

The logo for the National Literacy Trust, featuring the text "National Literacy Trust" in white on a red background, with a yellow and orange border.

National
Literacy
Trust

Changing life stories



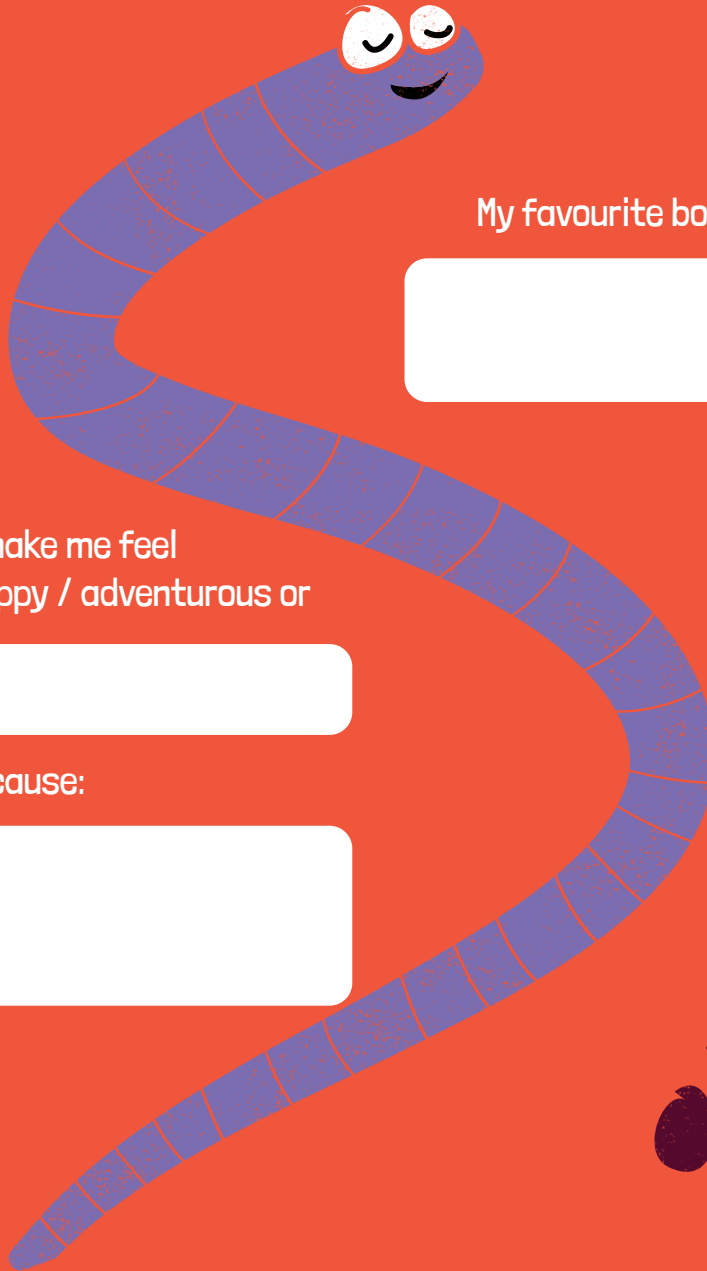
YOUNG READERS PROGRAMME

AGES 5-11

Write, Make & Play

This booklet belongs to:

for doodles, ideas, games and stories.



My favourite book or movie is:

Stories make me feel
excited / sad / happy / adventurous or

because:



If I wrote a book, it would be about:



WRITE

PARTY TIME!

Invite your favourite book or movie character to a party!

Use the template below to create an invitation.

- What kind of party is it?
- Is there a fun activity you would really like to do with them?
- When is your party happening?
Remember to include a date and time.
- Is there anything special they can bring?



A large white rectangular area for writing an invitation, framed by a decorative border of yellow stars. A small icon of a pencil is located in the top left corner of the writing area.

SONG STORIES

Writing doesn't have to be a quiet activity!
You can use your favourite music to help you
write stories, poems and even song lyrics.

Below there are a few ideas you can explore after
listening to your favourite song. All you'll need is:

- Your favourite song's lyrics
- Pen/pencil
- Paper

FIND YOUR SONG STORY

The first thing you need to do
is find a song that you enjoy.

