



**WHERE'S  
WALLY?**

**AROUND THE WORLD  
WITH WALLY  
COMPETITION**

Whole school activities and resources

WALKER  BOOKS

# Running a Where's Wally? Week

Why not involve the whole school in the *Around the World with Wally* competition by running a *Where's Wally?* themed week? Below are some activities and teaching ideas to engage your pupils in a fun and interactive way. We've also provided a few Wally resources for you to photocopy and use alongside these ideas.

## Where's Wally?

### Activities

#### Where's Wally? dash

Include a fun run in your next sports day and get everyone to dress up as Wally. Or make the dressing up a part of the race. Lay out trousers, stripy tops, woolly hats and glasses along the race course. The winner is the first person to cross the finish line dressed as Wally!

#### Where's Wally? hunt

Set up a *Where's Wally?* hunt by placing Wally cut-outs around the school (or whatever area you choose). Get the children to start at different times and record how long it takes them, rewarding the fastest individuals or teams with a prize. You can create clues based on *Where's Wally?* characters to make it really interesting!

- Wally is great with trivia, so include some general knowledge questions.



- Wenda draws or takes pictures of objects.
- Wizard Whitebeard loves riddles or tongue twisters.
- Woof is always helpful with clues.
- Odlaw tries to throw people off by giving opposite clues so watch out!

When the children have found everything, they can all discuss how the clues and objects fit together, or create a new scene.

#### Find your Where's Wally?

Ask everyone to dress up as Wally or any of the other characters and create a *Where's Wally?* scene. You can include any of the characters that make up an actual scene and give the whole day a theme based on the books. Take a photograph and print as big a copy as you can, then see if everyone can spot themselves. You could use the photograph as a prize



for the person who can find characters the quickest!

#### Book stall

Set up a book stall at a *Where's Wally?* school fair.



Collect unwanted books from staff, children and their families and sell them. Any leftover books may be of use to the school library,

or you could donate them to Better World Books who will sell them and donate some of the proceeds to the National Literacy Trust. See <http://www.betterworldbooks.co.uk> for more information.

#### Words and letters in a crowd

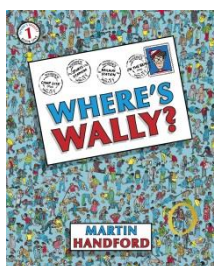
Give each child a letter of a word to hold and see who can guess what word all the letters make. Or see how many words they can make out of all the letters.

# Where's Wally? Teaching Ideas



## Teach children how to choose books that they'll love reading

- Have a class discussion about why people like reading, what the benefits of reading are, and ask children to think about what their favourite books are and why.
- Talk about different types of books. Try to get everyone to mention their favourite kinds and favourite authors.
- Ask the children if they've read any books they would recommend to other children.
- Ask them if there's a type of book they have never read before and would like to try.
- Discuss ways that children might choose a book e.g.: Is it a topic they're interested in? Have they read any other books by the author? Do the blurb and first few sentences seem interesting?
- Ask children to test whether a book is suitable by getting them to read a page. If they



reading, what the benefits of reading are, and ask children to think about

find five or more words on a page that they can't read, they might want to look for another book or consider reading it with some help.

## Create a character

After reading one of the *Where's Wally?* books, the worksheet on page 7 could be used to help pupils produce a profile of a character. They could

choose an existing character from the book, or make up their own.



Once they have drawn their characters, divide students into small groups and get them to discuss the characters that the other people in their group have drawn. Then ask them to brainstorm ways in which the characters could interact, and finally, put together a plan for a short story. Ask pupils to consider the following points:

- Location: when and where the story is set
- Atmosphere and mood
- What happens? Come up with three main events
- Outline a beginning, middle, and end

You could also ask each group of students to present an outline of their story to the rest of the class, explaining the above points.

## *Where's Wally?* time-trial

Divide the class into groups and get them to hunt for Wally together, as well as all the other things in a scene. Rather than talking, get them to write a description of where everything is. The winners are the team who finish this first.

## What's *Where's Wally?* doing?

Using a *Where's Wally?* scene, get your class to talk about the various things that are going on. Point out different characters and ask them who they might be, where they have come from, and what they might do next. You could then write a story together about one of the characters, or a small section of the picture. Or use one of the scenes from a *Where's Wally?* book to tie in with classroom themes and stimulate discussion about Vikings, geography, space ... anything really! Pupils could then write their own stories based on the scene.

### Make a scene

Try creating a *Where's Wally?* scene on a wall in school. Get your students to draw lots of different characters, including some of the recognisable faces from the *Where's Wally?* books.



