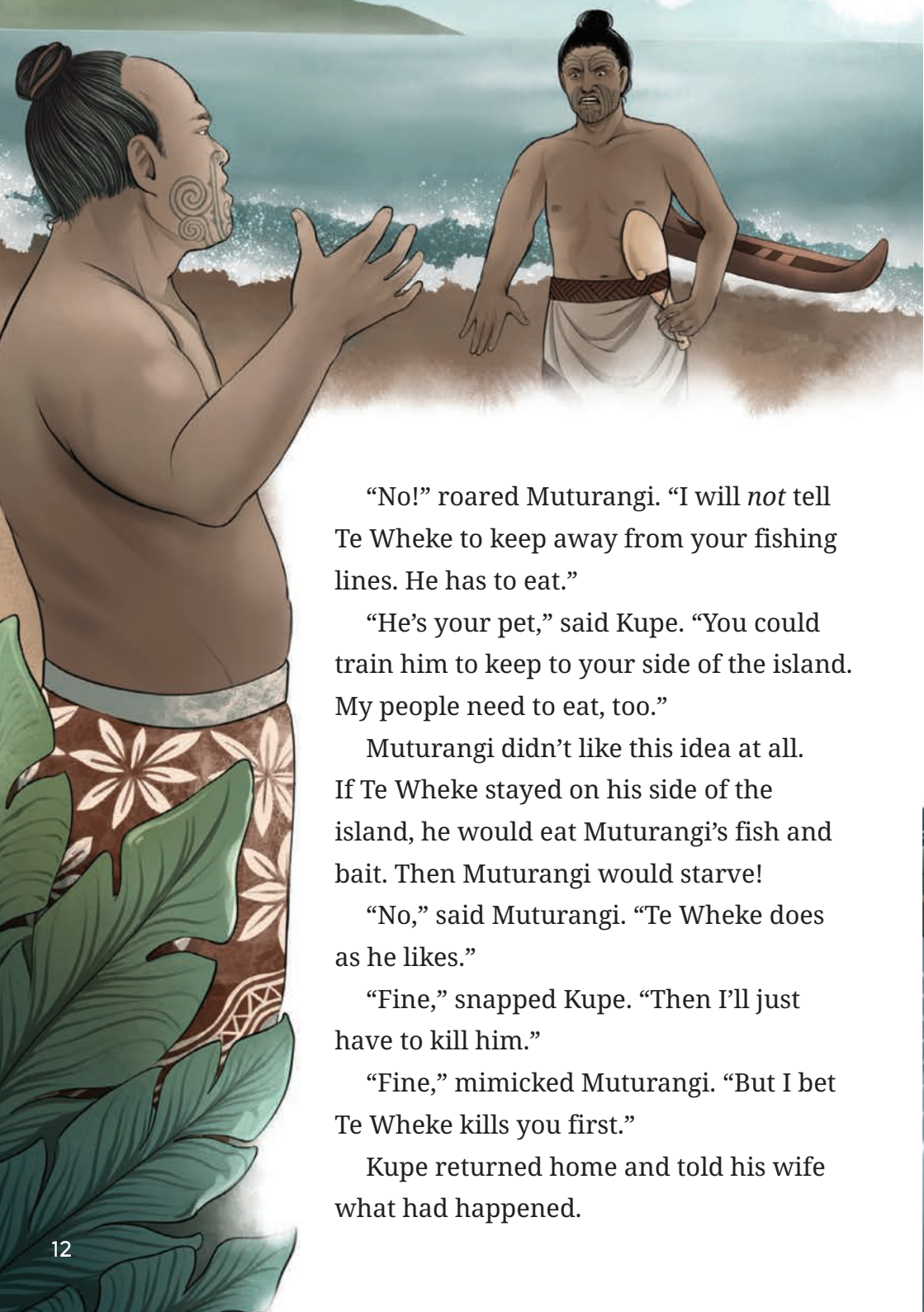
“It’s a big one too,” said Kupe. “It’s been stealing fish and bait from all the villagers in Hawaiki.”

“And who keeps a giant octopus as a pet?” asked Hine-Te-Aparangi.

“Maturangi,” Kupe replied. “He has a pet octopus called Te Wheke.”

Maturangi lived on the other side of the island. Everyone knew he was selfish and unkind.

“What if I tell Maturangi that the villagers are going hungry,” Kupe said. “Will he stop his octopus from stealing our fish?” Kupe decided to find out. The next day, he went to visit Maturangi.



“No!” roared Muturangi. “I will *not* tell Te Wheke to keep away from your fishing lines. He has to eat.”

“He’s your pet,” said Kupe. “You could train him to keep to your side of the island. My people need to eat, too.”

