

Valerie Thomas and Korky Paul Winnie Under the Sea

★ **Theme:** exploring an underwater world ★

What you will need:

★ Writing and art materials

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Read the story together:

SPREAD 1

- Talk to the children about how Winnie and Wilbur think differently about the exotic fish they will see on holiday.

SPREAD 4

- What sea creatures can the children see? (fish, turtles, dolphins)

SPREAD 7

- Do they know how many legs an octopus has?
See Activities.

SPREAD 8

- What is different about the way in which Korky Paul has painted the scene in which Winnie's wand falls to the bottom of the sea? Can the children think why he might have done this?

Activities

Art Under the sea

- Draw some of the sea creatures Winnie and Wilbur meet on their adventure. Use different colours and materials.

Science & Nature Octopuses

- In the story, Winnie turns herself into an octopus. Discuss what an octopus is, and then either:
 - ▶ get the children to use the internet or reference books to find out the different parts of an octopus or
 - ▶ give them a list of body part labels (e.g. 'head,' 'tentacles' and suckers.')
- Get the children to draw an octopus, and then label it correctly.

Art & Literacy Postcard home

The story takes place on the first day of Winnie and Wilbur's holiday. If they write some postcards from their submarine, what will they say?

- Design and write a postcard from Winnie or Wilbur to a friend back home, describing their underwater adventure.

Art Pirates Ahoy!

- Take another look at spread 9, with the shipwreck and treasure chest.
- Develop an activity about pirates by asking the children who the treasure chest might belong to. You could get the children to draw and name the pirate, and write a short story about how they came to lose their treasure.





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Valerie Thomas and Korky Paul

Winnie in Space

★ **Theme:** Space and the solar system; going on an adventure ★

What you will need:

★ Drawing materials and paper, optional craft materials e.g. egg boxes and recycled materials for craft activity

Read the story together:

SPREAD 1

- Winnie is enjoying looking through her telescope. Do the children think Wilbur is interested in the stars or has he found something more fun to do?
- What kinds of creatures can they see that appear inside and outside Winnie's house at night?

SPREAD 4

- Get the children to count down to lift off
- Ask the children to make the rocket noise

SPREAD 5

- Wilbur is following Winnie on her space adventure, but is he happy about it? What would he say if he could speak?



Activities

Art Lift off!

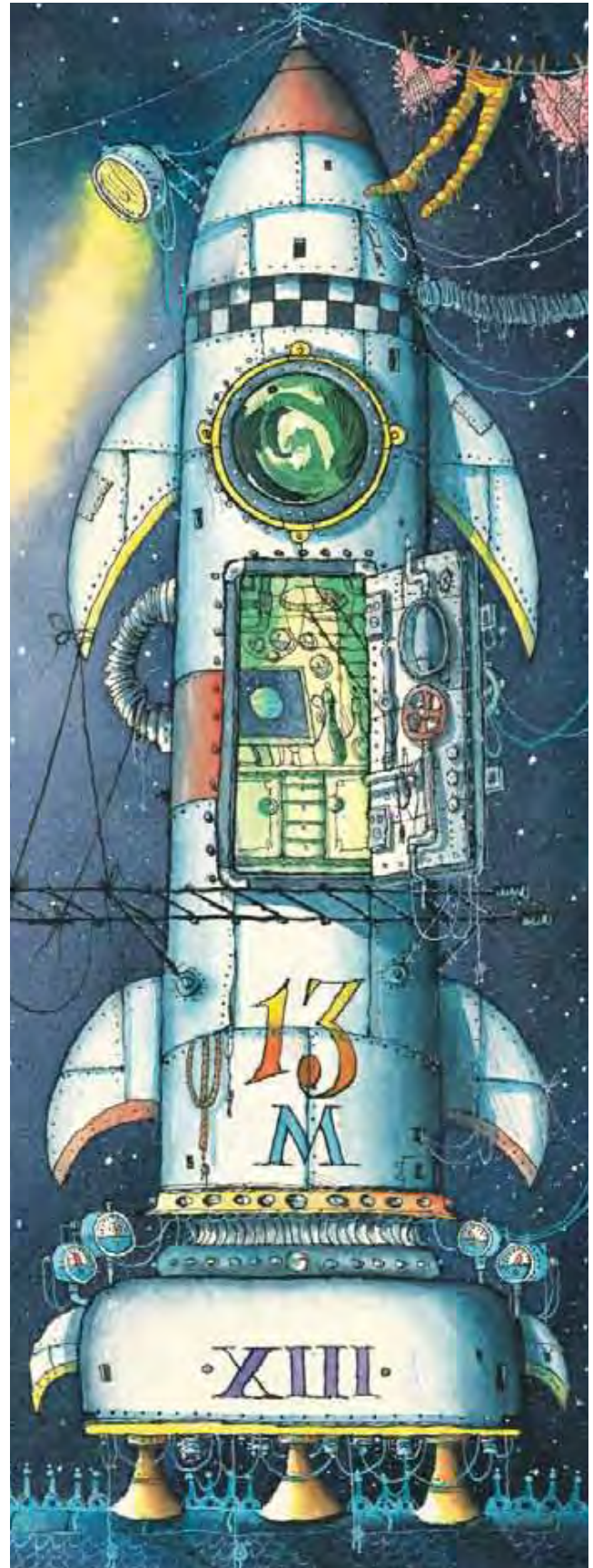
- Get the children to design a rocket that they would like to use to go on a space adventure. Don't forget to give it a name!
- Make a model rocket using recycled materials.

