

STORYVERSE

WELCOME TO YOUR

ACTIVITY PACK



Your activity pack includes*

- ♥ Make A Story
- ♥ Trading Cards
- ♥ Reward Cards
- ♥ Secret Messages
- ♥ Draw & Colour
- ♥ My Story Review

*Each set includes classroom activity ideas.



STORYVERSE

Make A Story

Classroom Ideas



Make It Together

Listen to the story as a class. Discuss and have students retell the events in order and then organise the cards in sequence together.



Put In Sequence

Create groups of 4 or 8 students. Give each student a card (or pair of cards) in a set and have them organise the cards in the correct sequence.



Share Together

Listen to the story as a class. Discuss and have students retell the events in order and then organise the cards in sequence together.



Create Mini Books

Have students sequence the cards and then staple them to create a mini-flip book.

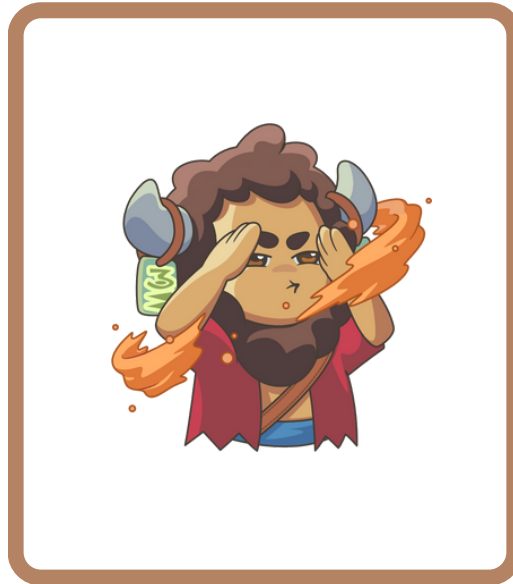


Create Their Own

Have students write their own text to match the images, or draw their own images to match the text, or use the blank cards to write and/or draw.

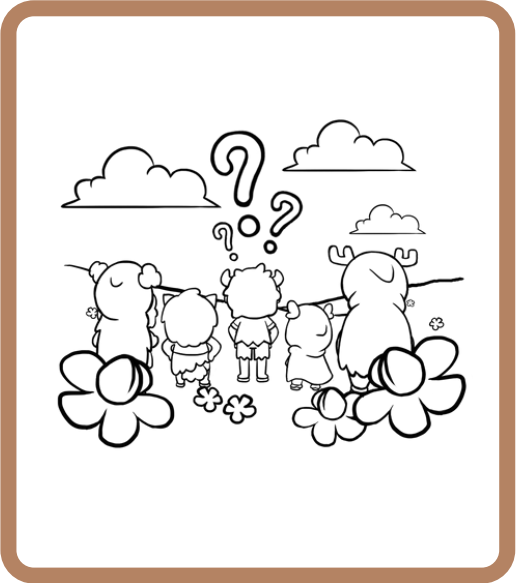
MAKE A STORY

Put the story in order with the help of the picture clues.



