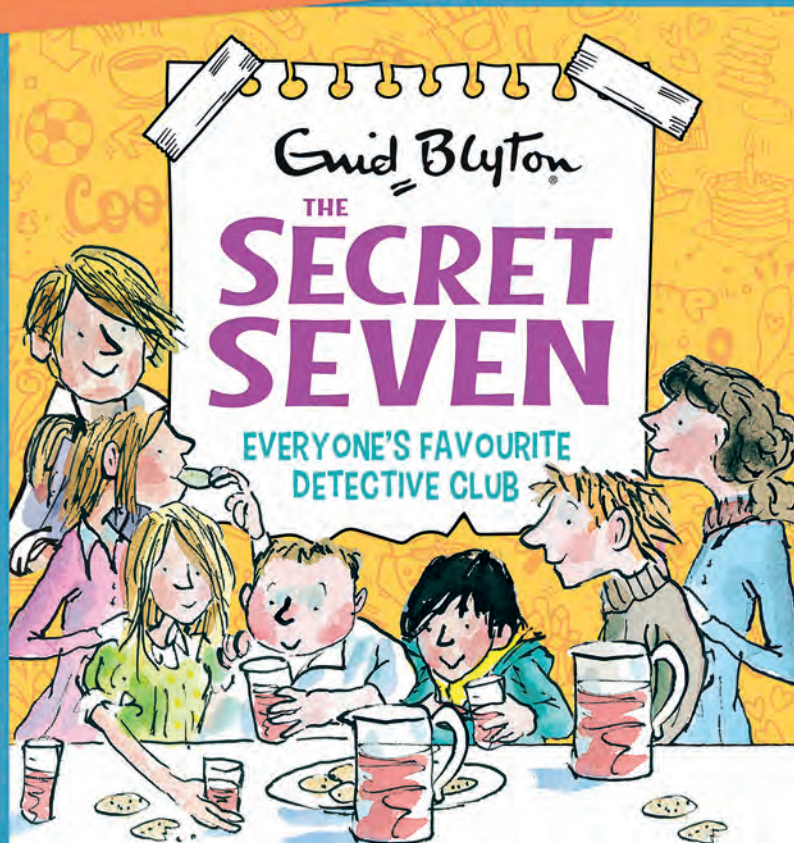
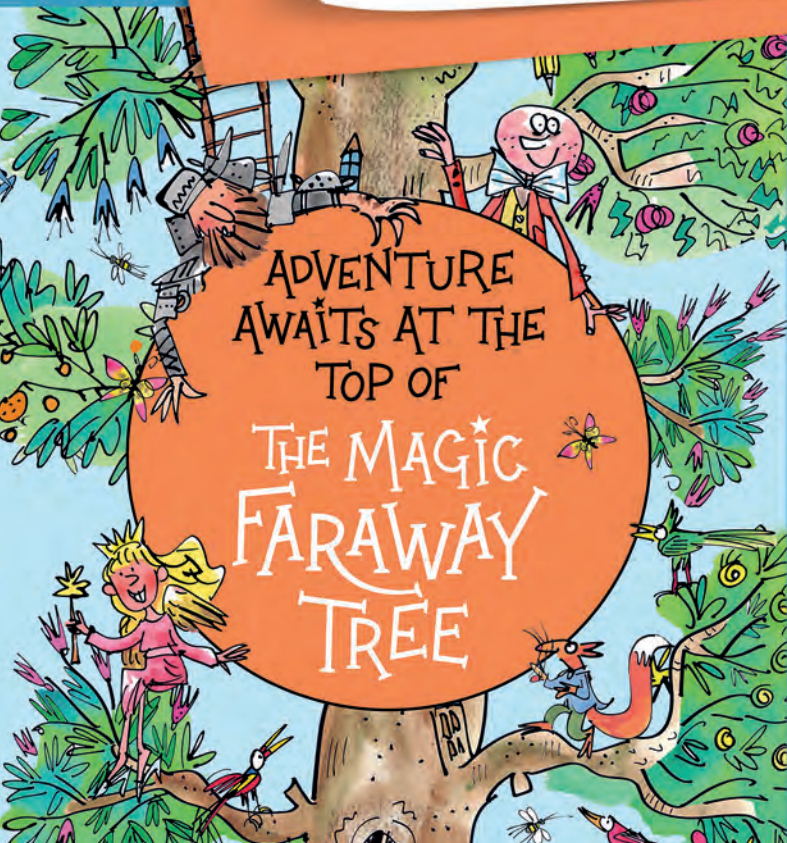


Enid Blyton
Resources for teachers
and librarians



Enid Blyton

THE FAMOUS FIVE

Notes and activities for teachers and librarians to use with students in KS1

Use these resources if you're reading *The Famous Five* series by Enid Blyton as a class:

- Develop students' reading comprehension, retrieval and inference
- Encourage creative thinking and writing skills
- Explore the meaning of teamwork and friendship
- Inspire students to go outside and have an adventure

Themes: Creative Writing | English |
Reading Comprehension | Writing Skills



THE FAMOUS FIVE

Start off by: introducing the series to your class

Use the poster in this pack to show children the covers and titles of the books in *The Famous Five* series. Ask them:

- Which cover is their favourite? Why?
- What do the titles have in common?
- Which characters can they see on the covers? What are the characters doing?
- Where are the different stories set? Which setting excites them the most?

Activity Suggestion 1: Looking for Clues!

Encourage children to look at the covers again and note down any small details or clues that they can find about the stories. See who can find the most clues in your class!

Activity Suggestion 2: Asking Questions

In groups, children can choose one cover and come up with as many questions as they can based on what they can see on the cover. What would they like to find out about? What would they ask Enid Blyton?



THE FAMOUS FIVE

Activity Suggestion 3: Design a New Cover!

Set children the challenge of creating a new cover for the series. What exciting new adventure do they think the famous five will go on?

Activity Suggestion 4: Adventure Generator

Can children match up the verb/preposition and noun combinations to find some famous five book title? Use these examples to come up with a new adventurous title for *The Famous Five* series

GET INTO
GO DOWN TO
GO OFF
FALL INTO
GO TO

DEMON'S ROCKS
TO CAMP
TROUBLE
THE SEA
ADVENTURE



THE FAMOUS FIVE

Focus on: themes, ideas and events

Encourage children to think about the themes, ideas and events in the series. They can use Activity Sheet 1, the Chapter Tracker, to predict what might happen in each chapter, or they can fill it in as they read. The Chapter Tracker below has been made for *Five on a Treasure Island* but can be adapted for any story in the series.



Enid Blyton

THE FAMOUS FIVE

Story Starter!

Can children use the opening of *Five on a Treasure Island* to think of ideas for an interesting story? What exciting things could happen in the summer holidays?

'Mother have you heard about our summer holidays yet?' said Julian, at the breakfast-table. 'Can we go to Polseath as usual?'

'I'm afraid not,' said his mother. 'They are quite full up this year.'



Enid Blyton

THE FAMOUS FIVE

Focus on: the setting. Step foot on Kirrin Bay

At the end of Chapter 1 of *Five on a Treasure Island*, the characters first set eyes on Kirrin Bay. Read Extract 1 together

Ask students:

- How does Julian feel when he first sees Kirrin Bay?
- What does Dick see 'guarding the entrance of the bay'?
- What colours do you see when you read this passage?
- How does Enid Blyton create a general mood of excitement?

Challenge:

Write a postcard from one of the characters when they have just arrived at Kirrin Bay. What are their first impressions? What can they see, smell, hear, taste and touch? How do they feel about spending the summer holidays here? Encourage children to include a drawing of Kirrin Bay, Kirrin Island and Kirrin Cottage on the other side of the postcard.



THE FAMOUS FIVE

Focus on: the characters. Meet The Secret Seven

After reading a bit more, encourage children to delve into the characters.

Ask students:

- Who are the different members of 'The Famous Five'?
- How are they different from each other?
- What makes the characters good friends to each other?
- How do the members show teamwork?

Challenge:

Create a Famous Five Gallery featuring images of each member and information about their different skills and interests. If students were to cast a film of *The Famous Five*, which actors would they choose to play each member? Why?

Ask students to use activity sheet 2, The Famous Five Gallery, to share their ideas.

Encourage children to use the same grid to create their own 'famous five'. Their members can be real friends and family members or made-up characters. Ask children to consider the similarities and differences between their group members, and what makes them work together as a team.



