

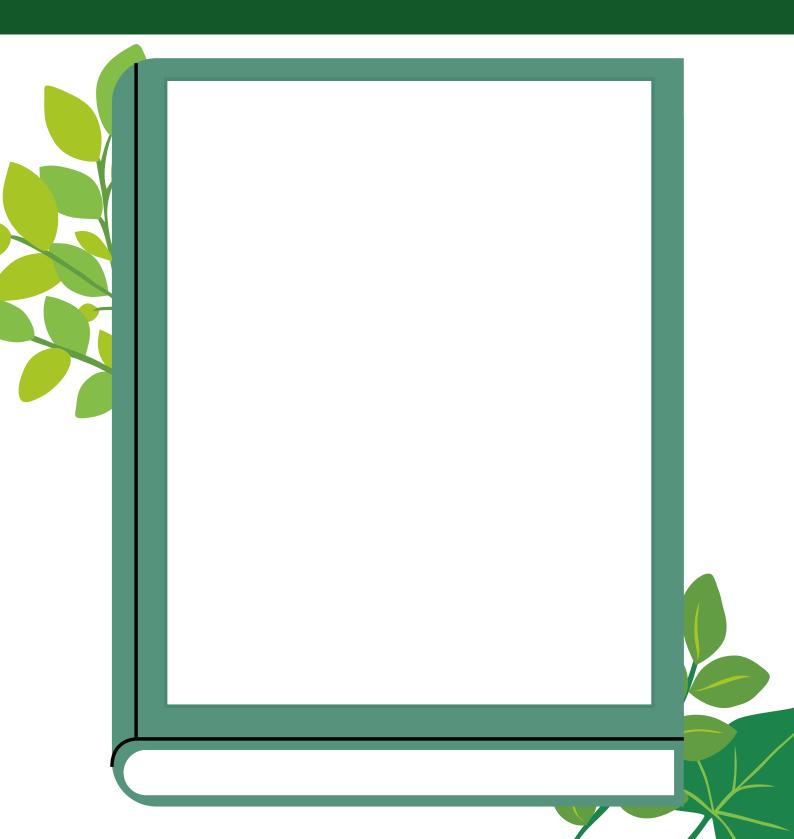
Summer Reading Trail Activities

- Design a cover for your favourite book that you read as part of the Summer Reading Trail.
- Design a bookmark.
- Book Bingo how many of these have you completed?
 Colour in any you have read, and see if you can read any more to fill in the whole page.
- Read outside
- Read in a book den
- Read out loud to someone else
- Read a book with a blue cover
- Read a book that has been recommended by someone else
- Read a book that has an animal in it
- Read a book you have written by an author you have never read before
- Read a book in bed
- Read a book that makes you laugh



