

For Years 6 - 7

Rave Reviews

Reading extension activities
allowing students to reflect on
books they have read.

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Introductory Notes

The promotion of reading is a vital element of learning. This book is designed to give 10-12 year old students an opportunity to show their appreciation of books in forms other than reviews and reports.

The activities offer alternative ways for students to reflect on the books they have read. Each page can be approached independently and many can be treated as a whole-class exercise. Reproduced as a learning centre the activities can form the basis of a novel-based reading programme.

The activities in '*RAVE REVIEWS*' are divided into language, art/craft, and oral/drama areas and do not require extensive marking. Participation, sharing and displaying efforts are key factors in the promotion of reading.

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L7 Scene 1, Take 1	Putting together a cast for the movie version of the book.	12
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A/C10 Putting It In Print	Printing a design (potato print) for headbands, etc.	33
A/C11 Mood Collage	Using a collage to re-create the mood of the book.	34
A/C12 Mapping the Story	Building a relief map based on the story.	35
A/C13 Design a T-Shirt	Designing a promotional t-shirt.	36
A/C14 Sell the Book	Creating some articles to use in a book promotion.	37
A/C15 Dress a Doll	Dressing a doll as a character in the book.	38
A/C16 Make a Patchwork Quilt	Stitching a quilt, with each square a different part of the book.	39
A/C17 Frieze It	Making a frieze to stimulate interest in the book.	40
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O5 Cook a Food	Cooking a food mentioned in the book.	46
O6 Write a Song	Writing a song to tell the story.	47

Name

In the story of "The Three Little Pigs" if the hungry wolf had told HIS side of the events that took place it would have been a different tale altogether!



TWO SIDES TO THE STORY

◆ Write another side of the story you have read.

BOOK TITLE BY

Note down the events as told in the book:

.....
.....
.....

Now, retell your story from another person's or character's viewpoint. Remember, the sequence should remain the same.

(Use the back of the page if you need more space.)

.....
.....
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.....

Name

When reading a book we often learn a lot about the main character - but not everything.

❖ Use your imagination to fill in the personality profile for a character from a book you have read.

Some facts may be given in the book; the rest are up to you!



PERSONALITY PROFILE

Book Title: Author:

Character:

Appearance.	
Good qualities.	
Poor qualities.	
Favourite foods.	
Favourite sports.	
Class members who'd be friends.	
Weekend activities you'd do together.	
What his/her school report would have said.	
What the future holds.	

Name

In The Right Time

Authors research **time** and **place** before they write a book. They often make use of drawings and historical notes to maintain accuracy.

- ❖ Use the library to find out details of the **time** and **place** of your book.

Book Title

Time (e.g. early 1900s.)

Historical Events at that Time

Typical Clothing

Typical Housing

Famous People of the Time

Everyday Items of the Time

Name

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Create a new class member

To make a life sized character
you will need:

- * newspaper
- * second-hand clothes
- * 3 pairs of pantihose
- * needle and thread
- * soft toy filling

Life Sized Characters

❖ Step 1

Fill 2 pairs of pantihose with newspaper
(join in the middle as shown).

This is the body, arms and legs.
As it is easy to stitch through.
Dress in second-hand clothes
appropriate to the character.

