ACTIVITY 1 - JUST A MINUTE

• The first player chooses a traditional tale story character and, using the word prompts given, talks for one minute about that character.
• The next player picks a different character giving as much information as possible on the character.
• Repeat until all characters have been used.

REMEMBER TO:
• Talk fluently without hesitating.
• Try to avoid repeating the same word.
• Make sure you keep describing the story character chosen for the whole minute.

<table>
<thead>
<tr>
<th>Characters</th>
<th>Scene</th>
<th>Objects</th>
<th>What went wrong?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapunzel</td>
<td>• The man and woman's house</td>
<td>• Lettuce</td>
<td>The Witch discovered</td>
</tr>
<tr>
<td>• A man and his wife</td>
<td>• The Witch's garden</td>
<td>• Rapunzel's hair</td>
<td>Rapunzel and the Prince together</td>
</tr>
<tr>
<td>• An evil Witch</td>
<td>• A tower</td>
<td>• Thorns</td>
<td></td>
</tr>
<tr>
<td>• Rapunzel</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>• A handsome Prince</td>
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</tbody>
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</thead>
<tbody>
<tr>
<td>Little Red Riding Hood</td>
<td>• Forest</td>
<td>• Red hood</td>
<td>The wolf was pretending to be</td>
</tr>
<tr>
<td>• Little Red Riding Hood</td>
<td>• Grandmother's house</td>
<td>• Basket of food</td>
<td>Little Red Riding Hood's grandmother</td>
</tr>
<tr>
<td>• Grandmother</td>
<td></td>
<td>• Night gown</td>
<td></td>
</tr>
<tr>
<td>• Mother</td>
<td></td>
<td>• Axe</td>
<td></td>
</tr>
<tr>
<td>• Big Bad Wolf</td>
<td></td>
<td>• Bed</td>
<td></td>
</tr>
<tr>
<td>• Woodcutter</td>
<td></td>
<td></td>
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<tr>
<td>Cinderella</td>
<td>• Kitchen</td>
<td>• Glass slippers</td>
<td>Cinderella was late leaving the ball</td>
</tr>
<tr>
<td>• Cinderella</td>
<td>• House</td>
<td>• Invitation</td>
<td></td>
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<tr>
<td>• Two ugly sisters</td>
<td>• Ballroom</td>
<td>• Silver sword</td>
<td></td>
</tr>
<tr>
<td>• Wicked stepmother</td>
<td>• Palace</td>
<td>• Pumpkin</td>
<td></td>
</tr>
<tr>
<td>• Fairy Godmother</td>
<td></td>
<td>• Coach</td>
<td></td>
</tr>
<tr>
<td>• Prince</td>
<td></td>
<td>• Clock</td>
<td></td>
</tr>
<tr>
<td>Story</td>
<td>Characters</td>
<td>Scene</td>
<td>Objects</td>
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</tbody>
</table>
| Hansel and Gretel | - Hansel  
- Gretel  
- Father (woodcutter)  
- Stepmother  
- A witch | - House  
- Woods  
- Path  
- Gingerbread house | - A fire  
- Pebbles  
- Bread crumbs  
- Cage  
- Oven  
- Chest of gold coins | The birds and animals ate the breadcrumbs on the path that lead back to their house |
| Three little pigs | - Three pigs  
- Mummy pig  
- Wolf | - House made of straw  
- House made of sticks  
- House made of bricks | - Straw  
- Sticks  
- Bricks  
- Pot of boiling water | The wolf blew the house made of straw and sticks down |
| Sleeping Beauty | - King  
- Queen  
- Fairies  
- Wicked fairy  
- Princess  
- An old woman  
- Prince | - Party  
- Palace | - Gifts  
- Spinning wheel | She pricked her finger and fell asleep for 100 years |
| Goldilocks | - Goldilocks  
- Three bears | - Forest  
- Bears’ cottage | - Three bowls of porridge  
- Three chairs  
- Three beds | Goldilocks fell asleep and the bears found her |
| Jack and the beanstalk | - Jack  
- Mother  
- A man  
- Giant | - House  
- Beanstalk  
- Giant’s castle | - Cow  
- Magic beans  
- Hen  
- Golden eggs  
- Golden Harp | The giant caught Jack and chased him down the beanstalk |
| The Enormous Turnip | - Little old woman  
- Little old man  
- A boy  
- A girl  
- A dog  
- A cat  
- A mouse | - Farm | - Turnip seeds  
- Enormous turnip | The turnip wouldn't budge |
ACTIVITY 2 – JOINING SENTENCES

• Roll the dice to decide upon the setting.
• Create a simple sentence related to the setting.
• Roll the dice again to decide upon your character.
• Create a further sentence relating to the character you have been given.
• Join the two sentences together choosing the most appropriate conjunction from the choice of: and, but.

For example:

The little cottage was in the middle of the woods.
The children played happily outside.
The little cottage was in the middle of the woods and the children played happily outside.

• Try to alter some of the words so that you can use a different conjunction.
The little cottage was in the middle of the pretty woods but the children couldn’t play outside.
ACTIVITY 3 – ADD A WORD

Create some sentences related to the character from the previous activity.

SIMPLE SENTENCE: The pirate was dressed in a t-shirt.

• **STEP 1: Add adjectives to describe the first noun:**
  
The cheerful pirate was dressed in a t-shirt.

• **STEP 2: Add an adjective to describe the second noun**
  
The cheerful pirate was dressed in a stripy t-shirt.

See if you could use the skills from the last activity and join one sentence together with another using a conjunction.

- overjoyed
- pretty
- jolly
- tremendous
- enjoyable
- eager
- superb
- cheerful
- pleasant
- ecstatic
- happy
- content
- stunning
- captivated
- fantastic
- pleased
- thrilled
- lively
- gleeful
- terrific

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ACTIVITY 3 – FURTHER ADJECTIVES FOR ADD A WORD

sad
bewildered  heartbroken  alone
grumpy   glum   angry   sorrowful
distressed
bitter  empty
dreadful  ignored
gloomy  hurt
horrible  awful  terrible

big/small
huge  mammoth  tiny  compact
colossal  immense  miniature  dinky
weighty  tall  mini  limited
great  enormous  vast  minute
towering  massive  narrow  little
gigantic  measly  short
baby
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.

Pirates Word Mat

- ship
- pirate
- captain
- treasure
- sea
- parrot
- hook
- treasure chest
- pirate flag
- desert island
- treasure map
- eyepatch
- compass