ACTIVITY 1 - I-SPY

- The first player decides upon an object and gives the other player(s) the first letter of the word.
- Other players guess what the object is and are told whether they are correct or incorrect.
- When a player has guessed correctly, it moves to the next person to pick an object.
I spy with my little eye
Checklist

☐ spoon   ☐ beach ball
☐ hand    ☐ bee
☐ balloon ☐ carrot
☐ mouse   ☐ shorts
☐ sock    ☐ tractor
☐ teapot  ☐ dog
☐ envelope ☐ lighthouse
☐ fairy   ☐ snail
☐ mouth   ☐ queen
I spy with my little eye
Checklist

☐ panda ☐ cup and saucer
☐ jam ☐ penguin
☐ lion ☐ grapes
☐ bath ☐ toothbrush
☐ umbrella ☐ dolphin
☐ cow ☐ teddy
☐ flag ☐ kite
☐ moon ☐ fire
☐ clock ☐ giraffe
I spy with my little eye
Checklist

- key
- football
- tie
- rabbit
- train
- shoe
- tap
- monkey
- frog
- telephone
- sun
- apple
- present
- chicken
- pen
- deckchair
- cloud
- fork
ACTIVITY 2 – TALKING SENTENCES

Step 1: Choose a character for your story

Talk through what your character looks like (what colour hair, eyes etc). Discuss what sort of clothes they wear (the colour of their clothes and what type of clothes).

Step 2: Choose a setting for your story

Choose a setting for your character to have their adventure in.

Talk through what your setting looks like. What can you see? What can you hear? What can you feel?
Step 3: What is the problem? What happens to the character in the setting?

Choose a problem that happens to the character whilst they are in the setting.

Discuss what could happen to your character for example a spell is put on them by an unkind witch.

Step 4: How do they solve the problem?

What does your character do to overcome the problem e.g. eat a magic apple which undoes the witch’s spell.
Step 1: Create a simple sentence about your character

Write about what your character looks like (what colour hair, eyes etc) or what sort of clothes they wear (the colour of their clothes and what type of clothes). For example:

   The frog was happy.
   The girl and boy played.

Step 2: Create a sentence about your setting

Write a simple sentence about what you can see, hear and touch. Keep using capital letters and full stops.

   The woods were dark.
   The tower was tall.
Step 3: The problem

Step 4: How do they solve the problem?

Explain in a sentence how the problem was solved.

The good fairy waved her wand.
The wolf was chased away.
ACTIVITY 4 – INK WASTER

Choose one of the words from the word mat and write as many words as you can associated with the word in one minute. Repeat with other words of your choosing.