Muturangi didn’t like this idea at all. If Te Wheke stayed on his side of the island, he would eat Muturangi’s fish and bait. Then Muturangi would starve!

“No,” said Muturangi. “Te Wheke does as he likes.”

“Fine,” snapped Kupe. “Then I’ll just have to kill him.”

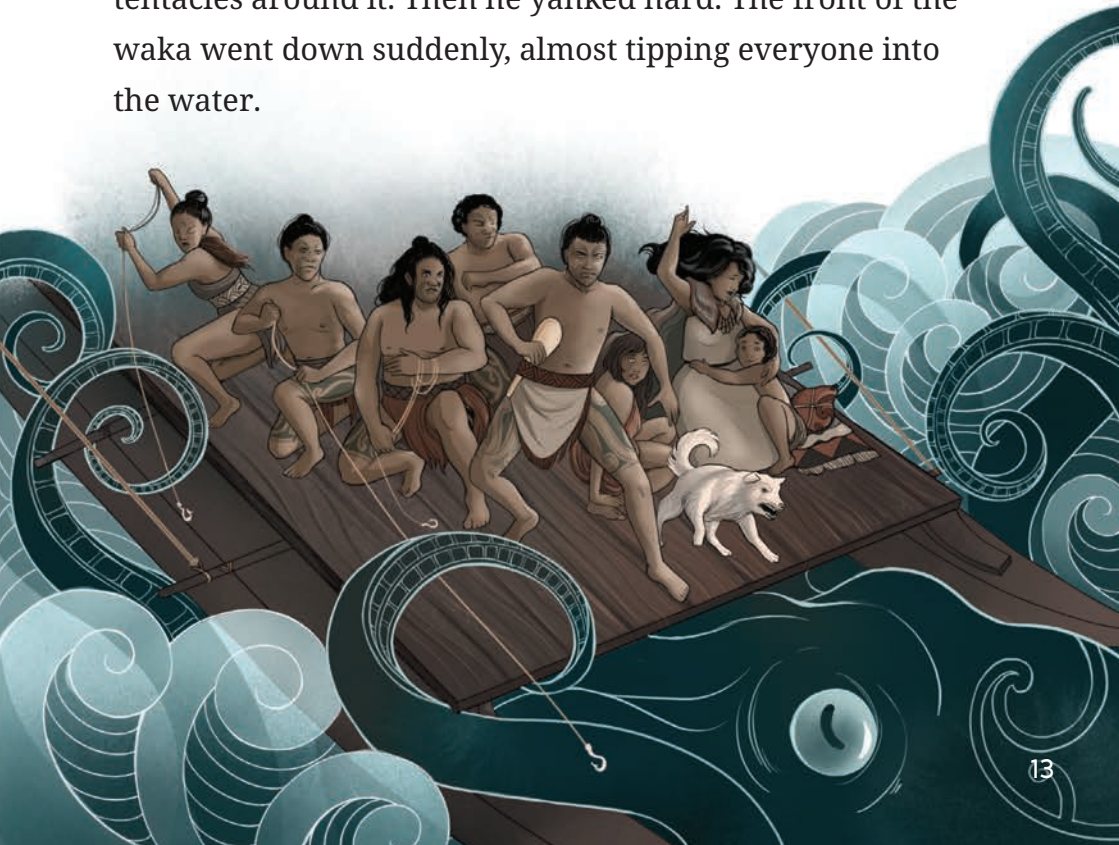
“Fine,” mimicked Muturangi. “But I bet Te Wheke kills you first.”

Kupe returned home and told his wife what had happened.

“We’ll take the big waka,” Hine-Te-Aparangi said.  
“Te Wheke will be hard to catch at sea. A giant octopus can travel a long way.”

Kupe, Hine-Te-Aparangi, and their children loaded up the waka with food and plenty of drinking water stored in calabashes. Kupe asked some warriors to join them, and he took his pet dog, Tauaru.

They sailed far out to sea and dropped their fishing lines to tempt Te Wheke to come closer. But Muturangi must have already told Te Wheke what Kupe was planning because Te Wheke didn’t go for the bait. He went for the waka instead! The giant octopus wrapped his long, slimy tentacles around it. Then he yanked hard. The front of the waka went down suddenly, almost tipping everyone into the water.



Kupe hacked at the tentacles with his mere, and Te Wheke fell back. Quickly, Kupe chanted an incantation to stop Te Wheke from diving. The spell made the octopus swim across the surface of the ocean so it would be easy for Kupe to follow him.

For weeks they chased Te Wheke. They chased him under the burning hot sun and beneath black nights filled with stars. They followed him through huge storms and towering waves that almost smashed the waka to bits. The supply of food and water was running low, and they were almost ready to give up, when Hine-Te-Aparangi saw something unusual.