Enid Blyton

THE FAMOUS FIVE

Generate excitement with adventurous activities inspired by the series!

It's time for children to go on their own adventure. Use the Outdoor Adventure Blyton Bingo (Activity Sheet 3) to complete activities inspired by *The Famous Five*. Children might want to keep a diary of their experiences while completing each activity. Share progress every day, week or term as a class



Enid Blyton

THE FAMOUS FIVE

Activity Sheet 1 Chapter Tracker - page 1

1. A Great Surprise	2. the Strange Cousin	3. A Peculiar Story - and a New Friend
4. An exciting afternoon	5. A Visit to the Island	6. What the Storm Did
7. Back to Kirrin Cottage	8. Exploring the Wreck	9. The Box from the Wreck
10. An Astonishing Offer	11. Off to Kirrin Island	12. Exciting Discoveries



Enid Blyton

THE FAMOUS FIVE

Activity Sheet 1 Chapter Tracker - page 2

<p>13. Down in the Dungeons</p>	<p>14. Prisoners!</p>	<p>15. Dick to the Rescue</p>
<p>16. A Plan - and a Narrow Escape</p>	<p>17. The End of the Great Adventure</p>	



Enid Blyton

THE FAMOUS FIVE

Extract 1

'We shan't be more than twenty minutes now, before we're at Kirrin Bay,' said Daddy. 'We've made good time. You'll see the bay soon – it's quite a big one – with a funny sort of island at the entrance of the bay.'

The children looked out for it as they drove along the coast. Then Julian gave a shout.

'There is is – that must be Kirrin Bay. Look, Dick – isn't it lovely and blue?'

'And look at the rocky little island guarding the entrance of the bay,' said Dick. 'I'd like to visit that.'

'Well, I've no doubt you will,' said Mother. 'Now, let's look out for Aunt Fanny's house. It's called Kirrin Cottage.'

They soon came to it. It stood on the low cliff over-looking the bay, and was a very old house indeed. It wasn't really a cottage, but quite a big house, built of old white stone. Roses climbed over the front of it, and the garden was full of flowers.



Enid Blyton

THE FAMOUS FIVE

Activity Sheet 2 The Famous Five Gallery

Skills:

Interests:

Skills:

Interests:

Skills:

Interests:

Skills:

Interests:

Skills:

Interests:



Enid Blyton

THE FAMOUS FIVE

Activity Sheet 3 Outdoor Adventure Blyton Bingo

<p>Design a Picnic Make it as healthy and nutritious as you can</p>	<p>Make a Trail Create signs/symbols using pebbles or sticks</p>	<p>Create a Treasure Hunt Design a map for classmates to navigate</p>	<p>Look Up at the Sky Keep a weekly record of the night sky</p>
<p>Climb a Tree What species of tree did you choose? Why?</p>	<p>Ride a Bike Create a companion to encourage more cycling</p>	<p>Swim Outdoors Note down your feelings when swimming outside</p>	<p>Plan a Camping Trip Consider where, when and what you'll need</p>
<p>Go on a Long Walk First, plan your route. Take notes as you walk</p>	<p>Discover a Rock-Pool What creatures live in a rock-pool?</p>	<p>Make a Secret Den Take photographs to share with classmates</p>	<p>Plan a Story Use 'The Famous Five' adventures as inspiration</p>



THE FAMOUS FIVE

Read all the books in the series



Enid Blyton

Enid Blyton

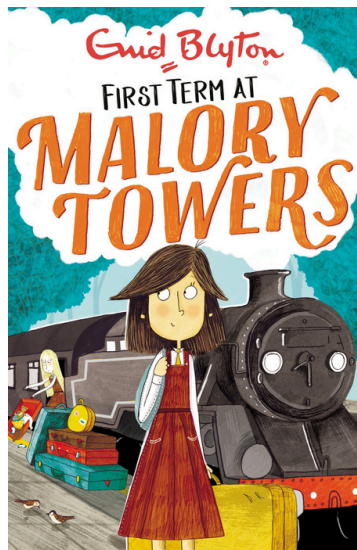
MALORY TOWERS

Notes and activities for teachers and librarians to use with students in KS1

Use these resources if you're reading the *Malory Towers* series by Enid Blyton as a class:

- Develop students' reading comprehension, retrieval and inference
- Encourage creative thinking and writing skills
- Explore ideas around starting school and making friends
- Enjoy fun and midnight feasts in a boarding school setting

Themes: Creative Writing | English |
Reading Comprehension | Writing Skills



Enid Blyton

MALORY TOWERS

Start off by: introducing the series to your class

Use the poster in this pack to show children the covers and titles of the books in Malory Towers series. Ask them:

- Which cover is their favourite? Why?
- What do the titles have in common?
- Which characters can they see on the covers? What are the characters doing?
- How do they think the characters might change as the series progresses? What new challenges might they face?



Enid Blyton

MALORY TOWERS

Activity Suggestion 1: Looking for Clues!

Encourage children to look at the covers again and note down any small details or clues that they can find about the stories. See who can find the most clues in your class!

Activity Suggestion 2: Asking Questions

In groups, children can choose one cover and come up with as many questions as they can based on what they can see on the cover. What would they like to find out about? What would they ask Enid Blyton?

Activity Suggestion 3: Design a New Cover!

Set children the challenge of creating a new cover for the series. What exciting event or challenge might occur at Malory Towers?



Enid Blyton

MALORY TOWERS

Activity Suggestion 4: School Story Inventor

Can children come up with a strange or extraordinary thing that might happen in their school setting? For example, maybe a teacher wants to take over the entire school. Or maybe a new supervisor comes to school and try to steal a valuable object. Provide the following prompts to encourage children to share their ideas:

- How might the strange or extraordinary thing affect the different people in the school community?
- How could the strange or extraordinary thing also be funny?
- How would everyone need to work together to save the day?



Enid Blyton

MALORY TOWERS

Focus on: themes, ideas and events

Encourage children to think about the themes, ideas and events in the series. They can use the Activity Sheet 1, the Chapter Tracker, to predict what might happen in each chapter, or they can fill it in as they read. The Chapter Tracker has been made for *First Term at Malory Towers* but can be adapted for any story in the series

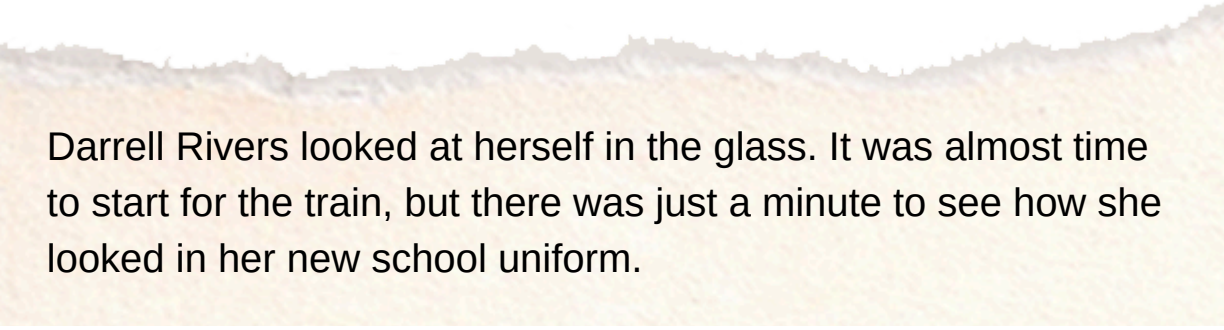


Enid Blyton

MALORY TOWERS

Story Starter!

Can children use the opening sentence of *First Term at Malory Towers* to think of ideas for an interesting story? What is a boarding school? What interesting things might happen there?



Darrell Rivers looked at herself in the glass. It was almost time to start for the train, but there was just a minute to see how she looked in her new school uniform.



Enid Blyton

MALORY TOWERS

Focus on: the setting. Step foot inside Malory Towers

In Chapter 2 of *First Term at Malory Towers*, Darrell first sees the school. Read Extract 1 together

Ask students:

- How does Alicia feel showing Darrell the view? How can you tell?
- Do you get the sense that there might be danger at Malory Towers? Why?
- What aspects of the building are hidden?
- How do you get the feeling that Malory Towers might hold many secrets?

Challenge:

Encourage students to draw Darrell's view of Malory Towers from the coach window. They should label their drawing with passages from the extract. What three words would children use to describe the scene?



