

Educational Tales for Children  
From 8 to 10 years

# Sammoura



Written by: **Ma'amun Hammoud**

Translated by: **International Languages Home**

Edited by: **Samir Abu Teen**

Illustrations: **Hesham Hussein**

**Dar Al-Namouzajya**



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Khandaq El Ghamiq: P.O. Box: 11/8355  
Telefax: 00961 (01) 659875 - 655015 - 632673  
Beirut - Lebanon

- **Dar Al-Namouzajya**

Dr. Nazih AL Bizri Boulevard: P.O. Box: 221  
Telefax: 00961 (07) 729259 - 720624 - 729261  
Saida - Lebanon

- **Al-Matba'a Al-Assrya**

Kfarjarra - Saida Jezzine Main Road  
Telefax: 00961 (07) 230841 - 230195  
Saida - Lebanon

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alassrya@terra.net.lb

E. Mail: alassrya@cyberia.net.lb  
info@alassrya.com

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**Website:**

[www.almaktaba-alassrya.com](http://www.almaktaba-alassrya.com)

## *Preface*

These entertaining and educational tales are meant to meet the reading needs of 8 to 10 years old children. They also provide easy and enjoyable reading for children slightly order.

This series seeks to achieve the following objectives:

1. Suitability of the story subject to the addressed age group.
2. Choice of words that are within the range of this age-group's vocabulary.
3. Necessity of having a lively story language: a simulation of the child's world, thinking, and psychological life.
4. Language expressed easily and simply, with no complicated expressions or difficult structures.

To achieve these objectives, we made it a point to:

1. Enrich the story with bright and expressive visuals that fuel the child's imagination and speak to his senses and sentiments.
2. Match the visual with the reading text to help child understand the situation and relate to similar situations.
3. Use large, readable characters.

We have all through aimed at creating an exciting atmosphere in which the child recognizes the language, uses the story, and identifies him/herself with the main characters. In this sense, the child's sense of creation will develop, and his/her skills and abilities will grow in a balanced world that combines interest with fun.

The child may need some help at the beginning but later he/she should be left on his/her own for independent reading, starting from the second half of the eighth year.

Boosee, a grey Siamese cat, gave birth to four kittens in the house of Dunia, a kind girl.

Three of them looked like their mom Boosee - three balls of shiny, grey, silk fur with blue eyes!







But the fourth kitten was not as beautiful as her sisters. Her face was black and white, like a clown's face.

"In order for her not to feel strange or sad, we have to give her a very beautiful name," said Boosee to Dunia.

"Sammoura! It is really a beautiful and suitable name," Dunia said.





The kittens spent their time playing in front of the house. They ran and chased each other. They jumped merrily on their mother. They jumped on and bit each other.

Then, the first one meowed,  
the second one cried,  
and everyone ran  
around in circles.





The scene was very amusing when Dunia threw a little yellow ball to the cats. However, the cats would suddenly stop chasing the ball if it rolled into the garden and came near the cottage of the big black dog.

As for the goldfinch in the hanging cage, the kittens were not allowed to come near him.





Time passed, and the three kittens moved to new houses. Nobody wanted to take Sammoura, who missed her sisters. She felt bored. She began to entertain herself by going for a walk all over the house, searching in the corners, and hiding here and there.





One time, she would find a wool ball in the closet. Another time, she would play with the grandmother's socks. Sometimes, she would remove her scarf and wrap herself in it. Sammoura became curious and put her nose into everything. She was not bored of playing with things that were not hers. For this reason, Dunia called her "Sammoura, my clown!"



Boosee always scolded Sammoura and said, "You must not be nosy. This annoys others."

She warned her, "You must be careful. Something unpleasant might happen to you if you don't change this habit."







One day, Dunia was feeding the goldfinch. Sannoura felt jealous of him and hid under the table.

She waited. Then she jumped onto the chair and became close to the cage.

She licked her lips and jumped onto the cage which fell down. Sammoura was really scared and hid far away.



One day, Sammoura went down to the garden and came near the sleeping dog. She snarled and attacked his hairy tail.

