

Teacher: Au Yeung Tin Yam

Book's title: Press Start! Super King Viking Land!

Author: Thomas Flintham

Publisher: Scholastic

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In the book *Press Start! Super King Viking Land!* by Thomas Flintham, King Viking is a villain in a video game controlled by Sunny's dad. The hero, Super Rabbit Boy, managed to defeat him, sending King Viking flying to a small island. Once on the island, King Viking met Captain Trevor and hoped to leave by using Captain Trevor's boat. Unfortunately, the boat was destroyed by a monster that lived on the island. To fix the boat, King Viking had to complete several challenges: he needed to gather wood from the forest, collect coal from a cave, find a sea map in the Old Fortress, retrieve a chimney from a volcano, and defeat the monster.



From Super Rabbit Boy's perspective, King Viking is a villain because he disrupted a party with other animals on the beach. However, Captain Trevor sees King Viking as a hero since he helped him gather the supplies needed to repair the boat. This contrast makes me think about how someone can be viewed as either a hero or a villain, depending on who you ask.

Throughout the book, Sunny's dad focused on controlling King Viking to collect coins in the game. Sunny believed that getting King Viking off the island was the most important goal, and he constantly urged his dad to stop collecting the coins. However, in a surprising twist, the coins turned out to be crucial for defeating the terrifying sea creatures at the end of the story. This teaches us not to underestimate the value of things we might find trivial. It's essential to keep pursuing what we believe is important, even if others disagree. After all, we never know how our efforts might be beneficial in the future, or how they could help others in unexpected ways.

King Viking's adventure is packed with action, offering students the chance to learn different synonyms for the word "jump," such as "leap" and "hop," which can enhance their writing. Additionally, each chapter has a title that is an idiom related to the story. For instance, Chapter 7 is titled "A Window of Opportunity," which means the time when one can take advantage of a chance, and this is illustrated when King Viking escapes the Private Ghosts in the Old Fortress by jumping out of a window. Another example is Chapter 9, "The Secret Under the Hat." The phrase "keep (something) under one's hat" means to keep a secret. In this chapter, there is indeed a big secret hidden under the Viking's hat that surprises everyone!