

# George's Marvellous Medicine: Activity Plan 3

## Reading Skill:

2g: Identify and explain how meaning is enhanced through choice of words and phrases.

I can talk about word choices and phrases and how they affect the meaning of the text.

## Vocabulary and Key Phrases:

Hunched, tiresome, jack-in-the-box, bulging, frizzle, bucked, shied, snorted, gasped, gurgled, puncture, ancient, scrawny, hallelujah.

**Prior Learning:** Children will have read 'Brown Paint'.

**Reading Task:** Read 'Grandma Gets the Medicine'.

## Reading Questions

p.38 The author uses the phrase 'wicked little eyes' to describe grandma watching George. Think of a synonym and an antonym for the word 'wicked'.

p.38 Find a verb on this page that describes how Grandma sits.

p.38 Find three adjectives, verbs or phrases on this page that encompass how George is treated by his grandma.

p.40/41 How has the author contrasted George with his Grandma?

p.41 Find some verbs on this page that show the author is making comparisons between Grandma and a horse.

Find words that tell you how Grandma is feeling after taking George's medicine.

### Deeper Reading:

How has the author's choice of words created a feeling of excitement in this chapter?

Explain the moment when you realised that a real change in Grandma's personality had happened. Give evidence with your answer.

## Related Activities

**Punctuation and Grammar:** Children complete the [Commas Punctuation Activity Sheet](#).

**Challenge!** Children write a list of ingredients for George's Marvellous Medicine, putting the commas in the correct places.



**Vocabulary:** Children draw a large bottle of the medicine. They collect adjectives and expanded noun phrases that describe the medicine and its effects on Grandma, writing them on their bottles.

**Challenge!** Children create an advertising poster for this magic medicine using alliterative phrases.

**Comprehension:** Complete the [Comprehension Activity Sheet](#).

**Challenge!** Children write a letter of apology from George to his parents, anticipating their anger and shock.

**Invent:** Children invent a recipe for their own Marvellous Medicine, using household items.

**Challenge!** Children add adjectives to their recipes that cause revulsion for the reader. Children include an ingredients list, a step by step method and some top tips.

**Report:** Children create a mini newspaper report describing the strange sightings seen by a passer by on George's farm. They retrieve vocabulary and phrases from the text in their report.

**Challenge!** Children use inverted commas to punctuate direct speech.

**Imagine:** Children imagine an answer phone message that George leaves on his mother's phone about what she might find on her return to the farm.

**Challenge!** Children create a text message from George to his father summarising the events. Children use less than 140 characters.