❖ Step 2

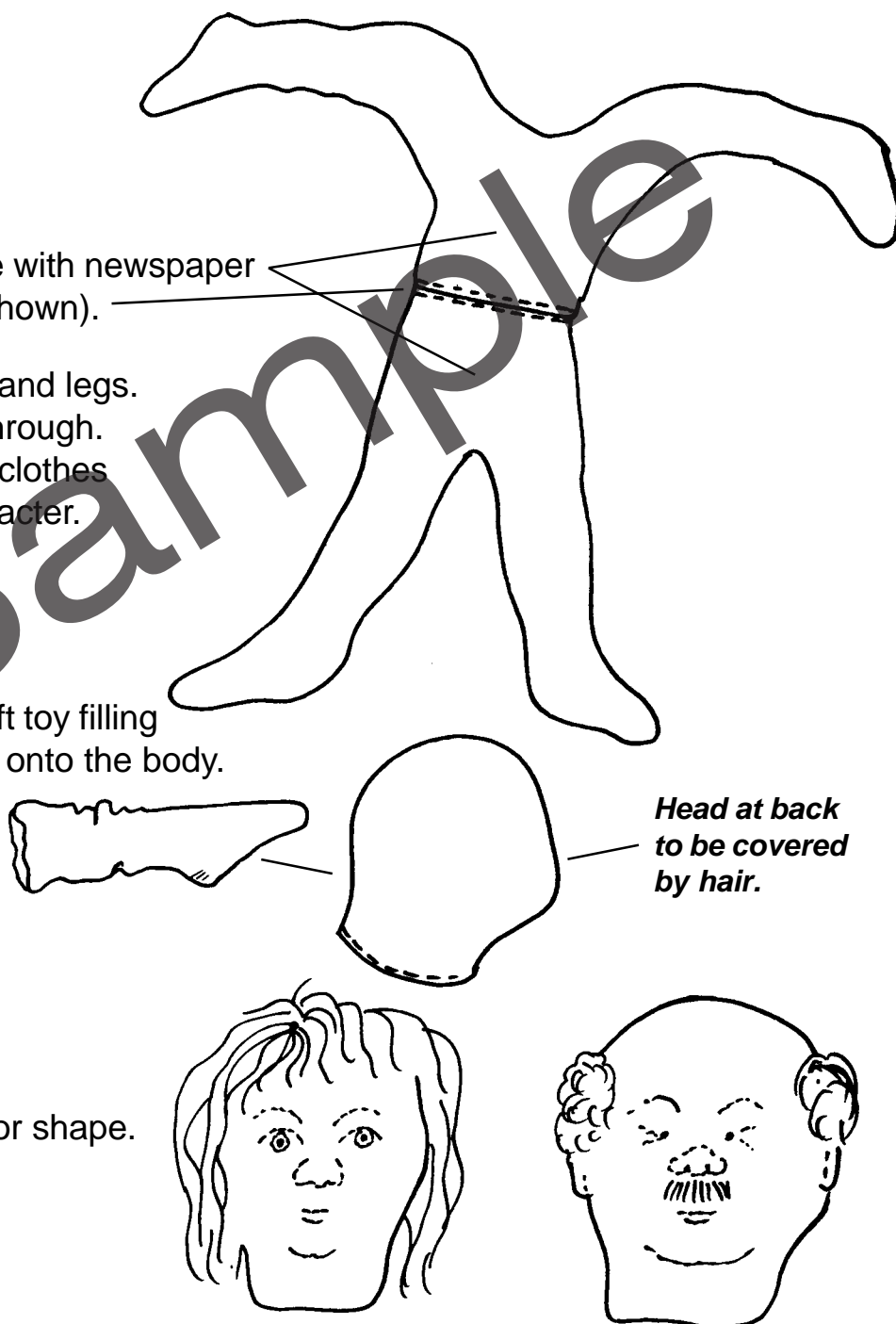
Fill half of a leg with soft toy filling
to make a head. Stitch onto the body.

❖ Step 3

The head needs to be
'humanised' with hair
(wool or a wig).

Stitch down the nose for shape.

Add eyes, eyebrows,
eyelashes and lips.



