

PARTS OF THE STORY TO DRAW:

PART ONE: OLIVER WORKS AS A SHEPHERD BUT HE IS NOT HAPPY.

PART TWO: ONE DAY HE DECIDES TO WALK AWAY. OLIVER MARCHES THROUGH WOODS, FIELDS AND VILLAGES BUT NO ONE NEEDS A SHEPHERD.

PART THREE: HE IS VERY TIRED. HE REACHES A TOWN WITH HIGH WALLS AND LITTLE HOUSES INSIDE.

PART FOUR: WHILE HE WAITS, HE JUMPS AS TWO CATS WALKS PAST HIM.

PART FIVE: OLIVER KNOCKS ON THE DOOR OF A HOUSE AND ASKS AN OLD MAN FOR FOOD.

PART SIX: ALFRED THE OLD MAN IS A SORCERER / WIZARD. HE ASKS OLIVER IF HE WANTS TO BECOME HIS APPRENTICE.

PART SEVEN: ALFRED TEACHES OLIVER SOME SPELLS. ONE DAY, THE WIZARD GOES TO A COUNCIL OF SORCERERS. HE GIVES OLIVER A LIST OF CHORES TO DO.

PART EIGHT: AFTER WORKING FOR HOURS, OLIVER CAST A MAGIC SPELL AND THE BROOMSTICKS COME ALIVE. THEY FETCH THE WATER FROM THE WELL AND BRING IT TO THE SINK. LEAVING THE BROOMSTICKS TO WORK, OLIVER FEELS ASLEEP.

PART NINE: WHEN HE WAKES UP, THE FLOOR IS FULL OF WATER AND OLIVER CANNOT STOP THE BROOMSTICKS BECAUSE HE DOESN'T KNOW THE MAGIC SPELL.

PART TEN: THE WIZARD COMES BACK FROM HIS TRIP AND HE STOPS THE BROOMSTICK WITH A SPELL. HE SCOLDS THE

APPRENTICE AND GIVES HIM MORE WORK TO DO TO MAKE UP FOR HIS MISTAKE.