Pin them all up on one wall, but make sure Wally is hard to find. You could even run a small competition for staff and pupils to find him, using your school's reward scheme (if you have one) as a prize.

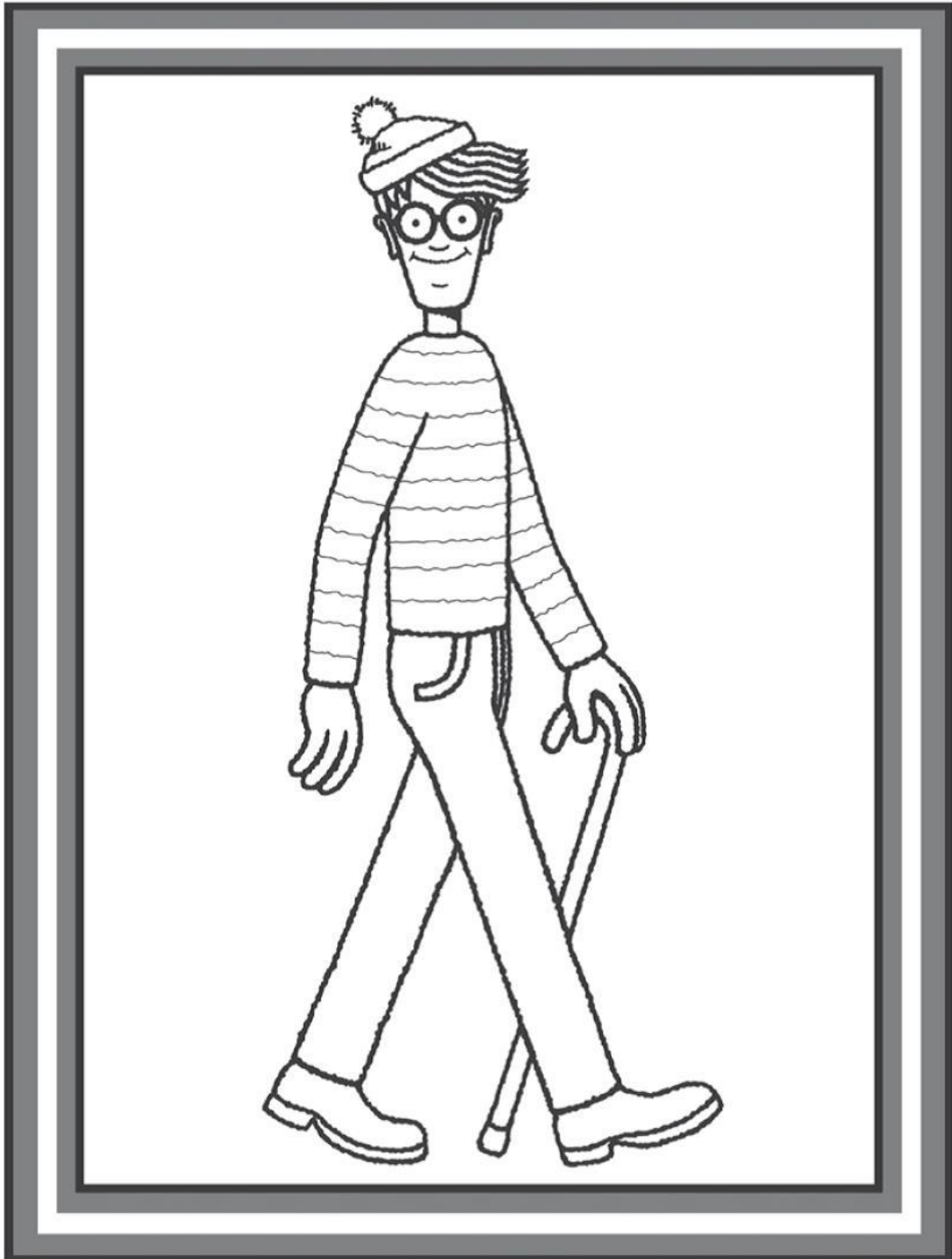
### *Where's Wally?* wordsearch

For a quick, end-of-the-day exercise for your pupils, make

copies of our *Where's Wally?* wordsearch on page 6. They could work in teams to find all the words. This could be paired with a *Where's Wally?* book, so pupils first find the word, then find the item in the *Where's Wally?* scene. You could give them a small treat as a reward.