- Listen or read the lyrics of your
chosen song.
- Note down one thing you think the
artist is singing about: is it about
having a good time, love or something else?

If the song doesn't have many words, can
you note down what the song makes you
feel?

Fast songs are good at
energising you, that's why
they play them at sports
events!



CHALLENGES

Once you've figured out your song's story you can try and
change it or use it to create something completely new.

CHANGE IT UP

Make the lyrics about something else. Maybe you can make a serious song
about something funny or a funny song about something serious.

1. Use your song's subject to write a matching short story.
Can you link up key points of the song in your story?
2. Write a short paragraph about each section of the song. Describe what
is happening when you picture it, then piece each paragraph together
however you want to make a story. Be inventive when trying to fill in
the gaps of the story!

BREAK IT DOWN

If your favourite song doesn't seem to work
as a story when you write it out, can you
break down the lyrics and rewrite parts/all
of it so that the song makes sense?

If you get stuck, try these top tips:

- Make the song's singer the main character
- Imagine your song in a movie scene:
what would be happening?
- Pick specific lines from your song and only
build your story around them

BOOK REVIEW

BOOK TITLE:

REVIEWER NAME:

STAR RATING

Colour in the stars to rate this book out of 5 :



GENRE

Circle the genre of the book.

There may be more than one!

Fiction

Scary/Horror

Funny/Comedy

Non-fiction

Sports

Comic/Graphic Novel

Adventure

Historical

Biography

Fairytale

Mystery

Fantasy

THREE WORD REVIEW

Describe the book in three words :

1. _____

2. _____

3. _____

FAVOURITE CHARACTER:

Why?

FAVOURITE MOMENT:

Why?

RATING

What is your overall rating of the book? Circle one.



DRAW A POSTER FOR THE BOOK:

Can you match the famous book characters to their addresses?

Afterwards, you can create your own story street names and decide who lives there.

Paddington Bear

Sherlock Holmes

The Famous Five

Hansel & Gretel

The Gingerbread House

Kirrin Cottage

32 Windsor Gardens

221b Baker Street

Can you think of a spooky address?

Use the box to draw the character who lives there.



Can you think of a happy address?
Draw the character who lives there.



What about a magical address?
Draw the character who lives there



SUPERHERO NAME GENERATOR

Take the letter of your first name and surname and use the grid below to find out your superhero name!

FIRST NAME

A	Captain	N	Kinetic
B	Super	O	Black
C	Doctor	P	The Great
D	The Phantom	Q	Major
E	Ultra	R	Professor
F	Amazing	S	Mighty
G	Lightning	T	Crimson
H	Giant	U	Tough
I	Razor	V	Iron
J	Steel	W	Thunder
K	Ghost	X	The Flying
L	Secret Agent	Y	Wonder
M	Top Agent	Z	Space

LAST NAME

A	Gem	N	Fang
B	Hornet	O	Falcon
C	Wolf	P	Soldier
D	Storm	Q	Avenger
E	Master	R	Wing
F	Cobra	S	Justice
G	Brain	T	Machine
H	Knight	U	Guard
I	Claw	V	Ninja
J	Beast	W	Arrow
K	Viper	X	Ranger
L	Edge	Y	Ivy
M	Blaze	Z	Eagle

MY SUPERHERO NAME IS:

MY SUPERPOWER IS:



MAKE

MAKE A BOOKMARK

HOW TO MAKE YOUR BOOKMARK

1. Cut a rectangle out of card or an empty cereal box. There is a template below.
2. Decorate however you like! Think about using different colours and patterns. You could make a bookmark for every person in your house, personalised with their name and a picture of something they love.



Use this template to cut out your bookmark



HOW TO MAKE A FANCY BOOKMARK

Make a small hole in the top of your bookmark with a hole-puncher, or by carefully poking a pencil through. Thread a piece of ribbon, yarn or string through the hole, and tie in a knot to secure. If you like, you can fray the ends to create a tassel. Voila!

CREATE A CREATURE

You are an explorer, and you have discovered a fantastical creature on your travels...
Teach your family about it by making a poster.