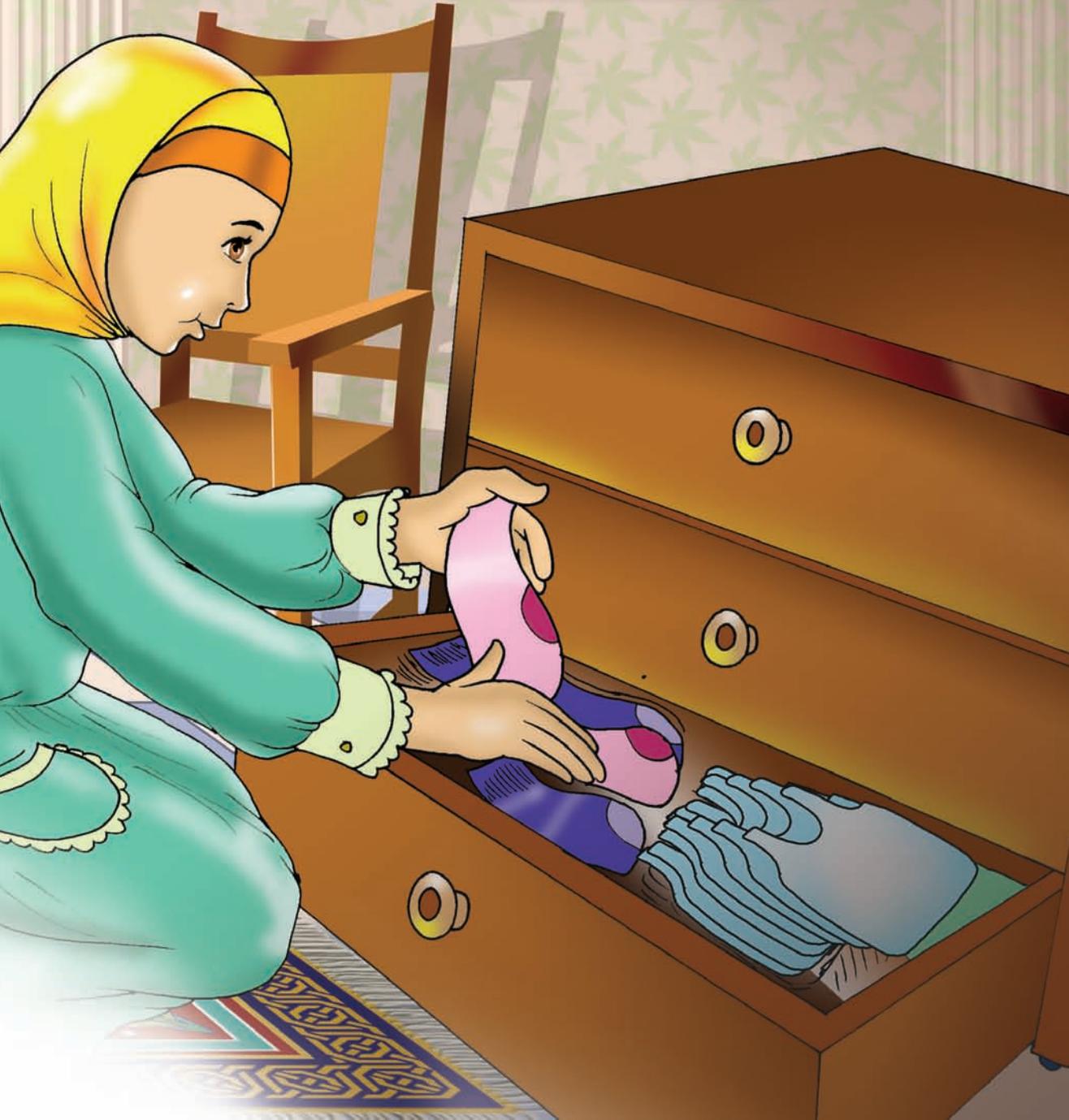
Surprised, the dog barked and snarled furiously, which scared Sammoura to death. As quick as lightning, she jumped onto the top of the tree. Unable to get down, she stayed up for an hour until Dunia came to save her.





