**1** ⬛ Remember the story. Read and match.

1 The men think that the children are spies and `h`  — a children wonder what is happening.

2 Suddenly one of the engineers feels dizzy and ☐  — b in their tea.

3 Then the security officer sits down and ☐  — c put on the headsets.

4 Soon the whole control room is asleep and the ☐  — d so he tells them about Moonlanding 2000.

5 Phoebe realises that there was something ☐  — e he sits down and falls asleep.

6 They hear a voice calling the control room and ☐  — f Neil Armstrong tells them how Alex saved the day.

7 The children sit in front of a computer and they ☐  — g he helps him to leave the moon.

8 Alex tells Neil what the problem is and ☐  — h ~~they want to lock them up.~~

9 The engineers wake up and ☐  — i they know that they must help Neil Armstrong.

10 The engineers want to know how Alex did it, ☐  — j he falls asleep too.

**2** ⬛ Who do you think says these things?

1 'I'm taking you to my room.'
   the security officer

2 'Why are they all asleep?'

3 'This is our best chance to escape.'

4 'Hello … Hello … Is there anyone there?'

5 'I remember this bit from the game.'

6 'Why are you wearing my headset?'

**3** Complete the computer game blurb.



**MOONLANDING 2000**

It's 1969 and you are an (1) engineer
working for NASA in (2) H_____ .
In this exciting computer
(3) m_____ f_____
s_____ game, you have to help the
famous (4) a_____
(5) N_____ A_____ and
his crew to bring their
(6) s_____ c_____ safely
back to (7) E_____ .

LIVEWORKSHEETS