“Look there,” she said, pointing. “A long white cloud. It must be land!”





It was! They landed on what we know today as the East Coast. There was no one in sight – they were the first people ever to reach Aotearoa. Kupe and his dog walked across the island to the other coast, to what is now called Hokianga. Then they walked around the shore of the harbour. Their footprints turned to stone that can still be seen there today.

Everyone was tired after the long journey, but there was no time to rest. Te Wheke was still on the loose. They got back on board the waka and chased the octopus to Rangiwahakaoma. As night fell, Te Wheke hid in a cave. Kupe decided to wait until dawn to attack him, but wily Te Wheke slipped out of his cave during the night and escaped.



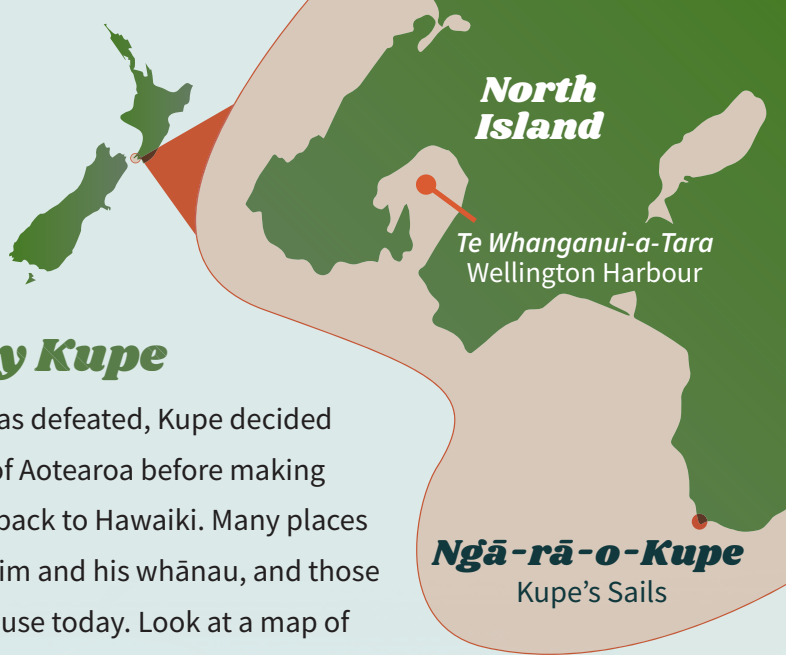
Kupe realised that Te Wheke was headed south, so he set sail. Hine-Te-Aparangi and their children waited at Te Whanganui-a-Tara (Wellington Harbour) while Kupe and his warriors chased the octopus through Te Moana o Raukawa (Cook Strait). There, Te Wheke was finally cornered.

Even though the octopus had been on the run for weeks, he was still strong and quick. He grabbed the waka and tried to flip it over. Wood splintered in his grip, and the waka began to fill with water.

Kupe had to act quickly. He picked up the calabashes and tossed them into the sea. Te Wheke thought a man had fallen overboard. He let go of the waka and grabbed the calabashes. Kupe leant over the side as far as he could and smashed Te Wheke with his mere, right between the eyes. With a tremendous shudder, Te Wheke fell limp. Finally, the giant octopus was dead.