MALORY TOWERS

Focus on: the characters. Meet the new boarders

After reading a bit more, encourage children to delve into the characters.

Ask students:

- Who does Darrell meet on the journey to Malory Towers?
- How are they different from each other?
- Which characters do you think might become friends? Why?
- Which characters do you think might not become friends? Why?

Challenge:

Using the information students gather about the different characters, create a Malory Towers School Yearbook using Activity Sheet 2. Children could draw each character's portrait and add in information about the different girls attending the school.



MALORY TOWERS

Focus on: the characters. Meet the new boarders

Children might even want to add an additional page to their scrapbook, nominating characters for the statements below. Can they give reasons for their choices? Can they think of any of their own statements?

Most likely to... get into trouble

Most likely to... make the most friends

Most likely to... join the Drama Club

Most likely to... become Prime Minister one day



Enid Blyton

MALORY TOWERS

Generate excitement with activities inspired by the series!

It's time for children to join Malory Towers as the newest pupil! Use the Boarding School Blyton Bingo (Activity Sheet 3) to complete activities inspired by Malory Towers. Children might want to keep a diary of their experiences while completing each activity. Share progress every day, week or term as a class!



Enid Blyton

MALORY TOWERS

Activity Sheet 1

Chapter Tracker - page 1

1. Off to Boarding School	2. Malory Towers	3. First Night and Morning
4. Miss Potts's Farm	5. The First Week Goes By	6. Alicia's Little Joke
7. Darrell Lose Her Temper	8. Darrell - and Gwendoline	9. Alicia in Trouble
10. A Strange Friendship	11. The Spider Affair	12. Sharp Words



Enid Blyton

MALORY TOWERS

Activity Sheet 1 Chapter Tracker - page 2

13. Half-term at Last!	14. A Really Lovely Day	15. A Sudden Quarrel
16. A Bad Time for Darrell	17. A Wonderful Surprise	18. Darrell and Sally
19. Sally's Plan	20. Well Done, Mary-Lou!	21. A Shock for Darrell
22. The End of Term		



Enid Blyton

MALORY TOWERS

Extract 1

They rounded a corner. Alicia nudged her arm. 'There you are, look!' Over there, on that hill! The sea is behind, far down the cliff, but you can't see that, of course.'

Darrell looked. She saw a big square-looking building of soft grey stone standing high up on a hill. The hill was really a cliff that fell steeply down to the sea. At each end of the gracious building stood rounded towers. Darrell could glimpse two other towers behind as well, making four in all. North Tower, South, East and West.

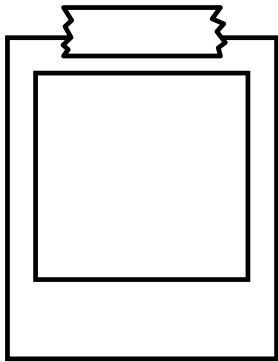
The windows shone. The green creeper that covered parts of the wall climbed almost to the roof in places. It looked like an old-time castle.

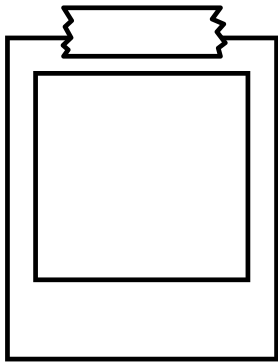


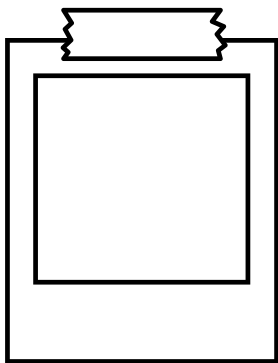
Enid Blyton

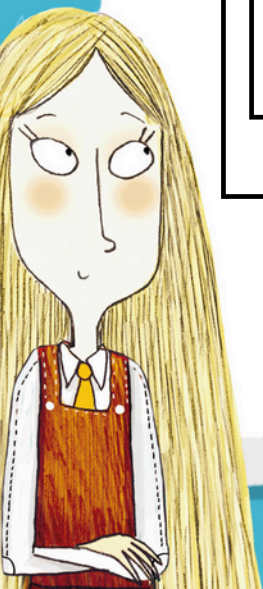
MALORY TOWERS

Activity Sheet 2 Malory Towers School Yearbook









MALORY TOWERS

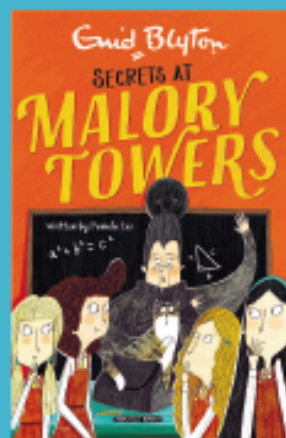
Activity Sheet 3 Boarding School Blyton Bingo

<p>Design a Midnight Feast Create the ideal feast to share with friends</p>	<p>Write an application to become a Head of Form What skills and qualities would you need?</p>	<p>Design a School Tower Consider any secret rooms or hidden passageways</p>	<p>Create your Dream Timetable Which subjects you most like to study at school?</p>
<p>Invent a Hilarious Prank! How could you make your classmates laugh?</p>	<p>Write a Friendship Recipe Create a recipe showing the ingredients of a good friendship</p>	<p>Discover your Malory Towers twin Which character is most like you? Give reasons</p>	<p>Create a School Uniform Design a unique uniform for a new school</p>
<p>Set up a new school What will it be called? What is its ethos?</p>	<p>Keep a school diary For a week, write down what happens and how you feel</p>	<p>Interview your own school community Find out who helps to run your school</p>	<p>Plan a School Story Use Malory Towers series as inspiration</p>



MALORY TOWERS

READ ALL THE BOOKS IN THE SERIES



Enid Blyton

Enid Blyton

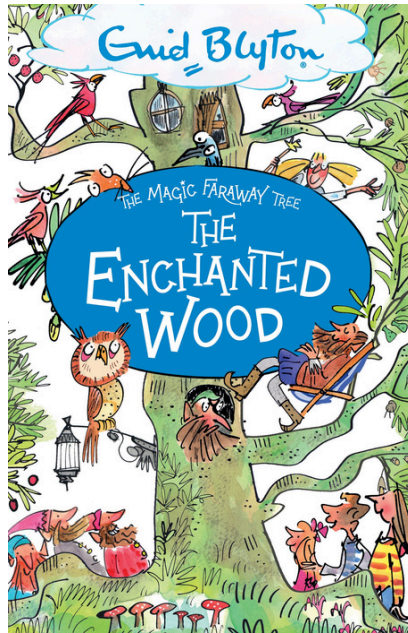
THE MAGIC FARAWAY TREE

Notes and activities for teachers and librarians to use with students in KS1

Use these resources if you're reading *The Magic Faraway Tree* series by Enid Blyton as a class:

- Develop students' reading comprehension, retrieval and inference
- Encourage creative thinking and writing skills
- Explore fantastical worlds and settings
- Inspire students to expand their imaginations and go on their own magical adventures!

Themes: Creative Writing | English
| Reading Comprehension | Writing Skills



THE MAGIC FARAWAY TREE

Start off by: introducing the series to your class

Use the poster in this pack to show children the covers and titles of the books in *The Magic Faraway Tree* series. Ask them:

- Which cover is their favourite? Why?
- What do the titles have in common?
- Which characters can they see on the covers? What are the characters doing?
- Where are the different stories set? Which setting excites them the most?

Activity Suggestion 1: Looking for Magic!

Encourage children to note down any small details or magical clues that they can find about the stories from their covers. Who can find the most in your class?

Activity Suggestion 2: Asking Questions

In groups, children can choose one cover and come up with as many questions as they can based on what they can see on the cover. What would they like to find out about? What would they ask Enid Blyton?

THE MAGIC FARAWAY TREE

Activity Suggestion 3: Design a New Cover!

Set children the challenge of creating a new cover for the series. What fantastical and magical adventure do they think the characters will go on?

Activity Suggestion 4: Climb a Magic Faraway Tree

Ask the children: have they ever climbed a tree? What did it feel like? If they could climb a magical tree like the one in the book, which faraway land would they most like to visit?

Set up a pretend Faraway Tree in the classroom or hall. Allow the children to take turns pretending to climb and share what magical land they would like to visit.

- What would they see, hear, smell, touch and taste?
- Who or what would they meet?
- How would they feel?