Name

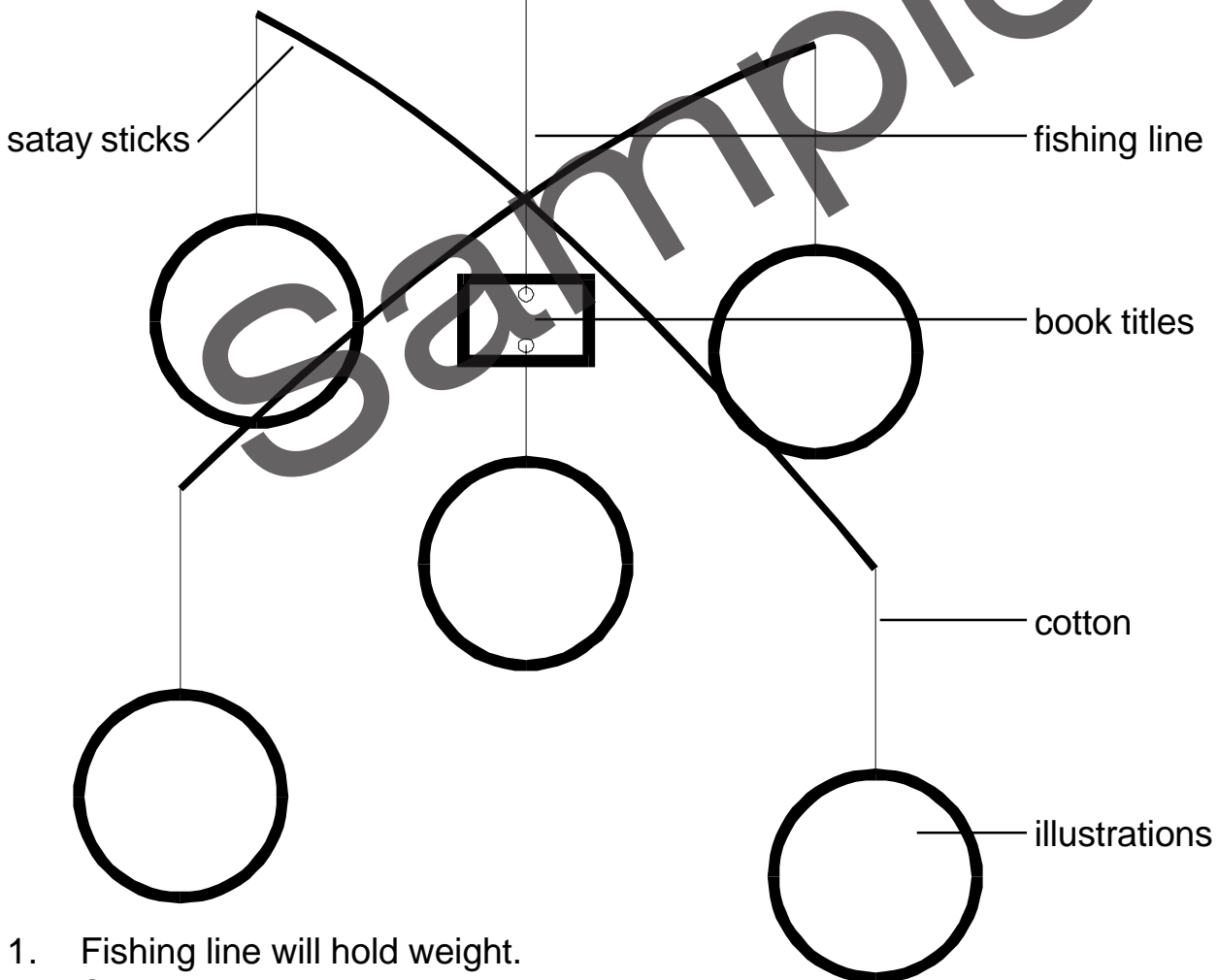


Make a simple mobile to create interest in your book.

❖ YOU WILL NEED:

- small lengths of fishing line
- 2 satay sticks
- stiff white paper
- cotton
- glue

❖ CONSTRUCTION



1. Fishing line will hold weight.
2. Satay sticks are light and will move easily.
3. Cotton should be at various lengths for interest in design.
4. Illustrations should be coloured both sides, of different sizes and arranged to move without bumping.

