

Through the keyhole

Teachers' notes

Explore the scene with your class, to guess the mystery home owner

- ① **Big appetite:** At first glance, this loaf looks positively scrumptious – but can we be sure *exactly* what it's made out of? The truth might be somewhat hard to swallow!
- ② **Come dine with me:** Something's cooking – but is anyone brave enough to take the taste test? It could be soup, maybe even a magical potion... or more likely – the last house guest.
- ③ **Apt pupil:** They say you can learn a lot about people from the books that they read. Hmm... is this someone you would want to have over for dinner?
- ④ **Pitch perfect:** Don't be played for a fool – there could be more to this mysterious harp than meets the ear. Handle with care unless you want a private audience with the house owner.



- ⑤ **All that glitters...:** Money can't buy you happiness, but anyone who can carry that heavy sack down the beanstalk is welcome to give it a go!
- ⑥ **Castle in the sky:** Our feet haven't touched the ground since we climbed the beanstalk. This castle really is one sky-high property. Let's check out the view...
- ⑦ **Special delivery:** A giant goose that lays golden eggs? Now, there's a mystery to crack! Her cage doesn't look very homely – I wonder what would happen if we set the goose loose...
- ⑧ **Beanstalk burglar:** He's small but he has big ambitions... and all that sparkling gold could just be the answer to his poor mother's problems. (Yes, even fairyland is feeling the credit crunch!)

Discover more online...

As well as the A2 poster image, we also have an interactive version available online for free at www.scholastic.co.uk/

childedplus Best viewed full screen on an interactive whiteboard, children can move the keyhole around the scene to reveal different sections of the picture.

By examining what they see through the keyhole, children will build up a picture of the room and its owner, via the different objects and details.



Escape from Cloud Castle

Practise size vocabulary with this fairytale-themed card game

Jack has climbed the beanstalk and reached the Giant's castle. Filling his pockets with gold and placing the golden harp into his sack, the boy sets out for home. But as Jack starts his descent, there is a loud screech... the golden harp is calling out for help! A second later and there is an answering cry from deep inside the castle: 'Fee fi fo fum, I smell the blood of an Englishman!' The Giant has awoken from his slumber and doesn't sound happy. Can Jack reach the bottom of the beanstalk before the Giant catches him?

Objective

The first team to reach the bottom of the beanstalk is the winner. To descend the beanstalk, players must decide if a number of comparative phrases are true or false.

Getting started

• Children will need to be familiar with the traditional fairytale, Jack and the Beanstalk. The game itself centres on Jack's escape from the Giant's castle. It's a race to the bottom of the beanstalk – if Jack can get there first then he can use his axe to chop it down. If the Giant gets there first... well, I wouldn't want to be in Jack's shoes if that happens!

• The poster image and interactive 'Through the Keyhole: Giant's castle' game (both available at www.scholastic.co.uk/magazines) are ideal for setting the scene and supporting a retelling of the traditional fairytale.

• Children should have already been introduced to comparative statements (*smaller than*, *bigger than*, *taller than*, *shorter than*, and so on) and practised these by comparing the sizes of familiar objects, animals and people.

Preparation

• Print out and photocopy **Photocopiables 3 and 4** (Escape from

Cloud Castle counters 1 and 2). Cut out the game cards, statement strips and the dice grid.

• The game is best played on a large table or on the carpet. Place the beanstalk cards together (you may like to enlarge them to A3 first), to create a vertical strip. Place the castle card at the top of the beanstalk, and Jack's home at the bottom. Then place the Jack and the Giant counters next to the castle.

• The statement cards should be shuffled and placed in a pile face down. The dice grid can be placed anywhere on the table/carpet where both teams can easily view it.

How to play

• The game can be played by two teams or two individual players. One team/player represents 'Jack' and opposing team represents 'the Giant'.

• Roll a six-sided dice to see which team goes first.

• On a team's go, they take the top statement strip from the pile and read it out. For example, *An elephant is taller than...* They then roll a dice. The number rolled should be cross-referenced on the dice grid. This will provide the team with a complete statement. For example, if the team rolls a three, then the complete statement would be: *An elephant is taller*

than... a ladybird. Both teams should decide if the completed statement is true or false.

- If a statement is true, the team can move their counter one space down the beanstalk. Play then moves to the opposing team.
- If a statement is false, the team cannot move their counter and play automatically moves to the opposing team.
- The first team to reach Jack's house is the winner.

(NOTE: If all the statement strips have been used before either team reaches the bottom, simply reshuffle and create a new pile.)

