

# George's Marvellous Medicine: Activity Plan 1

## Reading Skill:

2e: Predict what might happen from details stated and implied.

I can predict what the book might be about.

## Vocabulary and Key Phrases:

Predict, prediction, evidence, George, Grandma.

## Prior Learning:

New text.

## Reading Task:

Look at the front and back cover, the author, the blurb. Read the first chapter, 'Grandma'.

## Reading Questions

Who is on the front cover? What are they doing?

What clues does the front cover give us about what the book is going to be about?

Who is the story going to be about? How do you know?

p.1 Where is the story set?

What part of the first chapter describes the setting? Why did the author choose this setting?

Which character were you introduced to in the blurb?

What do you think might happen in the story?

Have you read any other books by this author?

Think about the author's other stories. Are there any familiar themes/characters/settings to the story we are reading? How did the story end? How might this story end?

### Deeper Reading:

Who is telling this story?

What impression does author give us about Grandma?

## Related Activities

**Punctuation and Grammar:** Children complete [Sentence Types Activity Sheet](#).

**Challenge!** Children change given statements into questions and given questions into statements.

**Vocabulary:** Children draw a picture of Grandma in the centre of the page. They draw arrows coming away from her and collect adjectives and phrases to describe the woman.

**Challenge!** Children explain their first impressions of Grandma.

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

**Challenge!** Children create a thought bubble for Grandma, explaining her inner thoughts as she wakes up every morning.

**Summarise:** Children imagine they are making a phone call to the 'Help for Children support line. They answer the question from George's point of view and explain the problems with his grandma.

**Challenge!** Children consider what advice the operator should give in return.

**Predict:** Children play 'Whose bag?', where they imagine that Grandma had a bag, and, based on her personality, what items she might keep in that bag.

**Challenge!** Children design a bag for a more typical, loving Grandma.

**Arrange:** Children plan a trip out of the house for George and his grandma using the [Day Trip Activity Sheet](#).

**Challenge!** Children think about why Grandma behaves so unkindly, including this information in a 'Wanted!' poster.