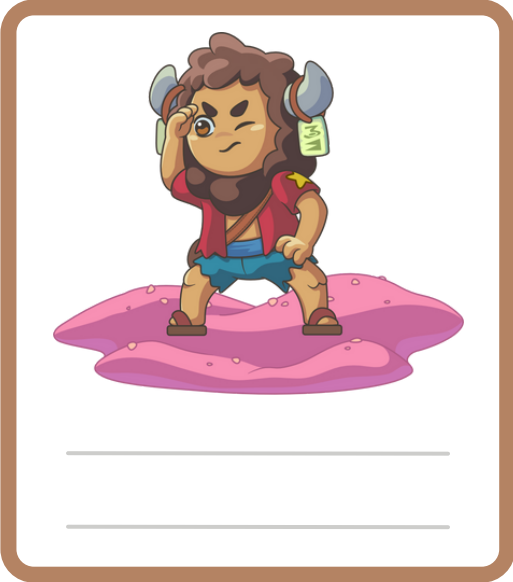
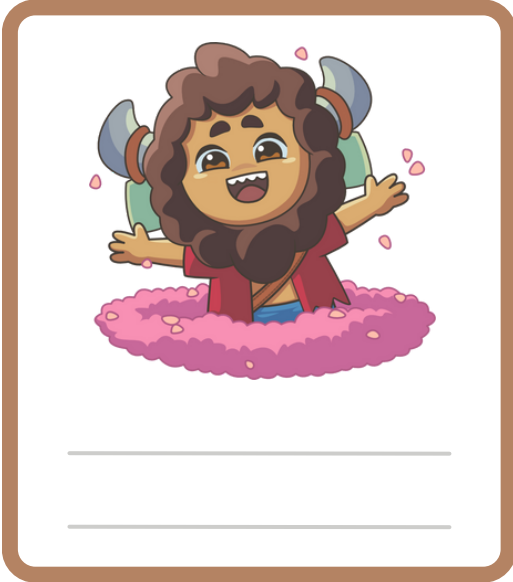
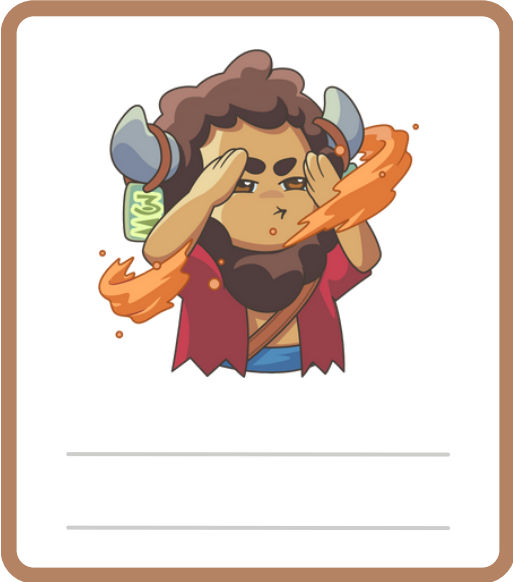
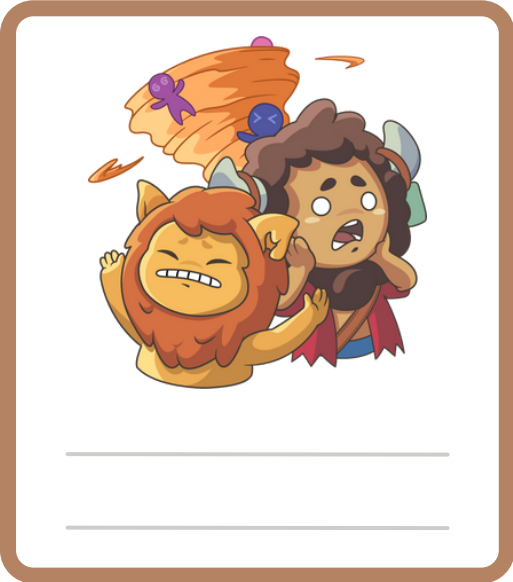
MAKE A STORY

Put the story in order with the help of the picture clues.



MAKE A STORY

Put the story in order and then complete the story with the help of the picture clues.



MAKE A STORY

Put the story in order and then complete the story with the help of the picture clues.



Agwa, Boosh and their friends go on a quest to see the Guardian.



They get lost in Flowerland, a land filled with lots of flowers.



Suddenly, Agwa and Boosh and their friends get trapped in a storm of pollen.



Agwa can only see the colour orange while he is in the storm.



Agwa falls out of the storm and lands on a heap of soft pink and white petals.



Agwa tries to find his friends as he wanders through flower valley.



