

# 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

- Go back to <https://youtu.be/b9zcyjE2RDME>.
- Listen again to *This Book Just Ate My Dog*.
- Name all the vehicles that feature in the story.

## 2. Playing Pairs.

You are going to play a game of Vehicle and Transport Pairs.

- Look at the set of *Vehicles and Transport Cards*.
- If you don't already know how to, read the Instructions for *How to Play Pairs*. Have a go!

## 3. Make cards for your own game of Pairs

You are going to make your own Pairs game cards.

- Read the *Suggestions for Making Pairs Cards*.
- Carefully draw and write your cards.
- Play a game of Pairs using your cards.

## Now try this Fun-Time Extra

- Look at the *picture of the bookplate* from *This Book Just Ate My Dog*.
- A bookplate shows who a book belongs to.
- Design your own bookplate to use in all your books: *This \_\_\_\_\_ Book Belongs To...* What words could you use to describe your books – brilliant, amazing, cool, fantastic, ace, wicked, etc.
- Use Post-it notes if you don't want to stick your bookplate down permanently.



a police car

a fire engine

an  
ambulance

a tractor

a tow truck

a family car

a ship

a space  
rocket

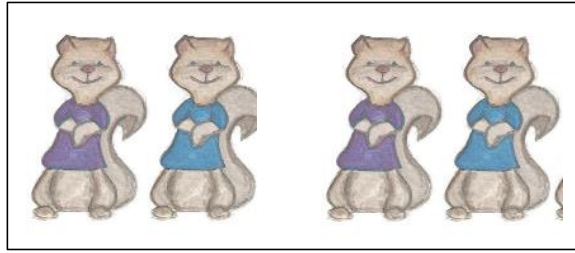
a UFO

a scooter

a bicycle

a skateboard

## How to Play Pairs

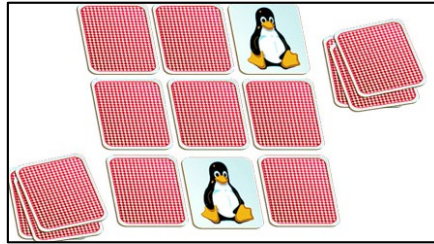


### You need a partner to play with

1. Shuffle together the 12 picture cards and the 12 name cards.
2. Lay them out face up in a grid on the table or carpet.
3. Have a really good look at all the cards. Try and remember where each one is.
4. Turn all the cards over so that you can't see any pictures or read any names.
5. The first player turns over any two cards they like. If you turn over a pair that match (a picture card and a name card) keep that pair and have another go.
6. If you don't turn over a pair, carefully turn the two cards back face down and let the next person have a go.
7. Try really hard to remember which cards you have seen and where they are so that you can use them in your next go.
8. The winner is the person with the most pairs when all the cards have gone.
9. Have another go but this time shuffle the cards and lay them face down straight away so that you don't see where each card is to start with.



