

## Read the paragraphs and drag them to the next page to put them in order.

## So, what happens in the story?

Well, to cut a long story short, in the end Frank's brother comes to the police station to identify him. Frank is very grateful and relieved. Together they go back to the game shop and after some argument with the unsympathetic staff, Frank gets an apology and his game – the right one!

They show Frank some CCTV footage of the wanted man, and sure enough, he and Frank are very similar looking. The police go on to charge Frank with many crimes of which he is innocent!

When the police arrives they take one look at poor Frank and decides that he's a notorious shoplifter they've been looking for and arrests him.

However, when he gets there, the shop is really busy, so Frank decides to hang around for a bit looking at games rather than waiting for ages in the queue.

Oh dear.. poor Frank! After his brother had rescued him, what could he do? He gave Paul the game. "Happy birthday Paul," he said, "and thanks for rescuing me".

Unfortunately, the store's detective finds this suspicious and asks to look in Frank's bag.

Frank has a game in his bag, but he doesn't have a receipt for it, as his receipt is for a different game. The store's detective isn't very understanding and calls the police.

Somehow, Frank takes the wrong game home. "No problem", he thinks, "I'll take it back to the shop and change it"

The male character (let's call him Frank) has a series of misfortunes.

First, he goes into a game shop and buys a game, normally a simple thing, but his whole day goes wrong from there on.....

So, did all end well for Frank? Unfortunately not!

Frank had forgotten that it was his brother's birthday. "Hey!" said his brother (let's call him Paul), "Is that what you got me? Thanks Frank, I love that game!"



| Did Frank stea |  |  |
|----------------|--|--|
|                | ore detective suspect Frank of shoplifting |  |
| Who did Frank  |  |  |
| How did Frank  | get out of the Police station?             |  |
| What had Fran  | k forgotten?                               |  |
|                | So what if                                 |  |
|                | e red box to help you.                     |  |
| ME1            |  |  |
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