

Valerie Thomas and Korky Paul

It's
**Winnie
the Witch**
Party Time!



Ideas to help
you run
your own
Abacadabralicious
party!



Getting started: HOW TO RUN YOUR Winnie the Witch PARTY

Everybody loves Winnie the Witch and her lovable cat Wilbur, so we can't think of a more fun thing to do than to hold a Winnie the Witch Party.

In this pack you will find lots of fun games and activities to use with children of all ages, inspired by the *Winnie the Witch* books. We hope you will get involved and use the contents of this pack to put on a magical Winnie-themed party in your school, library or bookshop.

All of the *Winnie the Witch* stories are packed with magic, fun, great characters, friendship and adventure. The games and activities in this pack are designed to encourage children to work and play together, to get creative, to discover some new books and characters that they might not be familiar with and, above all else, to have fun!

Whether your party-goers are familiar with Winnie and Wilbur's world or not, this pack provides a range of activities and games for small or larger groups of children, plus activity sheets for the children to use and instructions for you to lead the activities and games.

You will have to gauge the size of your group and the age range of attendees to determine which of these activities will work best and you can put them in whichever order you'd like – or use them to supplement other *Winnie the Witch* activity you might be organizing.

What you will need:

- Some space
- Colouring pencils/pens
- Plenty of A4 paper
- A photocopier
- A copy of *Winnie's Pirate Adventure*

To prepare:

- Advertise the date and time of the event in the space provided on the A3 poster enclosed and hang it in a prominent position
- Encourage the children to dress up for the event. This pack contains easy step-by-step Winnie and Wilbur costumes, using common household items. You could award a small prize for the best outfit at the end.



ON THE DAY:

• Set the scene

Decorate the venue with brightly coloured streamers and balloons.

• Introduce Winnie and Wilbur

For children who have yet to discover Winnie, a very quick introduction to her quirky world might be useful. You can get lots more information on the website at www.winnie-the-witch.com.

• Dress up for the occasion

Invite all children to come to the event dressed as Winnie or Wilbur – you can find ideas on how to do this on p. 6-7 of this pack. Don't forget – you as the event leader can join in too!

• Host a storytelling session

Great for younger children. For shorter sessions, choose a *Winnie the Witch* picture book. Ask children what they think of what they've heard and which other Winnie books they like.

• Encourage the children to join in and interact with the story.

• Get creative

Try the activities in this pack. Give the children colouring pens or pencils and paper and encourage them to use their imaginations.

• Make decorations

Try using the bunting activity at www.winnie-the-witch.com to get the children to help you spell out a message.

• Watch Korky Paul in action

If you have access to a shared computer, you could play a segment of Winnie's 25th birthday bonanza event from www.winnie-the-witch.com. There are all sorts of fun things to see – watch Korky Paul drawing live, see a REAL *Winnie the Witch* and hear some storytelling.

• Give them a present to remember the day

Before the children leave, you can award them one of the Winnie stickers included in this pack.