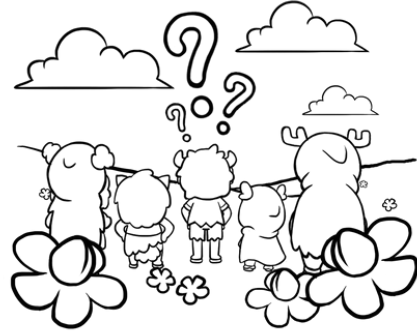
Agwa tries to climb out of the valley, but falls back down into the petals.



A tiny face looks angrily at Agwa before disappearing.

MAKE A STORY

Put the story in order and then complete the story with the help of the picture clues.



STORYVERSE

Trading Cards Classroom Ideas



Explore Characters

Have students colour/draw/describe each character using single adjectives, simple sentences or full descriptive paragraphs.



Guess Who

Read out the character description and have students guess which character the text is referring to.



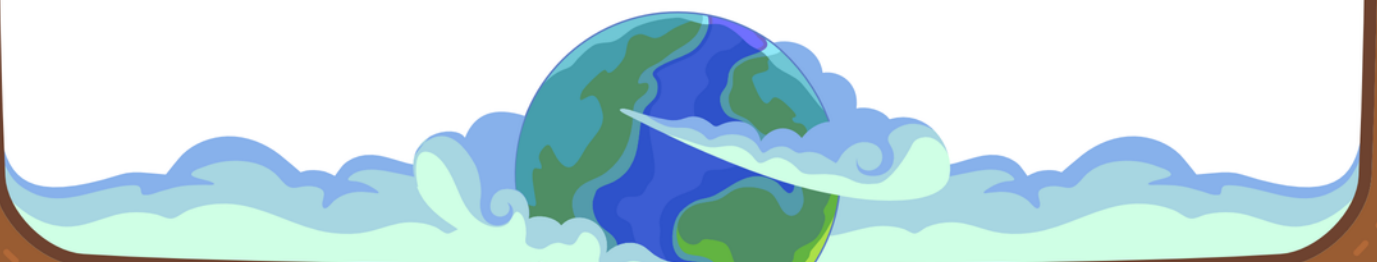
Create Portraits

Use the trading card image and description as a stimulus for students to create a portrait of a chosen character. Attach adjective word cards around the image.



Create Displays

Create a description of the character and attach the description to the bottom of the artwork. Display in the classroom.



TRADING CARDS

Cut out the cards to add to your collection.



TRADING CARDS

Cut out the cards to add to your collection.



TRADING CARDS

Cut out the cards to add to your collection.

STEPS



STORYVERSE
Trading Cards

Copyright © Intrepica Pty Ltd.

CHARACTER

NAME | Stepps

**PET
PHRASE**

**"YOU HAVE MY
APOLOGIES..."**

PROFILE

Stepps has a habit of keeping to herself. She can be blunt, unimpressible and mildly jaded. Nevertheless, she is not outspoken like Stag or Stonn. When she is bitten by the Day Howler, rather than be healed, she refuses. She is left with a scar and the effects of the Day Howler curse which she must learn to control.



TRADING CARDS

Colour in Stag and then cut out the cards to add to your collection.



TRADING CARDS

Colour in Stonn and then cut out the cards to add to your collection.



TRADING CARDS

Colour in Stepps and then cut out the cards to add to your collection.

STEPS



STORYVERSE
Trading Cards

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CHARACTER

NAME | Stepps

**PET
PHRASE**

"OH GOB!"

PROFILE

Stepps has a habit of keeping to herself. She can be blunt, unimpressible and mildly jaded. Nevertheless, she is not outspoken like Stag or Stonn. When she is bitten by the Day Howler, rather than be healed, she refuses. She is left with a scar and the effects of the Day Howler curse which she must learn to control.



TRADING CARDS

Draw and colour in Stag, fill in his profile, and then cut out the cards to add to your collection.

STAG



STORYVERSE
Trading Cards

Copyright © Intrepica Pty Ltd.

CHARACTER

NAME | Stag

PET
PHRASE

PROFILE





TRADING CARDS

Draw and colour in Stonn, fill in his profile, and then cut out the cards to add to your collection.

