

We hope that your children find the competition activities to be engaging and great fun. However, we are aware that older children and higher ability children may need something extra to keep them entertained!

We've put together a few ideas for extension activities around each of the five stories relating to the competition to help you do just this.

## General activities

For every story, you might like to try some of these activities to engage children with the story and deepen their understanding.

### Freeze frames

Give one or two lines of the story to different groups of children and ask them to create a tableau. Take photographs of the tableaux and discuss them as a group – thinking about the characters' expressions, gestures, actions and poses.

### Story maps

On their own or as a class, ask the children to create a story map for the story – a visual depiction of the main ideas, characters and plots.

## Octonauts activities

Story: The Octonauts and the snot sea cucumber

### Amazing alliteration

This story uses lots of alliteration around the letter "S", for example "*Slippy the Snot sea cucumber*", and "*he slid on Slippy's slime and started skidding*". Ask the children to find all the alliteration in the story, and then come up with some of their own amazing alliterative sentences.

### Researching fascinating facts

Although the star of the story, Slippy, is a fictional character, sea cucumbers are, of course, a real animal. If you have access to a computer, challenge the children to find out some fascinating facts about sea cucumbers, for example:

- Their size, shape, colour
- What they like to eat
- How they protect themselves from predators (sea cucumbers have some amazing, if slightly disgusting, defence mechanisms!)

The National Geographic website is a good place to start, although the children will probably need some help with some of the tricky words.

<http://www.nationalgeographic.com/animals/invertebrates/>

You could then scribe a shared class/group non-chronological report or fact file.

## Tree Fu Tom activities

Story: Grubble Trouble

Friendship and feelings

In the story, Tom and his best pal Twigs have some friendship troubles. Twigs has a new friend and Tom feels a bit left out – a scenario that won't be uncommon in most classrooms! Discuss these issues with the children, and ask them to brainstorm how the characters might be feeling during the different parts of the story.

You could then ask the children to role-play Tom and Twigs, acting out the scenario and the ways that the problem can be resolved.

### Creating an imaginary world

In case you're not too familiar with the CBeebies programme, Tree Fu Tom is all about the adventures of a young boy called Tom who, *"with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his back garden"*.

This is a great opportunity to let your children's imaginations run wild. Ask them to come up with their own ideas about fantastical worlds that can be accessed from seemingly ordinary places with the help of a bit of magic. Perhaps the plughole in the bath is actually a portal to an underwater kingdom? After some discussion, ask the children to draw their own magical kingdom. They could then write some simple instructions for how to get there, or you could scribe a shared class/group set of instructions for a chosen kingdom.

## Peter Rabbit activities

Story: The strawberry raid

### Getting up to mischief – shared writing

This story has a classic adventure story structure – the heroes (Peter Rabbit and co.) face and overcome adversity (getting stuck in a rabbit hole; disturbing Mr McGregor's cat) and Mr McGregor makes for an excellent villain.

Why not use the structure of this story as a model for creating an original Peter Rabbit adventure through shared writing. What kind of harebrained plan will you and the children conjure up for Peter Rabbit and his friends?

## Create a character profile

This story is a great way of introducing your children (if they're not already fans) to the wonderful world of Beatrix Potter. Beatrix created vibrant animal characters, who are all full of personality and often had very human traits.

Share the stories of a couple of Beatrix Potter's characters – Mrs Tigglywinkle and Tom Kitten are two of our favourites – and as a group create character profiles for them.

Then ask the children to come up with an animal character of their own and create a character profile for it using the profiles you created together as a model.

Most of Beatrix Potter's books are available to download for free as an eBook.

This website also has lots of lovely illustrations and resources that you might find useful:

<http://www.peterrabbit.com/play/>

## Swashbuckle activities

Story: Captain Angrychops' treasure!

### X marks the spot

This story is all about a plot to capture treasure, so why not get your children to create a big treasure map of Pirate Island, labelling all the important island landmarks, with a big X where Captain Angrychops' treasure can be found.

For more able children, instead of marking where the treasure is stashed, they could write clues for its location and then solve each other's treasure maps.

### Acting it out

The Swashbuckle story lends itself very well to drama activities. Turn the story into a simple script, divide the children into small groups of and assign each person in the group the role of Cook, Line, Captain Sinker or Captain Angrychops.

## Sarah & Duck activities

Story: Cheer up Donkey!

### What makes us happy?

This story revolves around one of the characters, Sarah, trying to cheer up her friend Donkey. She tries all sorts of things to make him happy. Use the story as a stimulus for a discussion with the children about what makes them happy. They could then make a poster to illustrate this.

### A trip to the library

In the story, Sarah, Duck and Donkey visit the library, because, as Sarah says, "*The library has lots of books. They know about everything!*" Why not use this as an opportunity to visit your school library or local public library. You could task the children with using the visit to collect facts about a particular topic (Donkeys, for example!), or you could just encourage them to browse and choose a book to borrow.