



PUFFIN STORY MAKERS SHOW

BACK TO SCHOOL SHOW

**MISSION
PACK**





WELCOME BACK TO SCHOOL STORY MAKERS!

We are so excited that you are participating in our Back to School show - thank you for downloading the Mission Pack! Here you can find all the resources needed for each section of the show, alongside some handy tips on how to use these activities during September and throughout the school year.



Download the class resources included in this document



Print the resources & cut along line guides



Prepare your class with pens or pencils



Watch the show!



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BUY THE BOOKS

Each of our books can be purchased from **Peters**, or wherever you usually get your classroom books!

EXPLORE MORE

Discover a library of learning resources from recent Story Maker Shows and mark your calendars to take part in the next show.



SHARNA JACKSON

OLAF FALAFEL

LEE NEWBERY



MISSION 1

START THE NEW SCHOOL YEAR WITH A GOOD TURN

Inspired by The Good Turn by Sharna Jackson.

Work as a class to create a code of conduct for your classroom and invite your students to personalise their own progress charts to help your class thrive this year.

You will need:

- The Class Code of Conduct resource and pens or pencils
- The Progress Chart resource, pencils, pens and colouring pencils

OUR CLASS CODE OF CONDUCT

Activity introduction and class discussion

Read and respond to the Copsey Code of Conduct and discuss when and why a code of conduct can be helpful. Collect suggestions for what could be included on a code of conduct for your classroom community.

Writing exercise

Invite each student to write their suggestion on a post-it note as a starting point to get to know your students better and start a whole class discussion. Use this opportunity to model the process of taking a list of ideas and shaping it into one piece of writing. Display your class code of conduct proudly in your classroom to refer back to throughout the academic year.

YOUR PROGRESS CHART

Activity introduction and class discussion

Ask your students why recognising your own progress can be helpful for developing a growth mindset. Discuss the three featured badges: Neighbouring, Reading and Learning then collect ideas for other badges your students want to work toward. You can refer to the chapters list in *The Good Turn* to help generate ideas.

Progress Chart mindful colouring exercise

Set a schedule for taking short mindful moments to colour along the patterns, to self reflect and chart their progress. Students can choose and design two new badges to work toward with each new sheet.





By following the Topsy Code, you promise to be:

1. Truthful and trustful

Don't tell lies – it's bad energy.

★

2. Proactive - and never procrastinate

Don't waste time -- not ours or yours. See an issue?

Solve the Issue!

★

3. Resilient

'if at first you don't succeed, dust yourself off, try, try again.' it's an oldie but a goodie - live by that!

★

4. A true ally

Be a friend and support everyone.

★

5. Thoughtful

Think laterally to help someone today!

★

6. Caring

Respect yourself, others and the whole world.



We will . . .

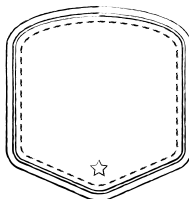
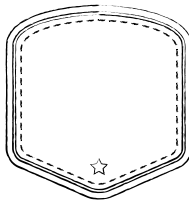
This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

Take some mindful moments!
Colour in the patterns to recognise
and mark your progress!

MY

PROGRESS

CHART



SUGGESTION BANK

RECYCLING



EXERCISING



ADVENTURING



DISCOVERING





MISSION 2

FILL YOUR SCHOOL WITH ARTISTS USING A SERIES OF ART AVENGER MISSIONS

Inspired by Trixie Pickle Art Avenger by Olaf Falafel.

Take inspiration from art heroes past and present. Warm up with a two-handed drawing exercise and create a display of Banksy-inspired mice, each with something important to say.

You will need:

- Mysterious Mona Lisa resource, pencils and pens
- The Ambidextrous Challenge resource, pencils, pens and colouring pencils
- Banksy Mice Draw-A-Long, pencils and pens

MYSTERIOUS MONA LISA

Activity introduction and class discussion

Invite your class to research and discuss what they know about Leonardo Da Vinci and his work, The Mona Lisa. You can refer to the Fact File in Trixie Pickle Art Avenger. Discuss if you can infer how a person is feeling from photographs or paintings. Finally, have a class debate about the age-old question, is Mona Lisa Smiling?

