



# **PUFFIN** **STORY MAKERS** **SHOW**

**WORLD BOOK DAY**

**MISSION**

**PACK**



# WELCOME, STORY MAKERS!

We are so excited you are taking part in the Story Makers Show to celebrate World Book Day – thank you for downloading this Mission Pack!

You can find every resource needed for each section of the show, alongside an overview for each activity and some handy teacher tips on how to use these resources as part of the show and for future lessons focused on creative writing, storytelling and reading for pleasure.

## PREPARE FOR THE SHOW BY:



Download the class resources included in this document



Print the resources & cut along line guides



Prepare your class with pens or pencils



Tune in on the day!



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# MISSION 1

## START YOUR STORY USING DREAM MACHINE TOKENS

*Inspired by The Great Dream Robbery by Greg James & Chris Smith*

### Learning Outcomes

: to develop creative writing skills using story starters as a prompt for their own writing.

: to develop imagination and think creatively through storytelling

Pupils will use the Dream Machine tokens provided to practice developing ideas for settings, characters and situations to dream up their own stories. Pupils can use these to inspire their writing, choosing how they link each element together and creating their own unique story. The more inventive the better! You could also use blank Dream Machine Tokens to share pupils' own ideas for character, setting and situations and add those to the mix.

### You will need:

- Dream Machine tokens printed and cut out
- Pens or pencils, and paper

### Activity Introduction and Story Making Game

Pick out some example dream machine tokens for setting, character and situation and brainstorm ideas as a class. Weave pupils' ideas together and play with the possibilities to demonstrate how many stories can be made. Discuss how each category helps to develop the plot for a story.

### Class Writing For Pleasure Exercise

Decide how you want to distribute the tokens for your pupils. You may choose to focus on one category at a time, you might give the same prompt out to the class, or use this as an opportunity to differentiate the task for different groups.

Place the tokens face down on pupils' desks with only the category showing. Invite the class to turn the tokens over without revealing their story prompt(s) to others, note down their initial ideas and then begin writing in their rough work book (or on paper). Remember this is a writing for pleasure activity, so encourage children not to worry about punctuation, etc. You could use soothing music to help and perhaps give a time limit so children know they don't have to complete the whole story in one go (unless they want to!).

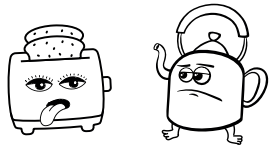
### Time for a Story Swap

Highlight the range of imaginative ideas generated from those with the same dream machine tokens. Facilitate a story swap so children can share their stories, as a group or in pairs, and celebrate all the original ideas created.

### Play The One Minute Dream Machine challenge

Once the class are familiar with using the Dream Machine tokens, invite a volunteer to sit in the Dream Machine chair and tell a one-minute story with help from the stack of Dream Machine tokens. You can use a voice note recorder to capture their stories.

## IT'S ALIVE!



Bring an ordinary household object to life in your dream story.

Talking toasters, wacky wooden spoons, kicking kettles! Anything could surprise you by coming to life!

## FAN FICTION



What character would you like to take on a brand new adventure?

Would it be Wimpy Kid?  
Tracy Beaker?  
The BFG?  
Or perhaps Little Badman?

## POOCH POWER



Put pooch power at the heart of your dream story with a talking dog taking charge!

If dogs could talk instead of bark, what would they say? Would they still sit and be good doggies ... or would they want to rule the world?!

## LOOKOUT, LOOKOUT THERE'S A UFO ABOUT!



What crazy alien is visiting you?

Aliens have stopped by for a cup of tea! OR Are they here to take over the world ... ?

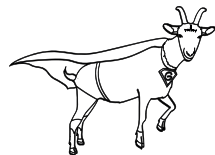
## EXPLORER EXTRAORDINAIRE!



Become an intrepid explorer, what wacky discoveries will you make?

In the Icy Artic, on the Moons of Jupiter or inside a garden shed.

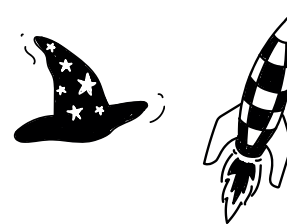
## IS IT A BIRD? IS IT A PLANE? NO, IT'S SUPER...



Who will YOU make into a superhero?

... goat? hamster? Teacher? But what if they don't want you to give them superpowers?

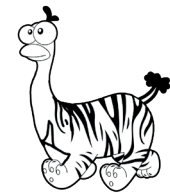
## REINVENTION TIME



Reinvent yourself in the job of your dreams

If you've always wanted to be a wizard; an astronaut; or a mega-villain destined for world domination (hopefully not!) Now's your chance!

## MIXED-UP MADNESS



Deep in the forest there lives a ...  
**WHAT is THAT?**

Could that be a tyrano-tiger-ant?  
Or a hedge-bat-potamus?  
Uh oh! Something strange is going on.



