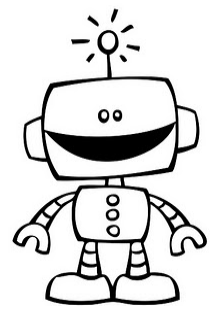
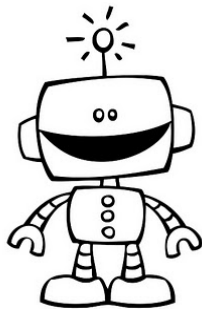


SCHOOL EXPRESS



**CLASS V CREATIVE WRITING
DECEMBER 2017-18**





Topic _____ Date _____

ANDREW'S ADVENTURE

Once upon a time there was a brilliant computer scientist, who lived in a small coastal village of South India. His only family was his parents who lived in Chennai. His house was less of a home and more a research laboratory. He left his job with a computer company to pursue research in his dream project - a convertible robot. One night, the introversent scientist, started dancing in the rain. He was very happy. After fifteen years of hardwork he had achieved success in making a convertible robot. The robot was powered by a new technology and was convertible into a ball. The robot could do everything like a human. It had X-Ray vision and could do calculations super fast.

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The robot could glide and run at speed of 80km/hr. The scientist was delighted. He named him Andrew. Andrew could understand human language and take commands in both english and hindi. The news of Andrew spread throughout the country. Media and people from far and wide came to see Andrew and his tricks. Mr. Mathur, chair man of a computer multinational company sent his executives to meet the scientist and offered him huge amount of money for buying Andrew and the new technology. But the scientist refused. Andrew was not just a robot for him. He treated him like his son. On the other hand, Mr. Mathur could not digest scientist's refusal and he turned green with envy. He planned and ordered scientist and

3

4

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his robot's kidnapping. Kidnappers raided scientist's house and kidnaped him. But they could not find Andrew as he was in his convertible ball mode. Mr. Mathur forced the scientist to recreate robots like Andrew for him. But the scientist would not budge. That night, when kidnappers were in deep sleep, scientist switched on his watch cum remote control. It was a GPS enabled remote for Andrew. The scientist could contact and send messages through it. He instructed Andrew to track his location. Andrew followed his master's instructions and travelled miles of distance overnight. Scientist instructed Andrew to reach the nearest police station. The cops were surprised to see a robot. Andrew transmitted scientist's message to the cops. They came in action immediately.

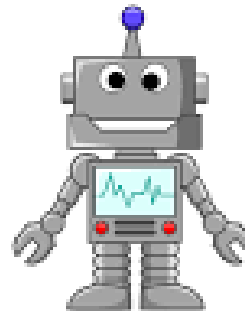
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and reached the location with the help of Andrew. The scientist was rescued. The story of scientist's rescue by his robot Andrew spread like wildfire. There were pictures of Andrew everywhere; TV, newspaper, magazines. Andrew became a national hero. Scientist was elated at bravery, intelligence and smartness of his invention, his robot his SON "ANDREW."

7





In Delhi near Radha's home there were many stray dogs. Everyone in the locality was annoyed by their barking. People shooed the dogs away from their houses. Kids threw stones at the dogs whenever they got the chance. Only Radha was the one who fed the dogs everyday.

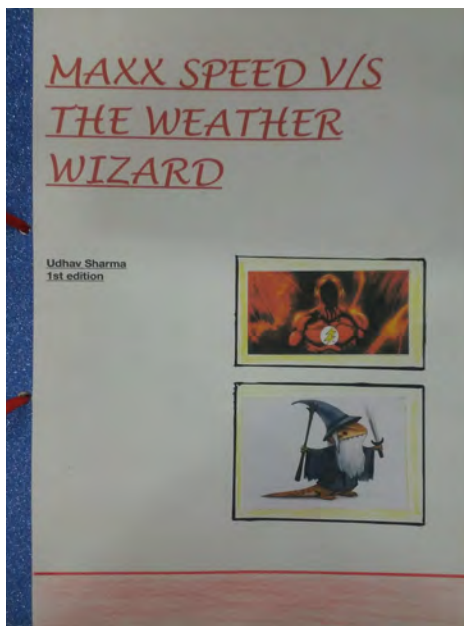
Once, Radha and her family went to a wedding looking their house behind. A couple of robbers took this as a golden opportunity to rob the house.



