**3.- I dare you**

**There’s a lot of spare time in space, and the kids who live up there often get bored.**

**Like the time on Planet Zox when Radar Rob (square blue body, six yellow legs, pointed head) and Cosmic Clare (small, green, round) were kicking a spaceball on the stairs before astroschool one day …**

**“Let’s play ‘I dare you’,” said Clare. “You start.”**

**“Okay,” said Rob.**

**“Prepare to be very, very scared, Clare. I dare you to …**

**… peel off your green skin, and run round the astroschool – bare!”**

**“I’m not scared!” said Clare.**

**She peeled off her green skin, and sprinted off.**

**“I’ve got a good one for you, Rob,” said Clare as she stepped back into her skin.**

**“I dare you to …**

**… put on a pair of moonboots – no, you’ll need three pairs, Rob – and climb to the top of the radar mast!”**

**“That’s not fair!” said Rob. He glared at Clare. “You can’t compare that with running round the astroschool bare!”**

**“Chicken!” shouted Clare. So off Rob went.**

**I’ll get you back for that, Clare!” declared Rob.**

**I dare you to …**

**Stand on a chair and play a fanfare on your rocket-boosted trumpet, throwing your space hat in the air at the same time.”**

**Clare stared at him.**

**“You look a bit green, Clare,” said Rob.**

**“I always do!” Clare replied, reaching for her trumpet.**

**“you’re not going to like this one, Rob,” said Clare.**

**“I dare you to …**

**… go in there!”**

**She pointed to a small crater with a notice pinned to the rim. The notice said, “Beware of the robodog!”**

**Two huge hairy paws rested on the rim of the crater. Two bulging yellow eyes glared at Rob. Two red nostrils flared.**

**“Take care!” said Clare.**

**Clare couldn’t see what happened next. But there was a lot of noise.**

**“Woof!” “Crash!” “Clank!” “Woof-woof!” “Boff!” “Help!”**

**Then Rob’s pointed face (fairly red) peeped out of the crater, followed by his six yellow legs (a bit bent).**

**There was a big hole in his square body, and his chest was making a ticking sound.**

**“Are you all right?” asked Clare.**

**“No, I’m not!**

**I’ll have to reprogram all my software!” said Rob, reaching inside his chest.**

**“I’ll help to repair you,” said Clare.**

**“And you can share my Star Bar if you like.”**

**“Okay,” said Rob.**

**“That seems fair. Just one more thing – no more games of ‘I dare you’!”**

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**Speed words Grey 3**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **face** | **huge** | **bored** | **yellow** | **shouted** |
| **reaching** | **spare** | **bare** | **beware** | **declared** |
| **glared** | **scared** | **two** | **could** | **were** |
| **many** | **doesn’t** | **watch** | **someone** | **how** |

**Questions to talk about**

Why do kids often get bored on planet Zox?

What doess Rob dare Clare to do?

Why does Rob complain about his dare?

Which dare would you rather do? Why?

What does Robb mean when he says “You look a bit green”?

Would you carry out Clare’s dare?

What happened to Rob in the crater?

How does Clare try to make things better for Rob?

Why do they agree not to play the game anymore?

**Questions to read and answer**

1. Why can it be boring in space?
2. What is Rob’s first dare to Clare?
3. Why does Rob say Clare’s dare is not fair?
4. What does the robodog look like?
5. Why do you think giving dares is not a good thing?