

SCHEME OF WORK



'A rip-roaring, magical adventure'
FRANCESCA SIMON

'Hilariously funny and inventive'
CRESSIDA COWELL

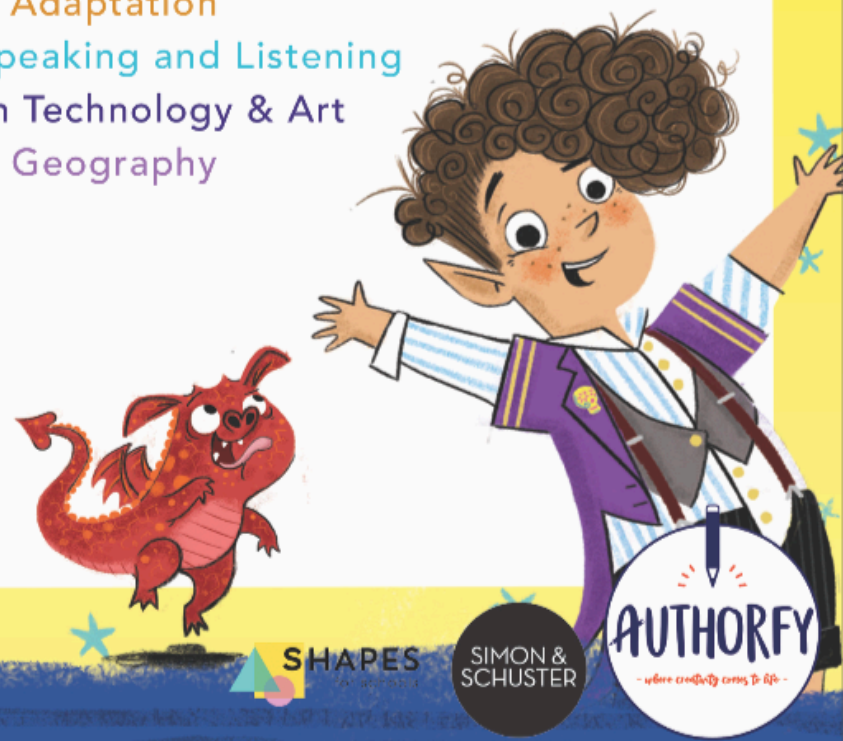
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Illustrated by
STEVEN LENTON

PERFECT FOR: Years 3-4, a fun adventure story, mystery, humour, characterisation, creating settings and lots of monstrous, magical mayhem.

KEY FOR CROSS-CURRICULAR OBJECTIVES:
English: Reading comprehension; Creative Writing; Writing to Entertain and Inform
Science: Animals and their Habitats; Food chains; Adaptation
Drama, Speaking and Listening
Design Technology & Art
Geography

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SHAPES

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WEEK 1 (CHAPTERS 1-8) MY GRANNY IS A TROLL



SUGGESTED OBJECTIVES

Reading: Comprehension

Predict what might happen from details stated and implied.

Draw inferences, such as inferring characters' feelings, thoughts and motives.

Retrieve and record information.

Writing to Entertain and Inform

In non-narrative material, use simple organisational devices, such as headings and sub-headings.

Science

Understand how animals are adapted to their environment.

Construct and interpret a variety of food chains, identifying producers, predators and prey.

COMPREHENSION QUESTIONS

1. What other stories do you know that have Grannies and trolls in them? What sort of personalities do these characters traditionally have?
2. What might Grandad Abraham be thinking and feeling when he sees Regurgita Glump? Why do you think he falls in love with her? (page 11)
3. Look at the map on pages 14 and 15. Where is Frankie's room? What might the Swelky Tanks be? Who might use the Mud Spa? What do you notice about the conservatory?
4. Use the description on page 23 to draw and label a picture of Granny Regurgita.
5. Why do you think Granny gasps at the end of Chapter 3? How is she feeling? What might happen?
6. What are your first impressions of Nancy? Describe her in three words. Describe the relationship between Frankie and Nancy, using evidence from the text.
7. Which words and phrases tell us that Frankie is scared on page 39?
8. Why is the arrival of Manglejaw the goblin so unusual? (page 53)
9. What is the purpose of Chapter 8? Why has the author included it? What impact does it have?
10. Based on what you've read so far, would you like to stay at The Nothing To See Here Hotel?

EXTRA ACTIVITIES

Look at the map on pages 14 and 15. Use it as a starting point for designing your own hotel for magical creatures. Think about which creatures you would like to attract and how you might entice them to stay at your hotel. Draw and label a map in the same style. Use a shoebox to create a room from your hotel.

Mum and Dad often write their own bad reviews to keep the public from staying at the hotel. Imagine you are Mum or Dad and write a terrible review of the hotel, to be published on Trolliday Review.

Nancy is an Orkney Brittle-Back spider. Work as a small group to conduct research into different types of spider (appearance, diet, how they adapt to their environment). Create a food chain for one of the spiders you have researched.