Drawing exercise

Students then start their worksheet by circling the emoji that they believe best portrays Mona Lisa's expression and writing down their own theory. Banksy created the Mona Lisa's Smile artwork in response to this age-old question and Olaf Falafel has shared his own theory... Use the template picture frame to invite your students to draw their own mini artwork taking inspiration from 'The question on Mona Lisa's face.'

THE AMBIDEXTROUS CHALLENGE

Activity introduction and class discussion

Ask students to signal which hand they find it easier to write and draw with. As a class, attempt some two-handed body-brain teasers like tapping your head and rubbing your belly. Discuss what it means to be ambidextrous and if and how they think it could be helpful.

Drawing exercise

Ask your class to hold their pencils up high using their most dominant hand. Set a one minute timer on the interactive whiteboard to start the ambidextrous drawing. Then switch hands to their least dominant hand, reset the timer and repeat the exercise. Invite your students to compare both drawings and colour along the Puffin patterns up to the percentage they would score themselves for how ambidextrous they think they are.





BANKSY MICE ART AVENGERS

Activity Introduction

Invite your class to research and discuss what they know about Banksy and his work. You can use the fact file in Trixie Pickle Art Avenger and on page 12 of the Mission Pack to help you. Discuss why it is important to speak up for what you believe in. Collect ideas for what your crew of Banksy-inspired mice could use their placards to speak up for at your school.

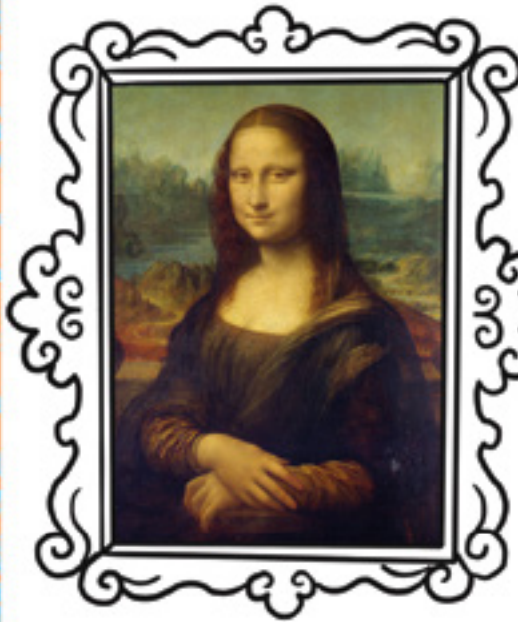
Drawing exercise

Rewatch the draw-a-long with Olaf and become Art Avengers by creating your own crew of Banksy mice, each with something to say. How will you display your art to get the message of your mice heard at your school?