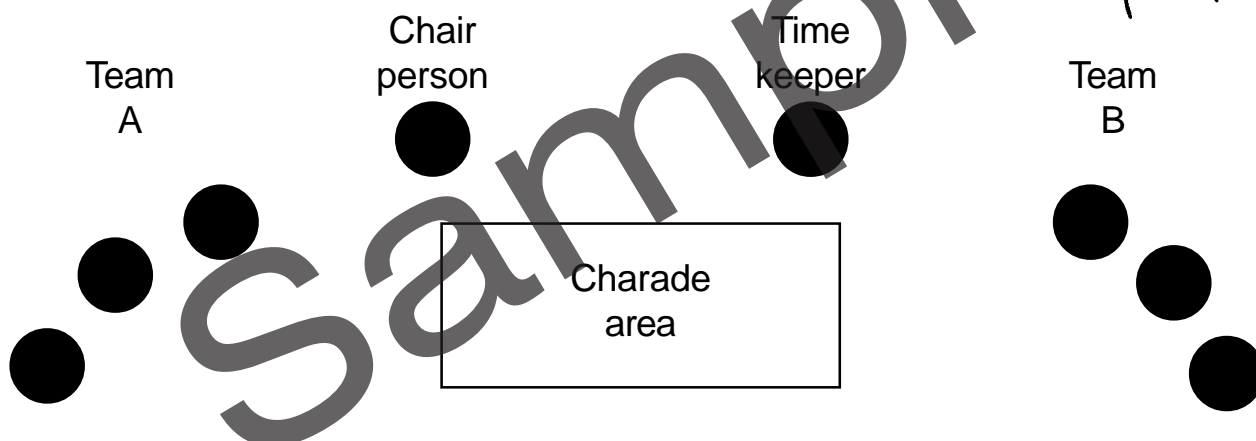
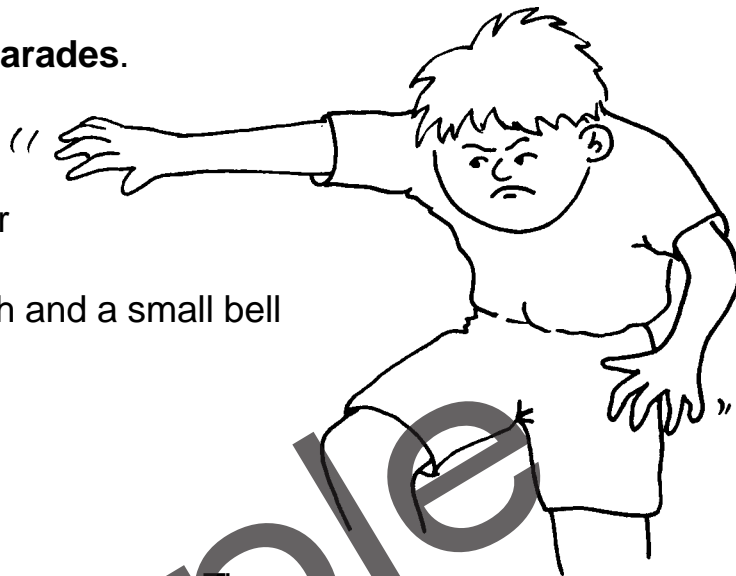
Charades

Charades is a popular guessing game. Players act out words, syllables or phrases of a title.

Make teams to compete in **book charades**.

❖ **You will need:**

- six book titles on slips of paper
- three team members
- a time keeper with a stopwatch and a small bell
- a chairperson/referee



❖ **RULES**

Each team has alternate turns.

Chairperson organises players, time keeper and scores.

When member 1 is given a title by the chairperson (on a slip of paper) they face their team to perform. The timekeeper allows two minutes for the charade.

Guessing the correct title earns a point.

A well read group of three could challenge many other class teams and work their way to being class champions.

- ❖ **Extra:** Talk about accepted signs for common words, i.e. the, a, in, is, etc.