

The Unexpected Adventure



Class 4c

Dehaan
Kale

The Unexpected Adventure

One day there was a boy named Ansh. He lived in a little cottage in the middle of the woods. One day his mother told him to collect juicy berries. So, he went to the forest and got the berries. But he was far away from his home. Now he was lost. His parent's thought that he was still getting berries. But little did Ansh know he was going the opposite direction the cottage was in. Then he found a cave. It was starting to rain so he figured he could stay inside for shelter. He inspected the cave and saw nothing too dangerous. He did see some bats though. But he didn't think it was too much. So, he ate berries for dinner and slept on some leaves. He didn't like the berries, but he ate them. But then he felt sick. He felt his head aching and felt feverish. Then he realised the berries he picked were poisonous.



He thought he was only lost at first but now he was sick and lost. He thought it couldn't get worse. But then he heard a bear. He knew it couldn't be in the cave so he went in the cave, but he ran into the bats and fell. He got attacked by the bats until he ran out of the cave. He saw a bear in the distance. It was night-time so he had to be quick. Then he saw a cottage. He was relieved he found his home. But that wasn't his house. There was a farmer living in the cottage. But instead of telling him to go away he let him stay in and help his sickness. He gave him some porridge and medicine. Then the next day Ansh was feeling good and the farmer gave him some carrots and potatoes.

He went a little off track and found the city. He knew he went the wrong way. So, he went westward. It was a deep forest. He felt cold. So, he took some flint and sticks and made a fire. He cooked the potatoes and ate them. He continued his journey and found fresh berries on the ground. The farmer told him that if the berries had fungi on them, they were poisonous. And these were fresh! He was very happy. But he still needed to find home. So, he still walked and found walls. There was a factory. He tried coming in, but the workers chased him out. He threw a potato at them and lost them.

At this point his parents knew he was lost. They were worried. But they didn't know where he was. Ansh was exhausted. He didn't have a compass or a map so he couldn't find home. Then he heard something. It sounded like a fox. He became scared. Just then he saw a pack of foxes coming at him. But they didn't attack him. They did some tricks. Ansh thought "Oh the foxes want berries" and threw the berries at them. They joyfully ate them and scurried. He was relieved. Then he saw the farmer's hut and went inside. The farmer was putting manure into his crops. He spotted Ansh and said "Hello young boy. Tell me why you're here. Ansh said "Oh excuse me I stumbled into your hut while finding for my house." The farmer welcomed him and gave him a piece of paper. He told him to map the forest if he wanted and gave him a knife to cut food. He ventured off into the wilderness and found a bag fallen down. It looked very old. It said 'Supplies for Camping' he checked and there were unpacked sausages, water bottles, some cheese and fish. There was also a fishing rod and some cloth.

He saw the expiry date of the sausages and they expire months later. He knew how to make a fire and made one next to a pond. Then a disaster happened. A fish came from the pond and splashed water all over his fire. Nothing too bad happened. So, he made a new fire next to the tree. He stuck his sausage on a stick and cooked it for around 5 – 7 minutes. He ate it with the potatoes and carrots and slept. The next day he got up and started gathering some berries. He got around 16 – 17 berries and stuffed it inside his bag. He tried going south but he found a problem. The compass was going crazy. It went left and right and up and down. He was inured to having things go wrong.

Then in a flash of inspiration he remembered the compass will point to the magnetic north pole and if there are any other magnetic sources, they will disrupt the consistency of the compass. So, he knew that there was a magnet nearby. This was unlucky for him as he needed the compass to navigate. He stared in disbelief for a few seconds and then went in search of his home and berries. Then he saw a baby fox in a pond. He slowly walked towards the fox and threw a few berries. The fox slowed down a little. Then he picked up the fox. He fed it some berries. The fox jumped up. Ansh let him out. He said goodbye. His parents knew the farmer Ansh visited so they had a conversation. The farmer told them he was finding home.

The next day Ansh ventured up a mountain. He saw a lot. He found marshlands and a plain. He went towards the marshlands and found a village. He spoke to the villagers and got some wheat. He traded with one of them. He gave wheat

for money. He got 20 dollars in exchange. One of the villagers told him that the village had been started long time ago. He said that it has been destroyed and reconstructed multiple times. He was fascinated as he learnt that things take a long time to get healed. He slept in the village. The next day he went to the plains. There wasn't a lot in the plain except for flowers and butterflies. It was getting night but he was far from the marshlands so, he couldn't sleep there. Then he saw something. It looked like a kingfisher. It was beautiful. It was blue and green and orange. Then it came to him running realising he had fish he ran and ran but now he was exhausted. The kingfisher caught up to him and almost took his fish. He resisted by hiding it under a rock. The kingfisher really wanted the fish so it was disappointed

when the fish was unreachable. Ansh was relieved but the bird went to the other angle and saw the fish he reached out for it and it with its mighty beak. He soon realised the bird took his only food supply. He went to the village during daytime and found a cartographer. The cartographer handed him a map and started working on another. The map was really good. It had the cottages, the farms and even factories. Ansh saw a home with his parent's name on it. He was relieved when he saw his little cottage. It was southwest. He was northwest in the village so it would be a long journey. He took his bag, stuffed in his food and ran as fast as he could till, he could reach home. He started to feel tired. So, he made a fire and ate less potatoes. He did this so he wouldn't have to waste potatoes. Then he saw a cottage with his address written on it. But it was a prank someone played. He wanted to confront the prankster but he didn't have time to. He started seeing more houses. He was close to his house. Then he slept in someone house from the neighbourhood. Then he drunk some milk and searched. He was close in the map as he was southeast. Then he saw a cottage. And wasn't any cottage. It was his cottage. His parents saw him and hugged him as tightly as they could. But when mother asked for the berries, he said he didn't have time to get them because he got lost.

The End



About the Author

Ishaan Kale is a 9-year-old boy who lives in Koramangala Bangalore. He goes to National Public School Koramangala. He enjoys solving mathematical puzzles with his dad, reading, swimming and bicycling. He is currently bored of the Covid pandemic and eagerly waiting to join his friends back in school.

Blurb

A boy named Ansh is forced to go through a series of adventures to get, berries. He gets lost and tries to find his home. Will he survive?