YOU WILL NEED

1. Dice
2. Some paper
3. Coloured pens or pencils

STEP 1

Invent your creature

Roll the die and use the grid below to see what kind of fantastical creature you can create! Roll once each for body, legs and head. For example, if you roll 4, 2, 6 and 1, you would have a creature with the body of a bear, the legs of a millipede the head of an elephant and the tail of a rabbit!

If you don't have dice you can write the numbers 1–6 on scraps of paper, and draw them out of a hat.

Dice number	1	2	3	4	5	6
Body of a...	Tortoise	Bird	Snake	Bear	Fish	Tiger
Legs of a...	Octopus	Millipede	Pig	Spider	Duck	Kitten
Head of a...	Lion	Elephant	Mouse	Shark	Wolf	Monkey
Tail of a...	Rabbit	Fox	Chameleon	Squirrel	Lemur	Cow

STEP 2

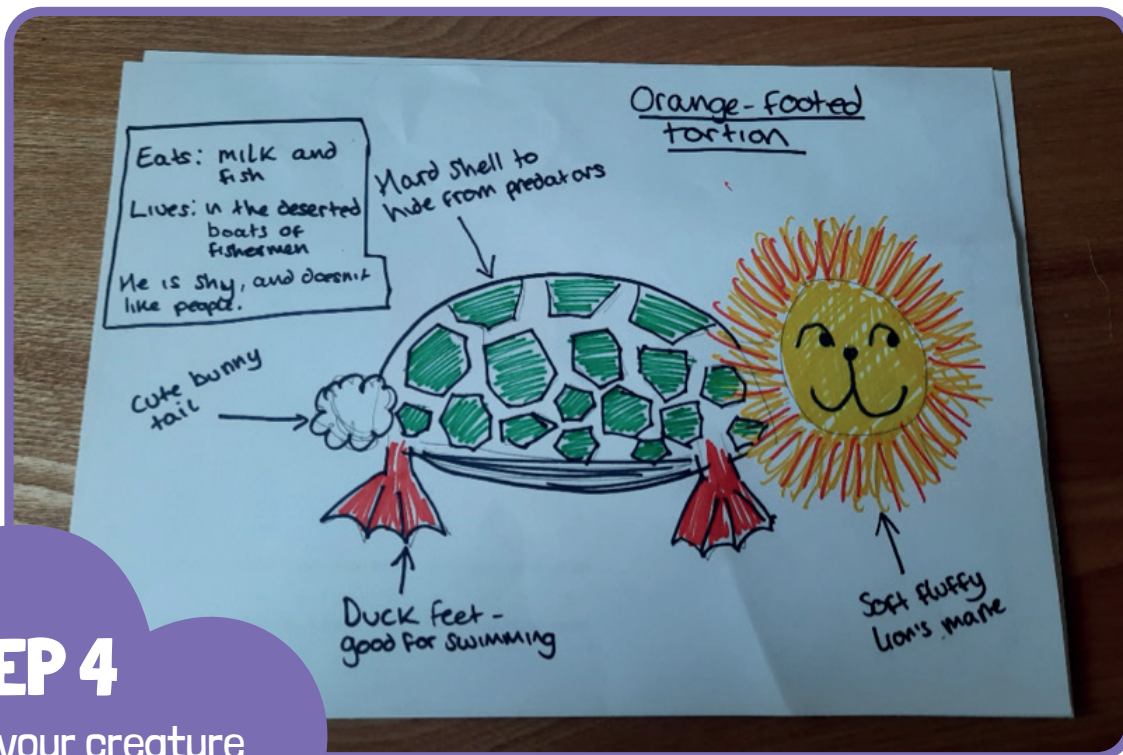
Draw your creature

Make it fun and colourful!

STEP 3

Label your creature

Describe its body parts and how they might help it in the wild. Is it furry? Scaly? Skinny? Does it run, swim or hop? Is it cute? Scary? Shy? What does it eat? Where did you discover it? Is it friendly to humans?



STEP 4

Give your creature a name

This can be a mash-up of the animals that have inspired your creature's body parts, or a completely new name!