Reflect on the activity. How do children think books can inspire our imagination and take us to new places, even if we can't go there in real life?

THE MAGIC FARAWAY TREE

Focus on: themes, ideas and events

Encourage children to think about the themes, ideas and events in the series. They can use Activity Sheet 1, the Chapter Tracker, to predict what might happen in each chapter, or they can fill it in as they read. The Chapter Tracker has been made for *The Enchanted Wood* (book 1) but can be adapted for any story in the series.

THE MAGIC FARAWAY TREE

Story Starter!

Can children use the opening of *The Enchanted Wood* to think of ideas for an interesting story? What might be different for the three children in the countryside? What adventures might they go on?

There were once three children, called Joe, Beth and Frannie. All their lives they had lived in a town, but now their father had a job in the country, so they were all to move as soon as they possibly could.

THE MAGIC FARAWAY TREE

Focus on: the setting. Step inside the Enchanted Wood

In Chapter 1 of *The Enchanted Wood*, Joe, Beth and Frannie discover a 'mysterious sort of wood'. Read Extract 1 together

Ask students:

- What is your first impression of the wood?
- How do the children feel? How can you tell?
- What does Beth believe the trees are doing?
- Do you get the impression that the trees are like human characters in the story? How?
- What or who are 'fairy-folk'?

Challenge 1:

The trees in the Enchanted Wood are speaking to each other: Beth believes that they are '[w]hispering secrets – real secrets, that we just can't understand.' Ask children to come up with some ideas for what they think the trees might be saying to each other. Then, as a group, create the sounds of the wood, with some children whispering their secrets, some saying 'Wisha-wisha-wisha-wisha-wisha!'.

THE MAGIC FARAWAY TREE

Focus on: the setting. Step inside the Enchanted Wood

Challenge 1 continued:

Nominate three classmates at a time to walk through the wood. What do they feel as they listen to the strange noises?

As an extra challenge, use musical instruments and props to bring the Enchanted Wood to life in your classroom!

Challenge 2:

When Joe, Beth and Frannie climb the Faraway Tree in the wood, they discover a ladder that leads them above the clouds to a different magical land on each visit.

Use Activity Sheet 2, which features a series of clouds. Each time they come across a new land in the story, they should add it to a blank cloud. The first land has been added for them.

Can children predict what might happen in each land? Can they come up with a new land of their own?

THE MAGIC FARAWAY TREE

Focus on: the characters. Meet the folk of the Faraway Tree

After reading a bit more, encourage children to delve into the characters.

Ask students:

- Who are the three children? How are they similar or different from each other?
- What magical folk do the children meet when they climb the Faraway Tree?
- Which of these magical folk seem the most helpful? Which the least?
- Which magical folk do students like best? Why?

Challenge:

When the children climb the Faraway Tree, they discover that it is inhabited by magical people, including Moonface, Silky, The Saucepan Man, Dame Washalot, Mr. Watzisname, and the Angry Pixie, whose houses are carved into the trunk. They befriend some of these people, in particular Moon-Face and Silky.

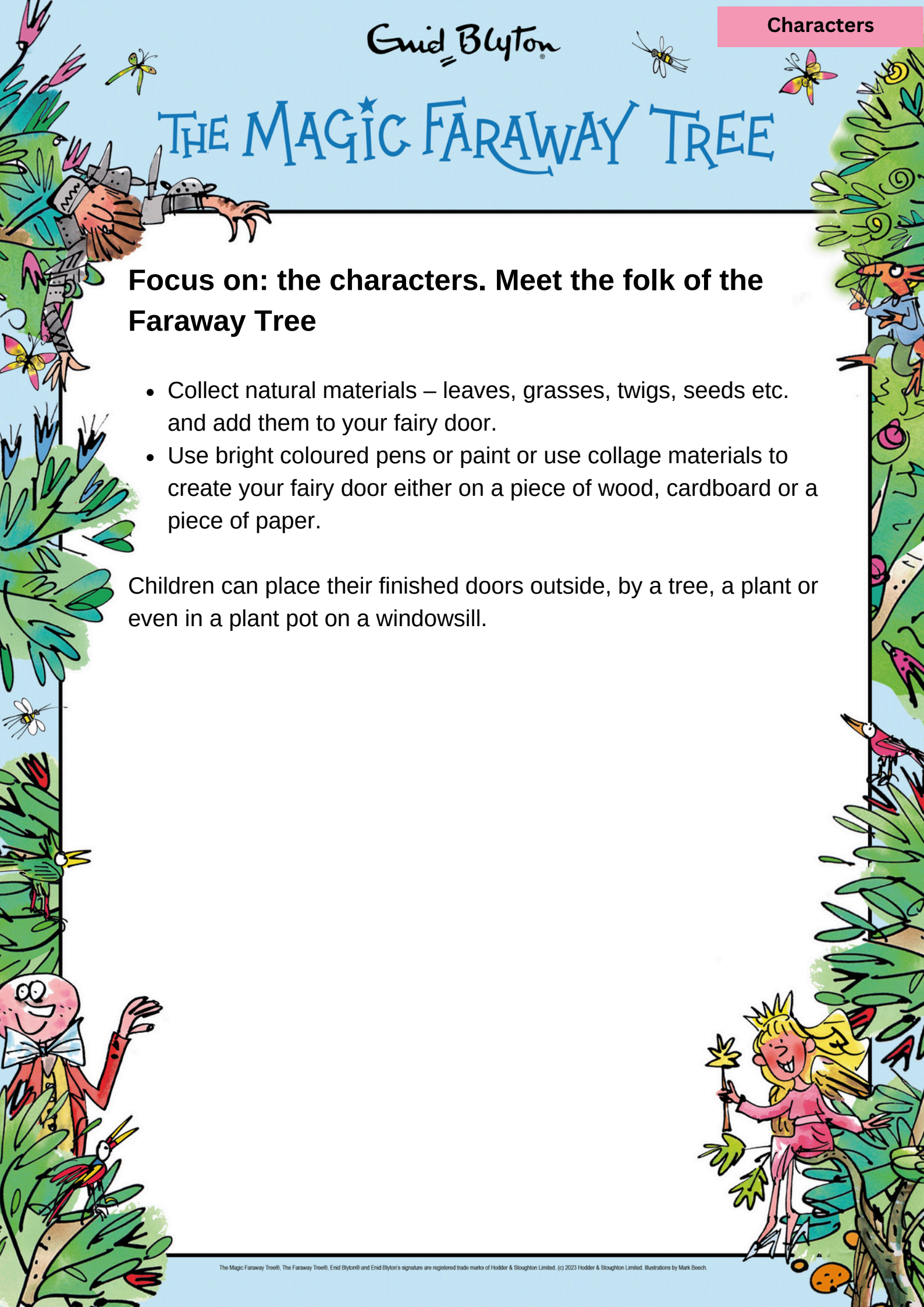
Ask children to choose their favourite magical character and to recreate their door in the Faraway Tree. They should think about what their chosen character is like – happy and calm like Silky or perhaps grumpy like the Angry Pixie? Design a door that reflects them.

THE MAGIC FARAWAY TREE

Focus on: the characters. Meet the folk of the Faraway Tree

- Collect natural materials – leaves, grasses, twigs, seeds etc. and add them to your fairy door.
- Use bright coloured pens or paint or use collage materials to create your fairy door either on a piece of wood, cardboard or a piece of paper.

Children can place their finished doors outside, by a tree, a plant or even in a plant pot on a windowsill.



Enid Blyton

THE MAGIC FARAWAY TREE

Generate excitement with magical activities inspired by the series

It's time for children to begin their own detective club and solve some mysteries!

Use the Magical Blyton Bingo (Activity Sheet 3) to complete activities inspired by *The Magic Faraway Tree*. Children might want to keep a diary of their experiences while completing each activity. Share progress every day, week or term as a class!