She gave them bread and milk and the dogs followed her everywhere.

When they were trying to enter the house by jumping over the wall one of the dogs saw them. The dog alerted all the dogs by barking. All the dogs gathered in front of Radha's house and created such a scene outside the house that all the neighbours came out of their houses and caught the robbers.





- Chapter 1 The beginning
- Chapter 2 The Chase
- Chapter 3 Unexpected explosion
- Chapter 4 Powers
- Chapter 5 The Rise of MAXX Speed
- Chapter 6 Rise in Crime
- Chapter 7 The Weather wizard
- Chapter 8 Others with power too?
- Chapter 9 The Showdown
- Chapter 10 Powers Amplified
- Chapter 11 Saving the city

Chapter 1 The Beginning

One day, Max decided to go to a S.T.A.R labs where his uncle, professor Quack was working on a particle accelerator. Max too wanted to be a professor so he spent most of his time with him. Several animals had come to S.T.A.R labs to see the particle accelerator work. When his uncle was about to jolt the particle accelerator, an unknown animal sneaked down.



Chapter 2 The Chase

Max rushed towards the animal to prevent him from getting hurt. While chasing the animal Max bumped into an unknown chicken. He quickly apologised and then continued the chase. The animal however disappeared before max could apprehend him. Max rushed back to inform his uncle about the mishap.



Chapter 3 Unexpected Explosion

Uncle Quack too noticed an unexpected malfunction in the system. The accelerator was about to explode! An immediate evacuation was announced. Despite the well-timed alert, several animals were hurt and there were a few casualties. Max was also caught in the explosion but somehow escaped unhurt. He did his best to help the injured.



Chapter 4 Powers

At home, after the unfortunate visit to the lab, he noticed some subtle changes in his physical strength and a newfound ability to walk through the solid surfaces. He discussed about the changes with his uncle who helped him to harness his newfound abilities. The most noteworthy were his experiments with speed. Now he could go through the buildings, run on buildings, make barriers of air, throw lightning bolts and many more.



Chapter 5 The rise of MAXX Speed

His uncle requested him to utilise his superpowers for the betterment of mankind. Max designed a suit and decided to call himself "MAXX SPEED". Soon he was running around the city saving fellow animals from disasters. The crime graph of the city went all time low. His achievements were being aired everywhere and now Maxx Speed had become famous and was seen as savior of the coast city. His feats did attract the ire of the criminals who decide to group together to stop him.

Bird Brain the editor of the widely circulated newspaper, Daily Animal was not happy about the growing popularity of MAXX Speed.

Chapter 6 Rise in crime

A number of unfortunate incidences were noticed in the coast city. These included acts of fury and violence. The peaceful existence of the city was disrupted. An initial enquiry of these incidences pointed towards a group known as the league of assassins. It was also learnt that the league of assassins was recruiting new associates and their strength and evil activities were increasing. The league of assassins sent their recruits to annihilate the city.



Chapter 6

Rise in crime

A number of unfortunate incidences were noticed in the coast city. These included acts of fury and violence. The peaceful existence of the city was disrupted. An initial enquiry of these incidences pointed towards a group known as the league of assassins. It was also learnt that the league of assassins was recruiting new associates and their strength and evil activities were increasing. The league of assassins sent their recruits to annihilate the city.



Chapter 7

The Weather Wizard

A new villainous character was slowly making life difficult for the residents of coast city. He called himself Weather wizard. He used his so called weather stick to wreak havoc by creating torrential rains and storms, which destroyed the crops and caused irreparable damage to the city. He was destroying buildings, created back to - back rain and storms with his devastating power to control the weather.

Now it was up to MAXX SPEED to stop him.