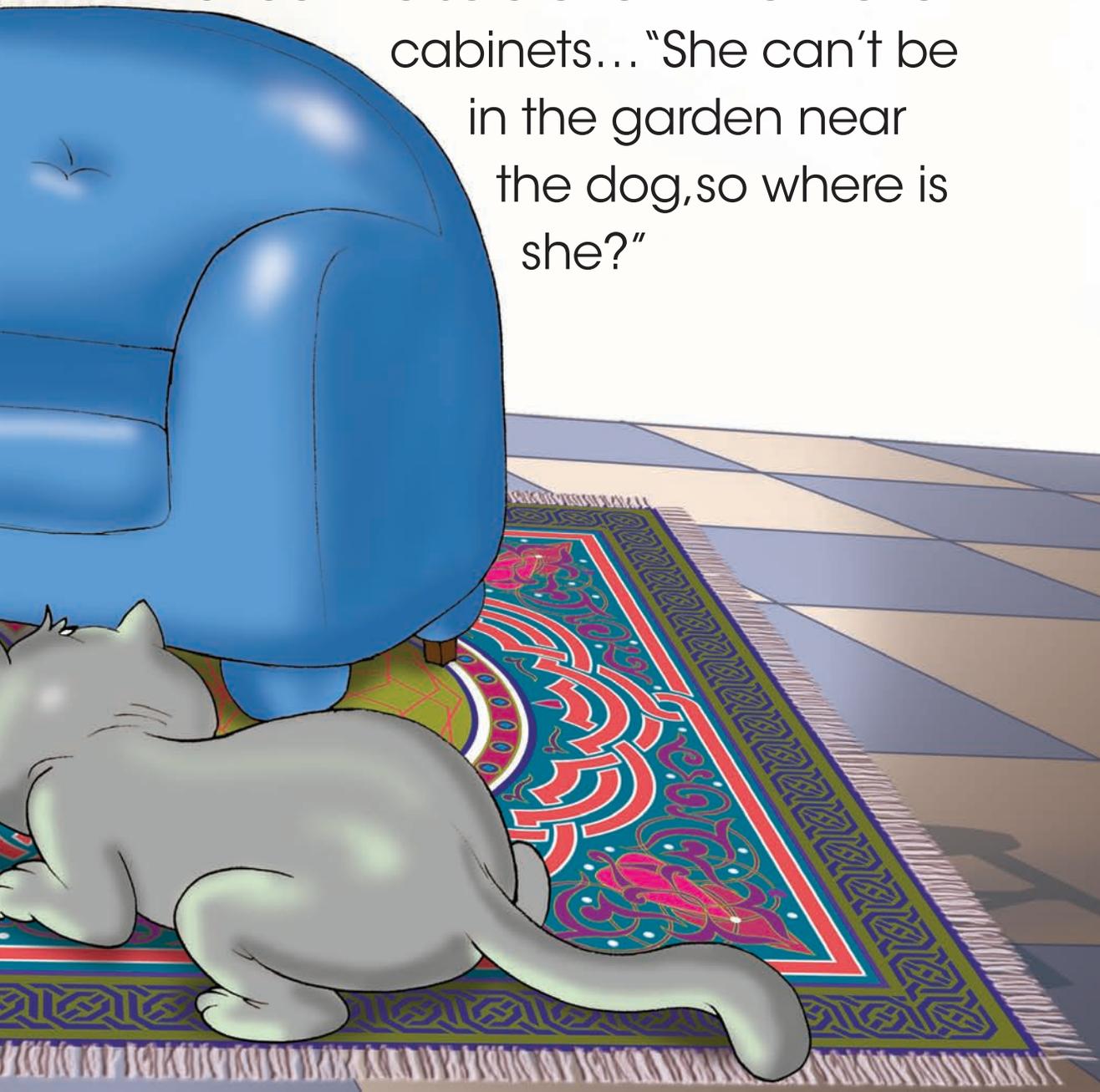
One afternoon, Dunia's mom went upstairs to put clean clothes in their places. She opened the drawers in Dunia's room. The telephone rang. She quickly closed the drawer and went downstairs to answer the telephone.