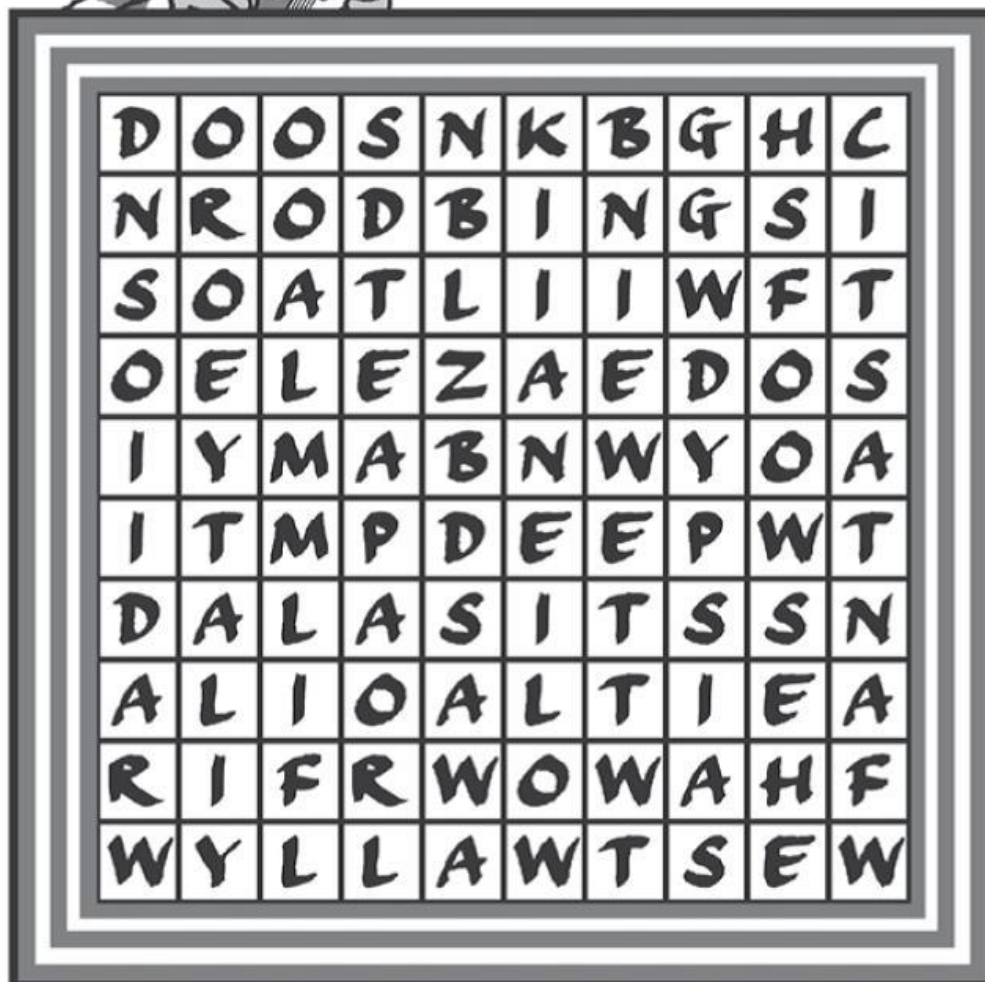
## COLOUR IN WALLY!







## WHERE'S WALLY? WORDSEARCH



**WALLY-WATCHERS, CAN YOU FIND THE FOLLOWING WORDS AMONGST THIS SCRAMBLE OF LETTERS? THEY GO FORWARDS, BACKWARDS, HORIZONTALLY AND DIAGONALLY! JOIN THE SEARCH!**

**WALLY**

**AMAZING**

**FANTASTIC**

**WOW**

**ODLAW**

**WHITEBEARD**

**WENDA**

**WOOF**

## Character profile

### My character profile

What is your character's name?

\_\_\_\_\_

Which book is he/she/it from?

Book title: \_\_\_\_\_

Author: \_\_\_\_\_

Where does your character live?

\_\_\_\_\_

How old is your character?

\_\_\_\_\_

Draw your character here:

What is your character's occupation? E.g. student, superhero, wizard ...