MYSTERIOUS

MONA LISA



La Vinci



307<>7



Olaf Falafel

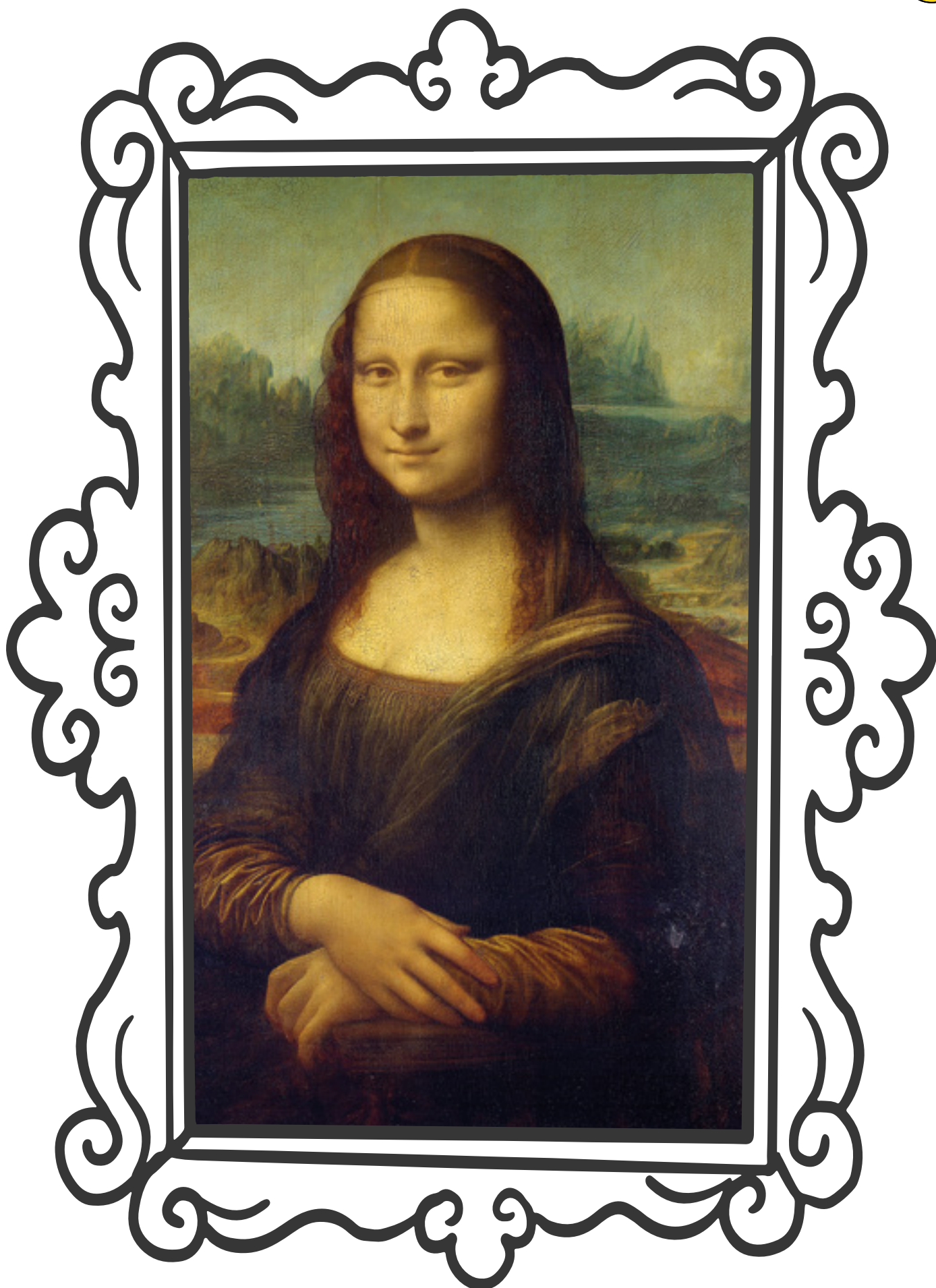


MONA LISA EMOJI EXPRESSION

Circle the emoji below that best portrays Mona Lisa's expressions in Leonardo Davinci's original painting. Then describe the theory behind your choice.



My theory is...







AMBIDEXTROUS

CHALLENGE



Draw the same object with each hand to take the challenge

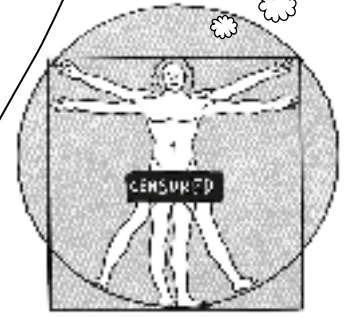


DID YOU KNOW?
Leonardo Da Vinci was ambidextrous, which means he could draw, write or cut up dead bodies with either hand.

Show off!



Cool skills!
Forgot to draw me any pants though didn't he!