Chapter 8

Others with powers too?

The recruits unleashed a wave of terror on the city. Maxx Speed rushed to their location where the recruits ambushed him. Max found out that these recruits too possessed powers like him but they didn't properly know how to control them. So it became easy for Maxx Speed to stop them. He knocked them out and took them to Iron Heights the prison made especially for the metabeasts.

The league of assassins was mad about their recruits being captured so they sent Weather Wizard one of their best and most powerful recruits. He wrote a message in the clouds and challenged Maxx Speed straight to the battleground to fight. Everyone rushed inside his or her houses at once, being terrified after seeing the message. Maxx Speed saw the message. He accepted the encounter and rushed to the seacoast where the combat was about to take place.



Chapter 9

The showdown

Weather wizard created a huge tsunami to destroy coast city. Maxx Speed did notice the huge Tsunami about to strike the city. Max realized that weather wizard looked exactly as the chicken he had bumped into before the explosion. Maxx Speed had the upper hand in the fight but Weather Wizard had come prepared.



Chapter 10

Powers amplified

He took out his Weather Stick to amplify his powers. He suddenly raised the stick in the air and zapped Maxx Speed with lightning. He had become overconfident and let his guard down. Maxx Speed saw an opening. He reflected the lightning bolt somehow and knocked Weather Wizard out.

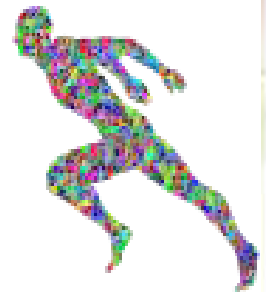


Chapter 11

Saving the city

Now he had to quickly think to save the city. He remembered his uncle's advice "If you run fast enough you can make a barrier of wind and save the city from disasters like a tsunami." He decided to run around the city and made a large barrier. The Tsunami hit the barrier and retreated back. After that Maxx Speed broke weather wizards weather stick and put him in Iron Heights.

Max continued his training with his uncle. Coast city had a new hero to protect it. Now the city would be safe. Max was ready, he would protect the city no matter what happens.



**UDHAV SHARMA - MAXX SPEED V/S THE WEATHER WIZARD

Date _____

MER-KING DAUGHTERS

Once upon a time, there was a Mer-king. He had two daughters, the oldest daughter's name was Marina and the youngest daughter's name was Sandy.



Both sisters were equally treated, but Sandy didn't know a secret about magical powers.



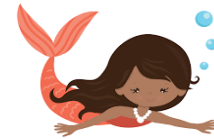

Date _____

One day, both sisters went to play.




When Sandy was playing Marina sat on a rock. After some time, a few pirates settled in the same place.



Date _____



They spotted the two mermaids playing. Seeing this, they threw a large net to catch them.



Marina noticed this and by using her powers, of course, saved Sandy. Sandy was shocked to see such magical powers!

The next day, Marina wasn't feeling too well so she warned Sandy not to go alone anywhere. However, Sandy refused and didn't listen to her dear sister and took some magic powers with her. Just as Sandy was leaving, Marina ignored her illness and decided to follow her.

This time the selfish pirates came

Date _____

up with a new idea.



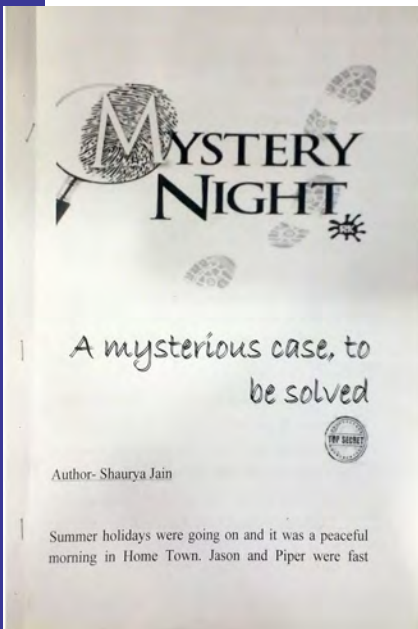
This time, they threw the net on BOTH of the mermaids, thinking they could kill two birds with one stone. However, this time Sandy noticed it and used her powers to save herself AND her sister!