Science & History One small step

- Play footage of the first Moon landing to the class. Develop the discussion to talk about conditions in space. What does it feel like? Look at reference books about space to find out more.
- Use Winnie's mnemonic at the end of *Winnie in Space* to teach the class the order of the planets in the solar system (which also appear in order throughout the book). Make a space display or poster with the mnemonic on.

Literacy A great space adventure

- Get the children to create a story of their own space adventure: for younger readers this could take the form of a class discussion, from which they would gather ideas for a piece of artwork, while older children could write their own story. Use this (adapted) first line from *Winnie in Space*: 'I have always loved to look through my telescope at the night sky. It is huge and dark and mysterious.'





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Valerie Thomas and Korky Paul

Winnie in Winter

★ Theme: the seasons ★

What you will need:

- ★ Spring bulbs, container and plant fibre
- ★ Art materials

Read the story together:

SPREAD 2

- Can the children tell if Wilbur has caught the bird?
- What is Winnie doing?



Winnie the Witch looked out of her window and shivered. Her garden was covered in snow. Her pond was covered in ice. Icicles hung from the roof tops. 'I'm tired of winter,' said Winnie.



All over the garden, little animals were waking up. They had been having their winter sleep, and they were very cross.

They came out into the garden, yawning sleepily. 'It's too early for summer,' they grumbled. 'We want to go back to sleep.'

The flowers had been asleep under the snow. They woke up and began to grow. Up came the leaves, and then the flowers.

But the sun was too hot for them. Their heads began to droop. All the lovely flowers were dying.

Winnie was worried. The animals and the flowers didn't like her lovely summer.

Then she heard a very strange noise . . .

SPREAD 6:

- Are the animals happy with Winnie's spell? See activity

SPREAD 8:

- How are Winnie's visitors behaving badly?

Activities

Art

Winnie's fashions

- Winnie's winter wardrobe (woolly coat, fluffy hat, snow boots, gloves and scarf) shows us how much she loves colour and decoration. Ask the children to design a rainy day outfit for Winnie, with a shiny mac, wellies and rain hat or umbrella, or a summer wardrobe.

PSHE

Winnie's rules

- Winnie gets cross with her badly behaved visitors. Ask the children to point out what they are doing that people should not do in a shared public place like a park or a beach.
- If Winnie wrote a list of rules for her visitors, what would it say?

Science & Nature

Plant life

Look at spread 6. Animals and flowers need longer to sleep than Winnie lets them have.