## Suggestions for making your own set of Pairs cards



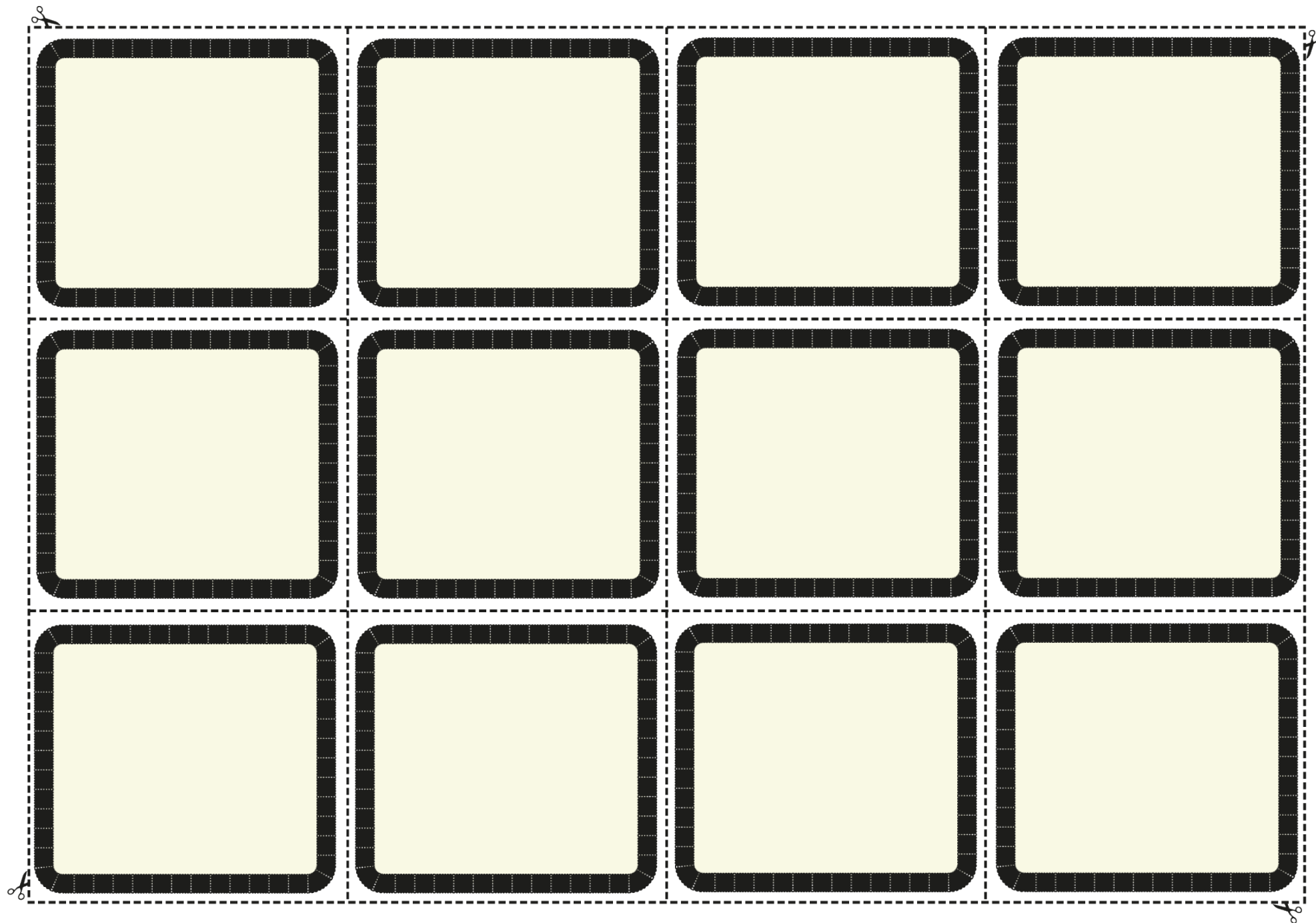
**You are going to make cards for your own game of Pairs.**

