

George's Marvellous Medicine

Activity Cards 6



George's Marvellous Medicine Activity Cards

Punctuation and Grammar

- Complete the **Conjunctions Activity Sheet**.
- **Challenge!** Make and use a conjunctions die to practise saying sentences that use conjunctions.



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Comprehension

- Complete the **Comprehension Activity Sheet**.
- **Challenge!** Imagine a use for Marvellous Medicine Number Four. If you had a bottle, what could you use it for? What impact would this have?



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Vocabulary

- Look for ten 'very important key words' over today's chapters. Choose these carefully. Record these on a whiteboard. Compare your 'very important key words' with someone near you: discuss why you have chosen each one, comparing similar words to those of your partner.
- **Challenge!** Use a thesaurus or a dictionary to create definitions for your key words, and look for words that have similar meanings, e.g. magic/spell.

Sort

- Use the **Sort Activity Sheet** to think about the characters in this story.
- **Challenge!** Compare the character of Grandma to other villains you know from books and films.



Review

- Use the **Book Review Activity Sheet** to write a book review.
- **Challenge!** Consider whether 'George's Marvellous Medicine' is Roald Dahl's best story.



Organise

- Work in a group to write several facts each about the whole story on sticky notes. Once this is complete, decide how to group the facts. Each of the groups of notes can be put together to make one shared idea.
- **Challenge!** Use the shared ideas to write a tweet about this story for a Children's Books website. A tweet can have no more than 140 characters.

Reading Task

- Read 'Marvellous Medicine Number Four' and 'Goodbye Grandma'.