STONN

STORYVERSE
Trading Cards

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CHARACTER

NAME | Stonn

PET
PHRASE

PROFILE



TRADING CARDS

Draw and colour in Stonn, fill in his profile, and then cut out the cards to add to your collection.

STEPS

STORYVERSE
Trading Cards

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CHARACTER

NAME | Steps

PET
PHRASE

PROFILE



TRADING CARDS

Draw and colour in a character, fill in the character's profile, and then cut out the cards to add to your collection.



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STORYVERSE

Reward Cards Classroom Ideas



Give Rewards

Use these cards to reward students for their effort. They can also be handed out as collectables, where students collect them as they make progress in their work.



Game Cards

Turn them into game cards to play a game with their classmates - for example, students can play the card games Snap, Memory, Fish, etc.





"Stand behind me ...



BOOSH

and let me do the talking".

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"I'm gonna bury that memory..."



AGWA

like it never happened."

Copyright © Intrepica Pty Ltd.

"Monster pelts are back in fashion."



DARBI

Copyright © Intrepica Pty Ltd.

"Call me Teresa, but said like T'reesa."



THE GUARDIAN

Copyright © Intrepica Pty Ltd.

"Hello lovelies, ...



ELDERFLOWER

Copyright © Intrepica Pty Ltd.

"I'm Chad ...



THE GUARDIAN

Care to dance?"

Copyright © Intrepica Pty Ltd.

"Is that a new island..."



KITE

Copyright © Intrepica Pty Ltd.

"I missed you!"



NAMI

Copyright © Intrepica Pty Ltd.

"Dirt dumplings ..."



MUMFORD

Copyright © Intrepica Pty Ltd.

Boosh



Copyright © Intrepica Pty Ltd.

Agwa



Copyright © Intrepica Pty Ltd.

Darbi



Copyright © Intrepica Pty Ltd.

The Guardian



Copyright © Intrepica Pty Ltd.

Elderflower



Copyright © Intrepica Pty Ltd.

The Guardian



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Kite



Copyright © Intrepica Pty Ltd.

Nami



Copyright © Intrepica Pty Ltd.

Mumford



Copyright © Intrepica Pty Ltd.

Boosh



Copyright © Intrepica Pty Ltd.

Agwa



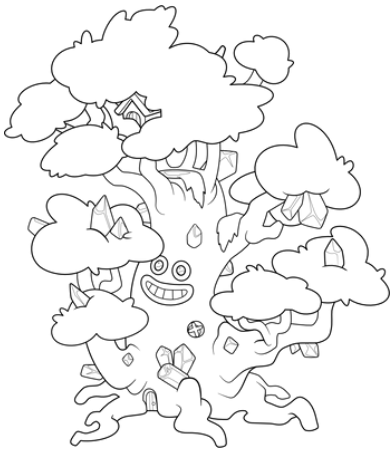
Copyright © Intrepica Pty Ltd.

Darbi



Copyright © Intrepica Pty Ltd.

The Guardian



Copyright © Intrepica Pty Ltd.

Elderflower



Copyright © Intrepica Pty Ltd.

The Guardian



Copyright © Intrepica Pty Ltd.

Kite



Copyright © Intrepica Pty Ltd.

Mimir



Copyright © Intrepica Pty Ltd.

Mumford

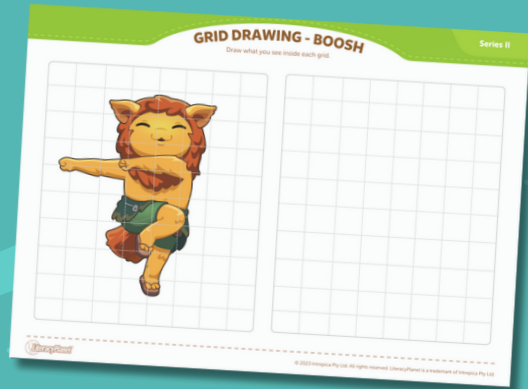


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STORYVERSE

Draw & Colour

Classroom Ideas



Practice drawing

Gives each student a grid to practice drawing a character's features. Once they've completed it, encourage them to share their drawings.



