Reading Learning at Home

Thank you for continuing to support your children at home through this challenging time. Here is a 'learning menu' with some comprehension and follow up activities that link to a Storytime with the Shakesbies story.

Stick Man					
Find it questions.	Understand it questions.	Think about it questions		Sequence it questions	
Where does Stick Man live?	In the book the nest is described as being 'deserted' what does this word mean? What	Why does the sign say that dog's must be kept on a lead? Why does Santa get stuck in the chimney?		Use the muddled up story sheet to sequence the events of the story in the right order.	
What animals does Stick Man run past?	other places can you think of that might be deserted?				
What does the dog want to use Stick					
Man for?	In the book Stick man is describes as "weary" what other word could be used instead?	What special night is it when Santa falls into the room? Why does the snowman melt?			
What makes the other arm on the snowman?					
What makes the blanket on the Stick	Making Links	_			
family bed?	Do you know any other Stick Man books?	-			
	Do you know any other stories written by Julia Donaldson?				
Follow up tasks. Writing			Follow up tasks. Creative		
Make up a new adventure for stick man - you could use the sheet on the website. Think of some different ways to use Stick Man. Draw him doing his new job and write what he is doing. Draw or write about the different feelings Stick Man had. Draw and write about the different things that Stick Man was used for.	STICK MAN DONALDSON AXEL	Ma Ma ch Ma shu Fir Ma If wo	Make a stickman using things you find outside. Make some shapes with sticks e.g triangle, square, hexagon. Make a tasty treat by dipping a bread stick into melted chocolate and decorating with sprinkles. Make a stick family - can you find sticks the right size to show how tall the people in your family are? Find the largest stick and smallest stick that you can. Make the first letter of your name using sticks. If Stick Man was make into a flag - design what the flag would look like. Draw a map home for Stick Man.		