illustrations by  
Isobel Te Aho-White



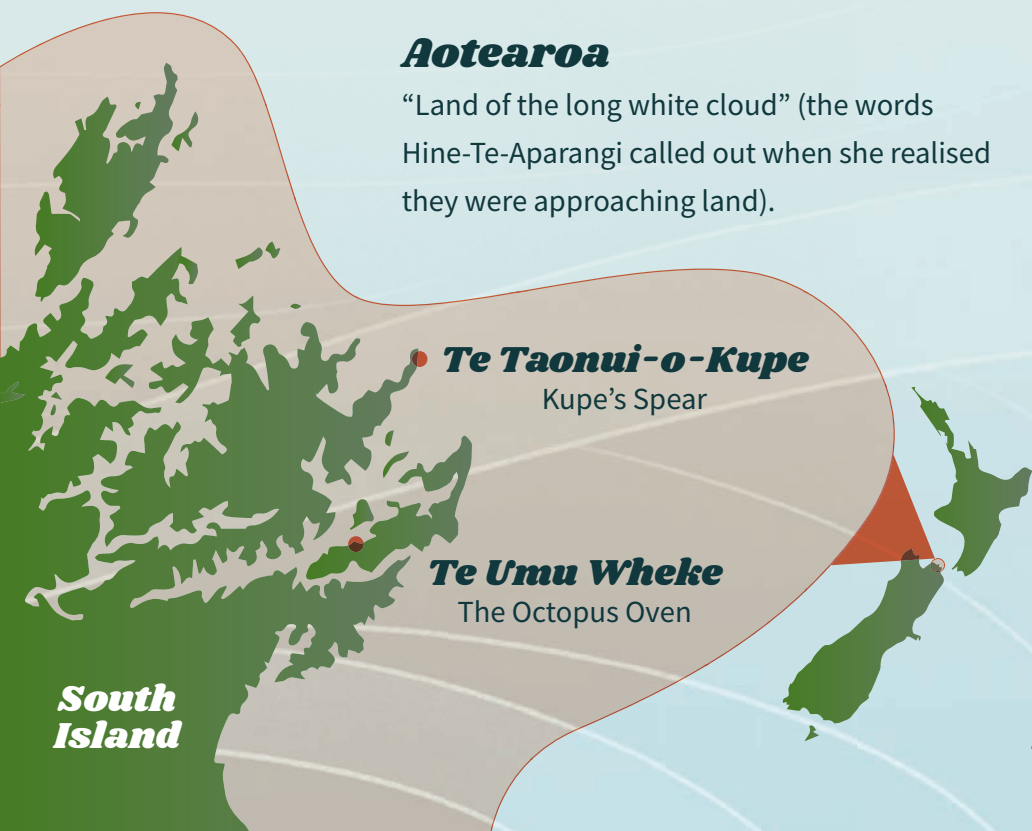


## ***Named by Kupe***

After Te Wheke was defeated, Kupe decided to explore more of Aotearoa before making the long journey back to Hawaiki. Many places were named by him and his whānau, and those names are still in use today. Look at a map of Te Moana o Raukawa/Cook Strait, the Marlborough Sounds, or Hokianga. You will see many more.

## ***Aotearoa***

“Land of the long white cloud” (the words Hine-Te-Aparangi called out when she realised they were approaching land).



# OUR FIRST OLYMPIANS

by Bill Nagelkerke

**The Summer Olympic Games are held every four years. Countries from all over the world send teams of athletes to take part. In 2016, one hundred and ninety-nine New Zealand athletes went to the Summer Olympics in Brazil. They won eighteen medals, including four gold. For the first time ever, more than half the team was female. It hasn't always been like that ...**

## The first New Zealand team

At the 1920 Olympic Games, many things were different. Those games took place in Antwerp, Belgium. Only one of the New Zealand athletes was female (but she was one quarter of the team – we sent only four athletes altogether!).

The members of the New Zealand team were rower Darcy Hadfield, hurdler Harry Wilson, sprinter George Davidson, and swimmer Violet Walrond. Violet was the youngest swimmer at the 1920 Games. She was just fifteen years old.

The team was New Zealand's first national team. Before 1920, we had either joined with Australia to send a team or we had not sent anyone at all. Our athletes did well; one of them won a medal, and *all four* made it into a final.