For more magical fun go to
www.winnie-the-witch.com

• lots more Winnie-themed fun ideas

• downloads

• activities and games

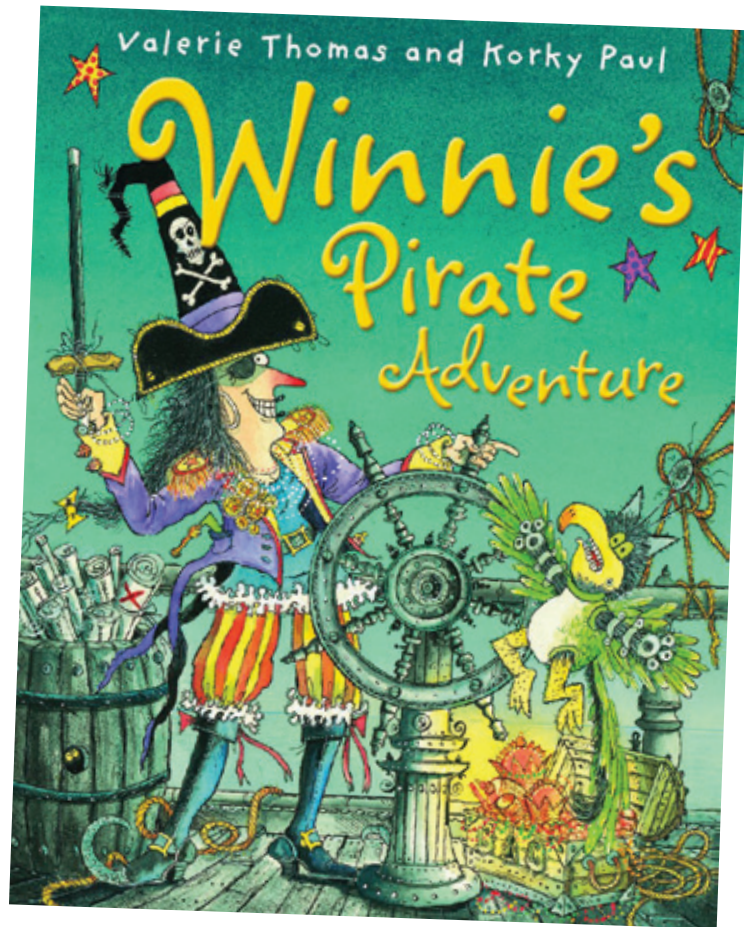
• newsletter sign-up so you can be the first to hear the latest Winnie news



Interactive story time

LISTEN VERY CAREFULLY . . .

this game lets the group hear an exciting *Winnie the Witch* story, which they can interact with. The children have to listen out for these character names and words: *Winnie the Witch*, *Wilbur*, *pirates* and *Abacadabra!*



Each character/word has an action:

- For *Winnie*, raise one arm



- For *Wilbur*, raise both arms



- For *pirates*, place both hands on your head



- When you hear *Abacadabra!* wave a pretend magic wand in the air



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Winnie's Pumpkin Face

It's time to get creative! Can you draw Winnie's face on this pumpkin?



Korky
2013

Dress as Winnie

Winnie's Cone Hat



You will need:

- Blue, yellow, orange and purple paper
- Scissors
- Pencil
- Glue stick
- Hole punch
- Elastic
- Hat template from www.winnie-the-witch.com

- 1 If you don't want to use coloured paper, just print the hat template on white paper and colour it in. Simple!
- 2 Print out the HAT TEMPLATE twice – tape together and use as one whole template, onto BLUE paper, then cut out.
- 3 Copy the 'stripes' template on to a folded piece of PURPLE paper and cut out. Unfold the semicircle and put to one side.
- 4 Copy ORANGE and YELLOW stripes on to a folded piece of YELLOW and ORANGE paper. Cut out. Unfold the semicircles. Then carefully cut along the YELLOW strip so it is in half again.
- 5 Cut out the MOON and STAR from the template on YELLOW card.
- 6 Glue everything on to the flat cone and leave to dry. Then go over all the lines with a black felt tip pen.
- 7 Attach the hat together with some double-sided tape and/or a stapler. For a little extra touch, push a small bit of rectangular paper through the hole at the top of the hat and bend to one side!

Winnie the Witch wig



You will need:

- Black card (long enough to fit round a child's head – A1 or A2)
- 2 x A1 sheets black sugar paper
- Ruler
- Pencil
- Stapler
- Sellotape/double-sided tape for neatness

The beauty of this wig is that you can add as much or as little hair as you want!

- 1 Measure a length of card around your head. Tape or staple into place so you have a card ring that fits perfectly round your head (this one is 5cm deep).
- 2 Tape another piece of card across the top of the ring. Repeat on the other side so you have a cross.
- 3 Cut two more pieces of card and place diagonally over the cross. Staple into place. Then attach the last piece of card to cover any gaps so you have the basis of your Winnie wig (like a skullcap).
- 4 Now the fun begins! Fold two A1 pieces of black paper like an accordion for Winnie's frizzy hair. Gently pull the 'accordion' apart and cut into strips.
- 5 Attach the strip around the top part of the wig ring with double-sided tape or use a stapler. Then attach pieces from the top of the head, down. It doesn't matter if there are different lengths or widths of hair, as that adds to the wig!