Re-write the events from Chapters 5 and 6 from Nancy's point of view.



WEEK 2 (CHAPTERS 9-18) A PRINCE ON THE LOOSE



SUGGESTED OBJECTIVES

Reading: Comprehension

Draw inferences, such as inferring characters' feelings, thoughts and motives. Discuss words and phrases that capture the reader's interest and imagination.

Science

Identify how sounds are made.

Writing to Entertain and Inform

In non-narrative material, use simple organisational devices, such as headings and sub-headings.

In narratives, create settings, characters and plot.

Geography

Use maps to locate places and landmarks.

COMPREHENSION QUESTIONS

1. Explain what a 'blender' is. (page 66)
 2. What is funny about the Molar Sisters? How does the author use humour to make them appear likeable? (page 75)
 3. Read to the end of page 77. Why do you think Prince Grogbah is late? What do you think will happen when he arrives?
 4. How does the author create tension and excitement on pages 80 and 81? How has the author made you want to read on?
 5. What is the purpose of a parade, according to the Royal Shouter? (page 85)
 6. Prince Grogbah is described as 'pompous' on page 101. Can you write a dictionary definition of the word and use it in a sentence of your own? What evidence is there to suggest that Prince Grogbah is pompous?
 7. Read to the end of page 106. What do you think 'frog grog' is? What might it look like and taste like?
 8. Predict why you think the Barrow Goblins have ventured above ground. (page 110)
 9. Read to the end of page 126. How do you think the Molar Sisters will clear the beach?
 10. How might the story have changed if the people on the beach had seen Prince Grogbah?
- BONUS QUESTION:** Who is your favourite creature in the hotel so far? Why?

EXTRA ACTIVITIES

Create your own yell-a-phone using two plastic cups and a piece of string. Use it to improvise and act out a conversation between two of the characters. Now research how sound waves travel and how to change the pitch and volume of a vibrating object.

Design and create your own comic book page, to be included in Frankie's *Ministry of Mutants* comic book.

Write your own manual titled, 'How to look after a pygmy soot-dragon'.

Grandad Abraham often explored the jungles to find rare plants and animals. Use a map to locate Peru. As a class/group/in pairs create a fact file about the different layers of the rainforest and the animals that inhabit the Amazon rainforest.

In Chapter 9, Nancy is busy preparing cockroach puree and unicorn eggs for the Prince's arrival. Design your own disgusting menu for the Prince, thinking carefully about the kind of food magical creatures would eat.



WEEK 3 (CHAPTERS 19-26)

THE CURSE OF THE DIAMOND DENTURES



SUGGESTED OBJECTIVES

COMPREHENSION QUESTIONS

EXTRA ACTIVITIES

Reading: Comprehension

Use dictionaries to check the meaning of words.

Draw inferences, such as inferring characters' feelings, thoughts and motives and justify inferences with evidence.

Retrieve and record information.

Drama, Speaking and Listening

Participate in discussions, presentations, performances, role play/improvisations and debates

Design Technology and Art

Design innovative, functional, appealing products that are fit for purpose

Writing to Entertain and Inform

In narratives, create settings, characters and plot.

1. Write a dictionary definition of the following words in Chapter 19: *climactic, infested, fiasco, humiliate*. Can you use them in a sentence of your own? Can you think of a synonym for each word?
2. What might Prince Grogbah be thinking and feeling as he tiptoes away? (page 140)
3. Read to the end of page 143. What do you think Prince Grogbah has stolen? Why does Frankie think it must be valuable?
4. What effect do the diamond dentures have on the skeleton? (page 149)
5. What evidence is there to suggest that Granny and Calamitus are old friends? (page 154)
6. Calamitus says that magpies cause him a problem. Why? (page 155)
7. What does the simile 'like a demented rhinoceros' suggest about Granny Regurgita? Can you think of another? (page 158)
8. What might Frankie be thinking and feeling when Hoggit finally breathes fire? (page 174)
9. Complete this sentence. *Frankie is brave because....*
10. Prince Grogbah did not deserve to be eaten by Mrs Venus. Do you agree? Disagree? Share your ideas with a partner and use evidence from the story to support your opinion.

Look at the battle scene on pages 162 and 163. As a class create a tableaux or freeze-frame of the scene. Think about how your facial expression and body language can depict the different characters.

Write a newspaper article about Prince Grogbah's visit, the battle at the end of the story and his subsequent demise.

Draw and label a new creature to visit the hotel, considering what it might look like, what it might eat, how it might move and any other special features it may have.

At the end of the story, Mrs Venus gobbles up Prince Grogbah. Design and create your own moving monster, using a simple pneumatic system. Evaluate your finished product.

The next story in this hilarious series is called *The Nothing To See Here Hotel: You Ain't Seen Nothing Yet!* What do you think might happen in this sequel? Write a new adventure for Frankie and the residents of this strange hotel.