**1920 New Zealand Olympic team  
with Violet's father ►**

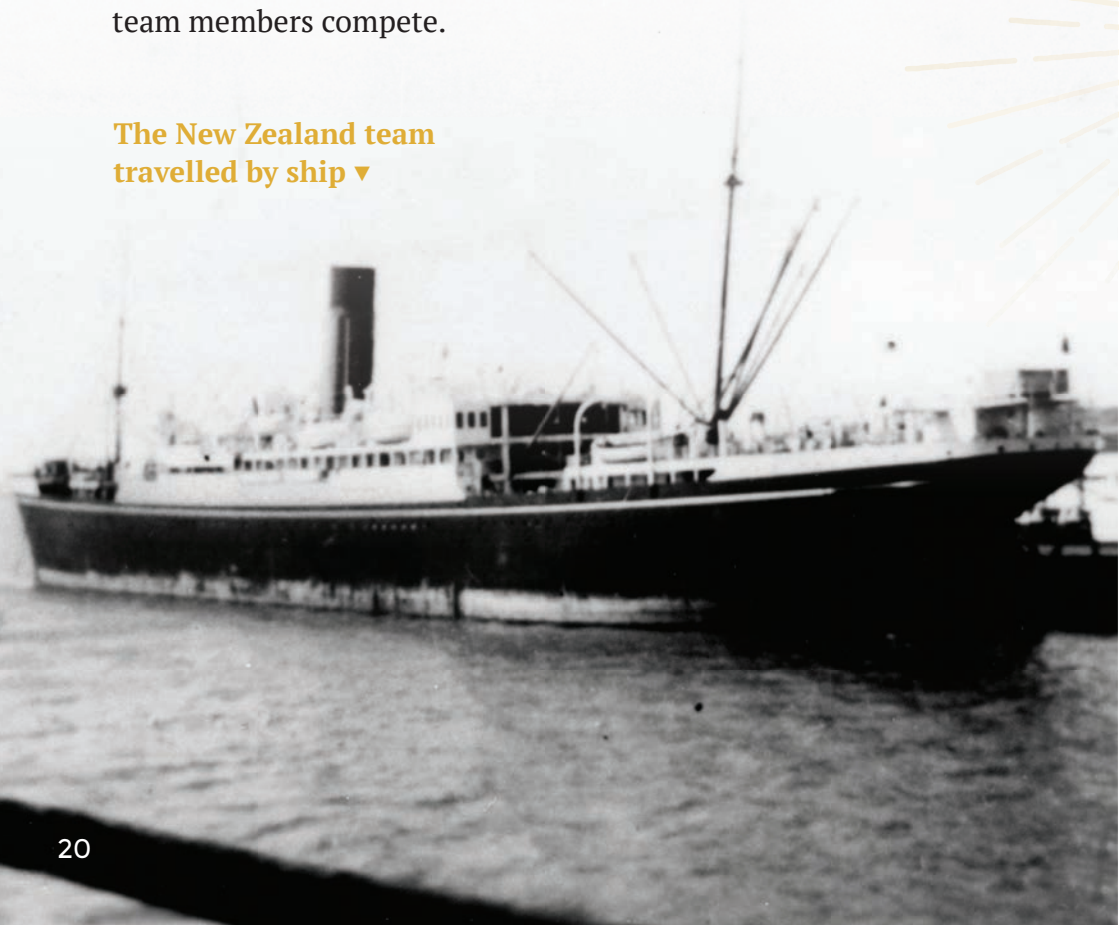


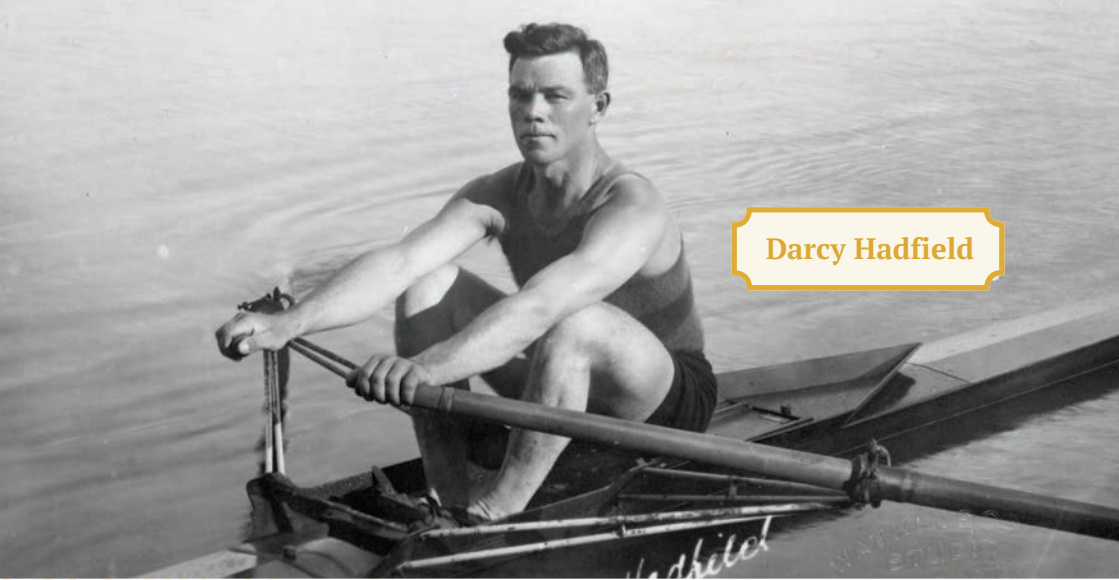
## Challenges

The team faced a lot of challenges. Getting to the games was one of them. It was expensive to travel, and it could take a long time. In those days, there were very few planes. Most people went by sea. The New Zealand team's journey to Antwerp took nine weeks and five days. The games started soon after our athletes arrived, so they had very little time to train before their events.

Violet's father was also her coach, so he travelled with the team. He must have been a rather strict man. Violet was only allowed to leave the hotel for her races or to watch the other team members compete.

### The New Zealand team travelled by ship ▼





**Darcy Hadfield**

## Our first Olympic medal

Darcy Hadfield was the first athlete to win an Olympic medal as part of a New Zealand team. He won a bronze medal for rowing. Since then, rowing has become one of New Zealand's most successful Olympic sports. Many of our rowers have won medals.