Dress as Wilbur

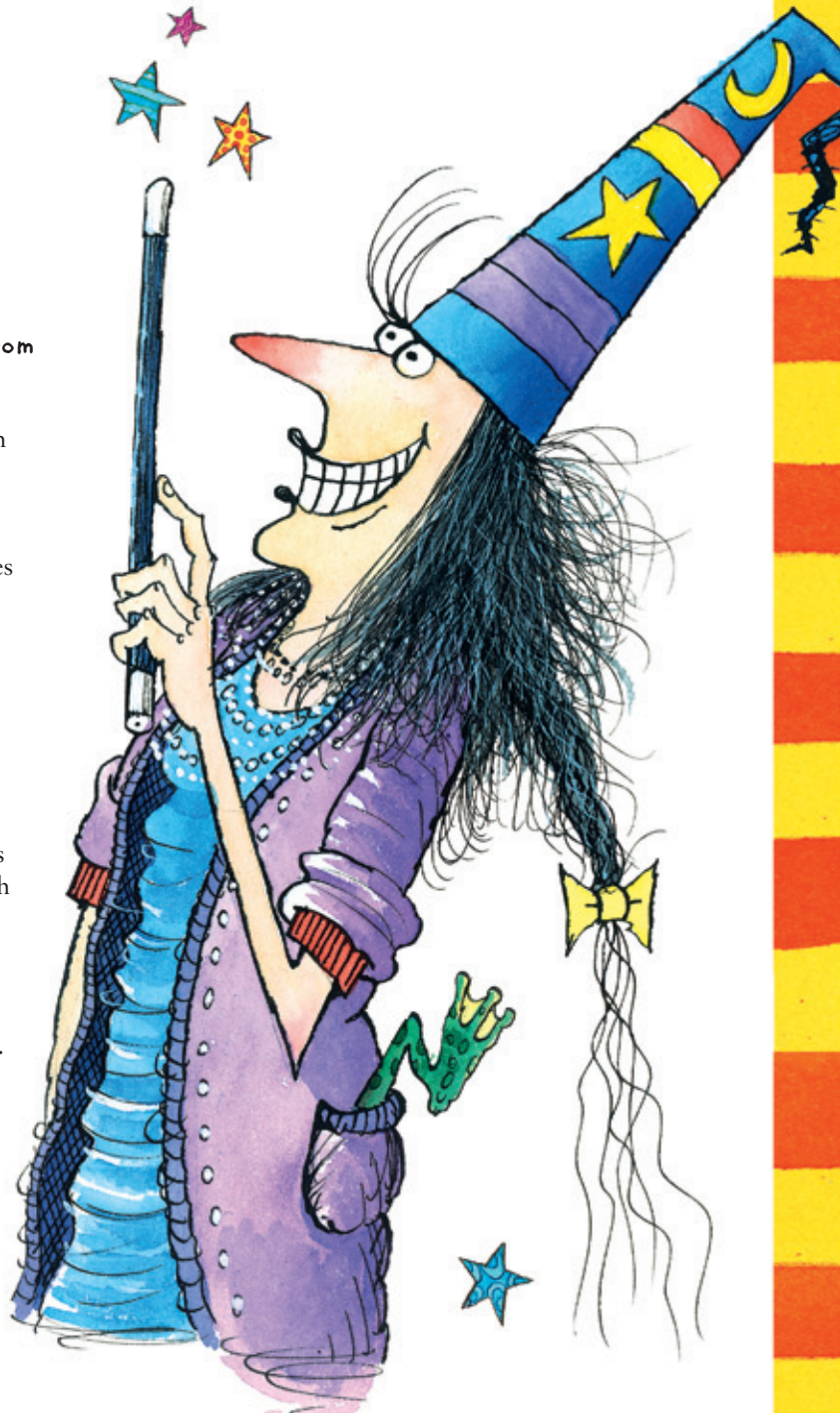
Wilbur's Headdress



You will need:

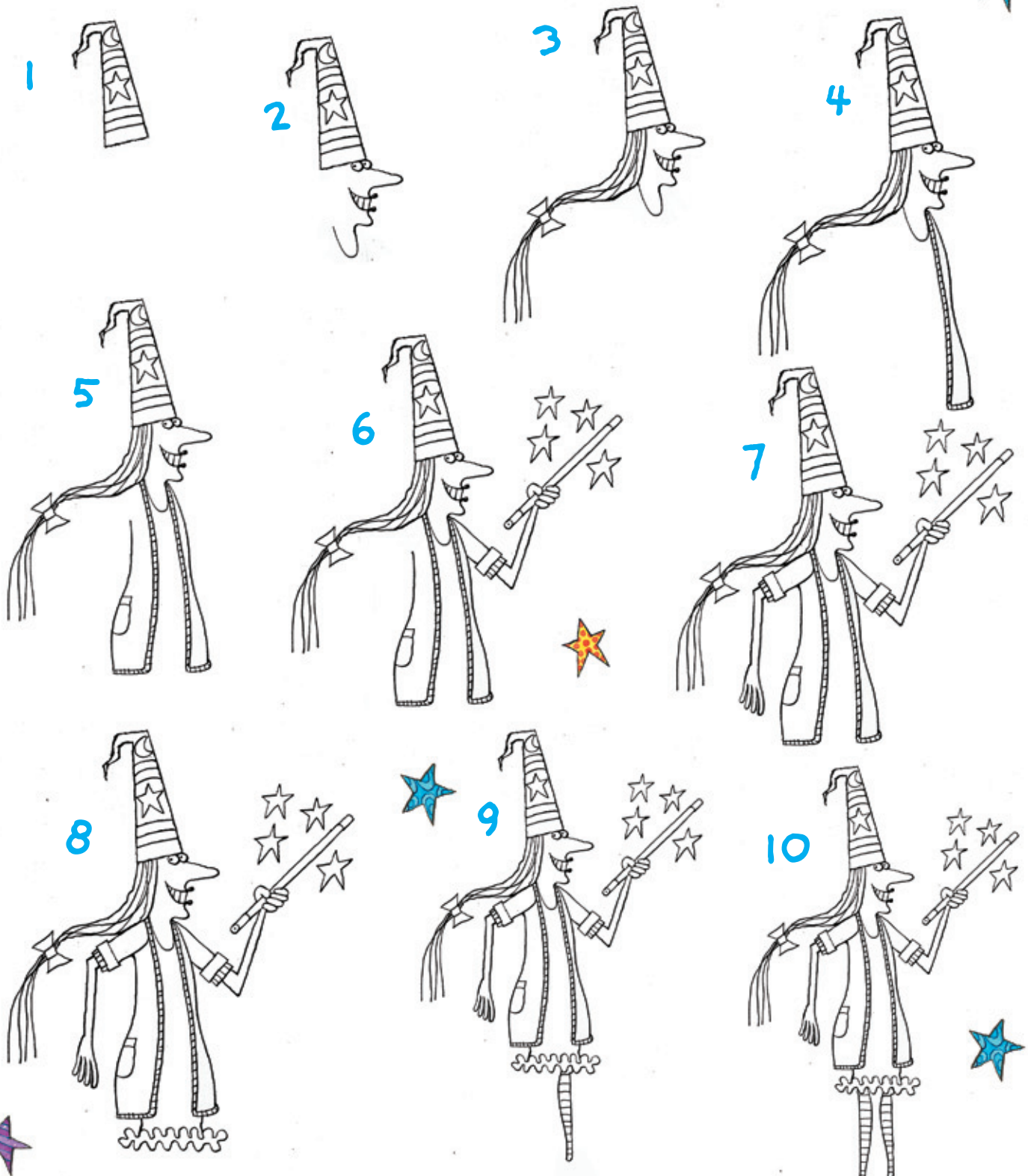
- Black card
- Scissors
- Double-sided tape
- Pencil
- Glue stick
- Stapler
- Ruler
- White pencil
- Wilbur template from www.winnie-the-witch.com

- 1 Cut out a strip of thin BLACK card, long enough to wrap around your head. Staple together to secure into place.
- 2 Cut out Wilbur's head shape, then fringe the edges slightly for Wilbur's fur.
- 3 Use the eyes, nose, teeth and ears from the template. Draw round the eyes on to GREEN paper, nose on to PINK paper and ears on to BLACK and BLUE paper.
- 4 Glue the eyes, nose, ears and teeth to Wilbur's head. Add some pupils to his eyes, white whiskers and mouth line with the white pencil. Then attach his head to the headband. There you have it!
- 5 For the rest of Wilbur's costume, wear a black jumper, trousers or leggings and shoes. Another idea for Wilbur's face would be to use face paints.