ADDITIONAL ACTIVITY

Write a diary entry about your voyage to discover this creature. Were you on a walk? Exploring the jungle? Swimming in the ocean? Were you looking for evidence that this creature exists, or was it a surprise? Write the date at the top of your diary entry, and write in the 'first person' - using 'I' and 'me' to describe your adventure.

MAKE AN ORIGAMI BOOKMARK

Make a beautiful corner bookmark to keep your place in your favourite story, or mark your page in an exercise book.



YOU WILL NEED:
A square of paper.

This could be wrapping paper, newspaper, coloured paper, or you can trim a sheet of A4 printer paper to make a square.

You might like to use pens, stickers, or sequins to decorate your bookmark, or keep it simple if you don't have these things to hand.



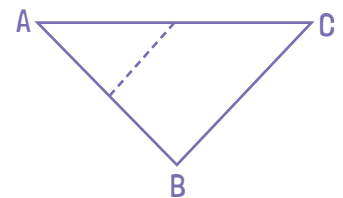
STEP 1

Fold your paper into a triangle. If there is a colour or pattern on your paper make sure this is facing up when your triangle is folded.



STEP 2

Make sure the long edge of the triangle is at the top, and the middle point is towards you. Take the left point of the triangle (A) and fold to meet the centre point (B).





STEP 3

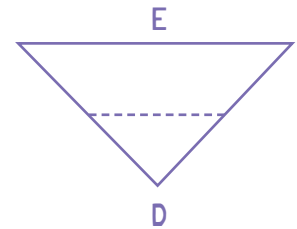
Repeat with the right side (C), so you have a diamond shape, like in the picture.



STEP 4

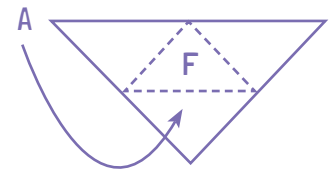
Unfold the right and left corners that you have just folded.

Fold just the top layer of the middle point (D) upwards, towards the long edge (E).



STEP 5

This is the tricky bit! Take your left corner again (A) and fold it back down, tucking the point into the little pocket you have made (F). Repeat on the right side.



WELL DONE!

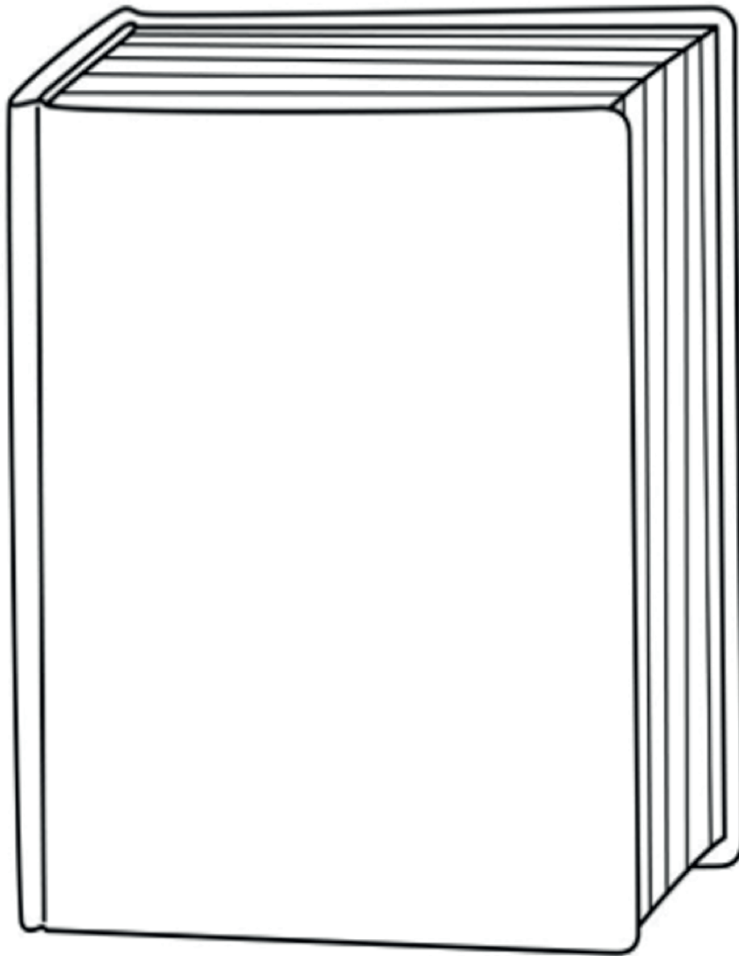
If you like you can decorate your new bookmark. Search 'origami bookmark' on Google to get inspiration – you can decorate it like a monster, your favourite animal, or even your favourite book character!

