

Comprehension **ten**

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Comprehension One: Fiction

Danizen's Dark Dangers

Hetero Peark summoned all his powers of concentration as he guided the Trident Spacecrawler down onto the grassy covered plains of Danizen. Virulently vegetative the planet's grasses were often over three metres tall and navigating through them could be difficult. At least landing here was flat, the heavily forested slopes and mountains were near impenetrable for any mechanised vehicle except one-person hover scooters which sailed over the canopy. Peark planned to scour the ground around the Crawler to dissuade any of the local fauna from coming to investigate. Peark had only accepted this job because of the huge number of credits he was promised – Danizen was not a welcoming planet and many of the early explorers had not returned.

Danizen had always seemed a promising planet but there had never been a colony established on the surface although the Universal Parliament had marked it for settlement. The festering carcasses of the spacecraft Peark had seen littered over the surface gave testament to some who had tried and failed. Danizen itself was now called a free-zone planet and those who wanted to come and take were welcome to it but few dared as the legends that fluttered through the space taverns seemed to grow with each timespan as any fact became steeped in space mythology.

Peark turned quickly to his co-pilot Jana Clarkson and issued a number of orders to the hard-looking tattooed brunette. She had been with him for three timespans and it was like a marriage in many ways but entirely platonic. Clarkson would stay with the ship and monitor the defensive perimeter while he took the soldier clones out with him. The three clones had cost too many credits but had proven themselves useful in the past. The clones had a few scars from the last battle at the tavern on Chiseltown where Peark had not made himself popular with the local spice traders over a smuggling matter. Still, the three clones were serviceable, obedient and deadly in the right circumstances.

Peark knew all he had to do was rendezvous with the kidnappers, get the girl and head back to the Savage Garden where her trillionaire father, Hayes Destini, waited with his credits. Simple really. Undoubtedly there was going to be some trouble. The girl herself was known universally as a recalcitrant troublemaker who thrived on her father's wealth and a hedonistic lifestyle. Peark had seen her picture in the Galactic Gossip Spacenews broadcasts many times entering the newest tavern or opening a 4D theatre. He knew she was controversial by the snort Jana gave when he mentioned her name. He thought getting Carina back might be a real challenge and there would be nothing straightforward about this deal.

'Give us half a timespan to get organised and out. Then set the perimeter and wait for my call.' Peark didn't wait for a reply. He really knew Jana was onto it but he needed to feel like he was truly in charge sometimes. Down in the hold, he boosted the clones to full power and fully armed them. He filed them onto the hover shuttles and led the way out of the hold and into the humid atmosphere. Here you could smell the fertile, untrammelled growth that was typical of this planet. With an atmosphere like old Earth's before it went bad back in the 2070s, Peark breathed deep before moving to top speed. They were headed toward the bleeping marker on his seeker. The pre-programmed seeker had been sent with the ransom demand and was supposed to lead straight to the meet point.

As the bleeping red cursor screamed louder over the proton engine's whine, Peark gave a swift hand gesture and the clones spread wide, encircling him. Less than a windmile to cruise and he was becoming edgy. His innate sense of suspicion and cynicism that had saved him countless times was beating a fast time on his thoughts. He lowered the shuttle toward a junked hulk that had been overgrown and was heading to be just another part of the landscape. He scraped the shattered decking of the old spice hauler and bumped down on the uneven surface while with a clunk, simultaneously flicking his weaponry to stun. The clones stayed aloft looking, searching for the trouble that may come.

'Very prompt, young man,' spoke an elderly man calmly and confidently. 'I assume you have brought what we require for the transaction?'

'A long way to come for nothing,' replied Peark. 'I have it all here; but of course I must see the girl, its protocol in these situations.'

'Naturally, we're eager to be rid of her. A most intransigent child, very unpleasant.'

'Kidnapping can do that to a person,' smirked Peark.

The old man laughed. 'I don't think it was the kidnapping. She's a pathetically spoilt creature with few redeeming features. I wish you all the best with her. Personally I think it would be best if her father hadn't paid but a father's love...'

Peark had begun to like the old man but it didn't lessen his desire to exchange and get out. He watched the old man whose lithe movements belied his age examine the first case Peark had thrown across the deck. Peark wondered about the contents but brushed this aside quickly. That kind of information might lead to a very nasty death. The old man nodded as if in acceptance and gave a curt command in a language Peark had never heard. He knew the girl was alive from the cacophony of bile that emanated from the stairwell. Another elderly looking man emerged followed by a stick thin blondish girl who was bound loosely with old style rope.

'Should've kept the gag on her, Morgan. Untie her and we'll go. Throw the other case over and the girl can be free.'

Peark tossed the case to the old man as the girl burst free and launched into a tirade of abuse directed at the two men who gently shook their heads and headed back into the bowels of the ship.

