

## Activity 7: Make it funny

### Objective

To adopt appropriate roles in small or large groups and consider alternative courses of action. (Year 2 Strand 4)

### What's on the CD-ROM

#### The Day Jake Vacuumed, and Up, Up and Away!

- Extracts to discuss and compare.

### What to do

This activity encourages children to create amusing situations by moving away from the obvious and adopting alternative courses.

- Select one of the extracts and invite the children to consider how an alternative course of action caused amusement. For example, when Jake sucked up family members with the vacuum cleaner instead of cleaning, or when the school parachute transported two unpopular teachers far away.
- Display photocopiable page 31 'Make it funny' and look at the picture in the left-hand column showing the ordinary action of bathing a baby. Discuss what has happened in the right-hand picture to turn this action into a funny situation.
- Read the captions under the empty boxes and ask the children to work in small groups to discuss how these actions might become funny situations. Suggest that they choose one of the actions to dramatise, first as an ordinary event and then as an amusing situation.
- Come back together and watch the groups' dramatisations and discuss whether they make others laugh.
- Provide each child with a copy of the photocopiable sheet to complete. Read the instructions together to ensure that they know what to do.

## Activity 8: Getting into mischief

### Objective

To tell real or imagined stories using the conventions of familiar story language. (Year 2 Strand 1)

### What's on the CD-ROM

#### Getting into mischief

- Click on two cards to select a character and an object.

### What to do

This activity encourages children to make up funny stories about what mischievous characters can do with everyday props.

- Remind the children that funny characters often get up to mischief. Recap the antics of Jake and Little Rabbit Foo Foo and the role of props or objects in their actions. Recall how an ordinary vacuum cleaner in Jake's hands resulted in hilarious events.
- Open 'Getting into mischief' from the CD-ROM. Explain that the cards have characters and objects on them. Invite a child to click on one of each type of card to reveal two images. Ask the children to identify the character and prop and suggest an amusing incident.
- Choose another child to reveal a different character and object. Together, think of something mischievous for this character to do with the object, for example, an elephant tipping a bucket of water over a zookeeper. Repeat until all the children have had a turn.
- Provide groups with photocopiable page 32 'Getting into mischief', to share. Ask them to cut out the pictures and put them into two piles of characters and objects. They should select one card from each pile and use them to write their own funny stories.