Use your bookmark to keep your place in a book you are reading, or to mark pages in your exercise books.

MAKE A BOOK COVER

Imagine a story about your life: it could be about your pet cat, your Nan or your favourite food! What would the front cover look like?

1. Create a **book title**. Be as imaginative as you like! E.g. Flight of the Space Pizzas
2. What kind of story is it – funny, happy, spooky or magical?
3. What **cover image** will you draw to show this? What **colours** will you use to show this?
4. Make sure you include the name of the author (you).



Write a short description of your story (the 'blurb'):



PLAY

WORD HUNT

There are lots of words in your home.
For example, you may find words...



ON FOOD PACKAGING



IN BOOKS



IN BIRTHDAY CARDS



ON CALENDARS



ON TOYS



ON SHOPPING LISTS

Complete this table as quickly as possible by hunting for words around your home.
Try to find the words in as many different places as you can.

Find a word...	What is the word?	Where did you read it?
...with 8 or more letters	<input type="text"/>	<input type="text"/>
...with a 'q' in it	<input type="text"/>	<input type="text"/>
...which is the name of a person or character	<input type="text"/>	<input type="text"/>
...which makes you feel happy	<input type="text"/>	<input type="text"/>
...that you don't know the meaning of	<input type="text"/>	<input type="text"/>
...beginning with the letter 'a'	<input type="text"/>	<input type="text"/>
...which can have two different meanings	<input type="text"/>	<input type="text"/>
...which has 3 letters or less	<input type="text"/>	<input type="text"/>

How long did it take you?

Now create your own word hunt by completing the 'Find a word...' column in the table below. Challenge your friends or family to find the words in the quickest time they can.

Find a word...	What is the word?	Where did you read it?

How long did it take you?

TOP TRUMPS

Score your favourite books for a game of Top Trumps.

1. Cut out the cards and fill them in with your favourite books, including a picture.

2. Score the books on:

Characters

Are the people in the story interesting?

The story

what happens in the book?

Setting

Does it take place in an interesting time or place?

Suspense

Did it have you on the edge of your seat?

3. Write the **total score** in the top corner of the card.

<p>Title:</p> <p>Characters: /10</p> <p>Story: /10</p> <p>Setting: /10</p> <p>Suspense: /10</p>	<p>Title:</p> <p>Characters: /10</p> <p>Story: /10</p> <p>Setting: /10</p> <p>Suspense: /10</p>
<p>Title:</p> <p>Characters: /10</p> <p>Story: /10</p> <p>Setting: /10</p> <p>Suspense: /10</p>	<p>Title:</p> <p>Characters: /10</p> <p>Story: /10</p> <p>Setting: /10</p> <p>Suspense: /10</p>

THE BOOK OLYMPICS

Tokyo 2020 Olympic Games postponed? No matter, you can create your own Book Olympics at home!

You'll begin by making a team flag and some medals before competing in your very own Book Olympic events.