Once the King heard about all of this, he rewarded Sandy with some NEW powers too, and they lived happily ever after!

THE END




AUTHOR: KANNAN KAUR



for him to drink. Around 10:05 everybody started coming. First came Frank and his sister Hazel, then came Annabeth and her brother Percy. Everybody said the password and came inside and took a seat. Everybody had come except for Leo. Everyone got tired of waiting for him so Annabeth spoke up, "If Leo doesn't come in five minutes then I am going home." As soon as Annabeth sat down somebody knocked on the door and said the password very loudly. Jason opened the door and it was Leo. When Leo entered the shed everybody had a very angry face. He sat down on a chair and when Piper asked him why he was late he told them that "Sorry guys I am late because of Katie telling mom that I was going to a party instead of a meeting. So mom told me to go to my room and complete my holiday homework and I will not go out of the house today. So I did my homework and told mom that Katie was lying and the meeting was planned by me, so I have to go. It was a hard time convincing mom but she eventually got convinced."

"Oh! That horrible little sister of yours, she always gets you into trouble," said Hazel. After everyone settled down, Leo told everyone about the mystery. He said "Guys, there have been strange things happening at Street '612' Central Block. There has been robbery; horses, dogs have gone missing and most important of

pockets and Leo said, "These navigators will sense the bandits, only if they are in the range of five meters from you."

Jason and Piper agreed and went behind a tree. Leo gave Annabeth a machine that looked like a game console and said, "This is the computer through which you can control the navigators and you can also hear what they are saying and record it and even you can talk to them using this. And if by mistake you lose track of them press this magnifier button and this will automatically find their position."

Percy and Annabeth agreed and went behind the bushes. Leo, Hazel and Frank hid behind the slides to see if there are any problems in the traps. Around 10'o clock the lights turned off and then the CCTV cameras also turned off, but fortunately as soon the cameras turned off they switched back on. On the control console there was a beep which was in red color. This meant the bandits were close by. And then two more beeps which were in blue, which meant that Jason and Piper had turn on their navigators. Percy switched on the microphone button and said, "Jason and Piper, the bandits are very close to you." "Which direction?" asked Piper. "To your east," said Annabeth. Jason and Piper started

asleep in their beds until their mom called them downstairs for breakfast. They woke up, got out of bed, changed their clothes, brushed their teeth and went down for breakfast. As they started eating the postman arrived. Jason and Piper hurried up and ate their breakfast and went out to the postbox to see for who the post was. It said-

**TO THE MYSTERY TEAM
FROM- LEO VALDEZ
MEETING AT 10'o CLOCK**

"Oh goodie, we're finally going to have a meeting; we haven't had a meeting for the last couple of months. What does it say inside?" said Piper. Jason read it all aloud.


"Hello friends. I have just come upon a new mystery to solve so I was thinking of sharing it with you guys because as such we haven't had a mystery to solve for the last few months. I will tell you about it in the meeting. So meet me in the shed at 10o'clock. And Jason (captain) I

all somebody is turning off all the lights and CCTV cameras so nobody knows who these people are." Everyone was very surprised for what a mystery Leo had come upon and Frank almost fell off the chair. Leo showed everyone his report he had made for the mystery. Inside it was written-

Name of mystery- **Mystery Bad Guys**
Name of mysterious place- **Street '612' Central Block**
Things happening at mysterious place- **Robbery, Missing animals, turning off of lights and cameras**
Founder of Mystery- **Leo Valdez**

TOP SECRET

Everyone was very proud of Leo for finding such a great mystery. There was quite a silence for five minutes in the shed until Jason spoke up, "So here's the plan, Piper you will come with me to spy on those bandits, Leo, Hazel and Frank will prepare the traps and Leo bring your navigators. Percy and Annabeth, you keep us posted about any suspicious movement and our



walking towards the east and there they saw two men walking with a bag. Out of it dropped a golden ring which Jason recognized was Uncle Gary's ring. A few days back Uncle had told Jason that his things had been stolen. So these bandits were stealing his uncle's stuff and he had to get it back. "Leo I am going to try to lead the bandits to the traps, so be ready. Let's catch some thieves."

