

Key vocabulary and phrases

Curious – Interested in learning about people or things around you.

Apprehensive – Feeling worried.

Meticulous – Very careful and with great attention to every detail.

Domestic – Belong or relating to the home, house or family.

Intimidating – Making you feel frightened or nervous.

Infuriate – Make someone feel really angry.

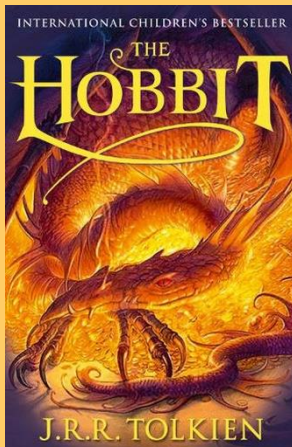
Bewildered – Confused or uncertain.

Ominous – Suggesting that something unpleasant is likely to happen.

Deceptive – Making you believe that something is not true.

Destructive – Causing damage.

Quest – Long search for something that is difficult to find.



Writing focus

Write a character description of Gollum.

Write a setting description of Mirkwood Forest.

Write a new story that fits into The Hobbit.

Key Skills:

- Describe settings, characters & atmosphere using expanded noun phrases and adverbials.
- Use relative clauses to add details.
- Use a range of punctuation including colons, semi-colons, dashes and brackets.

The Hobbit – Year 5 & 6 – Summer Term 1 2024

Written by: JRR Tolkien

Themes: personal growth, heroism, warfare, relationships

Plot

Plot Gandalf tricks Bilbo Baggins into hosting a party for Thorin Oakenshield and his band of dwarves, who sing of reclaiming the Lonely Mountain and its vast treasure from the dragon Smaug. When the music ends, Gandalf unveils Thrór's map showing a secret door into the Mountain and proposes that the dumbfounded Bilbo serve as the expedition's "burglar". The dwarves ridicule the idea, but Bilbo, joins despite himself. The group travels into the wild, where Gandalf saves the company from trolls and leads them to Rivendell, where Elrond reveals more secrets from the map. When they attempt to cross the Misty Mountains they are caught by goblins and driven deep underground. Although Gandalf rescues them, Bilbo gets separated from the others as they flee the goblins. Lost in the goblin tunnels, he stumbles across a mysterious ring and then encounters Gollum, who engages him in a game of riddles. As a reward for solving all riddles Gollum will show him the path out of the tunnels, but if Bilbo fails, his life will be forfeit. With the help of the ring, which gives him invisibility, Bilbo escapes and rejoins the dwarves, improving his reputation with them. The goblins and Wargs give chase, but the company are saved by eagles before resting in the house of Beorn.

Main characters

Bilbo Baggins - The hero of the story. Bilbo is a hobbit, "a short, human-like person." Gandalf persuades Bilbo to join a group of dwarves on a quest to reclaim their gold from a marauding dragon.

Gandalf - A wise old wizard who always seems to know more than he reveals. Gandalf has a vast command of magic and tends to show up at just the moment he is needed most.

Thorin - A dwarf who leads his fellow dwarves on a trip to the Lonely Mountain to reclaim their treasure from Smaug.

Gollum - A strange, small, slimy creature who lives deep in the caves of Moria beneath the Misty Mountains. There, Gollum broods over his "precious," a magic ring, until he accidentally loses it and Bilbo finds it.

Smaug - The great dragon who lives in the Lonely Mountain. Years ago, Smaug heard of the treasure that the dwarves had amassed in the mountain under Thrór's reign, and he drove them away to claim the gold for himself.

Beorn - A man who can turn into a bear, Beorn helps Bilbo and the dwarves after their escape from the goblins.

Elrond - The great leader of the elves at Rivendell. Elrond gives Bilbo's group aid and helpful advice when they pass through Rivendell early in the novel.

Wargs - Evil wolves that join forces with the Goblins at the Battle of the Five Armies. The Wargs hunt and pursue Bilbo and the dwarves soon after Bilbo acquires the ring.