STEP 1

Design and cut out your team flag

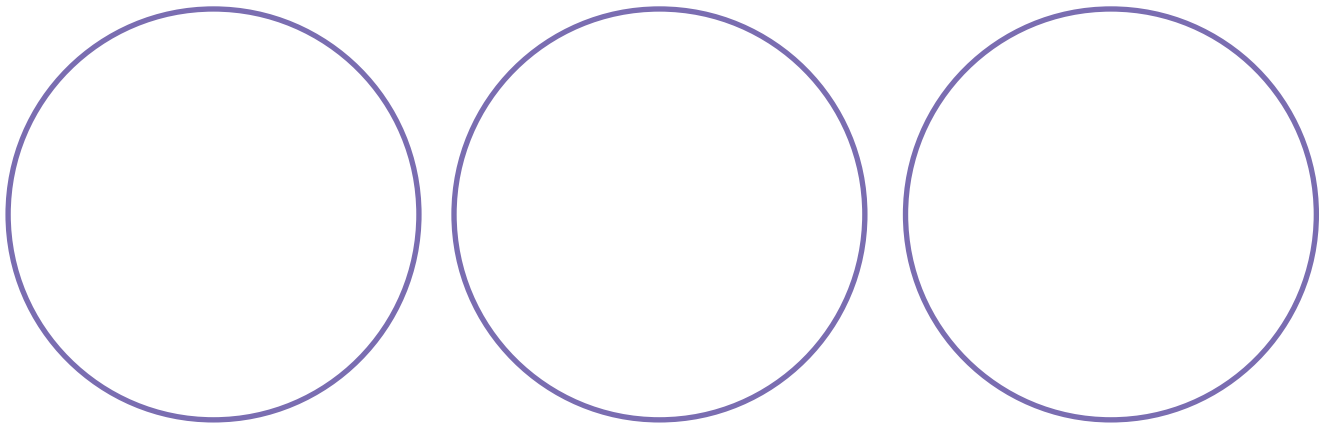
Create a flag in the box below to represent your team at the Book Olympics!



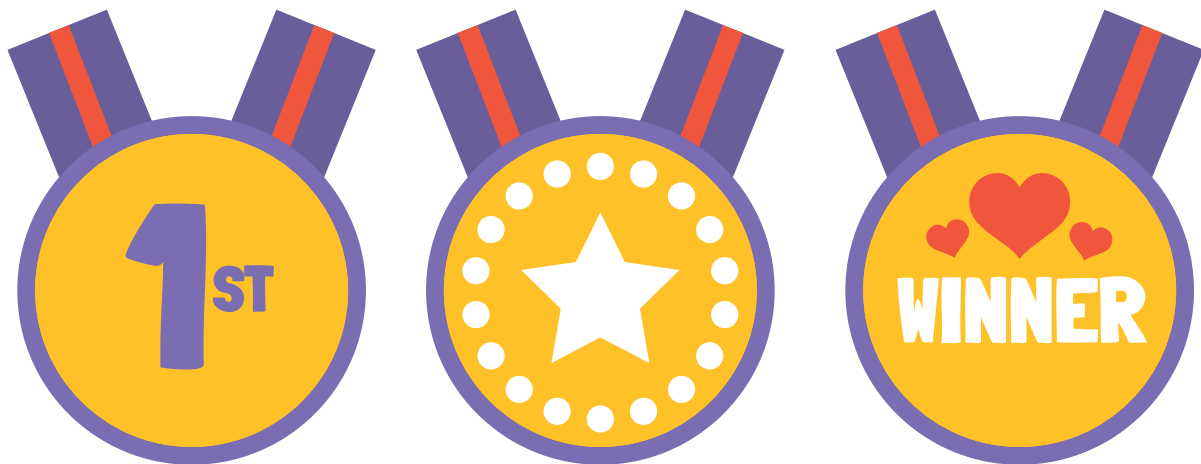
STEP 2

Create your medals

Using cardboard (e.g. from an old cereal box), cut out some circles. To make it easier, you could stick this piece of paper to the card, and cut out the circles below.



Finally, use different colour marker pens to design your medal.



STEP 3 The events

You are now ready to begin your events. At the end of each event, make sure you host your own podium ceremony and award medals. You could even play your favourite song as your anthem and wave your team flag to celebrate your win!

You will need:

- A stopwatch
- A pen
- A piece of paper
- A book
- Some music

EVENT 1

The Book Sprint

Taking it in turns, balance a book on your head and race from one end of a room to the other and back again. You must touch the wall at both ends of the room. The person to do this the quickest, without the book falling from their head, wins.

EVENT 2

The Triathlon

Pick a sentence from a book. The challenge is to write that sentence in the fastest possible time. The sentence must be clear enough for someone in your home to read it.

Now see who is the fastest writing with their other hand. Again, it must be possible for someone in your home to read it.

Finally, try writing with a pen between your toes!