- Plant some spring bulbs in class in the autumn and use this as an ongoing project about plant growth and the seasons.
- Explain about hibernation. Do any of the children have pets that hibernate?

Science & Nature

Water and ice

Look at spread 1. Use this as a starting point to discuss freezing, melting, evaporation, and the water cycle. You could follow this up with a class experiment to demonstrate melting.





Valerie Thomas and Korky Paul Winnie's New Computer

★ Theme: technology ★

What you will need:

★ Writing and colouring materials

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Read the story together:

SPREAD 1

- Look at the home page of Winnie's computer. How can you tell that it has been designed for a witch?

SPREAD 3:

- How can you tell that Winnie is spending a very long time on the computer?
- How many mice can the children count on this spread?



SPREAD 10:

- How can the children tell that the lorry is carrying wands?

Activities

ICT Computer Code

Ask children to discuss what they think are the most important things you should know before using computers. These might include:

- How to save your work and find it again.
- What to do if you delete something by accident.
- How to make sure nobody can read private things about you.

Ask the groups to share their lists with the class and compile a class list of computer guidelines, which you can display.

Art

Screensaver

Get the children to design a screensaver for Winnie's computer.





Laura Owen and Korky Paul

Mini Winnie

Story 1 – Winnie’s Awful Auntie

Read the story with the children and choose from the following activities

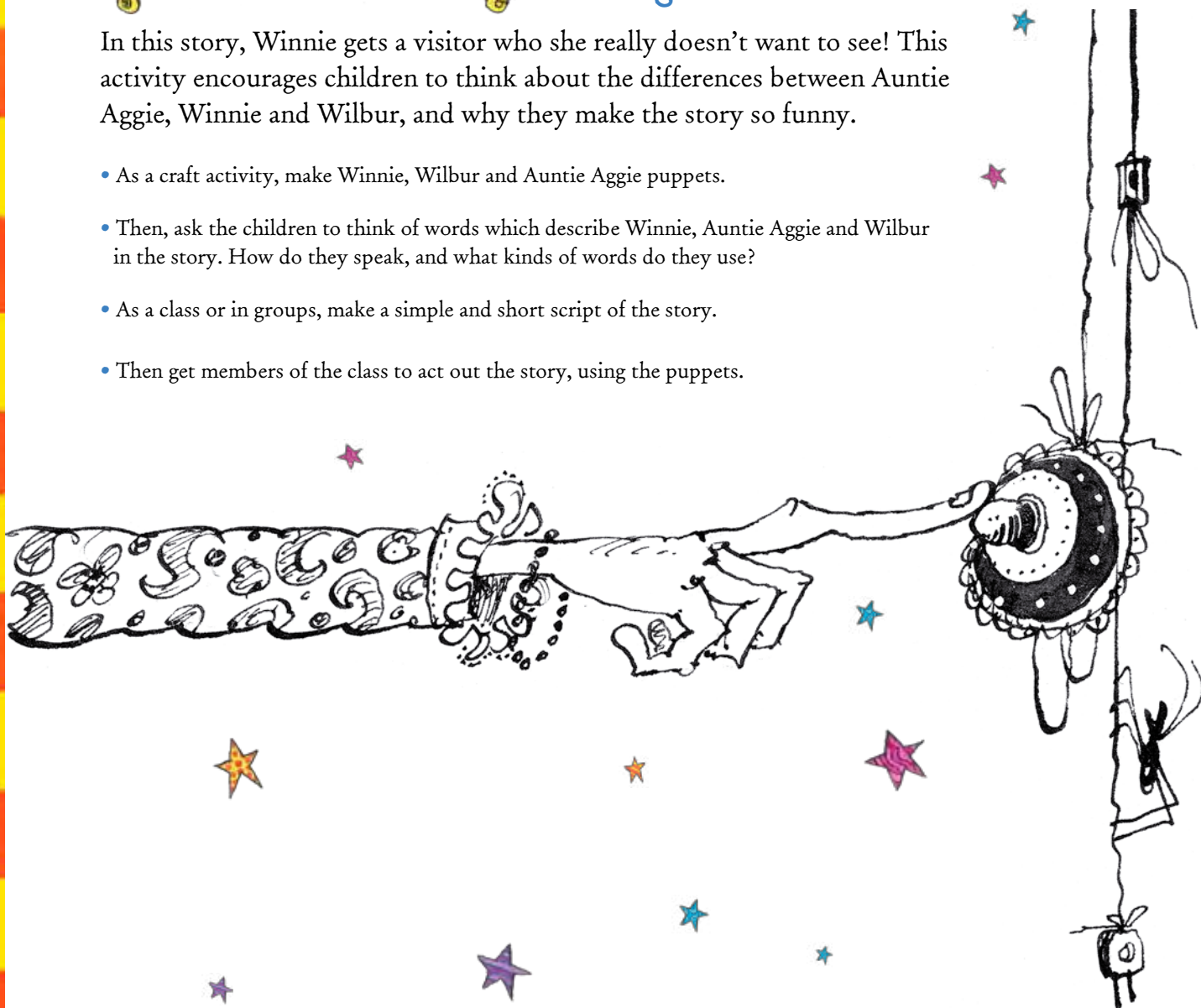
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Creating a Character

