FREEDOM'S Chapter Four-by Kay Hively

The second day of summer was as beautiful as the first day of summer. Sarah and her mother got up very early and made jam, using the berries Sarah had picked. Mamma also baked bread. When the work was done, all the family enjoyed a mid-morning snack of hot bread and jam.

While Mamma was putting away the pots and kettles, Sarah took her basket and started to the berry patch. If the berries weren't picked soon, they would be wasted.

Sarah took the "old trail" to the berry patch. The old trail was the long way to the far side of Lighthouse Island. But Sarah liked the old trail because it ran near the biggest and prettiest rocks on the beach.

As she walked along, Sarah looked for the biggest rock on the island. It was her favorite spot, but she could not play on the big rocks



Author Kay Hively and Illustrator Billie Gofourth-Stewart are both of Neosho, Missouri. Produced in partnership with this newspaper and the Missouri Press Foundation. Copyright 2005.

alone. Her parents said it was too dangerous. Just walking the trail above the rocks was very safe, however.

The sea was calm with just a little bit of wind to make waves. But even little waves made a mighty splash when they crashed into the big rocks. The spray of the sea water was fascinating. As Sarah stood watching the spray, she suddenly spotted a small boat down among the big rocks.

Sarah walked slowly down the little hill. Sure enough, it was a dinghy, tied with a rope to a tall thin rock. Sarah had never seen this little boat before, but it could mean only one thing. A stranger was on Lighthouse Island. Then Sarah remembered the monkey. Could the monkey belong to the stranger in the boat?

No one was supposed to come on the island without reporting immediately to the lighthouse keeper. But someone had come to the island in secret. Sarah was worried. Turning around, she ran back up the old trail to tell her father about the boat tied up in the rocks.

Sarah found Poppa painting the base of the lighthouse. After catching her breath, she told him about the little boat. A cloud passed over Poppa's face as he listened to his daughter. Then Poppa told Sarah to go into the house with Mamma and Gabe.

Poppa cleaned his paint brush and put away his paint. Then he came into the cottage and told everyone to stay inside while he checked on the little boat. Poppa put his pistol in his jacket pocket and left the house.

In all her life, Sarah had never seen Poppa carry his gun. Mamma tried to be brave, but Sarah knew she was worried. Mamma opened a cabinet in the little kitchen and got out the checker board. She asked Sarah to play a game with Gabe.

Sarah knew that a checker game would keep her little brother from thinking that something bad might happen to Poppa. Sarah didn't like to play checkers, but today she didn't argue because it was a way to help her parents in a time of trouble.

Learning Extensions - Things to Think About and Do

A. Sarah called the little boat a "dinghy." Find a picture of a dinghy. Make a model dinghy using recycled materials such as paper or little pieces of wood and glue.

Show Me Standards Met: FA:1; CA:1; SS:7; G1:1; G1:2; G2:1; G2:5; G3:5

B. Write a little story, telling who you think is on the island with Sarah's family. Tell why you think a stranger has come to Lighthouse Island.

Next Week: Chapter 5 - Something missing