EVENT 3

The Closing Ceremony

Read a page of your book out loud whilst dancing. The most unusual dance wins! Get someone in your house, or perhaps a friend or relative on a video call, to judge the winner.

Now create your own Book Olympic events!

WORD AT A TIME STORY

This is a fun game to play with two or more people.

Take it in turns to make up a story by saying one word at a time.

The rules are:

1. Each person is only allowed to say one word of the story at a time.
2. You are not allowed to correct your partner's word or ask them to say something else.
3. It is okay if your story does not make sense!

Here is an example:

Person 1: Once

Person 2: upon

Person 1: a

Person 2: time

Person 1: there

Person 2: was

Person 1: a

Person 2: builder

Person 1: called

Person 2: Jelly

Person 1: who

Person 2: lived

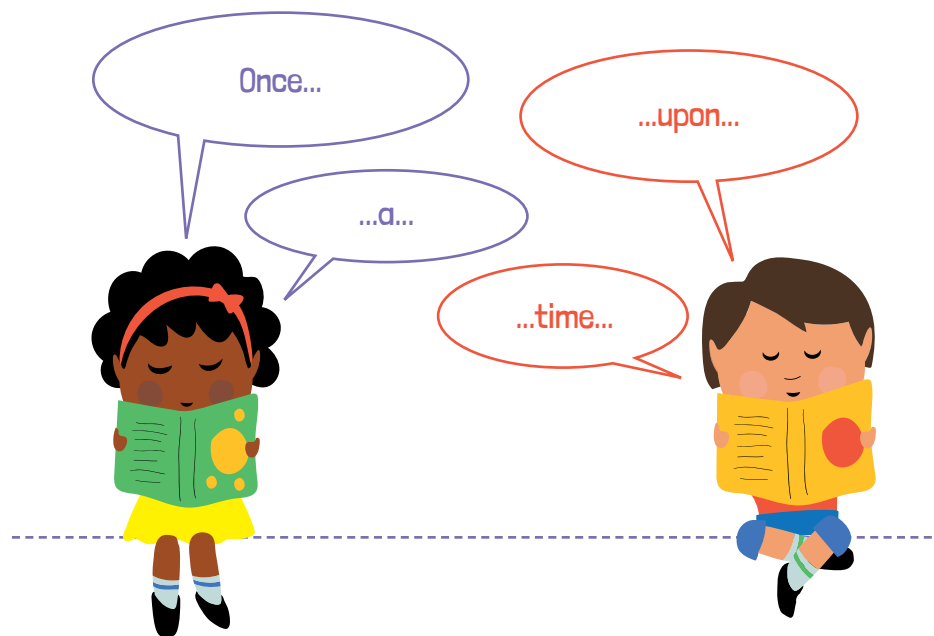
Person 1: in

Person 2: a

Person 1: tree.

Person 2: One

Person 1: day...



Once you have finished your one word at a time story, discuss which parts you most liked.

Use the parts of the story that you most liked as inspiration to write or draw a brand new story.

READING TOGETHER

BOOK GAMES FOR STORY TIME



GUESS WHO

Take it in turns to select characters to guess.

- Select a character from a book you're reading with a parent or carer at home.
- Describe what that character is like without giving too much away!
- Can your parent or carer guess the character? Let them have a go next!

Challenge:

Can you use one word to describe the character?

FIND AN OBJECT

Think about the characters in the book you're reading together.

- Put on a timer for two minutes.
- You both find an object in the house that best represents a character of your choice.
- Take it in turns to guess which character your object represents.

Challenge:

Make this harder by saying the object must be in the room you're currently in.

PICTURE IT

If you're reading a picture book, choose a page with an illustration (a drawing).

- Take one minute to look at the picture and then cover it up.
- Can you remember everything on the page?
- How does the picture compare to the story in words?

DRESSING UP

Use whatever you have in the house to make scenes from your favourite book or movie. The more imaginative the better!



YOUNG READERS PROGRAMME

These resources were created as part of the National Literacy Trust's Family Zone. Family Zone is full of free activities and ideas to keep your child busy at home, whilst benefiting their reading, writing and language development.

For more resources and information visit
www.literacyfamilyzone.org.uk



Changing life stories

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