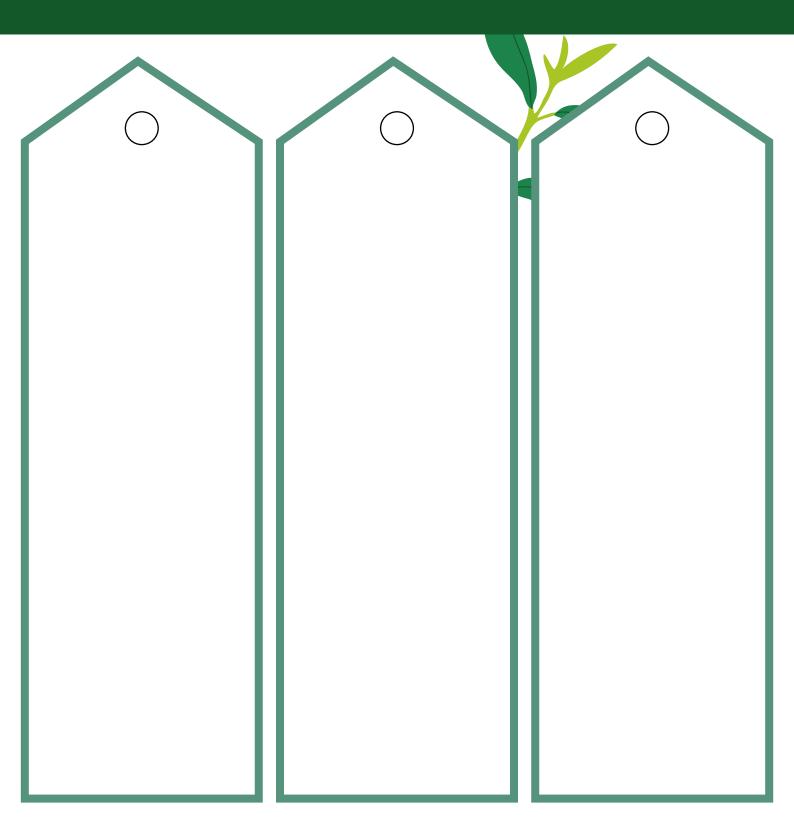


Design a book cover





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Challenge 1: Read a book outdoors

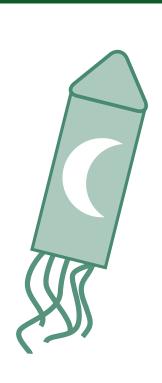
- Make up your own adventure story, about you and an animal of your choice, and the fun adventures you would go on together outside.
- Make your own outdoor den to read your story in, while outside. You could make it out of sticks, at your local park or woods, a blanket fort outside, or you could even re-use some cardboard boxes.
- While reading outside, see if you can find any of the animals that are mentioned in one of your books.





Challenge 2: Read a fantasy book that's out of this world

- Create your own rocket using a tube of kitchen or toilet roll, some glue, scissors and paper.
- 1. Cover the cardboard tube roll in paper.
- 2. For the top of the rocket, draw around a small, circular object, such as a cup. Cut out the circle, then cut a line from the outside to the middle of the circle. Slide one edge over the over until it is a cone shape. Stick it to stay in this shape, then stick it to the top of the tube.
- 3. Finally, add decorations to your rocket! What colour is it? Does it have any windows to see inside? Add some streamers to the bottom as the fire that propels it into space.
- Design your own imaginary creature. Do they came from space, or another world? Do they have wings, fur or feathers? What noises do they make? Do they have special powers? Make sure you give them a name!
- Imagine what it would be like to be an astronaut and write a story about a trip to the moon. Tell us about your journey there, what it was like when you got there and how you got home again.





Design your own imaginary creature





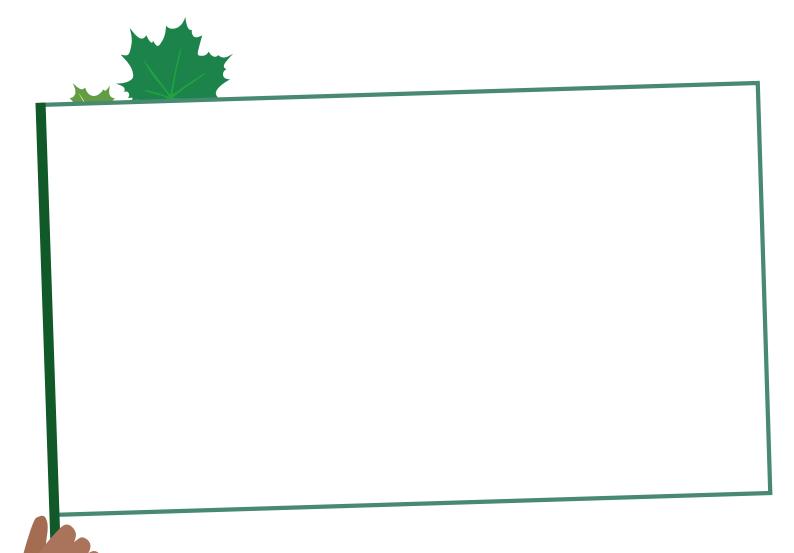
Challenge 3: Read a book set outside the UK

- Find the country that is in your book on a world map. What can you find out about it? Create a fact-file about the country to record what you've learnt.
- Design a flag for a new country. Don't forget to give it a name!
- What country would you like to visit? Make a list of the things you would bring with you, and what you would do while on holiday.





