

# 40 Book-based activities



1. Book scavenger hunt- provide the children with a pile of books. Give the children a set of scavenger questions e.g. Find a book written in the first person, find a book which is set in space etc.
2. Read a book and change the ending. Could the children change the genre as a challenge?
3. Draw a comic strip or create a graphic novel to retell a story.
4. Prepare a set of reading clues for the children to match to books. Can the children create their own reading clues?
5. Musical Reading Chairs - Set up the chairs in a row. Put a reading book on each chair. When the music stops, children read the book on their chair. Give the children a few minutes before playing the music again. Give the opportunity to sit and read or to move onto a new book. Allow the children the opportunity to feedback on their favourite book.
6. Provide the children with images to sequence as a prediction before they read a book. Can they put them in the correct order once they have read the book?
7. Record the children reading the story. Create images/art to go with the story, scan the images and use iMovie to put film and sound together.
8. Guess the word- ask the children to predict the missing language from a page out of a book. Cover longer sections of text with strips of paper or lolly sticks and ask a partner to predict what is missing.
9. Create a 'diamond 9' to discuss elements of the book. E.g. Provide 9 options for characters from The Philosopher's Stone and ask the children to use it to explain who has had the most influence on Harry's life.
10. Create Top Trumps using protagonists and antagonists from a range of texts.

11. Create a new dust cover for the book and include a blurb to explain what the book is about.
12. Create a map of a setting in your story. Select texts with detail setting descriptions.
13. Use an image from a picture book. Ask the children to come up with 30 questions they could ask about the image. As an extension to this, use Literacy Shed VIPERS and ask the children to come up with VIPERS questions about the image.
14. Create text messages between characters in a book.
15. Give out a selection of books for the children to use. Children should try to locate the titles of books which might be based around a similar theme. Place the books on top of one another and look at the spines. Select 4 to use as the lines in a poem.

E.g. Lost at the zoo,  
Don't laugh at giraffe,  
Giraffes can't dance,  
Oh dear, Geoffrey!



16. Re-tell the story in a restricted number of words or ban a letter.
17. Read a traditional tale and write the prequel.
18. In pairs, give the children non-fiction books about a similar theme. Ask them to find 10 (this could be increased/decreased) facts that they did not know. Ask the children to compare facts. If they got the same fact, then they both need to cross it off their list. How many facts have they got left at the end?
19. Create a found poem using pages of text. Newspaper headlines could be cut up and glued onto large sheets to create a found poem. Blackout poetry could also be created in a similar way.
20. Give children a spelling rule and a section of text. Can they find words to demonstrate the spelling rule?

21. Write a letter to/from a character from a story.
22. Children locate as many adjectives as they can in a piece of text. Can they swap the adjective for a synonym or an antonym?
23. Punctuation challenge- take the class to the school library. Can the children find books with the following in the title:

- 5 book titles featuring an exclamation mark
- 4 book titles featuring a question mark
- 3 book titles featuring a hyphen
- 2 book titles featuring a colon or semi-colon
- 1 book title featuring brackets



24. Silly sentences- Give out a book. Ask the children to turn to a certain page and locate the word in a given position e.g. Page 8, 2<sup>nd</sup> line, 3<sup>rd</sup> word. Once this has been done 10 times, challenge the children to create sentences using the words. Give points for how many of the words they can feature in a sentence. Allow 3 conjunctions and/or articles to be added.
25. Can the children locate examples of different DADWAVERS sentences in a range of texts. Create a class display of examples of each sentence opener.
26. Show the children the front covers of a range of books. Give out the blurbs. Can the children match the blurb to the cover?
27. Play Taboo with book characters. Create cards with banned words. Can the children describe and guess their partner's character without using the banned word?
28. Use a book which is familiar to the class. Give out a range of lines from the book. Can the children match the lines to the character?
29. Write a postcard from a character.
30. Create an emotions graph for a character.

31. What is the longest word (for each letter of the alphabet) that can be found in the book?
32. Write the text to go with a picture book or write the conversation between two of the characters.
33. Give out a range of texts. Ask the children to read the opening line. Share as a group and decide upon favourites. Create a class 'Top 10' of opening lines.
34. Create a short biography for the main protagonist or antagonist of the story.
35. Pick out the 5Ws from a story and turn the text into a newspaper article which summarises the text.
36. Re-write a story/section of text from the point of view of a different character. E.g. Red Riding Hood from the POV of the wolf.
37. Re-write a section of the text using emojis.
38. Give the children a stack of books and ask them to alphabetise them in terms of title, then author and then the first word on the first page.
39. Problem pages- Explain to the children what a problem page is and that it can be used for all different kinds of problems. Create a problem page letter from a character and then swap with a partner to write responses. E.g. Create a letter from Bess the landlord's daughter, explaining her love for the Highwayman.
40. Give the children a chapter or short section from a story. Provide each child with a new character and 3 items which they need to write into the story.