The other three members of the team all did extremely well in their events. Harry Wilson, the team's flag bearer, was fourth in the 110-metre hurdles. George Davidson took part in the 100- and 200-metre sprints and came fifth in the 200-metre final. Violet came fifth in the women's 100-metre freestyle and also swam in the final of the 300 metres.



**Harry Wilson**

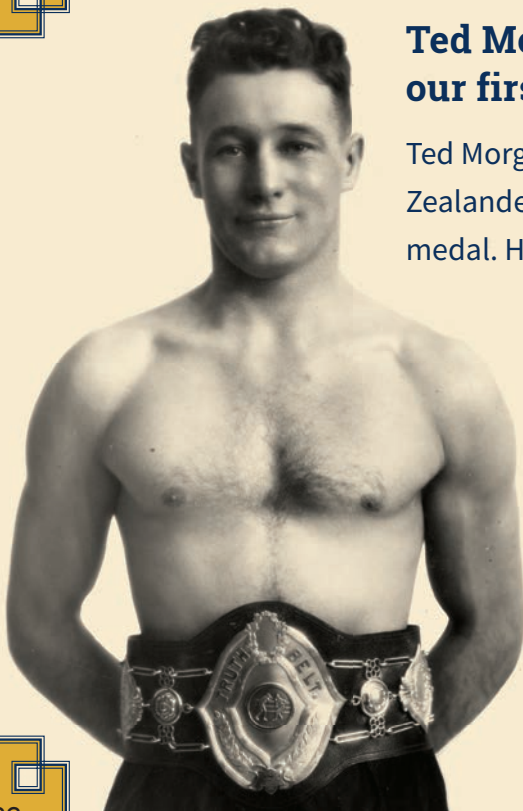
## After the Games

After the Olympic Games, all four team members carried on competing in their sports. When they returned to New Zealand, many people went to see them at local events.

However, Violet stopped swimming much sooner than anyone expected. She would probably have been chosen for the 1924 New Zealand Olympic team, but her father thought that she was

### **Ted Morgan – our first gold medal winner**

Ted Morgan was the first New Zealander to win an Olympic gold medal. He was a boxer, and he competed in the 1928 Olympic Games. Ted won all his fights, even though he had injured his hand before the games began.







in the spotlight too much. He told her that she had to retire. Violet was only eighteen years old. When she was nearly ninety, Violet explained to a sports writer that she wanted to carry on swimming, but “In those days, you did what your father said”.

### **Violet Walrond**

## **Yvette Williams – our first female gold medal winner**

Yvette Williams is considered one of New Zealand’s best-ever athletes. She won the gold medal in the long jump at the 1952 Olympic Games, breaking the Olympic record. She also won three gold medals at the 1954 Commonwealth Games – one for the long jump, one for the discus, and one for the shot put.

The Yvette Williams Scholarship is given each year to an athlete who “demonstrates the hard work and determination required to excel in their chosen sporting field”.



## Not forgotten

It's always exciting to see athletes win medals. But their near-wins and even their losses can inspire us, too. They show us what it means to work hard and keep going in the face of difficulties. They also show that aiming to be your best can lead to achieving things you never thought possible. Darcy, George, Harry, and Violet showed how a small team from a small country could compete with confidence on the international stage. Our first Olympians are not forgotten.



# Let's Vote on It!

BY SIMON COOKE

## CHARACTERS



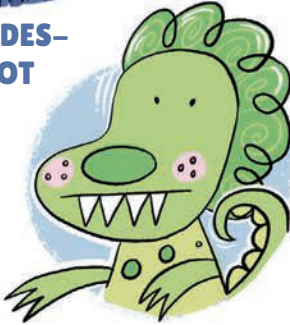
**SIR HIDES-  
A-LOT**



**PRINCESS  
BIFFELDA**



**SIR SPEEDY**



**MONSTER**



**CITIZENS**

## ROYAL ADVISOR



**KING SNOOZE**

**Scene One.** *The royal bedroom. KING SNOOZE is snoring happily in his bed, cuddling his royal teddy and sucking his royal thumb. The ROYAL ADVISOR runs in and shakes KING SNOOZE awake. The sound of crashing and yelling can be heard from off-stage.*

**ROYAL ADVISOR.** Wake up, your majesty! A monster is attacking the city. It's bashed a hole in the city wall!

**KING SNOOZE** (*yawning*). Oh, well, I never liked that wall very much. Go away and let me sleep.

*He snuggles back down into bed with his teddy.*

**ROYAL ADVISOR.** But sire, it's knocking down people's houses. Your citizens will have nowhere to live!

**KING SNOOZE** (*talking to his teddy*). The fresh air will be good for them, won't it, Mr Teddykins?

*He rolls over and closes his eyes.*

**ROYAL ADVISOR** (*slyly*). The monster is kicking over statues too. It kicked over a statue of you.

**KING SNOOZE** (*suddenly wide awake*).

My statue? Did you hear that, Mr Teddykins? Emergency! Call for my royal knights! Call for my brave daughter, Princess Biffelda! (*He talks to his teddy.*) Come on, Mr Teddykins, we must save our poor statues!