THE MAGIC FARAWAY TREE

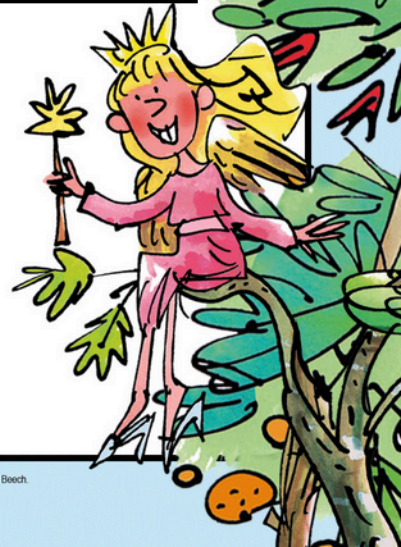
Activity Sheet 1 Chapter Tracker - page 1

1. How they found the Magic Wood	2. First Visit to the Wood	3. Up the Faraway Tree
4. The Folk in the Faraway Tree	5. The Roundabout Land	6. Moonface and the slippery-slip
7. Beth makes some toffee for Moonface	8. Joe and the Magic Snowman	9. The House of the Three Bears
10. The Battle of the Bears	11. More and more surprises	12. What happened to the Snowman

THE MAGIC FARAWAY TREE

Activity Sheet 1 Chapter Tracker - page 2

13. Moonface gets into trouble	14. The funny old Saucepan Man	15. The Saucepan Man goes to the wrong land!
16. What happened in the Rocking Land	17. An invitation from Moonface and Silky	18. The Land of Take-What-You-Want
19. Moonface gets into a fix	20. Off to Dame Snap's school	21. Silky's clock is very clever
22. The army of Red Goblins	23. A most exciting night	24. The Red Goblins get a shock

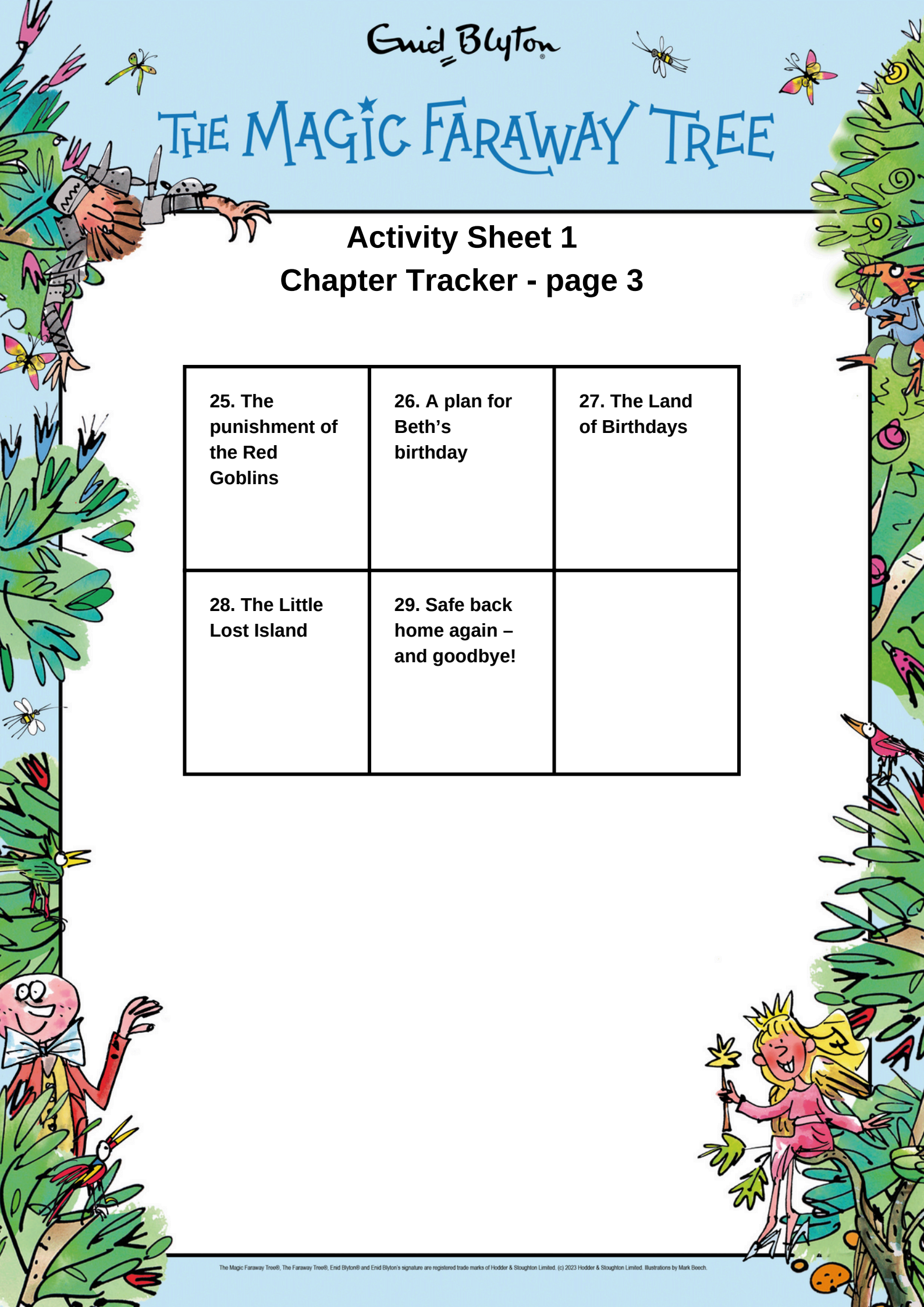


THE MAGIC FARAWAY TREE

Activity Sheet 1

Chapter Tracker - page 3

<p>25. The punishment of the Red Goblins</p>	<p>26. A plan for Beth's birthday</p>	<p>27. The Land of Birthdays</p>
<p>28. The Little Lost Island</p>	<p>29. Safe back home again – and goodbye!</p>	



THE MAGIC FARAWAY TREE

Extract 1

'A wood!' said Beth, in delight. 'We shall be able to have picnics here!'

'It's a rather mysterious sort of wood,' said Joe thoughtfully. 'Don't you think so, Beth?'

'Well the trees are rather thick, but they seem about the same as any others,' said Beth.

'They don't quite,' said Frannie. 'The noise the leaves make is different. Listen!'

They listened – and Frannie was right. The leaves of the trees in the wood did not rustle in quite the same way as other trees nearby did.

'It's almost as if they were really talking to one another,' said Beth. 'Whispering secrets – real secrets, that we just can't understand.'

'It's a magic wood!' said Frannie suddenly.

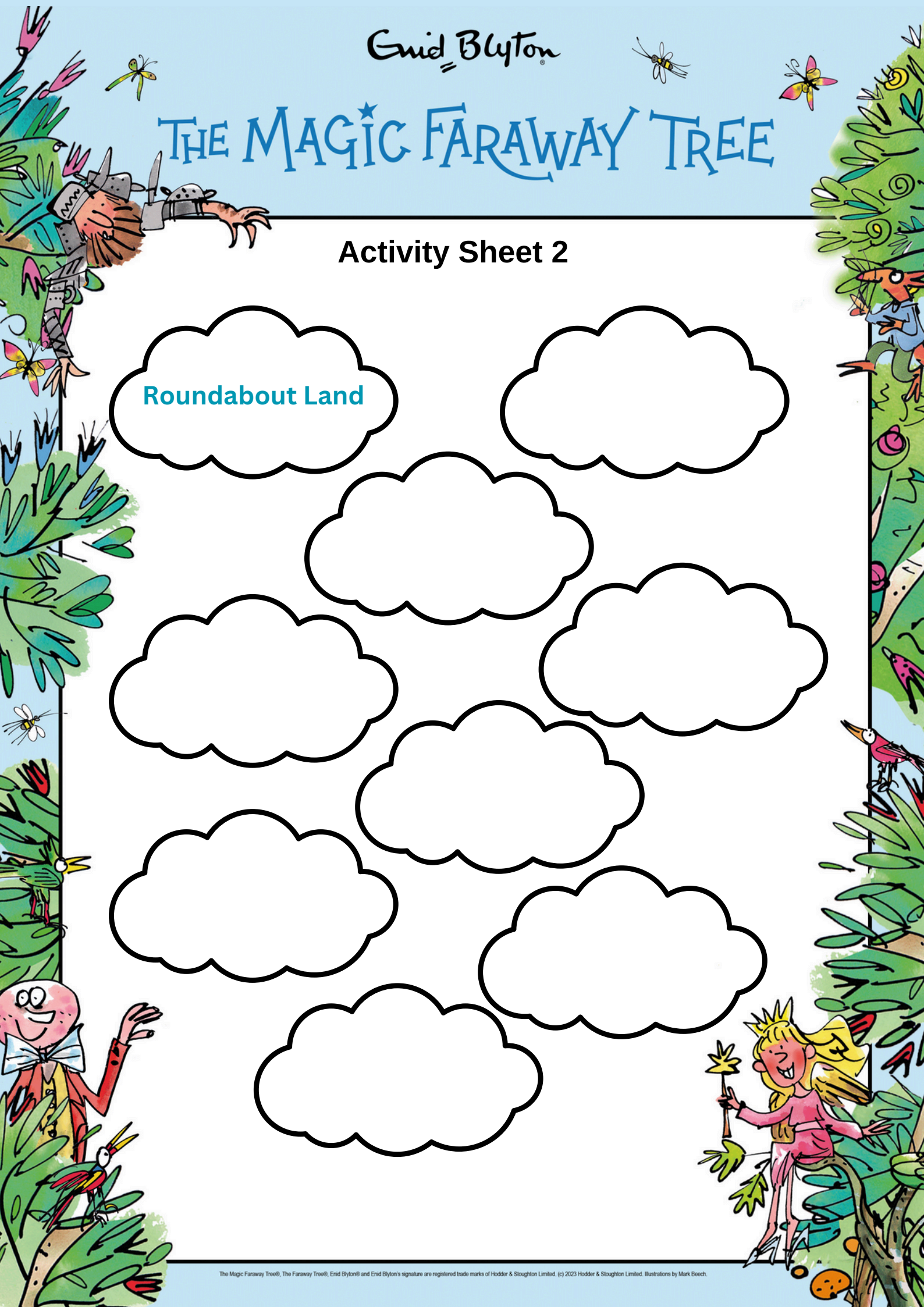
Nobody said anything. They stood and listened. 'Wisha-wisha-wisha-wisha-wisha!' said the trees in the wood, and bent towards one another in a friendly way.