But then Annabeth spoke up, "Wait guys, there are several red dots on the console so that means there are more than two, so if you miss one of them it will capture you both."

"Annabeth's right. We need another plan. Maybe we can follow the bandits and see where they are going and alert all the bandits to come to the headquarters and then we'll lock them. Then we will inform the police that they are hiding in there," said Frank.

hope you don't mind if I keep the password for this mystery 'Theft'.

Yours Sincerely
Leo Valdez"

TOP SECRET

"What do you think the mystery is?" asked Piper. "I don't know", said Jason. At 10'o clock Jason and Piper asked their mother if they could go to the shed for the meeting. Their mother allowed them to go to the meeting and said, "Kids, take these chocolate cookies for the meeting if you want and these dog biscuits for Cooper and come back home before 12'o clock." Cooper is an American Poodle. He is Jason and Piper's pet dog. They agreed with their mom, took Cooper and went to the backyard to the shed for meeting. The magnifying sign was still on the door. When they went inside nobody was there. So Piper went to the closet, took a table cloth and put it on the table while Jason put the cookies in a plate and the dog biscuits in the dog bowl. Jason had also borrowed some apple juice from mom so he opened the bottle and poured it in seven glasses and poured some water in Cooper's water bowl

positions and the bandits' positions. I want everybody to meet me at the playground at 9 o' clock. We have a mystery to solve tonight."

All of them were very convinced with the plan. Everyone ate their cookies and drank their juices. Cooper who was very quiet during the meeting also drank his water and ate his biscuits and went home with Jason and Piper. At night they had their dinner at 8'o clock and went to sleep early. At 9 o' clock they checked if everyone was asleep and they were, so they opened the backdoor, took their cycles and cycled towards the playground. Everybody was already there waiting for them at the playground. Leo, Hazel and Frank had come up with some very nifty traps. They had five traps. Two traps were like a catapult which launched sticky glue balls if the bandits tried to run. One trap was connected with a CCTV camera so that if the bandits switched off the cameras and lights this trap will automatically turn the CCTV cameras and lights back on. And the last two traps had a wire connected to a smoke machine which was hidden in the bushes, so that if the bandits stepped on the wire, the smoke machines will blow smoke and itchy powder so that the bandits don't escape. Jason was very impressed by the idea of the traps. Leo had even got his navigators, so Piper and Jason took the navigators and put it in their

"But what if they use only walkie talkies, then how will we alert them?" said Hazel. "Hazel has a point," said Leo. "Maybe we can get caught by the bandits intentionally and then struggle, so that all the bandits come to conquer us. After that, we run towards the traps and Leo can trap them. Then we'll take all the missing stuff and give it to the police and hand over the bandits to them," said Jason.

"Great. Now that's a good plan and that's why you are the captain; but are you sure you can free yourselves from their grip?" said Leo. "I don't know but it's worth the risk," said Piper.

So Jason and Piper started walking towards the bandits and shouted, "Hey you can't catch us and we'll tell the police that you stole the stuff." As soon as they said this, the bandits dropped the bags and whistled and then three more bandits came and Annabeth said, "Guys, these are the total number of bandits according to the console so; run!!!!"