\*\*\*



**Scene Two.** *The town square, filled with worried **CITIZENS**. **KING SNOOZE** (still holding his teddy) is standing on a stage. **PRINCESS BIFFELDA**, **SIR HIDES-A-LOT**, **SIR SPEEDY**, and the **ROYAL ADVISOR** are standing beside him.*

**KING SNOOZE.** My loyal citizens, I'm sorry to tell you that a monster is wrecking our royal city.

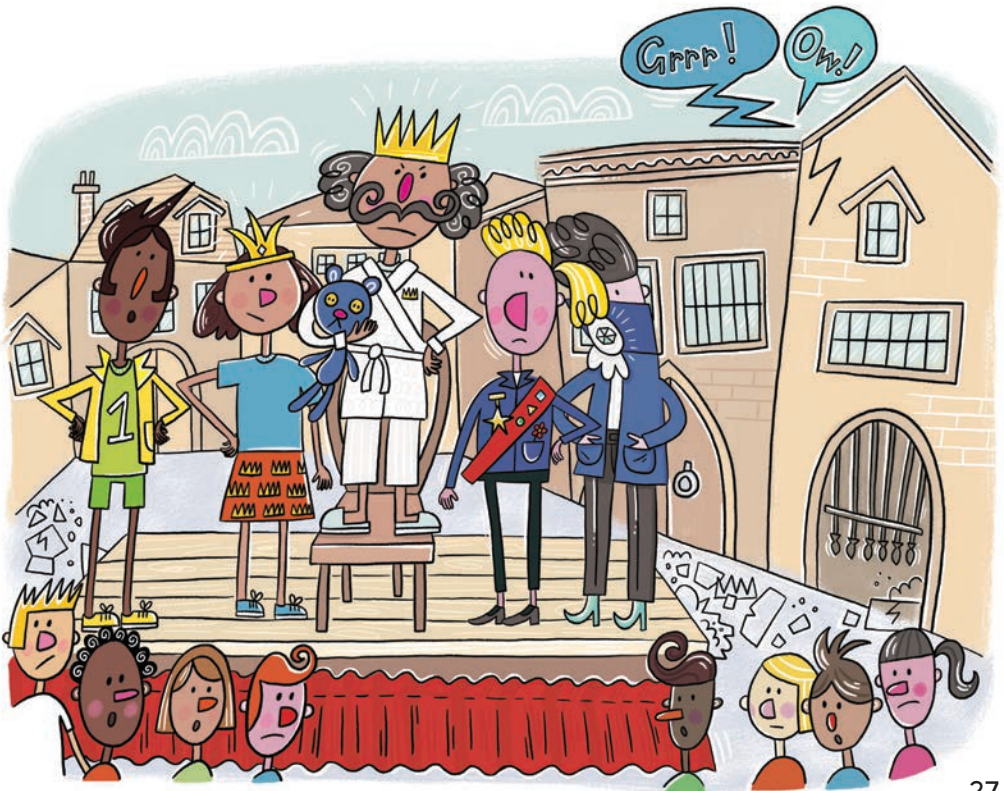
**CITIZENS.** Boo!

**KING SNOOZE.** It's knocking over walls and houses. And, worst of all, it's knocking over statues of me!

**MONSTER** (off-stage). Grrr! Ow! What was that? It hurt my shin!

**CITIZENS.** There goes another statue!

**KING SNOOZE.** Disaster! What shall we do?



**PRINCESS BIFFELDA** (*flexing her muscles*).

We must fight the monster, of course.  
Join me, brave citizens. I, Princess  
Biffelda, will lead you to victory!

**CITIZENS** (*shouting*). Fight! Fight! Fight!

**SIR HIDES-A-LOT.** No, don't do that. I, Sir  
Hides-a-Lot, know of a magic cupboard.  
We could all hide in it until the monster  
goes away.

**CITIZENS.** Hide! Hide! Hide!

**SIR SPEEDY** (*doing leg stretches*). I, Sir  
Speedy, say no to fighting and no to  
hiding. Citizens, join me and run away.  
We'll find another city that's free  
of monsters.

**CITIZENS.** Run! Run! Run!

**ROYAL ADVISOR.** I, the Royal Advisor,  
say no to fighting, hiding, and running.  
Citizens, we should talk to the monster.  
We need to find out why it's knocking  
things over.