Colouring In

Have students colour in a character and then draw that character themselves. Encourage them to share their finished product.



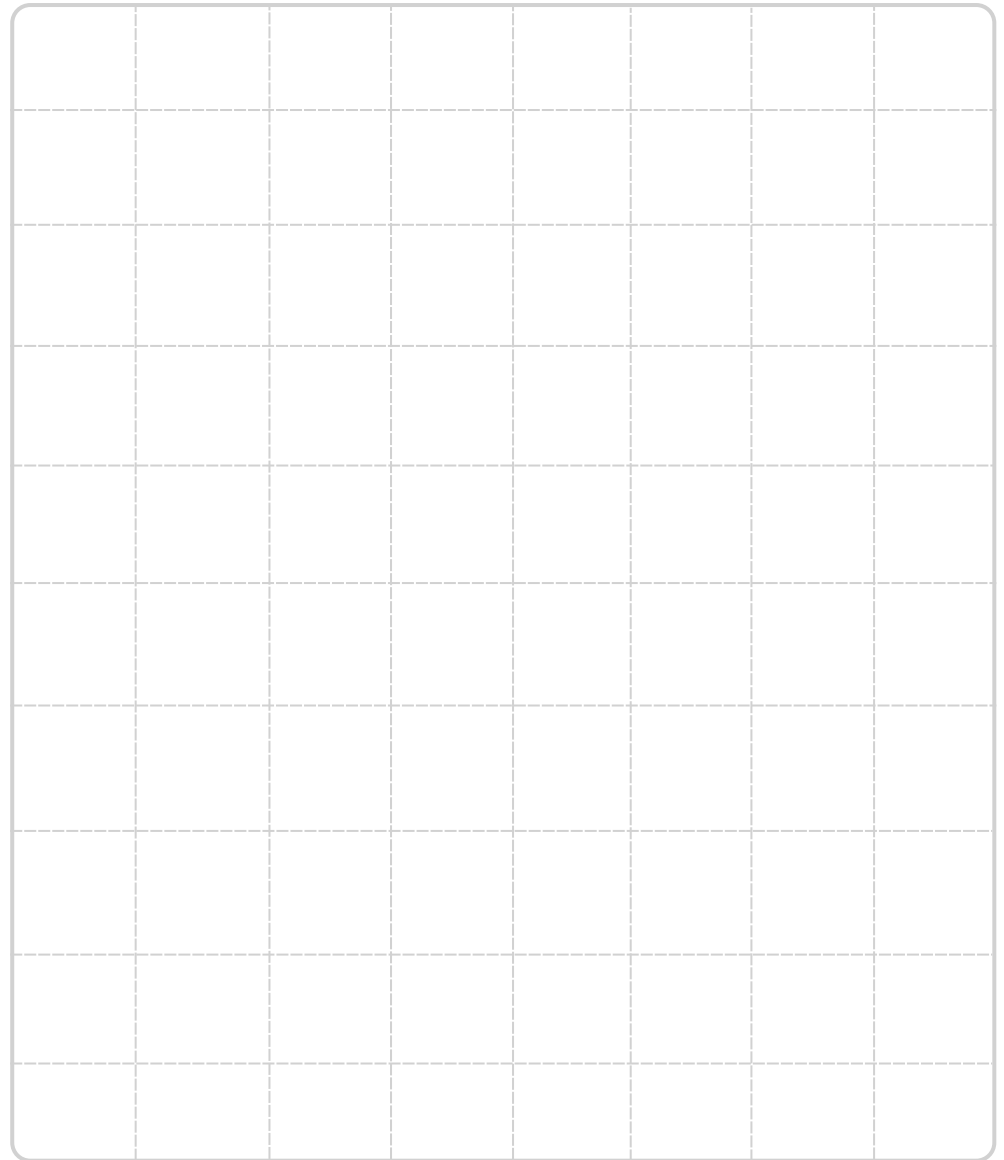