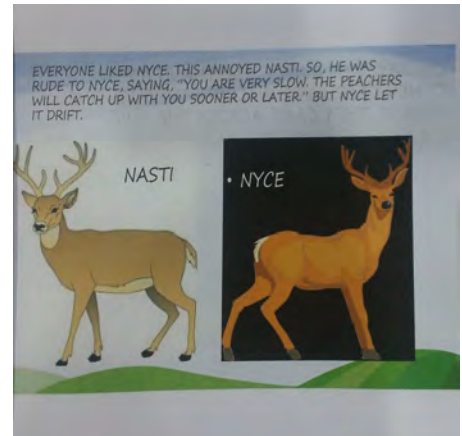
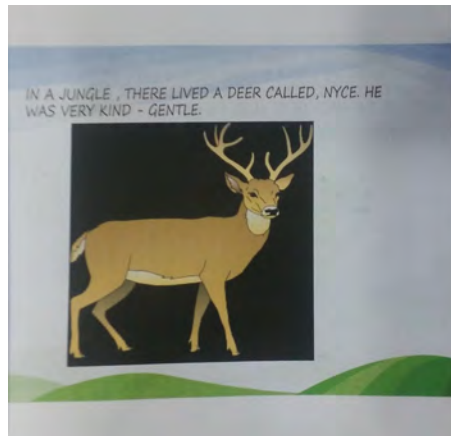
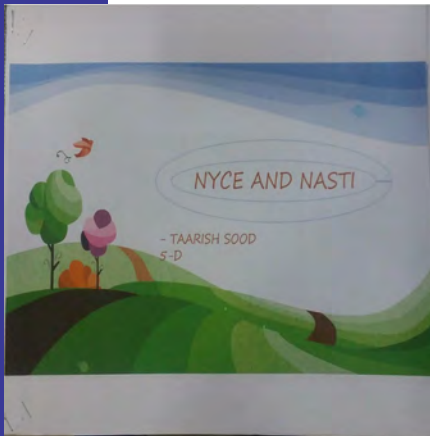
Jason and Piper ran at full speed but the bandits were catching up fast and Jason was getting tired fast. "Don't worry, we'll make it," said Piper. And she was right, they made it and as they jumped to avoid the traps Leo activated the smoke machine. The machine started

blowing itchy powder on the bandits and they started scratching themselves. However, two of the bandits escaped it. As they started to run, Hazel and Frank pulled the canons and blasted sticky glue balls which landed on the bandits feet and they fell down. Piper called everyone to come and tie the bandits so that they can take them to the police. But Percy didn't come and they noticed that Percy was missing! But then Percy shouted for help and they noticed he had found the missing stuff. There was gold, silver, three horses and two dogs. Everybody was very tired but they still had work to do. All of them took the missing animals, stuff and the bandits to the police station. The police thanked them for catching these thieves and said that "Well done children and we'll return these animals and all of these ornaments to their owners. And since you have solved 5 mysteries in a row and according to the rulebook you deserve to be the official members of the police team!"

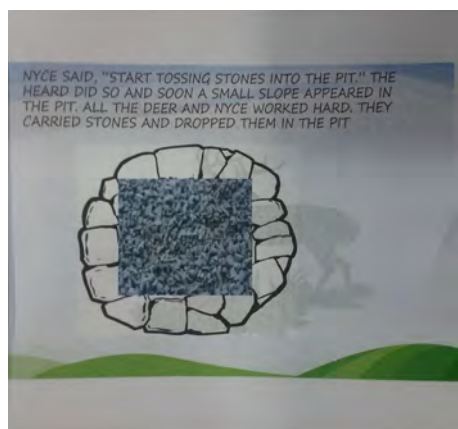
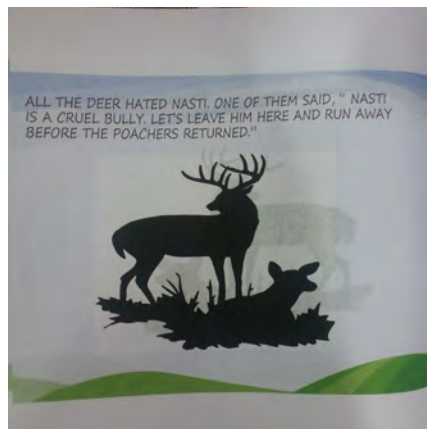
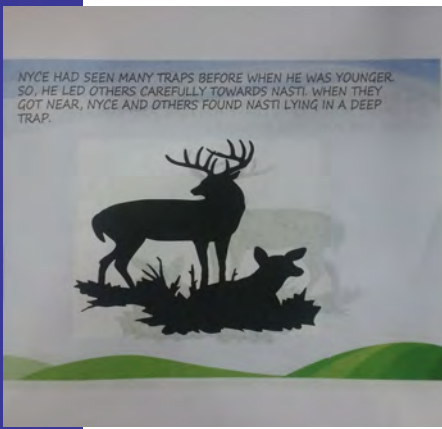
The police gave Jason a very big badge which he decided to keep in the shed. Everybody said thank you to the police and waved goodnight to each other and went home to sleep. They had a very exciting mystery night.