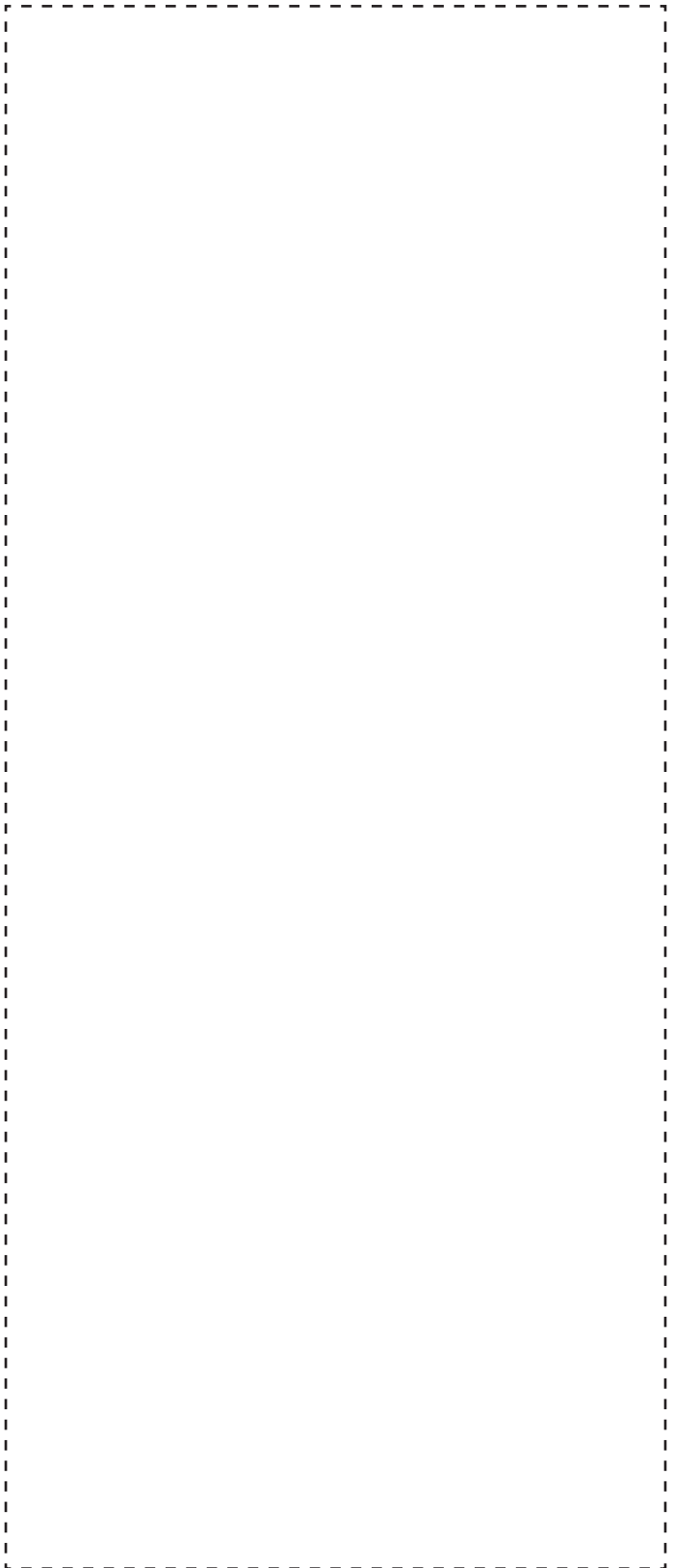
How to draw Winnie – Step by Step

Here are 13 magical steps to show you how Korky Paul draws *Winnie the Witch* from the tip of her hat to her shoes. Make your picture even more wonderful by adding Wilbur and all sorts of magic happening around Winnie.



How to draw Winnie – Step by Step

You may photocopy this sheet Illustrations © Korky Paul



Winnie the Witch Party Game Ideas

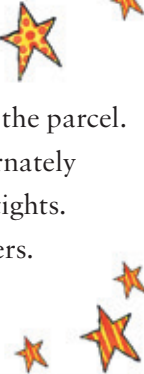
Witchy lucky dip

This is a fun activity for when the children arrive. Use a big witch's hat as your lucky dip holder, and fill it with tissue paper and small witchy welcome treats.