'There might be fairy-folk in there,' said Beth. 'Shall we jump over the ditch and go in?'

THE MAGIC FARAWAY TREE

Activity Sheet 2

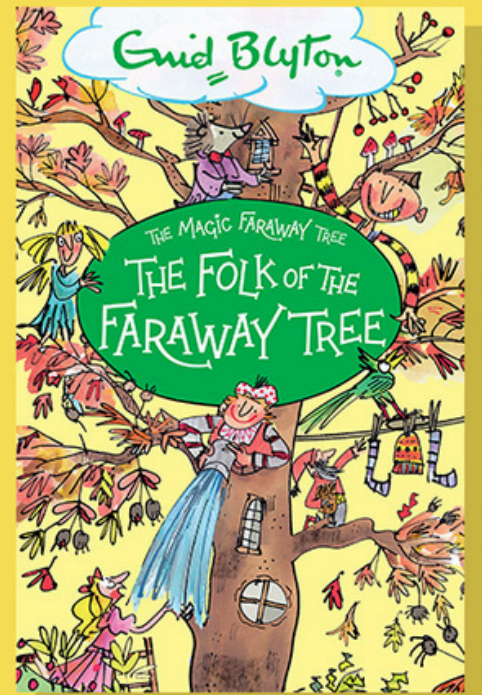
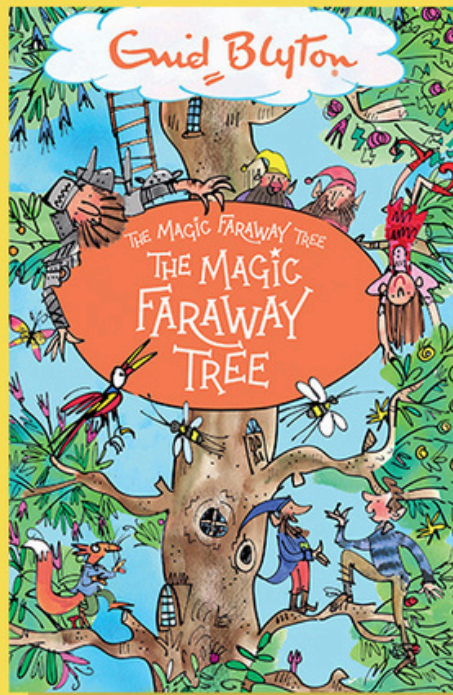
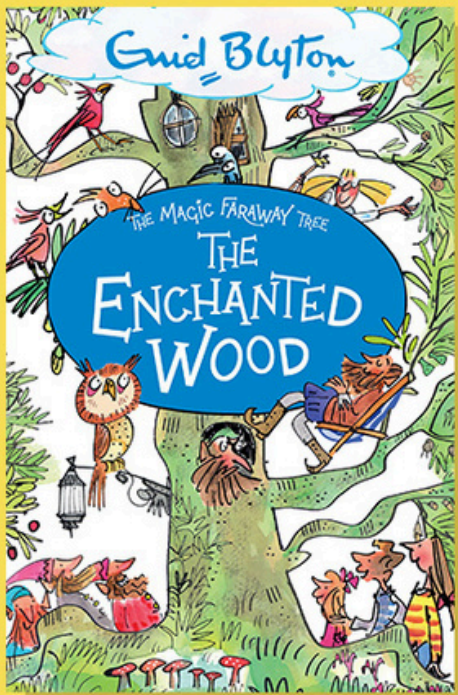
Roundabout Land



THE MAGIC FARAWAY TREE

Activity Sheet 3 Magical Blyton Bingo

<p>Observe the Trees Go outside and observe the trees. Keep a record of what you find. How do they change through the seasons?</p>	<p>Become a Tree Detective Find different leaves outside and match them to the correct tree.</p>	<p>Create a Magical Tree Draw and label your own magical Tree</p>	<p>Diary of a Tree Choose your favourite tree. How long has it stood? Write down the things that it has seen in its lifetime.</p>
<p>Create Magical Creatures What will they look like? What magical powers will they have?</p>	<p>Track the Clouds Take some time to look up at the sky and record the clouds that you see.</p>	<p>Cloud Lands Create different magical lands for different types of cloud: cirrus, stratus, nimbus, cumulus.</p>	<p>Bake a Magical Cupcake! What flavours, ingredients and magical decorations can you use?</p>
<p>Create a Magical Language! Create a glossary of words spoken in a magical wood</p>	<p>Personify a Flower Choose a flower and give it human characteristics to make it come alive. This is called 'personification'</p>	<p>Design a Magical Feast Imagine you can eat magical food in a faraway land. What will you choose?</p>	<p>Plan a Story Use 'The Magic Faraway Tree' series as inspiration for a new magical adventure.</p>



Enid Blyton

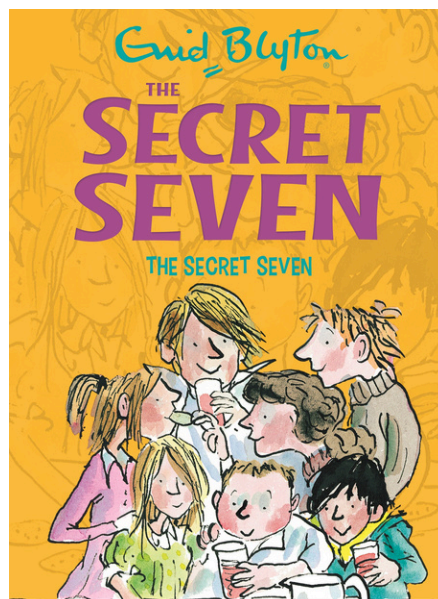
THE SECRET SEVEN

Notes and activities for teachers and librarians to use with students in KS1

Use these resources if you're reading *The Secret Seven* series by Enid Blyton as a class:

- Develop students' reading comprehension, retrieval and inference
- Encourage creative thinking and writing skills
- Explore the meaning of teamwork and friendship
- Inspire students to set up their own detective club, go outside and investigate

Themes: Creative Writing | English | Reading Comprehension | Writing Skills



Enid Blyton

THE SECRET SEVEN

Start off by: introducing the series to your class

Use the poster in this pack to show children the covers and titles of the books in *The Secret Seven* series. Ask them:

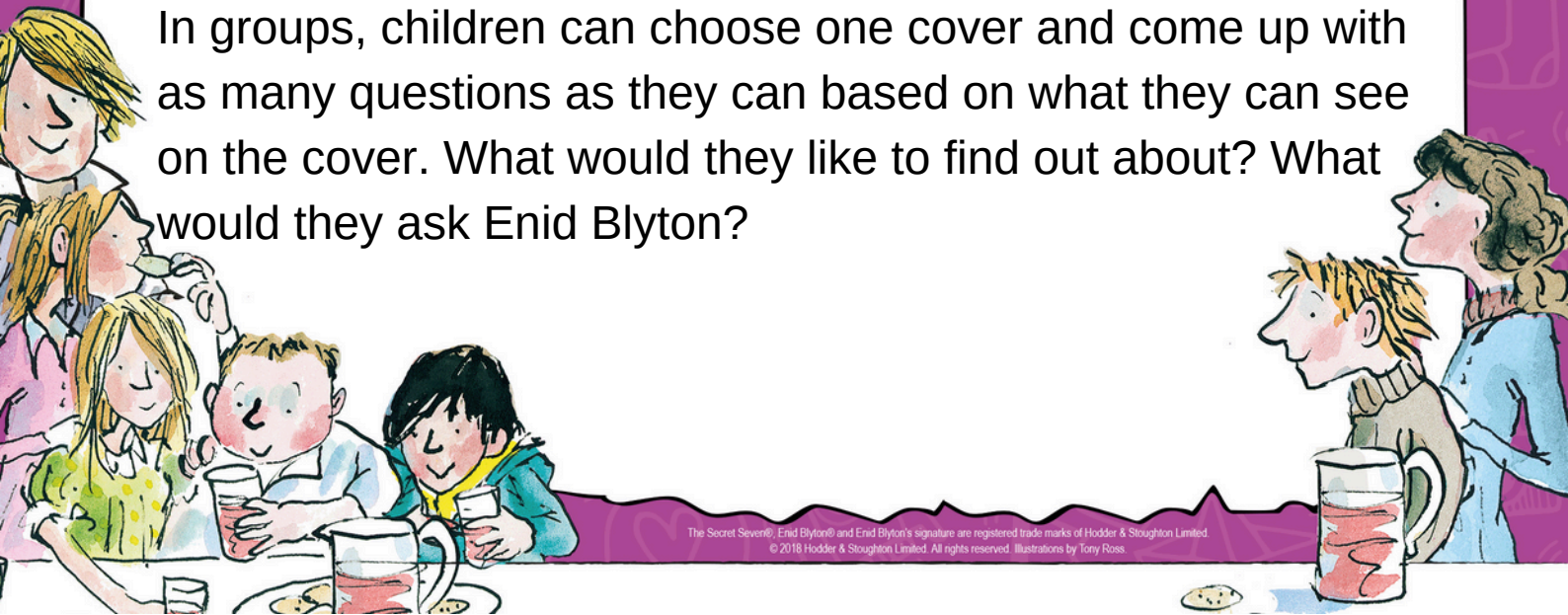
- Which cover is their favourite? Why?
- What do the titles have in common?
- Which characters can they see on the covers? What are the characters doing?
- Where are the different stories set? Which setting excites them the most?

Activity Suggestion 1: Looking for Clues!

Encourage children to look at the covers again and note down any small details or clues that they can find about the stories. Who can find the most clues in your class?

Activity Suggestion 2: Asking Questions

In groups, children can choose one cover and come up with as many questions as they can based on what they can see on the cover. What would they like to find out about? What would they ask Enid Blyton?



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THE SECRET SEVEN

Activity Suggestion 3: Design a New Cover!

Set children the challenge of creating a new cover for the series. What exciting and mysterious new case do they think the Secret Seven will solve?

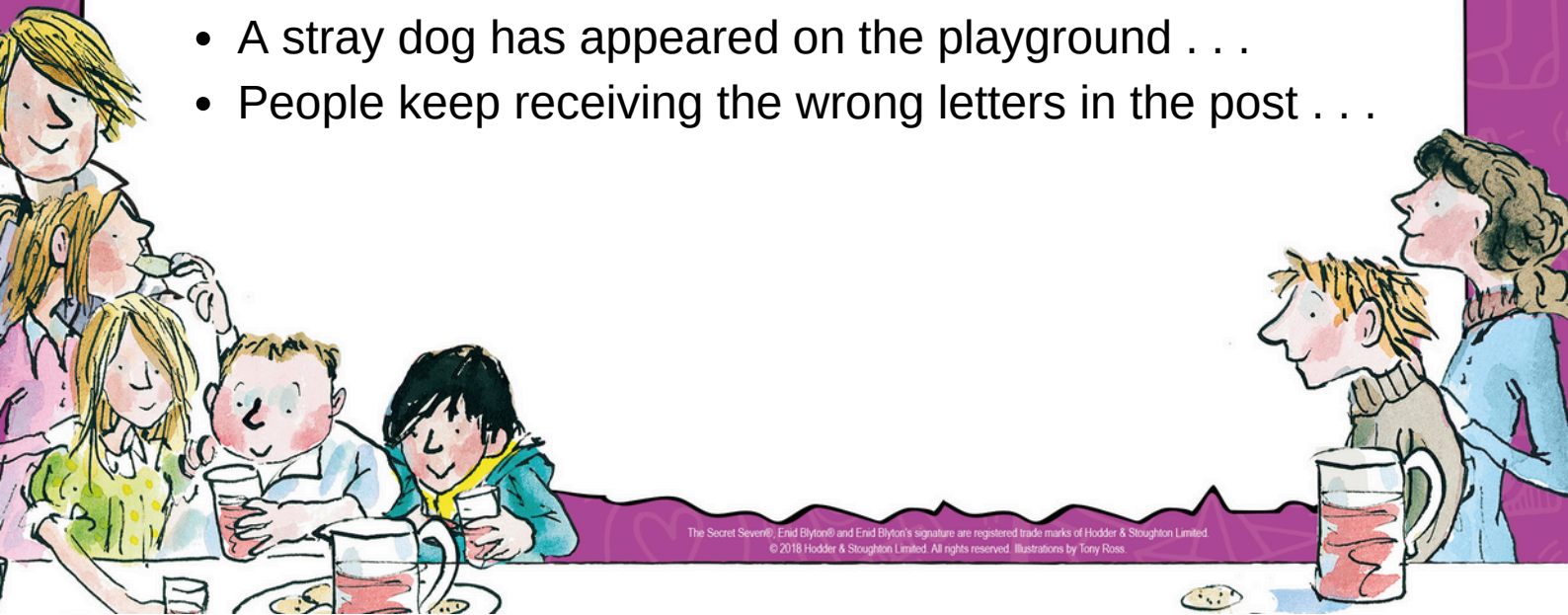
Activity Suggestion 4: Create a Mini-Mystery

Introduce the class to The Secret Seven: a secret society made up of seven friends looking for anything 'strange and peculiar' – a mystery – to clear up.

Can children think of anything strange and peculiar that has happened to them recently in school, in the local area, or at home? Can they invent anything strange and peculiar?

As a class, create a list of strange and peculiar events that The Secret Seven could solve! Some fictional examples are below:

- Some strange objects were left on the school bus . . .
- A stray dog has appeared on the playground . . .
- People keep receiving the wrong letters in the post . . .



THE SECRET SEVEN

Focus on: themes, ideas and events

Encourage children to think about the themes, ideas and events in the series. They can use the Activity Sheet 1, the Chapter Tracker, to predict what might happen in each chapter, or they can fill it in as they read. The Chapter Tracker has been made for *The Secret Seven* (book 1) but can be adapted for any story in the series



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THE SECRET SEVEN

Story Starter!

Can children use the opening of *The Secret Seven* to think of ideas for an interesting story? What exciting things could happen in the at a secret society meeting? Challenge them to write the messages to the other society members, inviting them to come to the meeting.

“We’d better have a meeting of the Secret Seven,” said Peter to Janet. “We haven’t had one for ages.”

“Oh, yes, let’s!” said Janet, shutting her book with a bang. “It isn’t that we’ve forgotten about the Society, Peter – it’s just that we’ve had such a lot of exciting things to do in the Christmas holidays, we simply haven’t had time to call a meeting.”

“But we must,” said Peter. “It’s no good having a secret society unless we use it. We’d better send out messages to the others.”



THE SECRET SEVEN

Focus on: the setting. Step inside the old shed

In Chapter 1 of *The Secret Seven*, Peter, Janet and Scamper visit 'the old shed' (pages 7–8). Read Extract 1 together

Ask students:

- Is the shed hot or cold? Why?
- What do Janet and Peter hope 'Mummy' will let them have?
- What do Peter and Janet arrange for the society members to sit on?
- What sort of atmosphere is there in the shed? Would you like to go there?