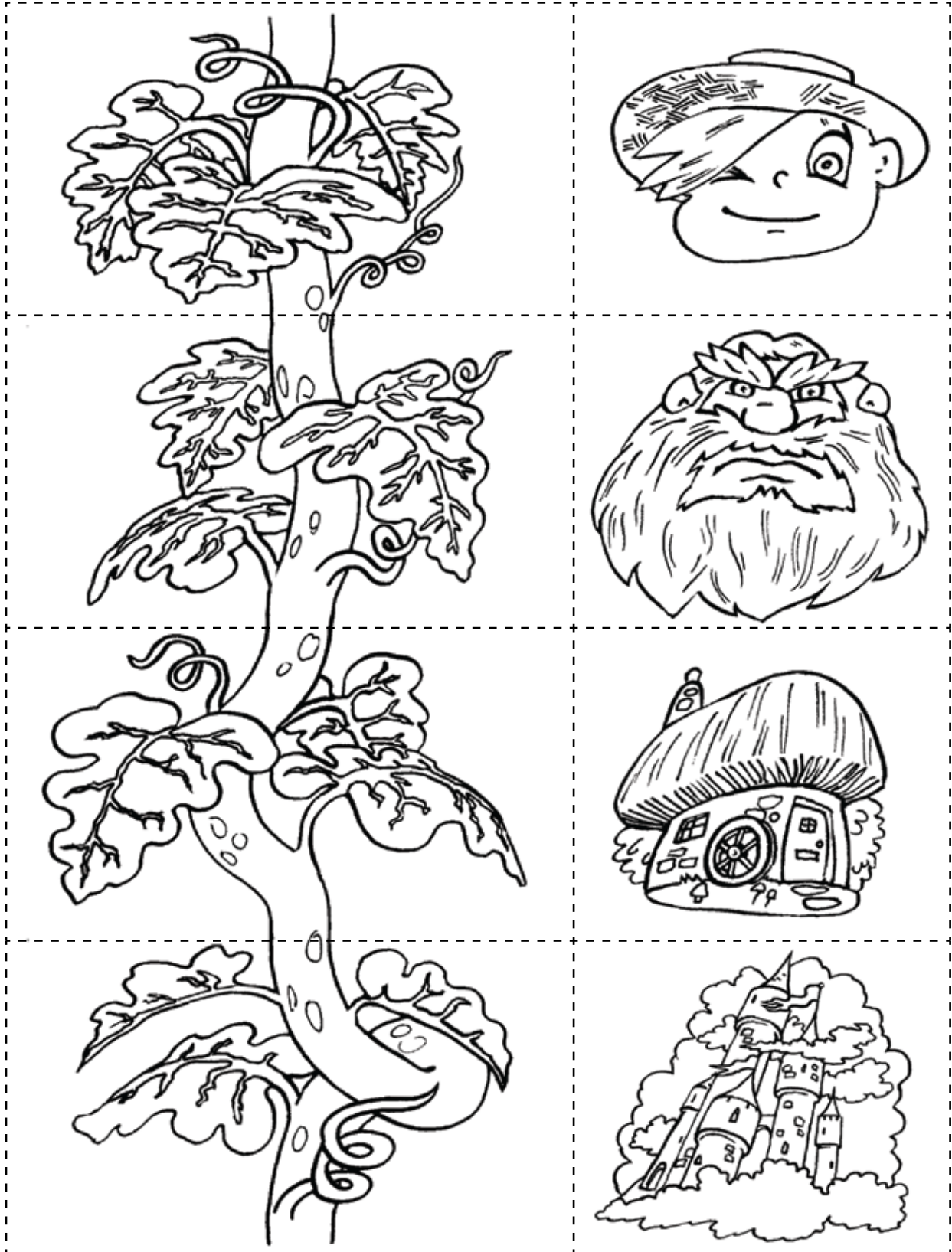
Customising the game

- Photocopy and add more beanstalk cards to create a longer game.
- Create your own statement strips to add to the pile. These could relate to previous whole-class work. Similarly, the dice grid can be modified to provide different comparative objects and animals.
- Instead of using a dice/answer grid, teams can be challenged to think up their own object or animal that would make the statement true.

However, once an object or animal has been used, it cannot be used again. It is up to both teams to judge if a statement is true or false.



Escape from Cloud Castle counters 1



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Escape from Cloud Castle counters 2

An ant is **smaller** than...

A pencil is **bigger** than...

A dog is **smaller** than...

An elephant is **taller** than...

A mouse is **bigger** than...

A table is **taller** than...

A car is **bigger** than...

A butterfly is **smaller** than...

1 – a football

2 – a door

3 – a ladybird

4 – a house

5 – a man

6 – a giraffe