**CHARACTER**

**CHARACTER**

**CHARACTER**

**CHARACTER**

**CHARACTER**

**CHARACTER**

**CHARACTER**

**CHARACTER**

## MARSHMALLOW HEAVEN



**Who likes marshmallows?  
Especially a giant  
field of them.**

Imagine how high you could bounce! Or how much you could eat? And how sticky it all might be...

## TALL TOWER



**It's the tallest building in  
the world. In the universe  
actually.**

In fact, it reaches nearly  
to the moon; and you're  
stuck at the top...

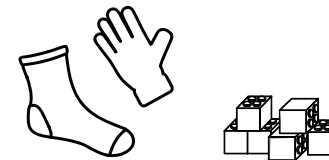
## ROLL UP, ROLL UP!



**Everyone loves the  
circus, don't they?**

Clowns, trapeze artists,  
magicians, fortune tellers. And  
now you're part of the show.  
Quick! it's time for a new kind of  
circus trick.

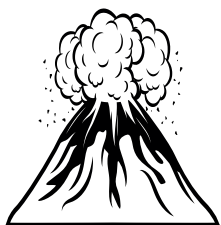
## LOST AND FOUND



**In the Land of Lost things,  
what can you find?**

Now you know where all those  
odd socks, old toys, buttons and  
bits of Lego went. And now you're  
lost there too!

## EXPLOSION ALERT!



**You're stuck inside  
a volcano, about to  
explode, but it's NOT  
filled with lava...**

It's filled with....smarties? slime?  
Something else? The choice is  
yours, but the race is on!

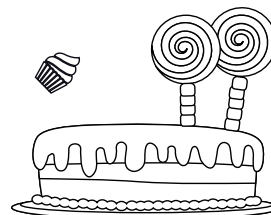
## ANTICS IN ART



**The painting you just did  
in school has sucked you  
inside of it!**

How can you paint your way  
back over the rainbow and  
safely back to art class?

## STRANDED! ON A DESSERT ISLAND...



**And it's raining desserts!**

...on a giant floating pie (filled  
with your favourite flavour of  
course...but you didn't spot the  
storm brewing.

## PAGE TURNER



**You've just been sucked  
into the pages of a book!**

At first you think it's a funny  
book, but as you turn the page  
it's actually a horror story and  
you need to escape!



**SETTING**

**SETTING**

**SETTING**

**SETTING**

**SETTING**

**SETTING**

**SETTING**

**SETTING**



## MIND-READER MADNESS



You've suddenly developed the ability to read minds!

Uh oh!

You accidentally discover an evil mastermind in disguise .

## WHAT'S THE FORECAST?



That strange machine that sits in the shed which you thought was for cleaning the windows... it's not!

It's actually a weather machine. Yes, YOU can now control the weather!

## PLANET PANIC!



The alarm goes off and you've woken up to discover you're on another planet...but how?

And which one? Jupiter? Or maybe that unknown one where chocolate grows on trees...!

## X MARKS THE SPOT



The treasure map was right! You've just found the entrance to the cave!

But the treasure is actually a lifetime supply of...  
Pants? Candy? Wishes?  
What would YOU want?

## TRAINER TRICKS



You have a brilliant new pair of trainers. Unfortunately, they won't let you take them off!

And they won't let you stop moving. Will you have to keep moving fast forever?

## WAKE UP, WORK, PLAY, SLEEP, REPEAT



Stuck in the same day over and again! No one else knows....

It's a NIGHTMARE - especially if it's a school day! What do you have to do to get back to normal?

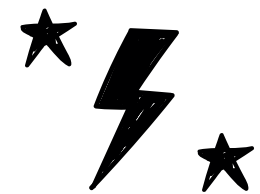
## CAT-TASTROPHE



Humans are turning into cats, all over the world.

How can you save the planet from cat-tastrophe?  
Or maybe you won't!

## TODAY'S YOUR LUCKY DAY!



Yes, YOU now have a superpower of your choice. But only for one day.

Which will it be?  
And how will you use it?  
You have the power! (For now.)

**SITUATION**

**SITUATION**

**SITUATION**

**SITUATION**

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**SITUATION**



## MISSION 2

### CREATE A PLEDGE FOR A SMALL CHANGE THAT COULD MAKE A BIG DIFFERENCE

*Inspired by Rocket Rules by Nathan Bryon & Dapo Adeola*

#### Learning Outcomes

- : to understand the purpose of a pledge and then create their own
- : to develop illustration skills by drawing ideas to illustrate their pledge

Pupils will be invited to think and act like Rocket and use the power of words and pictures to show how we can all help to make a BIG difference. Pledges could be something that would make a big difference to pupils' own lives or learning. What about a small change that would make a big difference to someone or something your pupils care about? It could even be something small that can help the whole school, local community, or entire planet!