Jason, Piper, Hazel, Frank, Percy, Annabeth and Leo are on a case and Leo has come upon this mystery. Strange things are happening at Street '612' Central block. Who could it be? The Mystery team is going to find out.



LPS CLASS V CREATIVE WRITING



• MORAL -
KINDNESS
CAN WIPE
OFF CRUELTY

• MORAL -
HELP EVERYONE
WHEATHER HE
IS YOUR ENEMY.

AND THE MORAL OF THE STORY IS...

Name: TAARISH SOOD Class: 5-D Roll No: 06 MARCH

-TAARISH SOOD
V-D
ENGLISH.CRW.HHW



STORY

Behman &
An Old Man
by Sohraab



Once there was a camel. Its name was Behman. It lived in a desert. The master name was Tajman. They loved each other very much. Behman was very faithful to his master. Its duty was to transport luggage from one place to another. Although it felt tired it performed its duty well till night.

Both of them woke up for their duty. Their main duty was to go to the railway station and pick up the luggage of the people who wanted to move to another place.



One day they went to the railway station. They were doing their duty. There was a great battle and people at the station. All were moving here and there. Among them was an old man. Also there were one girl to help him. Although Behman was an animal it wanted to help him.

The master wanted to take up the luggage of a person but Behman did not move. It wanted to help the old man. When it did not move, Tajman felt worried. It did not know about the man. Behman went there. The old man was not alone. There was



Here, Jaman put the luggage of the old man and asked him to move, but it did not move. Jaman asked the old man to sit on the back of the camel. As the old man sat, Jaman stood up and began to move. Actually, it felt sympathy for the old man. The old man thanked them after reaching the house.



THREE BEST FRIENDS



Author
Aanya Agrawal
Class V D



Once there were three best friends, Rohan, Sohan and Neetu. They used to play and study together. Once Neetu did not come to school for three days. Rohan and Sohan got worried and decided to go to Neetu's house to check if she is fine. Sohan knew that places such as chocolate garden, ice-cream lake and the strawberry mountain are on the way to Neetu's house, but he was not sure about the directions. So they thought, they will ask someone on the way.



First, they met an old lady, and asked her way to chocolate garden. The old lady gave them directions with the promise that they will not to eat too many chocolates as they can fall sick. As promised, they ate one chocolate each and kept going towards Neetu's house.



After some distance, they met a young man and they asked him directions to the ice-cream lake. The young man told them directions with the promise that they will not eat more than one scoop each. As promised, they took one scoop of ice-cream from the lake and left for the strawberry mountain.

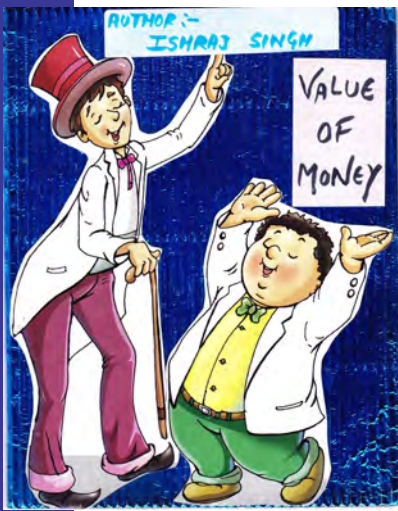


After some distance, they met a doctor coming out of the clinic. They asked the doctor the way to the strawberry mountain. The doctor gave them directions and warned them that they should eat strawberries only after washing them, else they would fall sick. On the way they picked some strawberries, washed them and ate. Strawberries were very juicy so they took some for Neetu.