Challenge:

Encourage students to sketch a floorplan of the shed according to how it's described. They can label their floorplan with passages from the extract. What three words would children use to describe the shed? Why is it a good place for a secret society meeting?



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THE SECRET SEVEN

Focus on: the characters. Meet The Secret Seven

After reading a bit more, encourage children to delve into the characters.

Ask students:

- Who are the different members of 'The Secret Seven'? (page 2)
- How are they different from each other?
- What makes the characters good friends to each other?
- How do the members show teamwork?

Challenge:

Create badges for each member of The Secret Seven. On each badge, include words to describe each member. If students were to cast a film of *The Secret Seven*, which actors would they choose to play each member? Why?



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THE SECRET SEVEN

The children can then use Activity Sheet 2 to create their own 'secret seven'. Their members can be real friends and family members, famous people and celebrities, characters from books, or made-up characters. At least one member should be an animal, like Scamper! Encourage children to consider the similarities and differences between their group members, and what makes them work together as a team.



THE SECRET SEVEN

Generate excitement with detective club activities inspired by the series!

It's time for children to begin their own detective club and solve some mysteries!

Use the Detective Club Blyton Bingo (Activity Sheet 3) to complete activities inspired by *The Secret Seven*. Children might want to keep a diary of their experiences while completing each activity. Share progress every day, week or term as a class!



Enid Blyton

THE SECRET SEVEN

Activity Sheet 1 Chapter Tracker

1. Plans for a Secret Seven meeting	2. The Secret Seven Society	3. The Cross Old Man
4. What Happened to Jack	5. Exciting Plans	6. Finding out a Few Things
7. A Talk with the Caretaker	8. Another Meeting	9. Out into the Night
10. In the Old Empty House	11. The Prisoner	12. The End of the Adventure



THE SECRET SEVEN

Extract 1

'That afternoon the two children and Scamper went down to the old shed. It was warm, because the gardener had got the boiler going well nearby, to heat the big greenhouse. Peter looked round.

'It feels quite cosy. Let's arrange boxes for seats – and get the old garden cushions out. And we'll ask Mummy if we can have some lemonade or something, and biscuits. We'll have a really proper meeting!'

They pulled out some boxes and fetched the old cushions. They laid sacks on the ground for a carpet, and Janet cleaned a little shelf to put the lemonade and biscuits on, if Mummy let them have some.

'There are only five boxes that are sittable on,' said Peter. 'Two people will have to sit on the floor.'

'Oh, no – there are two enormous flowerpots in the corner over there,' said Janet.

'Let's drag them out and turn them upside down. They'll be fine to sit on them.'

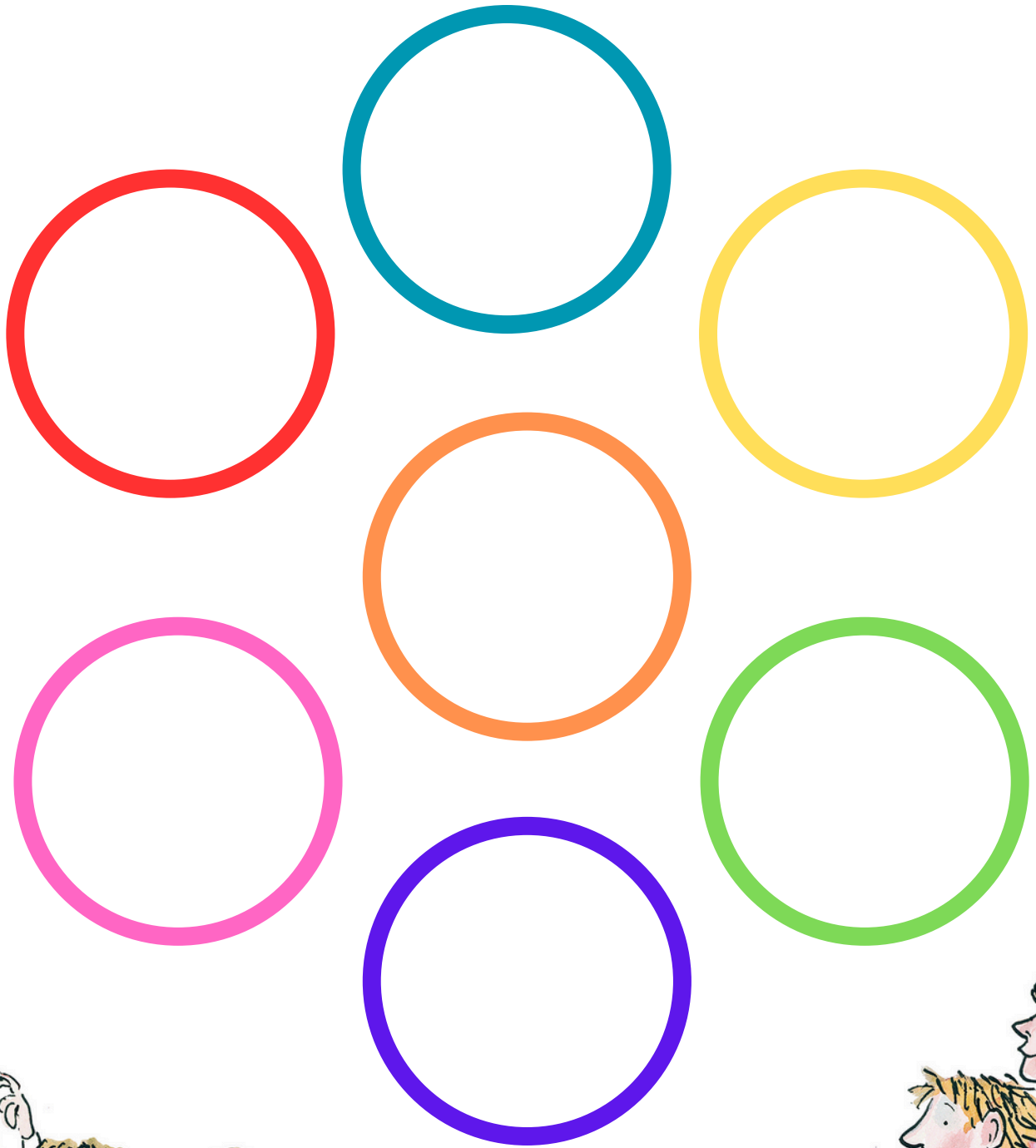
So, with the five boxes and the two flowerpots, there were seats for everyone.



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THE SECRET SEVEN

Activity Sheet 2 Badges

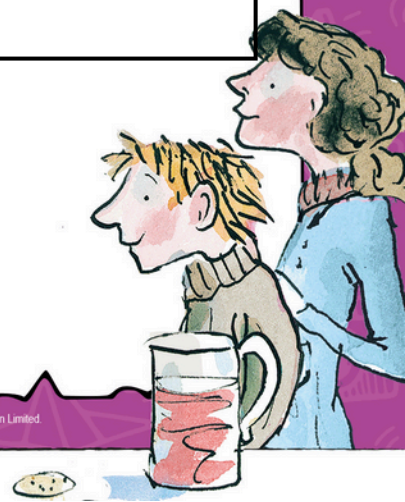


THE SECRET SEVEN

Activity Sheet 3

Detective Club Blyton Bingo

<p>Create a Secret Society How many members will you have? What will you be called?</p>	<p>Invent Passwords What words will nobody guess? You can even make some up!</p>	<p>Design a Secret Logo Design logos, badges and clothes for your own secret society.</p>	<p>Adopt a Meeting Place Where is the ideal hideout for a secret society?</p>
<p>Create Club Rules What rules would you need in a secret society?</p>	<p>Stage a mystery Create a case for classmates to solve.</p>	<p>Write as Scamper Consider one of the scenes from Scamper's point of view.</p>	<p>Society Diaries Create a diary tracking what happens in your own secret society.</p>
<p>Write Coded Messages Design a code and send secret notes to your friends</p>	<p>Create a Detective Bag What would you need to be a successful detective?</p>	<p>Design a Disguise Imagine you need to go undercover; how could you disguise yourself?</p>	<p>Plan a Story Use 'The Secret Seven' mysteries as inspiration.</p>



THE SECRET SEVEN

READ ALL THE BOOKS IN THE SERIES



Enid Blyton

Resources created by