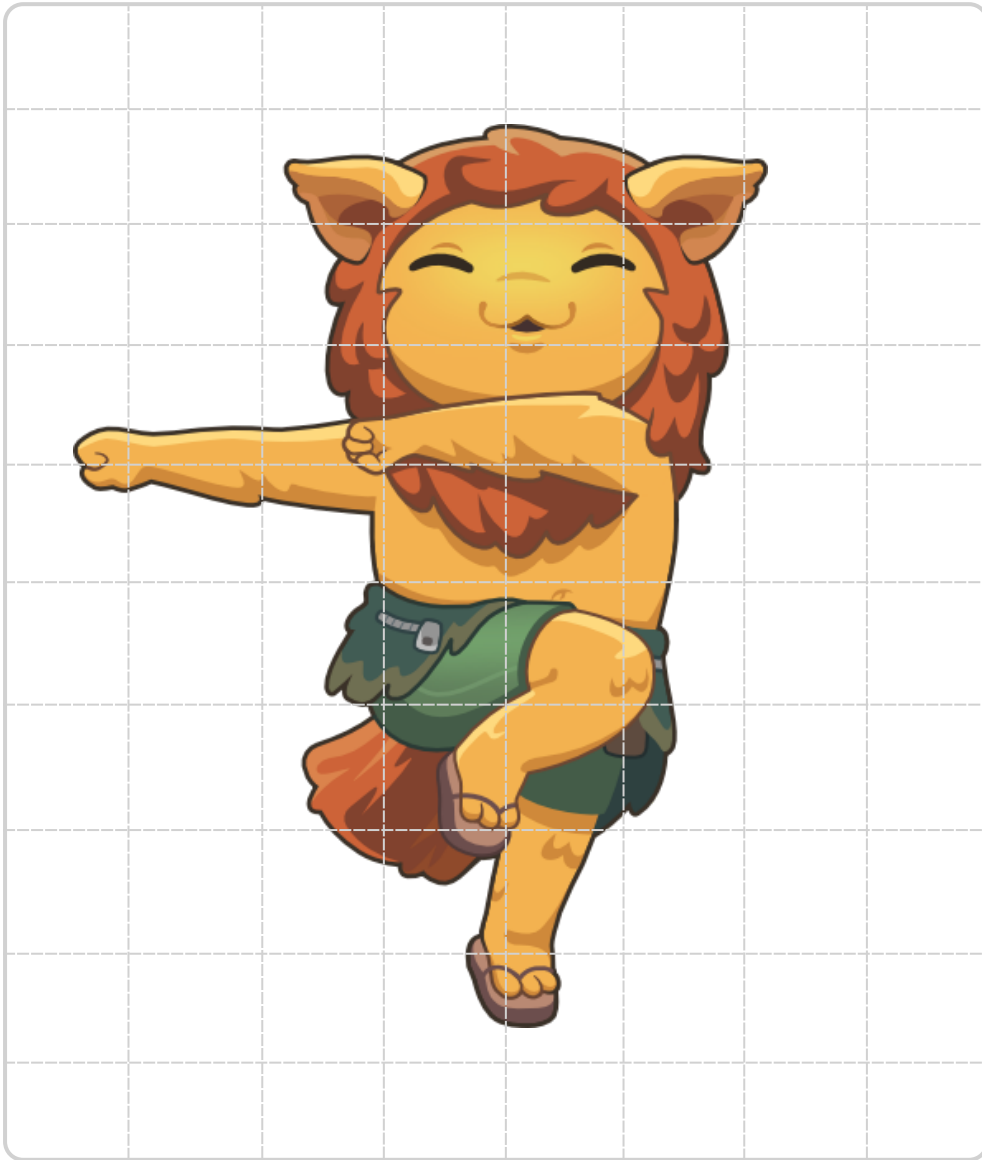
Create characters

Have students draw and colour in their own characters. Encourage them to share the characters they draw and explain who their characters are.



