

पु⊍ना International School

Shree Swaminarayan Gurukul, Zundal

CLASS - VIII

SUBJECT - ENGLISH

BOOK - IT SO HAPPENED

BOOK- IT SO HAPPENED CH – 1 HOW CAMEL GOT HIS HUMP

https://www.youtube.com/watch?v=9bE13T7qKLQ

In the beginning of time, when the world is new, there is a Camel. The Camel is very lazy and he sits in the middle of the Howling Dessert, eating prickles and milkweeds. When anyone speaks to the Camel he responds with, "Humph".

On Monday, the Horse comes and asks the Camel to help trot. The Camel replies, "Humph". The Horse goes away and tells the Man. On Tuesday, the Dog comes and asks the Camel to help fetch and carry. The Camel responds, "Humph". The Dog goes away and tells the Man. On Wednesday, the Ox comes and asks the Camel to help plough. The Camel states, "Humph". The Ox goes away and tells the Man. At the end of the day, the Man calls the Three animals together. The Man says that since the Camel will not work, they will have to do extra work to make up for him. This makes the Three very angry, and they talk and complain about the Camel.

In rolls a Djinn, the man in charge of All Deserts, and he confers with the Three. They ask if it is alright for someone to be so lazy and not work. The Djinn, of course, says it is not.

The Djinn heads to the middle of the desert where the Camel is ogling his reflection. The Djinn asks the Camel why he is not doing any work and the Camel responds, "Humph". The Djinn tells the Camel that since he has chosen not to work, he has given the Three extra work. The Camel says, "Humph". The Djinn warns the Camel that if he says 'humph' again, something bad may happen. As soon as the Camel responds with "humph" again, and a huge hump grows on the back of the Camel!

The Djinn tells the Camel that is his very own hump, brought on by his selfishness and lack of activity. The Djinn says the Camel has to work, and the Camel asks how can he work with a giant hump on his back. The Djinn explains that the hump will hold enough fuel for him to be able to work for three days without eating.

The Camel goes to join the Three, and from that day always has a hump.

NEW WORDS

- 1. Prickles
- 2. Saddle
- 3. Plough
- 4. Cud
- 5. Idleness
- 6. Humph
- 7. Dust-cloak
- 8. Sticks
- 9. Thorns

***** WORD MEANINGS

- 1. Djinn a Spirit that has supreme powers
- 2. Plough a large farming implement with one or more blades fixed in a frame



- 3. Whistling high-pitched sound by forcing breath through a small hole between one's lips or teeth
- 4. Dust-cloak A loose outer garment
- 5. Remonstrated Protested
- 6. Humph now called as 'hump'; a rounded raised mass of earth or land; a rounded protuberance found on the back of a camel
- 7. Reflection the throwing back by a body or surface of light, heat, or sound without absorbing it.
- 8. Stroke an act of hitting or striking someone or something
- 9. Prickles a small thorn

***** ANSWER THE FOLLOWING QUESTIONS

Q1. Why did the camel live in the middle of the desert?

Ans - The camel lived in the middle of the desert because he did not want to work.

Q2. What tasks, do you think, were assigned to the dog and the ox?

Ans - The dog was given the task of fetching and carrying things in its mouth while the ox had a yoke around its neck and was required to plough the fields for agriculture.

Q3. What made the dog, the horse and the ox very angry?

Ans - As the camel was not working, the man thought that it is incapable of doing any work and thus asked the other three animals to work double to make up for the idleness of the camel. This made the three very angry.

Q4. How did the Djinn know the horse was complaining against the camel?

Ans-The horse described the physical appearance of the camel and also told the djinn that the thing (camel) has not done any work since Monday morning. This made the djinn realise that the horse was talking about the djinn's camel.

Q 5. The camel said, "Humph" repeatedly. How did it affect him?

Ans- The camel was used to of saying 'Humph' to everyone when he was asked to work; he did the same with the djinn as well which enraged the djinn and he game the camel a hump in response to his ill behaviour.

Q 6. What, according to the Djinn, was the use of the 'humph'?

Ans-The djinn told the camel that as he had missed the first three days of work, he would be able to live and work without eating for three days. This meant that the camel could live off the nutrition stored in his hump for three days.