#### You will need:

- Small change, big difference pledge template cards printed
- Pencils and colouring pencils

#### Activity introduction and class discussion.

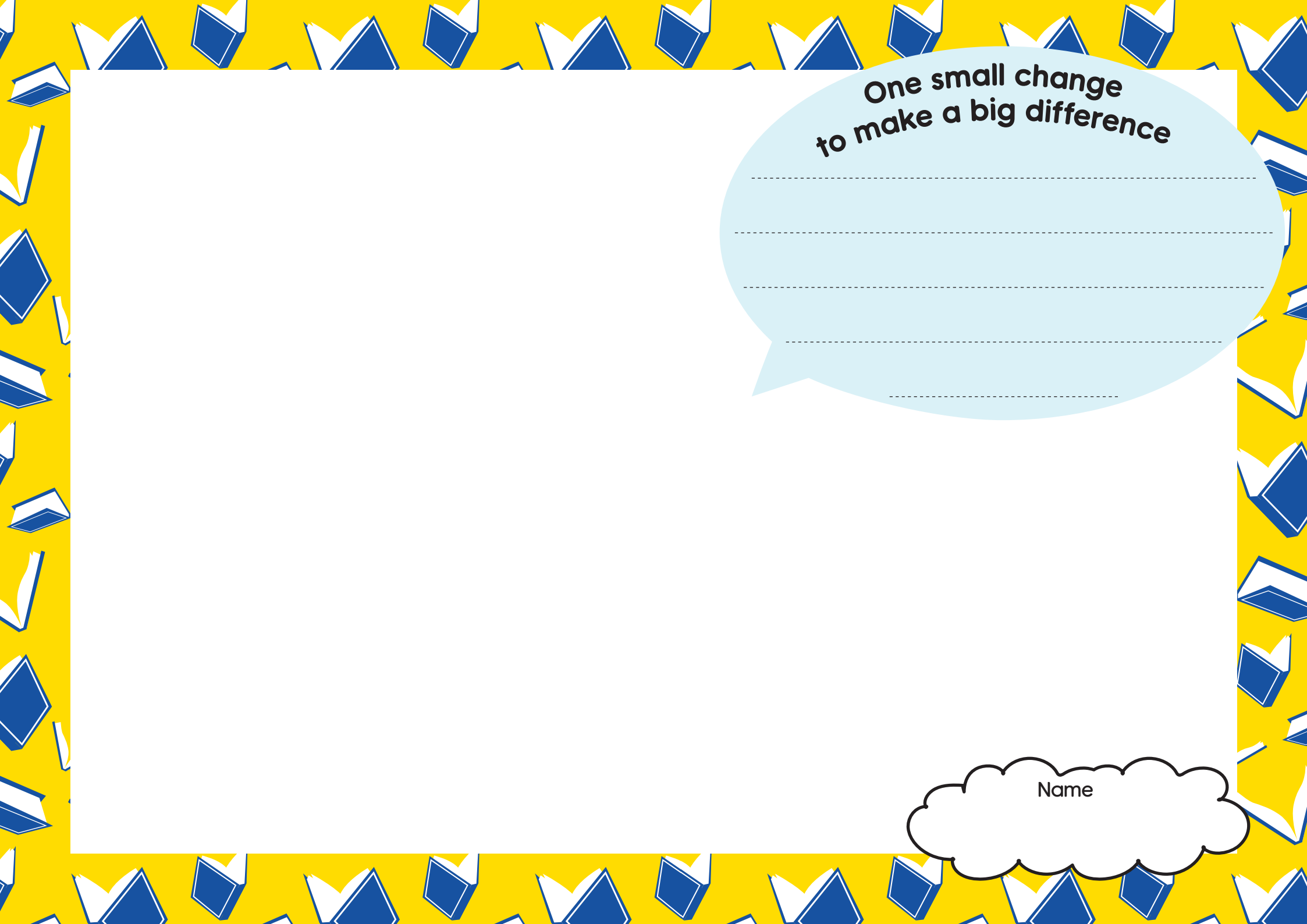
Read Rocket Rules together as a class and discuss her ideas. Introduce the concept of a pledge and discuss how they can be helpful, and the impact small changes can have. Then invite pupils to think like Rocket and show how they can make a difference every day in their communities.

#### Decide and write your pledge

Using the 'One small change to make a big difference' template provided, invite all the pupils in your class to write their own pledge in the speech bubble with one small thing they can do to make a difference.

#### Draw, discuss and display your ideas

Pupils can then illustrate their ideas to help inspire others. Rocket loves to collect facts to share; invite your pupils to research like Rocket to feature a fact related to their pledge. Make a classroom display of your pupils' pledges and reflect on the positive impact these pledges could have.