Design a new flag

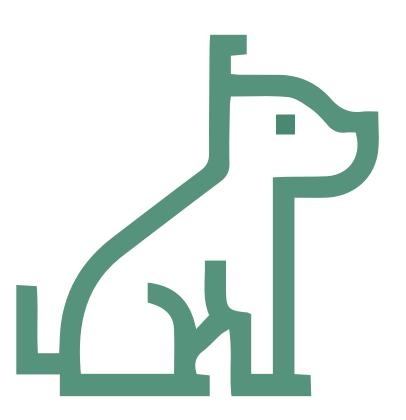






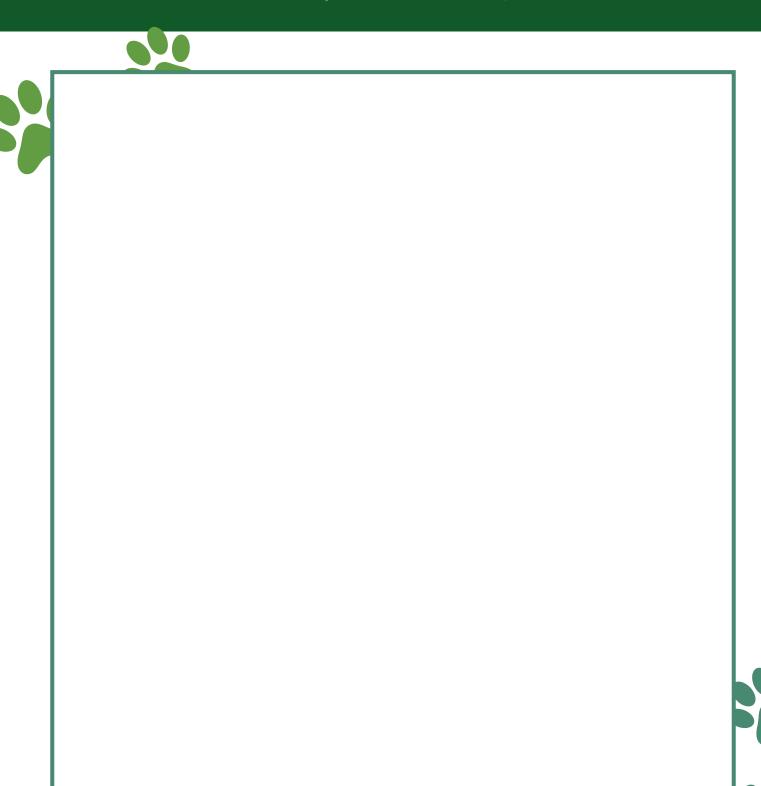
Challenge 4: Read a book about nature or animals

- What would your dream pet be? Draw a picture of what they would look like.
- There are so animals in the world! Choose your favourite animal and design your own fact file about it. Do you have any books with this animal in it?
- Hunt for a web and read your book to a spider. Bonus points if your book is about a spider!





Draw your dream pet





Challenge 5: Read an adventure story

- Adventure stories are full of brilliant heroes and terrifying villains. Design your own super-hero or super-villain logo.
 Maybe you could create a costume to go with it?
- There are lots of real-life adventurers and explorers that have gone on some brilliant adventures. Why not research a real-life hero, and design a poster to tell everyone about them.
- Go out on your own adventure whether it's to a local park or in your own garden. Make it into a scavenger hunt, and see how many different coloured objects you can find, or objects with different textures (smooth, rough, hard, soft, fuzzy, prickly...)





Challenge 6: Read a comforting classic

- What is your favourite classic book? It could be one from our list, or a book you've read lots of times. Well, imagine if YOU had written that book – how would you write it? Would you change the ending? Plan out how you would write the ending.
- There are lots of talking animals in classic books from The Gruffalo and The Tiger Who Came to Tea, to the insects James meets in a giant peach and the daemons in Lyra Belacqua's world of the His Dark Materials series. Have a go at making your own talking animal – does it wear clothes, or eat like a human? Where does it go and who does it meet?
- Choose one of your favourite classic books and have a go at drawing a map of one of the places from it.





Draw a book map