\_\_\_\_\_

\_\_\_\_\_

Name three things that your character likes:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

Name three things that your character dislikes:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

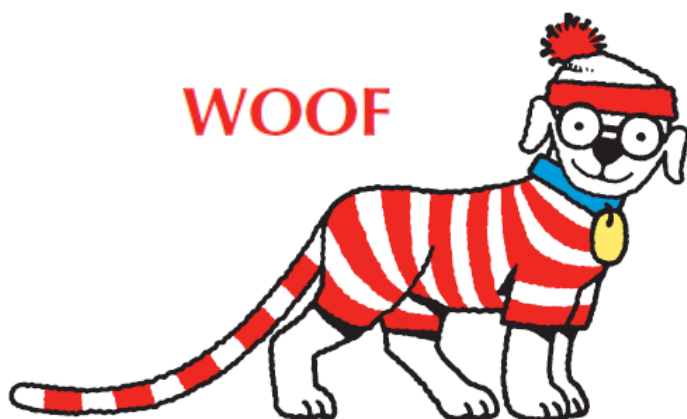
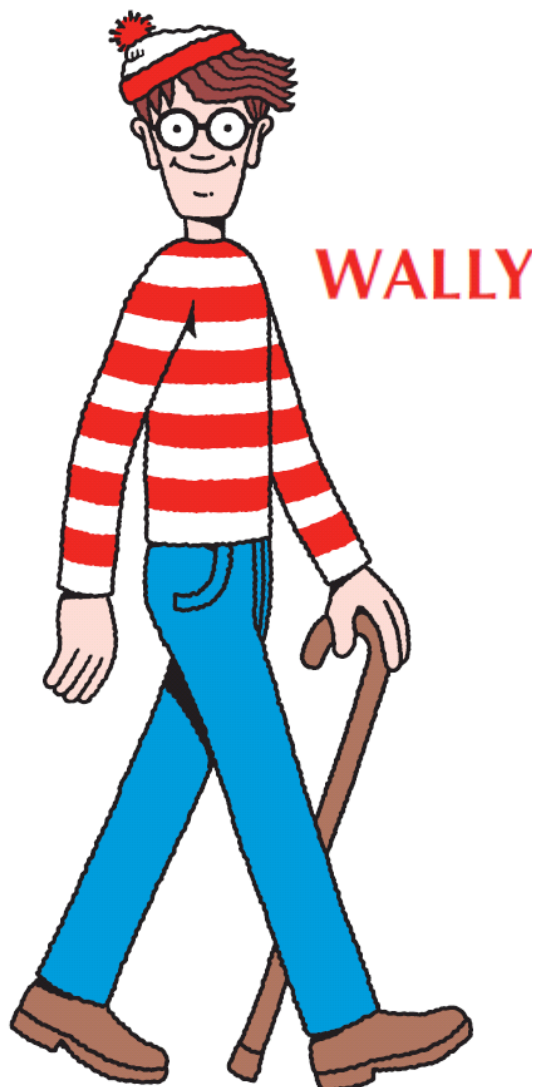
What are your character's strengths and weaknesses?

Strengths: \_\_\_\_\_

Weaknesses: \_\_\_\_\_

## Character and item templates

Photocopy and cut out the character templates for use with different activities.

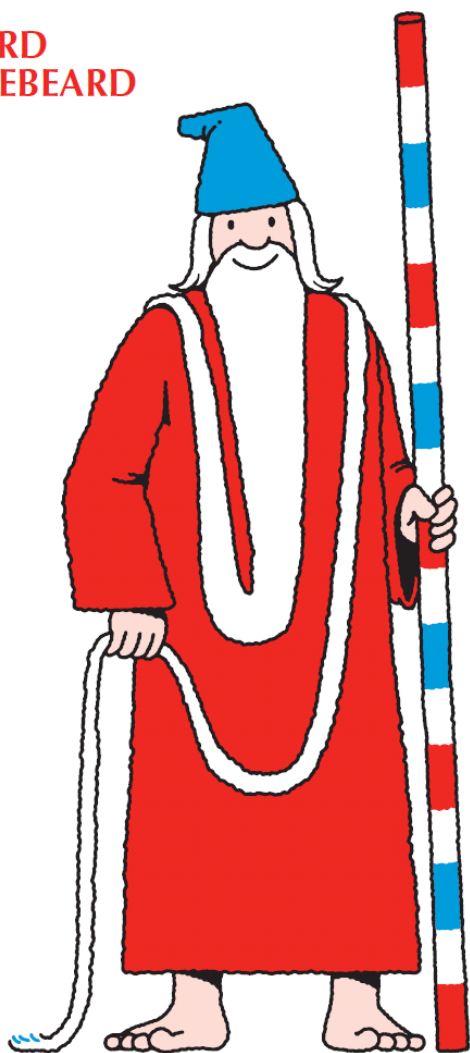




## Character and item templates

Photocopy and cut out the character templates for use with different activities.

**WIZARD  
WHITEBEARD**



**ODLAW**



## Character and item templates

Photocopy and cut out the item templates for use with different activities.



**WALLY'S KEY**



**WOOF'S BONE**

**WENDA'S CAMERA**



**WIZARD WHITEBEARD'S SCROLL**

**ODLAW'S BINOCULARS**