**One small change  
to make a big difference**

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Name

**One small change  
to make a big difference**

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**One small change  
to make a big difference**

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## MISSION 3

### MAKE YOUR DREAM TEAM

Inspired by *The Dream Team: Jaz Santos vs. The World* by Priscilla Mante

#### Learning Outcomes

: to use information inferred from stories to take part in a class debate

: to use information inferred from stories to create character descriptions

#### You will need:

- Puffin Player character cards printed and out
- Pens, pencils and coloured pencils.

#### Activity Introduction and Class Dream Team Discussion

Using the Puffin Player character cards as prompts, read the characteristics of each character. Use the categories and scores to encourage discussion about what we can infer about characters from the stories they belong to. Then discuss how each character would impact a game on the pitch, or the plot of a story.

Remind pupils that whilst they may want to choose their favourite characters, they may not be the right choice for their Team! They also might want to think about which position each character would play.

This is a great opportunity for a class debate, working together to create one class Dream Team! Invite pupils to share their reasoning for including characters, and take a class vote to decide on who makes the Team.

#### Design your own Dream Team with the Character Card Template.

Pupils can then work independently, using the character card blank templates provided, to fill out five characters that they would select, score them for teamwork, leadership, determination, energy and add up their Puffin Player rating. Then, in the style of the Puffin Player character cards, write a sentence for why this character made it onto their Dream Team and how they might perform on the pitch.

#### Play the Dream Team game

Once the class have designed their own cards, keep them in your classroom library so you can pull them out and have fun putting together various Dream Teams in groups, help spark story making ideas and encourage reading and writing for pleasure.

## Who would make YOUR World Book Day five-a-side Dream Team?

Browse our bookish line-up of Puffin favourites and be inspired to create your own dream team, with characters from any of your favourite books.

Play the game! Don't forget to think about what characteristics made you choose them and who will play each position - Captain, Goalkeeper, Defenders and Forwards!

**GO PUFFIN PLAYERS!**



**Jaz Santos**

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

She wants to succeed and is willing to put the practice in and persevere - all you need to become a star player!



**Rocket**

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

Energy, passion and full of ideas to keep inspiring your team to look up and keep their eye on the ball.



**Professor Dexter**

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

Professor Dexter gives legendary half-time team talks. Games either end in laughter or disaster.

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING

TEAMWORK

LEADERSHIP

DETERMINATION

ENERGY

PUFFIN PLAYER RATING





### Tracy Beaker

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

Fierce and feisty; with Tracy in charge your team are bound to score!



### The Christmasaurus

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

The Christmasaurus will bring plenty of festive magic to the team, plus lots of Christmas spirit to share with teammates.



### Peter Rabbit™

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

With loads of energy, this rabbit will use wit and mischief to race across the pitch, when he's not nibbling on the grass that is.



### Snowman

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

The Snowman is bound to fly round the pitch and help you on to victory, as long as it's not a hot day.



### Little Badman

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

This determined, cheeky chap will not just run, but rap his way to a winning goal – not even aliens could stop him!

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>

TEAMWORK	<input type="checkbox"/>
LEADERSHIP	<input type="checkbox"/>
DETERMINATION	<input type="checkbox"/>
ENERGY	<input type="checkbox"/>
PUFFIN PLAYER RATING	<input type="checkbox"/>







# CELEBRATE YOUR STORY MAKERS!

## WITH IDEAS TO INSPIRE A CULTURE OF READING IN YOUR SCHOOL.

Encourage a culture of reading in your school and show off your teams of story makers with these extra ideas for school displays and school-wide events to celebrate stories and inspire creativity.

### MISSION 1:

#### Start your story using Dream Machine Tokens

Create a Dream Machine display and showcase your pupils' stories alongside the tokens to spark and celebrate ideas.

Have a Dream Machine Story Writing competition, and feature winning stories in a display.

Host a Dream Machine one-minute story slam competition in your school to discover the BIG dreamers and storytellers in your school.

### MISSION 2:

#### Create a pledge for a small change that could make a BIG difference

Create a 'Small Change, Big Difference' display showing what your class has pledged to do to make a difference every day.

Start a Pledge Tree and invite everyone in school to write a small pledge to hang on the tree, showing what your school can do to help make a difference.

Use the display to reinforce and follow up on pupils' pledges. Invite your class to take a photo of them doing their pledge to add to the display and write their reflections on the experience of making a small change.

### MISSION 3:

#### Make Your Dream Team

Have a Team of the Week debate and vote, and display in your class, showing who is on the team and why! The choice is endless.

Which character appears most often? Use the Dream Team templates to create a Dream Team 'league' display in your school. You may not be able to play matches, but you can invite your whole school community to take part and vote for the ultimate Dream Team!

Perhaps your ultimate Dream Team can feature in next year's World Book Day celebrations, or sports day with teachers dressing up as the winning team and playing a five-a-side game like no other!