When they reached Neetu's house, her mother told that she had fallen sick, because she ate lots of chocolates and ice creams. Rohan gave some strawberries to Neetu's mother to give it to Neetu to eat. After few days, Neetu got well and started going to school. The three best friends again got together for studies and fun time.





VALUE OF MONEY

Once upon a time, there was a boy whose name was Rohan. He lived in Bombay. He was very rich. He always used to tease people



and show off his things to tease them. Like he showed his costly watches, pencil box, shoes etc. No one liked to be with him.

There was one boy whose name was Amit. Both were



very fast friends. His name was Amit. He belonged to a middle class family. He was of a very good nature. Everybody liked his company.

Rohan always felt very proud of his father's countless money. One day he insulted his friend



Amit in front of his other friends. Amit decided to stay away from him. From that day they never met each other.

Amit decided to do hard work to become a rich man. He concentrated on his studies.



On the other

hand, Rohan was not serious in his studies.

He used to buy costly things. He always wasted money on meaningless things. He was not serious about his future because he had no target to achieve in his life.



When they both became older, Rohan lost all his money because of his bad habits and Amit became an owner of a big and a famous company.

Now Rohan went here and there to get a job to fulfill his daily needs.



But whenever he went all of them asked for his qualification which he hadn't done. One day he went to a very big & famous company to take a job of a security guard or a peon.

When he reached there, he got surprised after seeing that

the owner of that company was his friend Amit. That day, he realized that the time doesn't remain same for everybody. He realized that if he understood the value of money and didn't waste it unnecessarily, then maybe he would be a

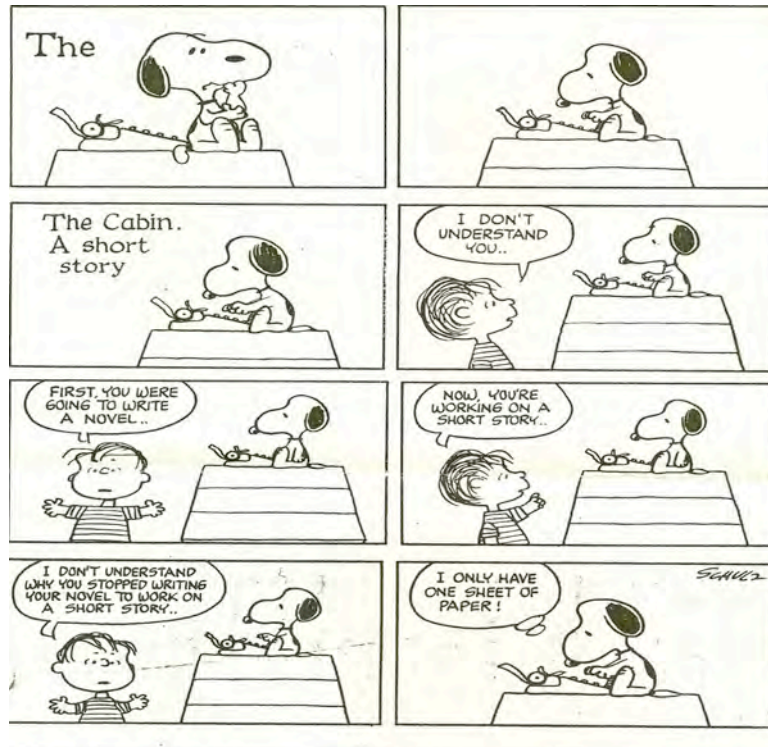


rich man like before. He was thinking that if his middle class friend achieved a level of success due to his hard work and became a rich man so why he couldn't secure his future

After all that he apologised for

his mistake to Amit and decided that now he will never hurt anyone's heart.





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