### What to do:

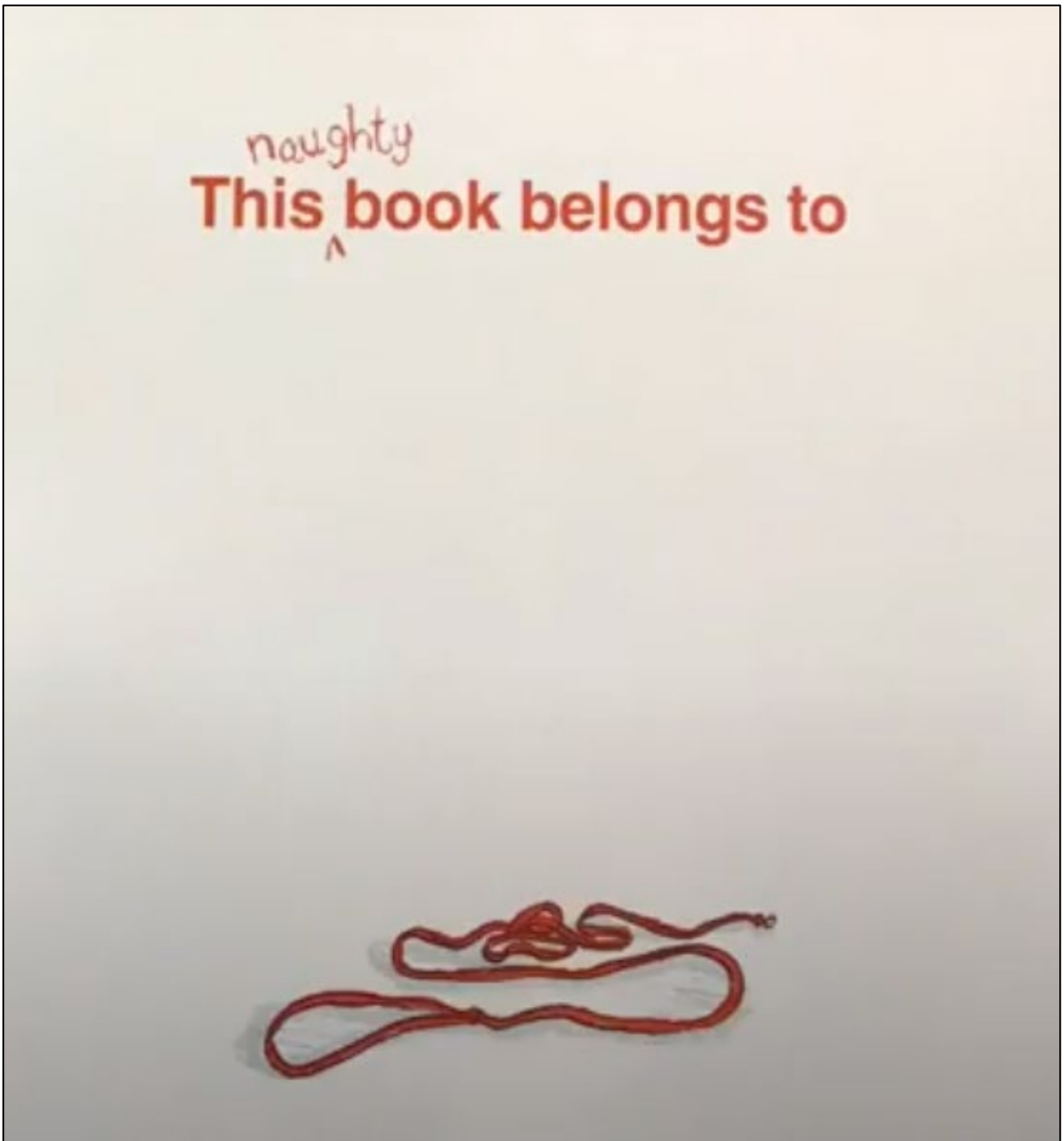
1. Think of a topic or category where you know lots of different examples of the thing in question –

Animals, fruits, colours, items of clothing, or things like Disney characters are good, because there are lots of different ones of each and they are nice to draw.

2. Print off and carefully cut out two copies of the blank pairs cards.
3. Draw 12 different examples from your category or topic on the blank cards. So, if you chose fruit as a topic you could draw cards for an apple, an orange, a lemon, a pear, a grapefruit, a kiwi, a strawberry, and so on.
4. Carefully write the name of each of your items on the second set of blank cards so that you have matching picture cards and name cards.
5. Check your spellings. Use your best handwriting. Use an initial capital letter.



## The bookplate from This Book Just Ate My Dog



## Bookplate design



A large rectangular box with an orange border, intended for a bookplate design. It contains three horizontal lines for writing, positioned in the upper portion of the box.