In this story, Winnie gets a visitor who she really doesn't want to see! This activity encourages children to think about the differences between Auntie Aggie, Winnie and Wilbur, and why they make the story so funny.

- As a craft activity, make Winnie, Wilbur and Auntie Aggie puppets.
- Then, ask the children to think of words which describe Winnie, Auntie Aggie and Wilbur in the story. How do they speak, and what kinds of words do they use?
- As a class or in groups, make a simple and short script of the story.
- Then get members of the class to act out the story, using the puppets.



This story is full of fun wordplay, and makes a good starting-point for encouraging children with their creative writing.

A. Alliteration

The story is full of descriptions using alliteration:

'What in the witchy world is that for?'

'Awful Auntie Aggie'

'Nit's knickers!'

'Gnat's kneecaps!'

Using alliteration is satisfying because of the sounds the words make, and makes writing interesting. See if the children can think of some alliterative words to describe:

- Witch (e.g. wicked, wonderful, warty)
- Rabbit (e.g. running, roaming)
- Baby (e.g. bouncy, beautiful)
- Cat (e.g. creeping, crafty, cute, cuddly)



B. Rhyming

In the story, Auntie Aggie is described as having a sweet-tweety-neaty and rosy-posy smell. Ask the children what they notice about these words. Do they think it makes the description funny? What effect does making the description rhyme have? Get the children to make up rhyming descriptions for:

- Witch (e.g. warty-naughty)
- Rabbit (e.g. fluffy-scruffy)
- Baby (e.g. weepy-sleepy)
- Cat (e.g. roly-poly)

To round off the activity, get the children to pick one of the things from the above list and write a paragraph about it, using the descriptive words they've come up with. If time allows they could draw their creation (which may very well be a warty-naughty wonderful witch like Winnie!)



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Laura Owen and Korky Paul

Mini Winnie

Story 2 – Ghost in the Post

Read the story with the children and choose from the following activities

LITERACY/ART

Sold!

As a class, explore various ways in which language is used to sell things. The vampire on WWTV persuades Winnie to enter the poetry competition. After reading the story, discuss with the children how he does this.

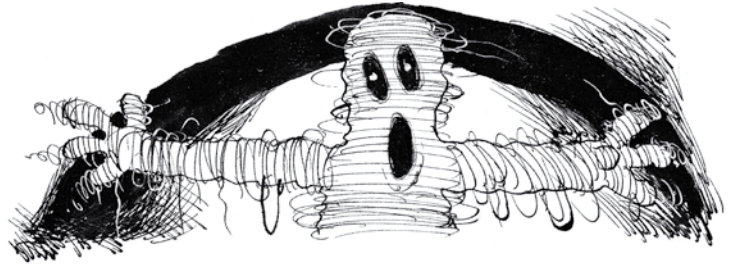
- Go back to pages 53 – 55.
- Winnie believes the vampire is speaking directly to her: is he really doing this?
- How does the vampire persuade Winnie that she needs the pen? What words does he use?
- Make a list of persuasive words and phrases you might use to advertise the same competition in your school.
- Then ask the children to create a poster of the competition in groups, using pictures, and the list of words you've created, to persuade children to enter.