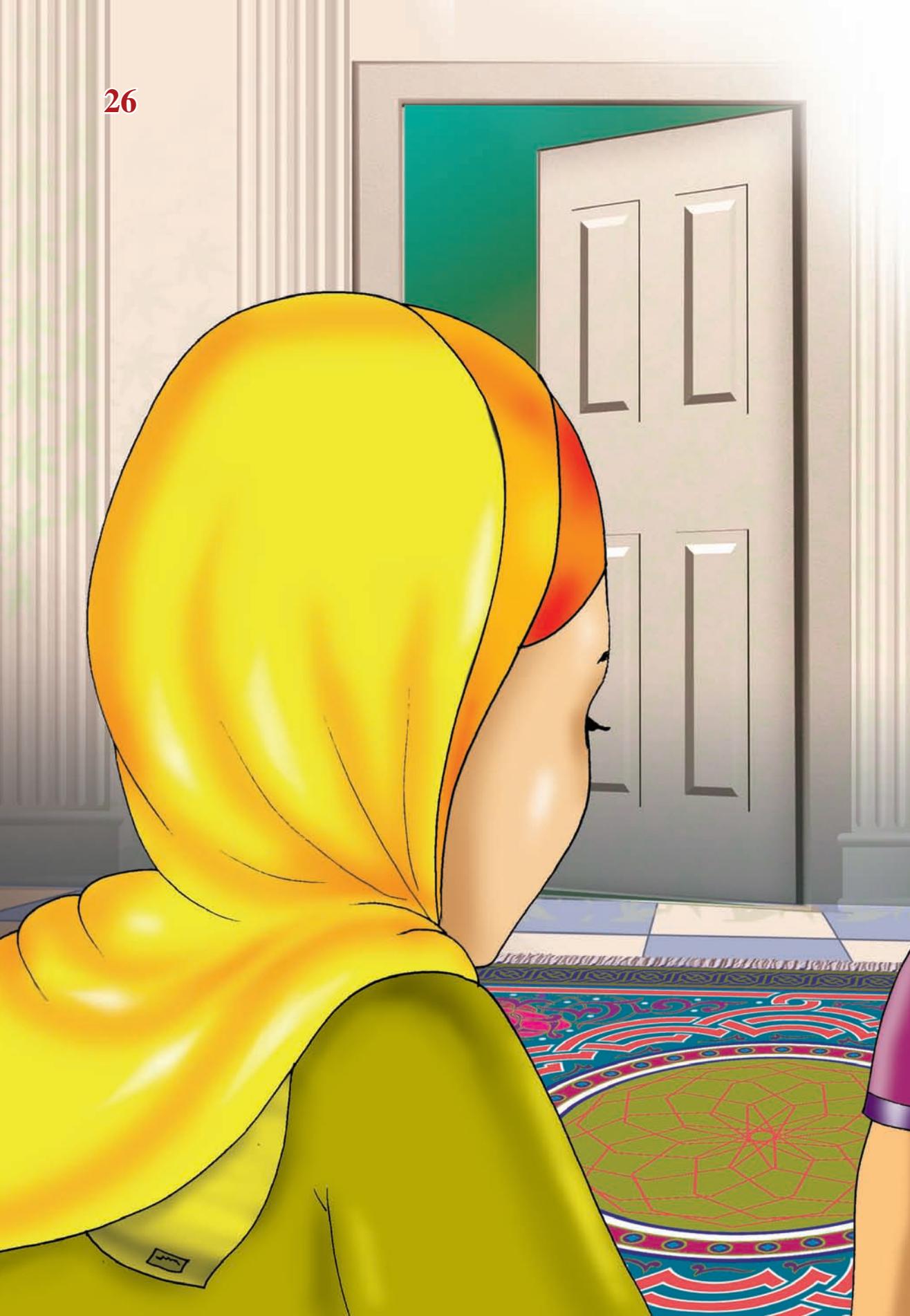






At dinner, Boosee and Dunia waited for Sammoura to come as usual, but she did not. They searched for her under the bed, under the sofa and in the kitchen cabinets... "She can't be in the garden near the dog, so where is she?"





Dunia was sad when her mom said, "We have to wait until morning to see if Sammoura returns home or not..."

"Poor Sammoura. She felt bored playing alone... That dog terrified her, and I angered her because I scolded her whenever she came near the goldfinch."



