What to do today

1. Story time

Pick up a book and open it at any page. Look where the book's two pages meet in the middle. This is called the book's 'gutter'.

- Go to https://youtu.be/b9zcjE2RDME .
- Listen to the reading of *This Book Just Ate My Dog*, written by Richard Byrne, where very strange things indeed happen in the book's gutter!

2. Play a race game based on the story

You are going to play the *This Book Just Ate My Dog Race Game.*

- Read the *Instructions*.
- Play the game several times.

3. Create your own story race game

You are now going to design and write your own race game.

- Read the *Suggestions*.
- Design and write out your game.
- Challenge people in your family to have a go!

Now try this Fun-Time Extra

- Pick a book you like from your shelf at home.
- Draw pictures of some of the characters or things in the story.
- Hide them inside the book, as if they have been 'swallowed up' by the gutter.
- Shake them out... gently!

The *This Book Just Ate My Dog* Race Game

Instructions

Playing against an opponent – which could be 'Teddy'.

You will need:
- the game board
- two counters
- a dice

How to play:
1. Both players put their counters on the Start square.
2. Take it in turns to roll the dice. Move forward the number of squares you threw.
3. If you land on a square with a command, read it carefully.
4. Do what you are asked to do and let the game continue.
5. To win the game you must land <u>exactly</u> on the Finish square.
6. If you throw too big a number, go to the Finish square and then count backwards the remaining number of spaces.

Playing on your own

You will need:
- the game board
- a counter
- a dice
- a stopwatch or timer

How to play:
1. Put your counter on the Start square and set your stopwatch running.
2. Roll the dice and move that number of squares.
3. Obey any commands you land on.
4. To complete the game, you must land <u>exactly</u> on the Finish square.
5. If you throw too big a number, go to the Finish square and then count backwards the remaining number.
6. Finished! Stop the clock! How long did it take you? Try again and see if you can beat your time.

Game board

		The book burps out your note. Phew! Move forward one place.		You are shaken free! Hooray! **Finish**
↑	You stop to write a note. Go back one square.	The book's tummy starts to rumble… Add 1 to your next dice throw.		←
→	You shout for more help, but none comes! Move back 2 spaces.		You go into the gutter to look for your dog and Ben. Only move one space next go.	↑
↑	The police and fire brigade arrive. Move forward 2 spaces.	You really tug hard on the lead but nothing happens. Go back one square.		←
→	Ben arrives to help. Move forward 2 spaces.	No! Ben is swallowed! Miss a go.		The dog patrol come to help. Roll again. ↑
↑	Uh oh! The book swallows your dog! Go back one.		Mum gives you a new hat! Move on one extra square.	←
Start →		You forget your dog's lead. Miss a go.	The dog poops on a pavement. Yuk! Have to pick it up – move 2 spaces forward.	↑

Making a race game – some suggestions to get you started

1. Print off the blank game board, **blowing it up to A3** if you can.

2. Think of a story you know really well – *Little Red Riding Hood, Cinderella, The Three Little Pigs, The Billy Goats Gruff*, etc. Imagine you are the main character in the story, e.g. Little Red Riding Hood.

3. Come up with **five** good things that happen to or are done by the character in your story. These may be things in the real story or new things that you have made up, e.g. *You get an invitation from your Granny; You find a short-cut through the forest; You are given a lucky charm by a woodcutter.*

4. Write these good things in your best handwriting in random squares well spaced out around the board. Underneath each one, add a positive command – *Move forward one or two squares; Have another go; Roll again; Double your last roll,* etc. Make it a different 'good' thing each time.

5. Now think of **five** bad things that happen to your character, e.g. *You lose a shoe; You get frightened; You realise your Grandmother has been eaten by a wolf!* Write these things in random squares well spaced out around the board too.

6. Underneath each one, add a negative command – *Move back one or two squares; Miss a go; Only move one square next go whatever you throw*, etc. Make it a different 'bad' thing each time.

7. Decorate your game board with pictures but make sure you leave your writing clear so that players can read it.

8. Play your game with your family, or time yourself going around the track!

				Finish
→				
↑				←
→				↑
↑				←
→				↑
↑				←
Start →				↑