A Tale of Two Poets

In this story, Wilbur manages to make a poem from his shopping list.

- Make a list poem as a class.
- Then get the children to write their own list poem inspired by something you wouldn't usually write about, for example, school dinners, homework, a shopping list, things in a cupboard etc.





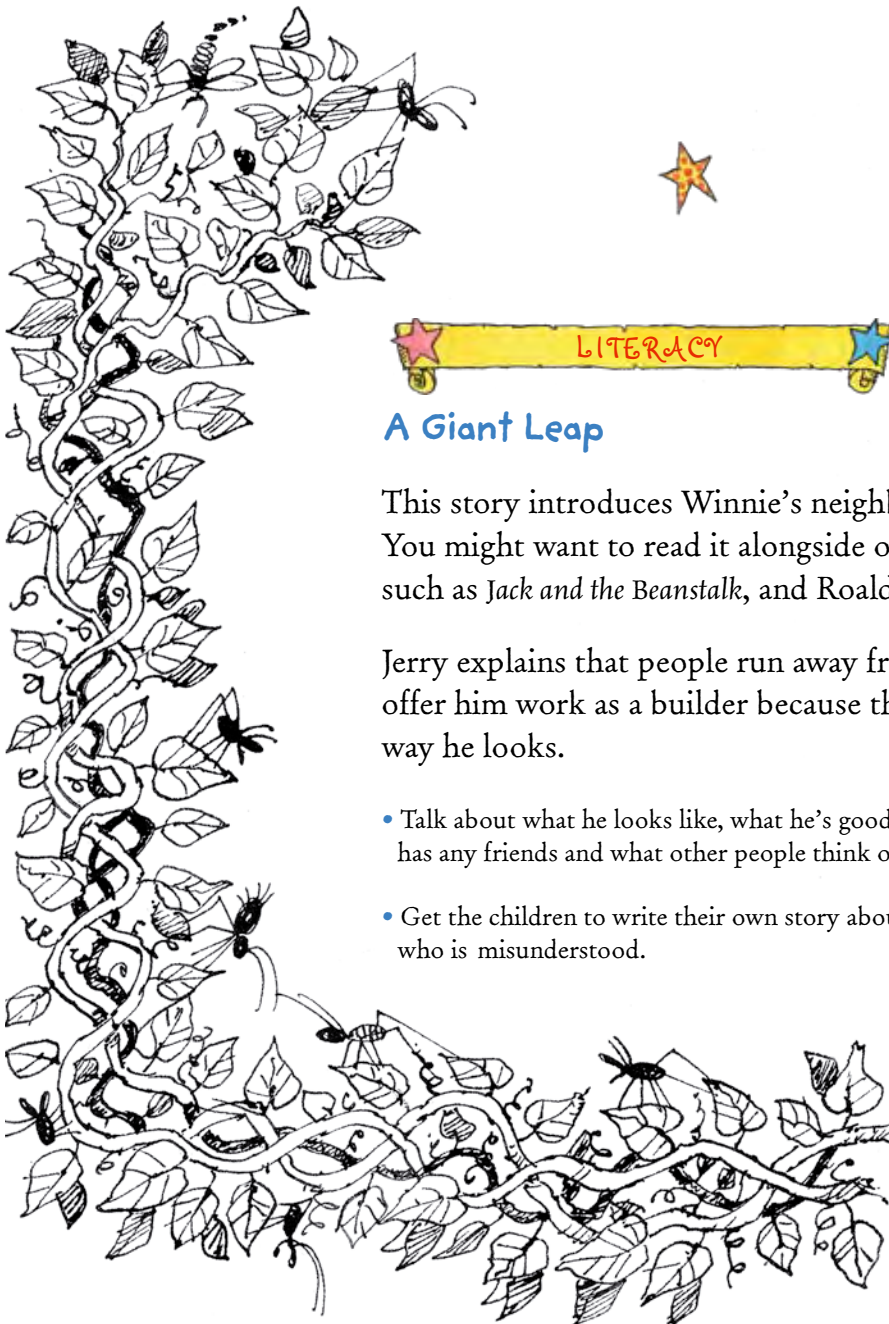
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Laura Owen and Korky Paul

