

What to do today

IMPORTANT! Parent or Carer – Read this page with your child and check that you are happy with what they have to do and with any weblinks or use of the Internet required.

1. Story time

Pick up a book and open it at any page. Look where the book's two pages meet in the middle. This is called the book's 'gutter'.

- Go to <https://youtu.be/b9zcyjE2RDME> .
- Listen to the reading of *This Book Just Ate My Dog*, written by Richard Byrne, where very strange things indeed happen in the book's gutter!

2. Play a race game

You are going to play the [This Book Just Ate My Dog Race Game](#).

- With a grown up, read the *Instructions*.
- Play the game several times.

3. Create your own race game

You are now going to design and write your own race game.

- With a grown up, read the *Suggestions*.
- Design and write out your game.
- Challenge people in your family to have a go!

Now try this Fun-Time Extra

- Pick a book you like from your shelf at home.
- Draw pictures of some of the characters or things in the story.
- Hide them inside the book, as if they have been 'swallowed up' by the gutter.
- Shake them out... gently!

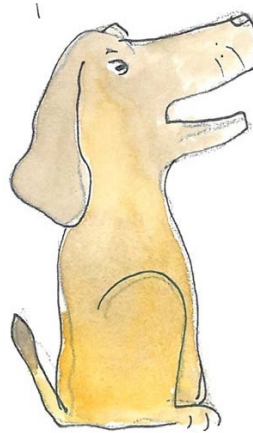
The *This Book Just Ate My Dog* Race Game

Instructions

Playing against an opponent

You will need:














- the race game board
- two counters
- a dice



How to play:

1. Players put their counters on the Start square.
2. Take it in turns to roll the dice and move forward the number of squares you threw.
3. If you land on a square with a command, read it carefully.
4. Do what you are asked to do and let the game continue.
5. To win the game you must land exactly on the Finish square.
6. If you throw too big a number, go to the Finish square and then count backwards the remaining number.

Game board

		The book burps out your note. Phew! Move forward one place.		You are shaken free! Hooray! Finish
	You stop to write a note. Go back one square.	The book's tummy starts to rumble... Add 1 to your next dice throw.		
	You shout for more help, but none comes! Move back 2 spaces.		You go into the gutter to look for your dog and Ben. Only move one space next go.	
	The police and fire brigade arrive. Move forward 2 spaces.	You really tug hard on the lead but nothing happens. Go back one square.		
	Ben arrives to help. Move forward 2 spaces.	No! Ben is swallowed! Miss a go.		The dog patrol come to help. Roll again. 
	Uh oh! The book swallows your dog! Go back one.		Mum gives you a new hat! Move on one extra square.	
Start 		You forget your dog's lead. Miss a go.	The dog poops on a pavement. Yuk! Have to pick it up – move 2 spaces forward.	

Making a race game – some suggestions to get you started



1. Print off the blank game board, **blowing it up to A3** if you can.
2. How does the story of *This Book Just Ate My Dog* start? Write this in your best handwriting in the START square: *Set off, Start your walk; Go out with the dog, etc.*
3. Think of some **positive** commands to write on your grid – *Move forward one or two squares; Have another go; Roll again; Double your last roll, etc.*
4. Write these good things in your best handwriting in random squares well spaced out around the board.
5. Now think of some **negative** commands to write on your grid: *Move back one square; Move back two squares; Miss a go; Only move one square next go whatever you throw, etc.*
6. Write these bad things in your best handwriting in random squares well spaced out around the board.
7. How does the story end? Write this in the FINISH square: *You are free! You all fall out! The book burps you out!*
8. Decorate your game board with pictures but make sure you leave your writing clear so that players can read it.
9. Play your game with your family, or time yourself going around the track!

