

# George's Marvellous Medicine

## Activity Cards 5



George's Marvellous Medicine Activity Cards

## Punctuation and Grammar

- Complete the [Paragraph Activity Sheet](#).
- **Challenge!** Make a link between the two paragraphs you have written using the hints given.



George's Marvellous Medicine Activity Cards

## Comprehension

- Number the order events of the story using the [Comprehension Activity Sheet](#).
- **Challenge!** What impression do we get that the medicine could change the lives of the Kranky family? Explain your answer, making a minimum of two separate points.



George's Marvellous Medicine Activity Cards

## Vocabulary

- Match the 'George's Marvellous Medicine' word to its meaning on the [Vocabulary Activity Sheet](#).
- **Challenge!** Use 20 words or less to condense down the main story of 'George's Marvellous Medicine'. You do not need to use sentences.



## Advertise

- Create a poster for George's family farm as a tourist attraction.
- **Challenge!** Use a catchy slogan and visitor comments to draw in customers.



## Solve

- Complete the **Crossword Activity Sheet**.
- **Challenge!** Create your own crossword using squared paper and your own clues based on events and themes in the story so far.



## Debate

- New medicines should not be tested on animals. Do you agree?
- Read the statement and decide on reasons for and against animal testing, by drawing a table on a whiteboard.
- **Challenge!** How do you think George could have behaved better with the medicine?



## Reading Task

- Read 'Marvellous Medicine Number Two' and 'Marvellous Medicine Number Three'.