Winnie the Twit

Story 1 – Winnie Fixes It

Read the story with the children and choose from the following activities



A Giant Leap

This story introduces Winnie's neighbour, Jerry the giant. You might want to read it alongside other stories about giants such as *Jack and the Beanstalk*, and Roald Dahl's *BFG*.

Jerry explains that people run away from him and don't offer him work as a builder because they are scared of the way he looks.

- Talk about what he looks like, what he's good at, and ask whether he has any friends and what other people think of him.
- Get the children to write their own story about a giant who is misunderstood.

Which Witch?

The story opens with Winnie browsing through one of her favourite magazines, *Witch One?* She picks it up for ideas and advice whenever she makes one of her frequent efforts to improve her house.

As a class:

- Talk about the key features of a magazine, e.g. news, reviews, products, adverts, puzzles.
- Make a list of articles for *Witch One?*
- In groups or individually, design a front cover for the magazine. Look at some of the children's favourite magazines as inspiration.
- For a bigger project, extend this task so that the whole class contributes to an edition of *Witch One?*, including problem page, letters page, advertisements and so on.
- Why is *Witch One?* a clever and funny name to use? Extend this to an exercise on homophones or a spelling test: see/sea, here/hear, pear/pair, two/too etc.





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Winnie the Twit

Story 2 – Winnie's School Dinner

Read the story with the children and choose from the following activities

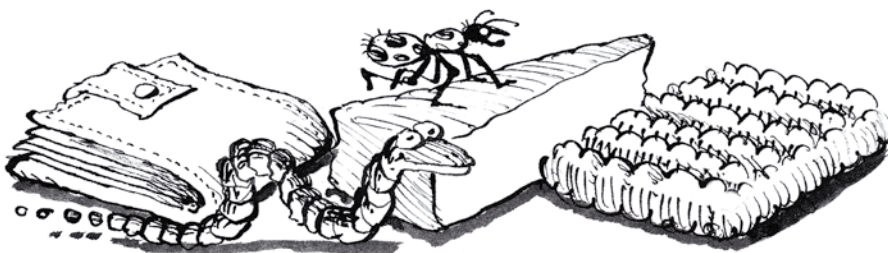


Winnie's Magic Menu

You will need: examples from cookbooks or the internet of regular recipes for ratatouille and bolognaise.

Winnie and Wilbur's school dinner is like nothing the children have eaten before (and they don't want to eat it now!). How do Winnie and Wilbur create it?

- Write and illustrate a menu for Winnie's school feast.
- Look at some example menus.
- Start Winnie's school feast menu with ratatouille and bolognaise.
- Add some of the witchy treats from other Winnie stories: woodlouse crunch soufflé, rhubarb and rat-tail buns, maggoty-mallow pie. Winnie never stops eating so there are many examples.
- Invent some treats of your own.
- Don't forget witchy drinks.
- Display the menus.





Write step-by-step recipes for Winnie's ratatouille and worm bolognaise.

First show children a regular recipe for (eg) spaghetti bolognaise and discuss how a recipe is set out. Most recipes have the following sections:

- Ingredients: list the ingredients in the order that they are used.
- Equipment or Utensils: list the equipment needed in the order it is used.
- Method: explain each stage of the recipe.



Then ask the children to write the recipe out as Winnie and Wilbur would make it. For example, under Ingredients for ratatouille they would list rats, and under Equipment Winnie would probably list a cauldron rather than a saucepan.

- Make and display illustrated recipe cards.
- If you have collected other recipes or invented your own, there may be enough to make up an illustrated book.

