

Care of Magical Creatures: Magical Creatures of Europe

A. Read the text and select the correct answers to the questions

	Bowtruckles live in forests in England, Germany, and Scandinavia. A Bowtruckle serves as a tree guardian for its home tree. Usually the bowtruckle tree wood is good for making magic wands. Bowtruckles eat woodlice from trees. Bowtruckles have twig-like fingers which are good for digging out woodlice, and good for defending. You mustn't try to harm a bowtruckle tree. They are usually peaceful creatures but if they or their tree are in danger, they will attack. To take leaves or wood from a Bowtruckle's tree you must offer it woodlice or fairy eggs as a distraction. A group of Bowtruckles is called a branch.
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1. Where do Bowtruckles live? _____
2. What is a Bowtruckle's job? _____
3. How can wizards use Bowtruckle trees? _____
4. What do Bowtruckles eat? _____
5. Can Bowtruckles be aggressive? _____

B. Fill in the blanks with the correct words. Drag and Drop!

can	eight	live	long	mouse's	peaceful	plants
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Nifflers 	Nifflers _____ in England. They live deep underground in holes or burrows. They eat _____ and roots, but not flowers. A niffler is a creature with a _____ snout and a coat of black, fluffy fur. The snout is similar to a duck's and the body is similar to a _____. It has a magic pouch on its belly, like a kangaroo, where it _____ fit very many things. You mustn't leave shiny things near them because nifflers love them so much that they feel they must steal and hide all shiny things in their pouch. They produce six to _____ young (babies) in a single litter. They are mostly _____, but if they are afraid, they can attack.
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C. Look at the Grammar Box and click on the correct option.

Must = you have to do it Mustn't = you should not do it.	You must / mustn't eat a balanced diet. You must / mustn't eat only candy and chocolate.
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D. Fill in the Blanks click on must or mustn't:

1. You **must** / **mustn't** leave shiny things out for nifflers.
2. Nifflers feel they **must** / **mustn't** steal and hide all shiny things.
3. You **must** / **mustn't** ever wake up a sleeping dragon. It is dangerous.
4. Wizards **must** / **mustn't** always keep their magic wands close.
5. You **must** / **mustn't** practice a lot to get good at magic.
6. You **must** / **mustn't** try to harm a Bowtruckle tree.
7. You **must** / **mustn't** offer a Bowtruckle woodlice or fairy eggs.



A woodlouse