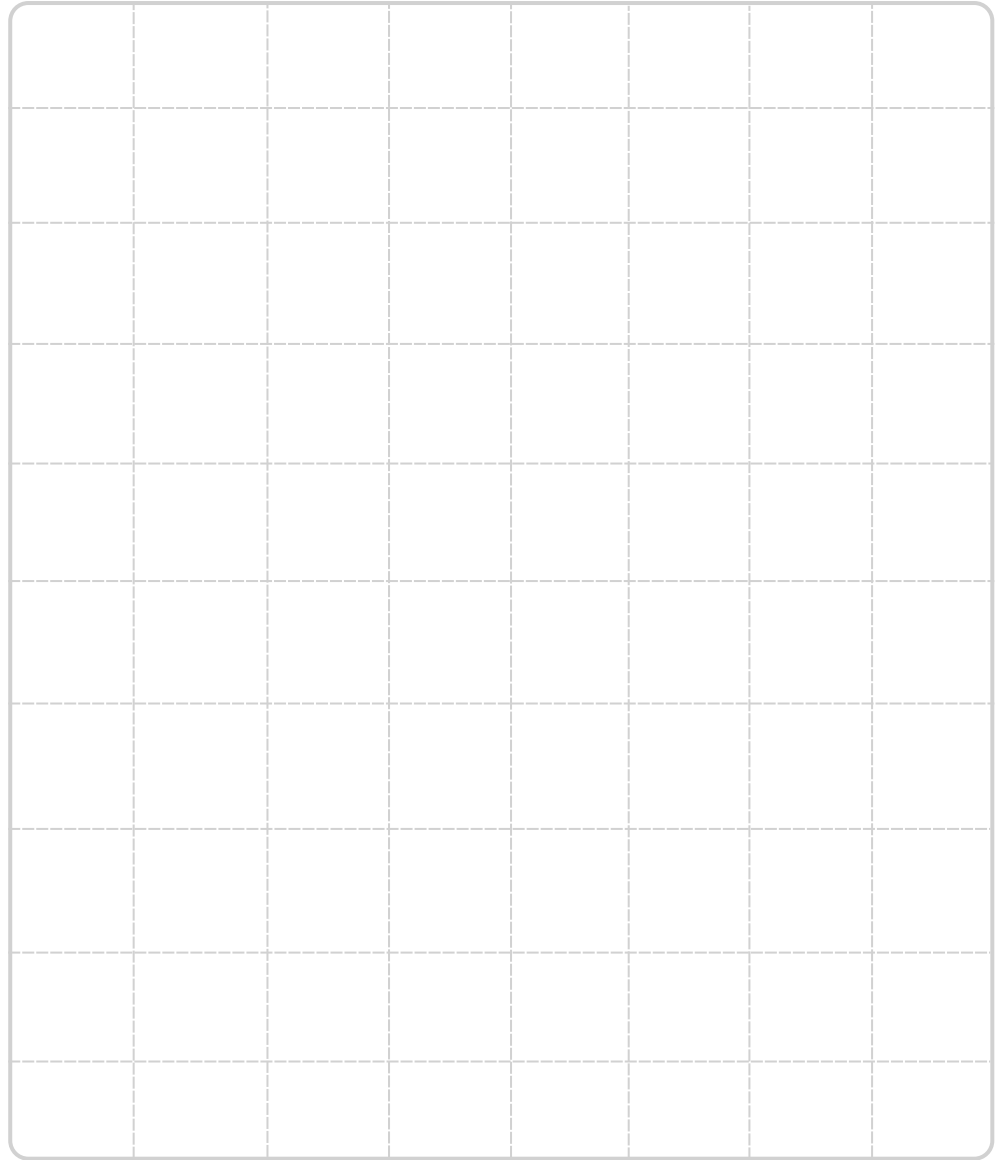
GRID DRAWING - BOOSH

Draw what you see inside each grid.