**CITIZENS.** Talk! Talk! Talk!



**KING SNOOZE** (*yawning and cuddling his teddy*). That's a lot of ideas. Which one should we choose? (*He talks to his teddy.*) I hate making decisions, don't I, Mr Teddykins?

**ROYAL ADVISOR** (*rolling his eyes*). Why do we bother having a king at all?



**PRINCESS BIFFELDA.** If Daddy won't choose, how do we decide?

**ROYAL ADVISOR.** In far-off lands where they don't have kings, people make decisions by voting. Shall we try that?

**CITIZENS.** Yes, let's vote!

**MONSTER** (*off-stage*). Roar! Ouch! What was that? I hurt my toe!

**SIR HIDES-A-LOT.** Please hurry, the monster's getting closer.

**ROYAL ADVISOR.** Every citizen will have one vote. You must choose whether we fight, talk, run, or hide. Let's get voting!

\*\*\*

**Scene Three.** *The town square a little while later. KING SNOOZE (with his teddy) is sitting at a table on the stage, beside a large box labelled “Votes”. He has four piles of voting papers in front of him.*

**KING SNOOZE.** Teddykins and I have finished counting the votes.

*He writes the total votes for each idea on separate pieces of paper and hands them out. PRINCESS BIFFELDA gets the “Fight” total, the ROYAL ADVISOR the “Talk” total, SIR HIDES-A-LOT the “Hide” total, and SIR SPEEDY the “Run” total. They hold the totals above their heads for the CITIZENS to see.*

**KING SNOOZE.** Fight has one hundred votes, talk has sixty, hide has fifty, and run has one.



**PRINCESS BIFFELDA.** Yay! Fight wins!

**SIR HIDES-A-LOT.** But that’s not fair. Most people don’t want to fight.

**ROYAL ADVISOR.** That’s right. If you add together all the votes for talking, hiding, and running, it comes to one hundred and eleven votes.

**KING SNOOZE.** That’s eleven more than the votes for fighting.

**SIR HIDES-A-LOT, SIR SPEEDY, and the ROYAL ADVISOR (together).**  
Yay! We win!



**PRINCESS BIFFELDA.** But how does that work? We can't talk, hide, and run at the same time.

**KING SNOOZE.** You're right – we'd better fight.

**SIR HIDES-A-LOT.** Wait a minute. Let's not be hasty.

**SIR SPEEDY.** Yes, let's think about it.

**ROYAL ADVISOR.** Perhaps we can work something out together.

**SIR HIDES-A-LOT, SIR SPEEDY, and the ROYAL ADVISOR**  
*go into a huddle. After a lot of whispering, they turn to*  
**KING SNOOZE.**

**ROYAL ADVISOR.** We've worked it out. We'll take it in turns. Talk got the most votes of the three non-fighting ideas, so we'll try that first.

**SIR HIDES-A-LOT.** If talking doesn't work, we'll all hide.

**SIR SPEEDY.** And if the monster finds us, we'll all run away.

**KING SNOOZE.** Splendid! That's settled. We'll start by talking to the monster and telling it to not touch my statues.

**ROYAL ADVISOR.** Or the city wall.

**CITIZENS.** Or our houses.

**KING SNOOZE.** Oh, yes, them too. Look out, here comes the monster!

**MONSTER** (*stumbling onto the stage blindly, arms outstretched*). Who's there? I heard voices.

**KING SNOOZE.** It is I, King Snooze and my loyal citizens. You have knocked down half our city, and we demand to know why.



**MONSTER** (*looking surprised*). Oh, no, have I really? I'm sorry, I didn't realise. I lost my glasses this morning. I can't see anything without them. I keep tripping over and crashing into things.

**CITIZENS**. Oh, poor monster.

**ROYAL ADVISOR**. I've an idea. If we help find your glasses, will you help us rebuild our city?

**MONSTER**. Oh, yes, I promise. I am very sorry for all the damage I've done.

**ROYAL ADVISOR** (*addressing the CITIZENS*). I think we should celebrate our successful vote and an end to the destruction of our city.

**SIR HIDES-A-LOT**. We could celebrate with a game of hide and seek!

**SIR SPEEDY**. Or a running race!

**PRINCESS BIFFELDA**. Or a wrestling competition!

**KING SNOOZE**. I think we should all have a snooze.

*He lies down and starts snoring, cuddling his teddy.*

**ROYAL ADVISOR**. They're all great ideas, but how shall we decide?

**EVERYBODY**. Let's vote!



illustrations by Beck Wheeler

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TE TĀHUHU O TE MĀTAURANGA

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