

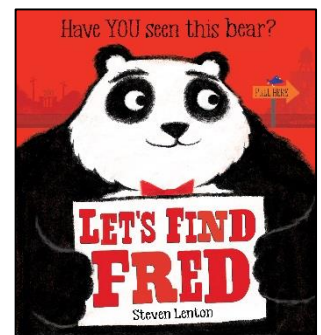


Let's Find Fred

Written and illustrated by Steven Lenton

1 – Introducing the book

- At the start of the story we learn that Fred doesn't want to just go to sleep, he wants to have an adventure. Fred dreams of candyfloss, balloons and parties. Ask children to discuss with a partner what kind of adventures he might get up to in the story, and where he might go to have these adventures, and then ask each pair to share their predictions.
- As you read through the story, encourage children to look very closely at the pictures on each page. It's hard for Stanley the Zookeeper to track Fred down because there seem to be panda images and references everywhere he looks. Can children spot them all? What clues are there for Stanley that Fred has been there before him? (For example, children with different animal balloons that Fred has given them, footprints etc).
- How would children describe Fred – both the way he looks and his character? Can they create some 'missing' posters for Fred that Stanley could put up around the town?



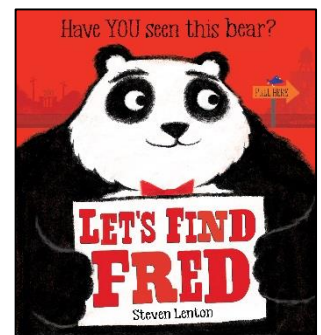


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2 – Panda-monium

- One of the first places Fred goes is the city market. Set up a role play market in the classroom with similar stalls. For example, children could have fun devising menus and making playdough cakes for the café stall, or creating bunches of flowers from tissue paper and straws for the flower stall. One of the stalls sells sweets. Children could use small beads or marbles and practice weighing or counting them out for their customers in their own sweets stall.
- Stanley tracks Fred down to the maze in the park. Children could practice their fine motor skills with printed paper mazes, or could play an 'a-maze-ing' game in an outside area or hall space. Children should stand in rows holding hands. Keep two children aside, one to be Fred, and another to be Stanley. Stanley has to chase Fred up and down the rows, but on a given signal the children forming the walls of the maze should turn through 90 degrees so that instead of holding hands with the people on their right and left, they now join hands with the people who were previously in front or behind them. In that way Stanley can be very far away from Fred one minute, but very close to him the next. Repeat the game, swapping children in to play the different roles.
- One of the games at the fair is 'hook a duck'. Set up a similar activity with small rubber ducks in a water tray. Paint numbers or phonemes onto the ducks, and once children have hooked them out of the water, they can add up their score, order from largest to smallest or see if they can use the sound on their duck in a word or think of as many words as they can that start with that sound.



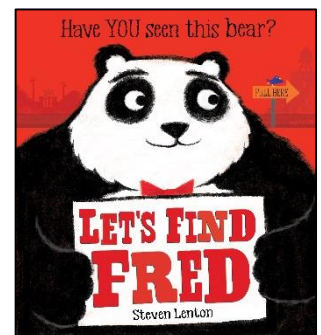


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3 – The further adventures of Fred

- Children could make their own Fred puppet. Using a paper plate for the face, children should cut out black 'splodges' from sugar paper to go around his eyes and semi-circles for ears, and then glue googly eyes in position. Use a black pompom for his nose, and draw on his smile with a black felt tip. Fix the paper plate panda face to a cane or strip of stiff card, and then the puppets can be used to act out even more panda adventures.
- Talk to children about some of the famous paintings that are on display in the art gallery and the artists who painted them. In this art gallery, all of the faces in the paintings are pandas. Why not create your own class art gallery by printing out copies of the original paintings, and inviting children to glue their own faces on instead?
- In the art gallery, Stanley sees bear footprints all over the floor. Children could make their own 'bear paw' cookies. Use a basic cookie mix, and when the cookies have just been removed from the oven and are still soft, press a giant chocolate button in the middle and then smaller button halves around the edge to form the bear's claws.





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- At the panda party at the end, there are lots of fireworks. Children could make their own fireworks pictures using the card cylinder from the centre of a kitchen roll. Cut strips all the way round up to half way. Bend back the strips into a 'flower' shape, before dipping in paint and splodging onto dark blue or black sugar paper. You can make several of these 'brushes' – so that you can have one for each chosen colour.
- Inspire children's own storytelling by looking closely at the collection of objects (tickets and lists and programmes) at the start of the story. Collect another range of objects or pictures from magazines, and use them as prompts for Fred's further adventures. What has he been up to this time?