Label your most dominant and least dominant hand,

I AM THIS AMBIDEXTROUS

10% 20% 30% 40% 50% 60% 70% 80% 90% 100%



BANKSY

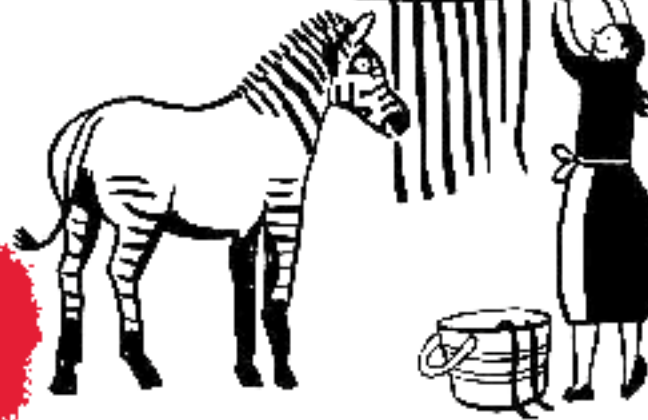
FACT-FILE



No-one knows Banksy's true identity

A street artist from Great Britain, Banksy makes stencil artwork with spray paint

He often mixes his art with street signs and stuff that's already there.



His art can be funny but he also he uses it to stick up for people who don't have a voice.



MY

ART AVENGER

MISSION





WE ARE



ART

JOIN US



AVENGERS



MISSION 3

MAKE A CLASS MASCOT AND PLAY THE PEBBLE GAME

Inspired by The Last Firefox by Lee Newbery.

Make a mythical class mascot, and settle into your new classroom spaces by playing the pebble game.

You will need:

- My Mythical Creature resource, pencils, pens and colouring pencils
- The Pebble Game resource, pencils, pens and colouring pencils

MAKE A MYTHICAL CREATURE TO BECOME A CLASS MASCOT

Activity introduction and class discussion

Invite your class to research and share what they know about mythical creatures, collecting a list of mythical creatures. Then introduce the idea of a mascot and discuss why having a mascot can be helpful for a group. Working as a class, come up with ideas for a new mythical creature by blending animals real and imagined and assigning values you would look for in a mascot.

Drawing exercise

Invite your students to draw their own mythical creature and circle the values that make them a good mascot. You might invite students to present their mythical creature to the class and take turns in having a daily or weekly class mascot.

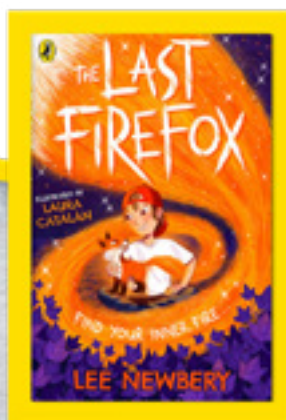
PLAY THE PEBBLE GAME

Activity introduction and class discussion

Discuss what author Lee Newbery means by having inner fire and look at the three example pebble markings of Courage, Self Confidence and Loyalty then list other qualities and values a character might have to be described in this way. (You could reuse the Puffin Player Character Cards from the **World Book Day Story Makers Show** Mission Pack to facilitate and extend this further). Explain the pebble game below and set the boundaries for hiding pebbles.

The game

Have each member of your class choose and draw a well-known character from a book on their pebble, using the printable templates or real pebbles if you have them! Include a marking to show why they chose their character. Hide the pebble and write a riddle that classmates can follow to find the pebble.