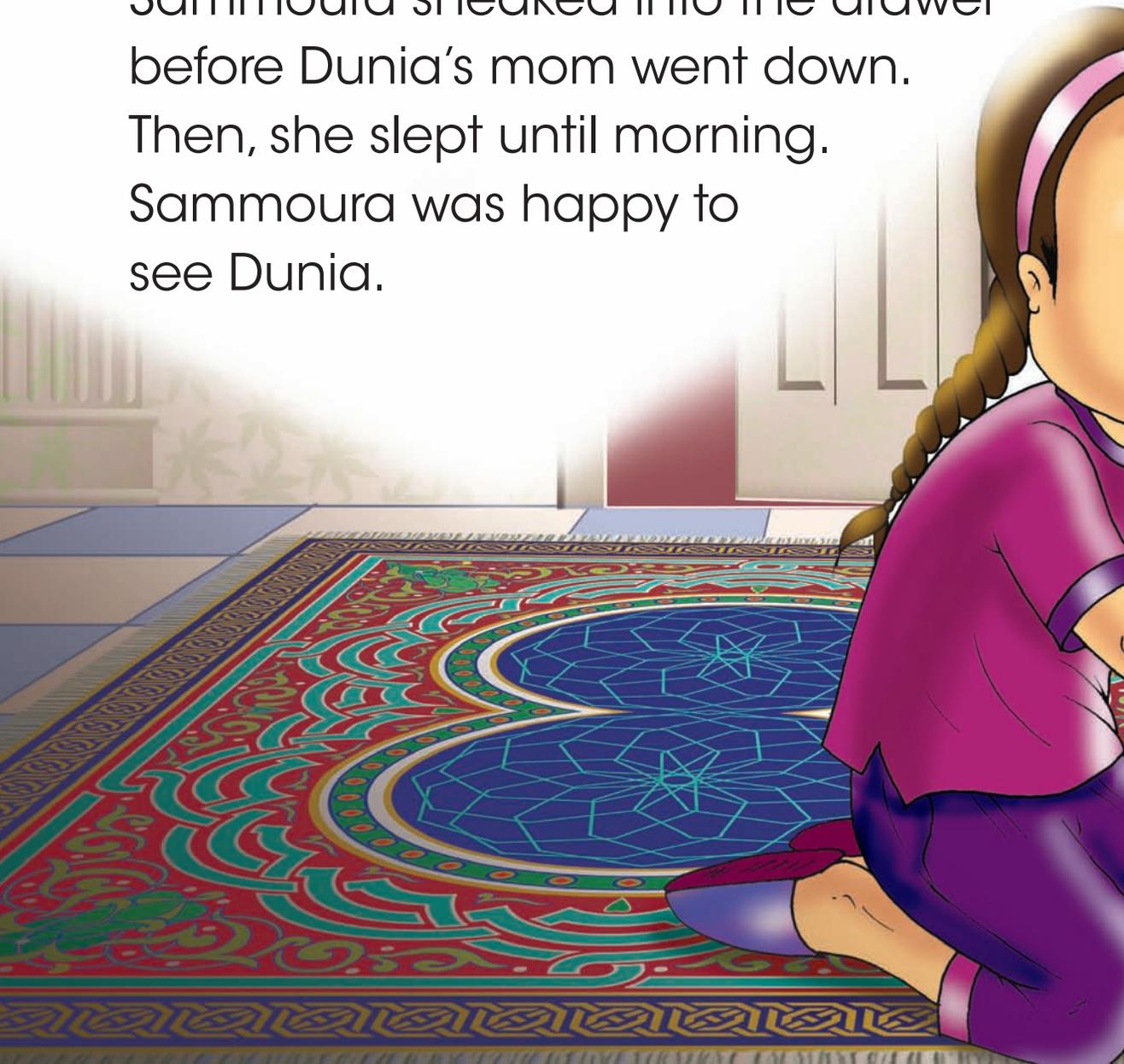
Dunia slept and in her dreams she saw the neighborhood children chasing Sammoura and calling her, "Clown." She also saw wild dogs chasing her and city workers picking her up and throwing her with the lost animals in a big cage. Dunia woke up frightened.





“But I hear her voice. And I feel her movement in a nearby place.”

Dunia opened the drawer, and there she found the lost cat, meowing and moaning. The nosy Sammoura sneaked into the drawer before Dunia’s mom went down. Then, she slept until morning. Sammoura was happy to see Dunia.





Boosee said to her daughter, "I hope that this incident has taught you a lesson, and you will no longer be nosy."

"Yes, mom. Yes!"

She went down to the garden and asked herself, "Is the red fish still in the pool?"



***1. Answer the following questions.***

1. How many kittens did Bossee give birth to?

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2. Why does Dunia want to give a special name to one of the kittens?

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3. The kittens had great fun. Write two things they did.

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4. Why do you think the kittens would not follow the ball to the dog's cottage?

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5. Why did not Sammoura move to a new house?

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6. What is the piece of advice Bossee gave to Sammoura?

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**II. Circle the correct answer**

1. The kittens' eyes were :

- a. hazel                      b. grey                      c. green                      d. blue

2. The kittens were not allowed to come close to :

- a. the dog                      b. Dunia                      c. the goldfinch                      d. Bossee

3. Which of these Sammoura did not do to entertain herself?

- a. She went for a walk all over the house.  
b. She played with the grandmother's socks.  
c. She wrapped herself in the scarf.  
d. She played with the dog.

4. Dunia called Sammoura a clown because :

- a. she wore like a clown.  
b. her nose was as red as the clown's nose.  
c. she was as colorful as the clown was.  
d. she did many silly things.

**III. If the sentence is correct, write correct. If the sentence is incorrect, rewrite it correctly.**

1. Sammoura hid the goldfinch because she wanted to eat him.

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2. Dunia could not find Sammoura because she had left the house.

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3. Dunia looked for Sammoura in the kitchen.

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4. Dunia believes that Sammoura has left because she feels hungry.

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5. Dunia woke up frightened because she had heard an explosion.

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**IV. Sammoura did many silly things. Fill in the following table by telling what she did and what the outcome was.**

<b>Character / Thing</b>	<b>Action</b>	<b>Outcome</b>
<b>Goldfinch</b>		
<b>Dog</b>		
<b>Drawer</b>		