Pass the Parcel

Add a *Winnie* twist to classic pass the parcel. Use yellow and orange paper alternately for each layer, to match Winnie's tights. Use witchy prizes within your layers.



Witch Charades

Before the game begins, write a collection of things associated with *Winnie the Witch* – or witches in general on individual pieces of paper. Fold them and place them in a 'cauldron'. Divide the children into two teams. Decide which team goes first, and have one player from that team select a note from the cauldron. Turn over an hourglass (or set a timer). The player with the note has until time runs out to act out what is written on the paper. If his/her team is able to guess correctly before time runs out, they earn a point. Once time is up, the second team takes a turn. When all of the players have had a turn acting out a prompt, the team that scored the most points wins.



Broomstick Relay

Divide guests into two teams. Hand each team a broomstick and a witch's hat. The relay race begins with the first players in line for each team donning the hat and "riding" the broomstick to the finish line and back. The hats and broomsticks are then handed to the next players in line who must also race to the line and back. The first team whose players all complete the relay wins the race.



Musical Broomsticks

Cut several broomsticks out of cardboard (one less than you have players). Tape them to the floor. Just like in musical chairs, play some music and have the children circle the line of broomsticks. When the music stops, the children sit on a broomstick and the player left standing is out. Take away one of the broomsticks and continue the game until one player is left.

Winnie the Pirate's Orders (like Simon Says)

Create a list of seafaring commands eg:

- Pull up the lifeboats
- Fly on your broomstick
- Walk the plank
- Mop the decks
- Say Abracadabra!
- Hunt for treasure
- Dance a jig
- Wave your magic wand

First choose someone to play Winnie. Each round begins with the players standing at attention, giving salutes. When Winnie calls out "At ease," the players can drop their hands to their sides. Winnie begins to call out sailing-themed commands, and the players pretend to do them – but only if Winnie has first called out "Attention!" and they have saluted. If a player follows a command when he was supposed to be at ease, it's man overboard for him. The last crew member left standing wins and becomes the new Winnie.

Sleeping Wilburs

A Winnie take on 'Sleeping Lions.' All children except one are Wilburs, and lie down very still on the floor as if they are asleep (sleeping is one of Wilbur's favourite pastimes). The remaining one child (Winnie) moves about the room attempting to wake up the Wilburs and encourage them to move. The child playing Winnie can't touch the Wilburs, but can get close to them, tell them jokes, etc. Any of the Wilburs who move must stand up and join Winnie, trying to wake the other Wilburs up.

Witch Tag

In this witchy version of 'freeze tag', one child is assigned as the Winnie and another is designated Wilbur. Wilbur has a broom that he must fly around on as he chases players. Winnie has a magic wand. The remaining players must run from the Wilbur. Anyone he tags has to freeze in place. Winnie must tap frozen players with her wand to set them free, without being caught by Wilbur. After two minutes, play stops and anyone who is still frozen turns into Wilbur. Those who have escaped are turned into Winnie. Change the players and play again until everyone has had a turn at being one of the "it" players.

A magical world of Winnie the Witch books for you to discover!

Baby & Toddler



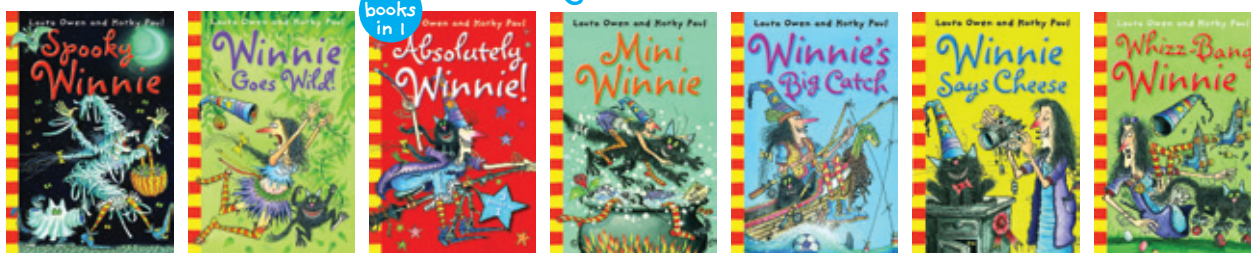
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