

# City of Ember

Ex 1: Make notes about each of the characters:

Mayor Cole; Loris Harrow; Lina MayFleet; Doon Harrow; Lizzie;  
Barton Snode; Clary; Sul; Looper; Poppy; Mrs Murdo; Joss;

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_
11. \_\_\_\_\_
12. \_\_\_\_\_

## THE BEGINNING

Ex 2: Watch and choose the correct option:

1. Why was the underground city built for?
  - a) As a secret home for architects, scientists and engineers.
  - b) As an experiment.
  - c) To keep future citizens protected.
2. How many years was the counter set for?
  - a) 2000
  - b) 200
  - c) 20
3. Who was entrusted with the box with the message for future generations?
  - a) The oldest person in Ember.
  - b) The president
  - c) The mayor
4. What happens on the Assignment Day?
  - a) Children are assigned a job according to their talents.
  - b) Children can pick the job they want.
  - c) Children must pick a job from a bag.

## THE ASSIGNMENT DAY

Ex 3: Put the jobs mentioned in the order you hear them. Some jobs are **NOT mentioned!**

- ☐ Building Repair Assistant
- ☐ Greenhouse Helper
- ☐ Messenger
- ☐ Pipe works Laborer
- ☐ Street Cleaner
- ☐ Warehouse Clerk

- ☐ Electrician's Helper
- ☐ Mayor's Assistant
- ☐ Mold Scraper
- ☐ Potato Peeler
- ☐ Timekeeper's Assistant
- ☐ Vegetable Vendor's Assistant



Answer the questions:

1. Which of the jobs mentioned above can work in the Generator? **NO.** \_\_\_\_
2. Which jobs do Lina and Doon get? Lina: **NO.** \_\_\_\_ / Doon: **NO.** \_\_\_\_



## ANSWERING MACHINE (stop & check after 14 minutes)

Ex 4: Put the messages in the right order and choose the correct alternative:

- ☐ A The shoes for Mrs. Mayfleet **are ready / aren't ready yet.**
- ☐ B Barrow **has / hasn't** changed his mind.
- ☐ C The Sprinkler System **has been fixed/ has broken down** again.
- ☐ D Lina's father is coming **early / late** to dinner.



# For the Good of All Mankind

## LINA'S FIRST DAY AT WORK

Ex 5: Complete the instructions for the Messenger:

1. Repeat the message \_\_\_\_\_ to make sure you got it right.
2. Always wear the \_\_\_\_\_ cape so people can identify you.
3. Customers pay \_\_\_\_\_ coins for each message no matter the distance, so carry it \_\_\_\_\_!

Answer the questions:

4. Where is Lina's station?
5. Where does Lina go with her first message?
6. Who's the message for and from?

## DOON'S FIRST DAY AT WORK

Ex 6: Answer the questions:

1. What's the only source of power in Ember?
2. Why does Doon have to cut his name in the helmet?  
a) In case he loses it.  
b) So others don't take his helmet by mistake.  
c) In case something happens to him.
3. Which of the following are TRUE: On the first day of his job Doon finds:  
a) a secret room.  
b) the passage to the storerooms.  
c) a missing tunnel.



## THE BLACKOUTS (stop & check after 40 minutes)

Ex 7: Answer the questions:

1. How long is the blackout during Doon's first day at work?
2. Why was the blackout so long?
3. Why can't Munn Mulder come to Seely Schnap?
4. Who has a message for the mayor? What does it say?
5. Who was Podd Morethwart?
6. What happens after another blackout?  
a) Poppy breaks her leg.  
b) Lina's house breaks down.  
c) Granny dies.
7. Where do Poppy and Lina stay after the blackout?  
a) Together with Doon and his dad.  
b) At Mrs Murdo's house.  
c) At their old house.
8. What big celebration takes place every year in Ember?



## THE INSTRUCTIONS (stop and check after 55 minutes)

Ex 8: Decide if the sentences are **True** or **False**. Correct the false ones:

- ☐ 1. The Instructions in the Box were written by one of the mayors.
- ☐ 2. The Instructions show how to repair the Generator.
- ☐ 3. Doon's helmet used to belong to Lina's father.
- ☐ 4. Lina's father died in his sleep.
- ☐ 5. Lina wants to take the box to the Mayor and show it to him.
- ☐ 6. Lizzie found the tinned food in the warehouses she works in.
- ☐ 7. The secret room Lina and Doon unlock is the exit from Ember.
- ☐ 8. Doon and Lina's fathers were trying to fix the Generator.

CITY OF  
EMBER



## THE GREAT DAY OF SINGING

Ex 9: Put the events in the right order:

- |                                                                         |                                                                               |
|-------------------------------------------------------------------------|-------------------------------------------------------------------------------|
| <input type="checkbox"/> Sul helps to release the broken waterwheel.    | <input type="checkbox"/> They find a secret tunnel.                           |
| <input type="checkbox"/> Lina deciphers the Instructions from the box.  | <input type="checkbox"/> Lina and Doon get back for Poppy.                    |
| <input type="checkbox"/> Poppy opens the room leading to the Generator. | <input type="checkbox"/> They release the mechanism by rotating it clockwise. |
| <input type="checkbox"/> They set waterwheel 1 and 2 to full thrust.    | <input type="checkbox"/> Lina and Doon escape to the Greenhouses.             |



Ex 10: Translate the following signs Lina and Doon find on their way out:

**For the good of all mankind.** \_\_\_\_\_

**One step at a time!** \_\_\_\_\_

**Don't push!** \_\_\_\_\_

**Carry the babies carefully!** \_\_\_\_\_