Draw your
mythical creature

MY

MYTHICAL

CREATURE



Draw a pebble shape
around the values
that make them a
good class mascot

CURIOSITY

EMPATHY

KINDNESS

PATIENCE

FOCUS

RESPECT

GRATITUDE

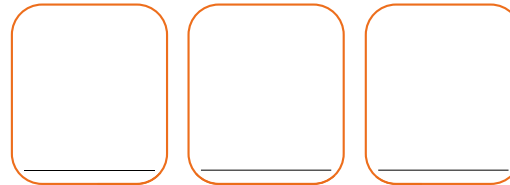
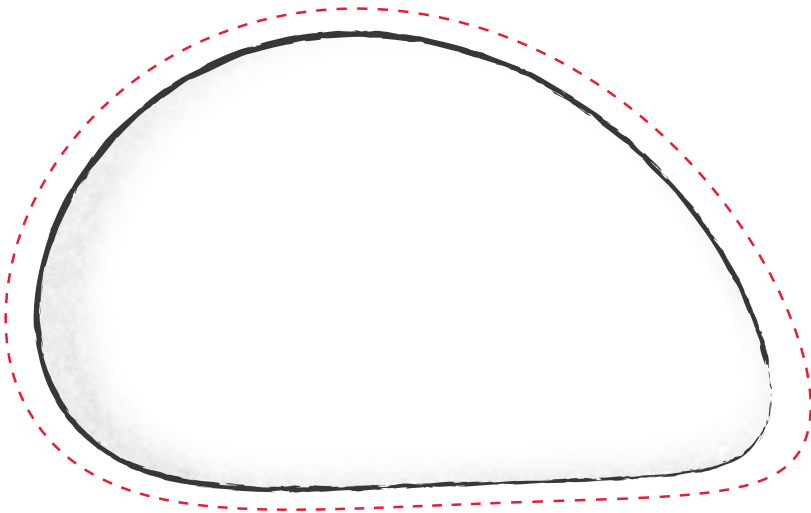
PERSEVERANCE

Introduce your
mythical creature

My mythical creature is called...

My mythical creature...



[illegible]



EXPLORE MORE

MORE ACTIVITIES TO INSPIRE WRITING FOR PLEASURE

START YOUR STORY USING DREAM MACHINE TOKENS

Inspired by The Great Dream Robbery by Greg James and Chris Smith

Watch Greg and Chris play the one minute story challenge



PLAY THE ONE MINUTE STORY CHALLENGE

Choose some example dream machine tokens for setting, character and situation and use the writing prompts to 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. 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.

Keep the tokens in your book corner or school library for students to enjoy making up stories in pairs and groups. [Download the resource](#)



GREG JAMES & CHRIS SMITH



MORE ACTIVITIES TO INSPIRE READING FOR PLEASURE

CREATE A FICTIONAL FIVE A SIDE TEAM WITH OUR CHARACTER CARDS

Inspired by *The Dream Team* by Priscilla Mante

Watch our authors play Puffin Players



PLAY PUFFIN PLAYERS

Spark story making ideas and encourage reading for pleasure using the character cards to encourage discussion about what we can infer about characters from the stories they belong to. Use the categories and scores to structure a class debate. Then either individually or as a class create a five a side football team from fictional characters. Ask students to share their reasoning and strategy for including each player on their team.

Keep a set of character cards as well as template cards in your book corner or school library for students to play or nominate new characters from the books they've read. [Download the resource](#)





MORE ACTIVITIES TO DEVELOP A GROWTH MINDSET

DISCUSS, DRAW, AND DISPLAY YOUR PLEDGE TO MAKE A BIG DIFFERENCE

Inspired by Rockets Rules by Nathan Bryon and Dapo Adeola

Watch Nathan and Dapo make and draw their pledges.



Invite your students to share their own ideas for writing a pledge with one small thing they can do to make a big difference. Rocket loves researching facts, so challenge your class to find a fact related to each of their pledges and then illustrate their ideas to inspire others.

Create a pledge wall, door or display to help inspire a growth mindset and celebrate your students' ambitions to help make a difference. [Download the resource](#)





SHOW US HOW YOUR CLASS IS TAKING PART

We want to see how your class is taking part in the Story Makers Show and missions, so tag us on Twitter @puffinbooks or email puffinschools@penguinrandomhouse.com with Story Makers Show in the subject line.

HAVE YOU HEARD?

Tune into Puffin's award winning podcast Mission Imagination. Each episode will whoosh your class away to a different imaginary world created by a fantastic Puffin author.



GOOD NEWS

Our Story Makers Show has been nominated for a Teach Primary award! Help us fill schools around the globe with budding story makers by telling your teacher friends about The Story Makers Show.



SEE YOU IN DECEMBER!

The term may have just begun, but mark your class calendar for some festive end of term fun at The Story Makers Show Festive Special. Join our authors and illustrators for a Puffin party live on puffinschools.co.uk/shows this December.

SUBSCRIBE

Subscribe to our newsletter for the latest updates so you and your class never miss out on our trio of shows throughout the school year.