'Go after them, idiot. Kill them,' screamed the flush faced harpy who stared incredulously at Peark pointing in the direction that the men had gone.

Peark stared back his face blank but his mind whirling under her onslaught. Quickly he regained his composure but felt that something here was missing; It had all been too easy, too civil.

'Stop staring then and get me off this godforsaken hole,' she commanded as she walked toward the shuttle.

Peark knew his trip home was going to be eventful and that his doubts could wait a while as he mounted the shuttle and gestured to the wild-looking girl to follow him...

Multiple Choice

1. The genre of his text would be?
 - (A) Western
 - (B) Science Fiction
 - (C) Fantasy
 - (D) Adventure
2. The title is an example of?
 - (A) symbolism
 - (B) rhyme
 - (C) alliteration
 - (D) irony
3. Why does Peark scour the ground around the Crawler?
 - (A) to stop flora growing there
 - (B) he doesn't like the undergrowth
 - (C) to stop local fauna nearing the ship
 - (D) Peark is a very nervous man
4. "The word *rendezvous* in paragraph four can also mean?
 - (A) joining
 - (B) trading
 - (C) meeting
 - (D) rescuing
5. The word *protocol* in paragraph eight can also mean?
 - (A) performance
 - (B) generalise
 - (C) retired
 - (D) procedure
6. Where does Peark land for the rendezvous?
 - (A) jungle
 - (B) spice hauler
 - (C) space crawler
 - (D) carts
7. Why do the kidnappers return Carina so easily?
 - (A) because Carina is an unyielding victim
 - (B) because they want the money
 - (C) because Peark looks so fearsome
 - (D) because they are really gentle souls
8. The word *clunk* is an example of?
 - (A) onomatopoeia
 - (B) antonym
 - (C) conjunction
 - (D) adjectival clause
9. One word that would suggest the mood of Carina at the end of the story might be?
 - (A) agreeable
 - (B) irate
 - (C) futile
 - (D) suggestible
10. What suggests the story continues?
 - (A) unclear conclusion
 - (B) questioning
 - (C) ellipses
 - (D) Carina is still a prisoner

Short Answer

1. What type of character is Carina Destini?

2. 'Go after them, idiot. Kill them,' is an example of a dialogue that reveals character.

- a. Why is it effective?

- b. Find two examples of language in the text that shows the story is science fiction?

3. What impact does the final paragraph have on the reader?

A decorative graphic in the bottom right corner of the page. It consists of several overlapping, stylized geometric shapes in shades of gray and blue. The shapes include a large, light gray 'L' shape, a smaller dark gray 'L' shape, and a blue 'L' shape. There are also some curved, wave-like shapes in gray and blue. The overall effect is a modern, abstract design element.

4. Identify ONE other language feature the text uses.
Explain how the language feature is used to make the text more effective.

Feature

[illegible]

Extended Response to show Understanding

Imagine you are Hetero Peark and write TWO diary entries from the journey back to Hayes Destini with his daughter.

Try to develop ideas that may originate from the text. Try to maintain the character’s identity.

Handwriting practice lines for the extended response.

SAMPLE

Answers

These answers have been abbreviated for space reasons. All responses should be full sentences where required.

1. Fiction – Danizen’s Dark Dangers

Multiple Choice

- | | |
|------|-------|
| 1. B | 6. B |
| 2. C | 7. A |
| 3. C | 8. A |
| 4. C | 9. B |
| 5. D | 10. C |

Short Answers

1. Carina Destini is a spoilt brat. She is the daughter of Hayes Destini and she lives a privileged life. She seems to be the life of every party and often appears in Spacenews at the opening of some new club or theatre. She is an angry young lady and has a loud, foul mouth. She seems a most undesirable person. Answer should be supported by quotes from text:
2. (a) The dialogue reveals she is a bitter and angry young woman used to having her own way.
(b) The use of terminology such as Spacecrawler, hoverscooter, space mythology, timespans clones, seeker, etc..
3. The final paragraph leaves the conclusion up in the air, creates an intensified sense of suspense and offers the reader the opportunity to use their imagination as to what might happen on the journey home.
4. A student answer may include such language techniques such as description, dialogue, science terminology, tone etc. All responses must give an explanation of the effect of that technique and give a specific example.

2. Map – Industry

Multiple Choice

- | | |
|------|------|
| 1. B | 4. D |
| 2. C | 5. A |
| 3. C | |

Short Answers

1. Iron and steel production have the largest and most prominent circles on the map.
2. Industry clusters around a city because of the population for workers and the infrastructure. Students can have a variety of other reasons.
3. The map is of no use to a tourist as it shows industries not places of interest. Another issue is the drawing and design of the map. Students should give examples.
4. The map would no longer be drawn and the information would be computerised. If it were drawn it would not be by hand and colours would be used to differentiate the industries. The whole design would be very different and this highlights changing technology.