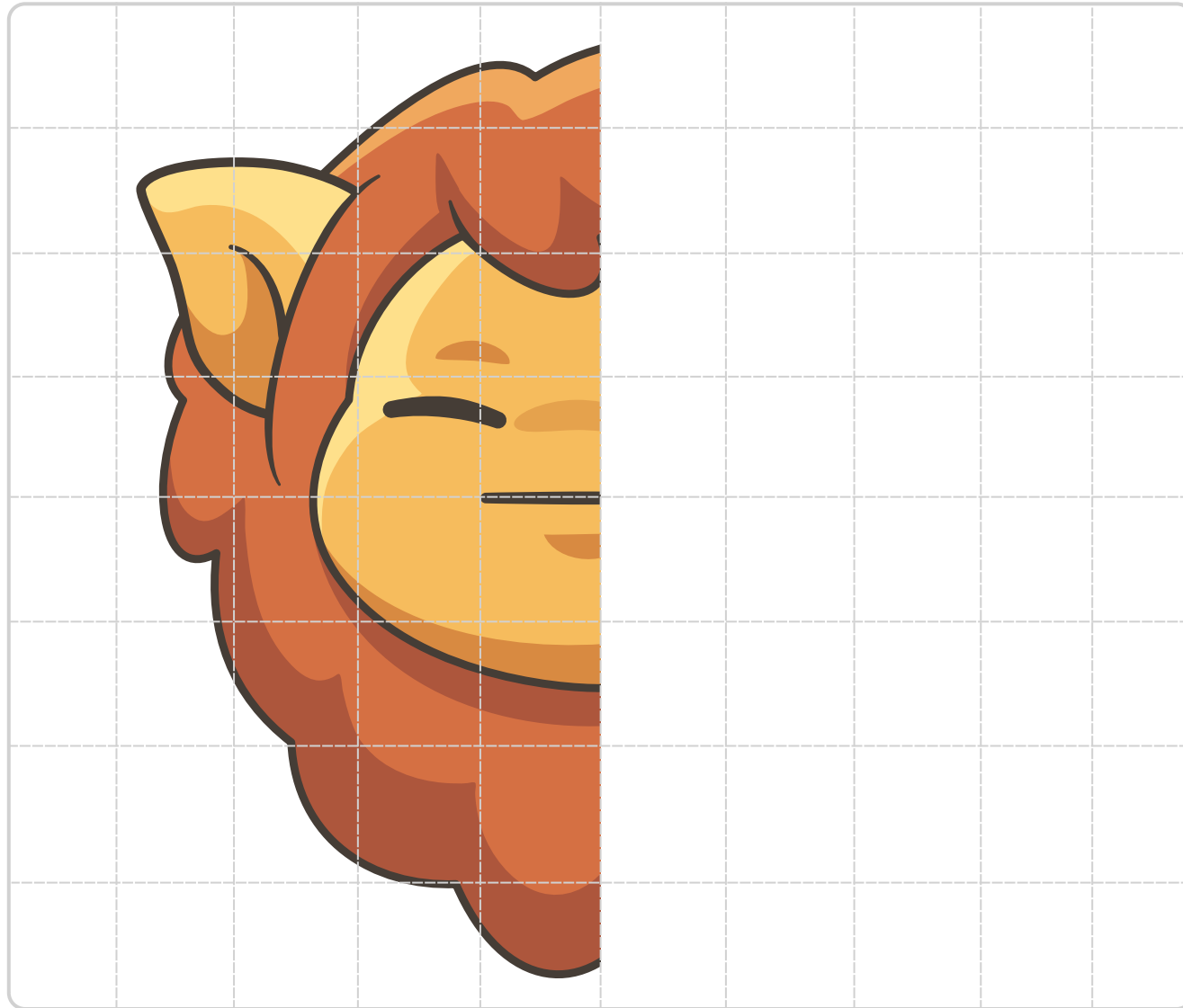
GRID DRAWING - BOOSH

Draw what you see inside each grid.



GRID DRAWING - BOOSH

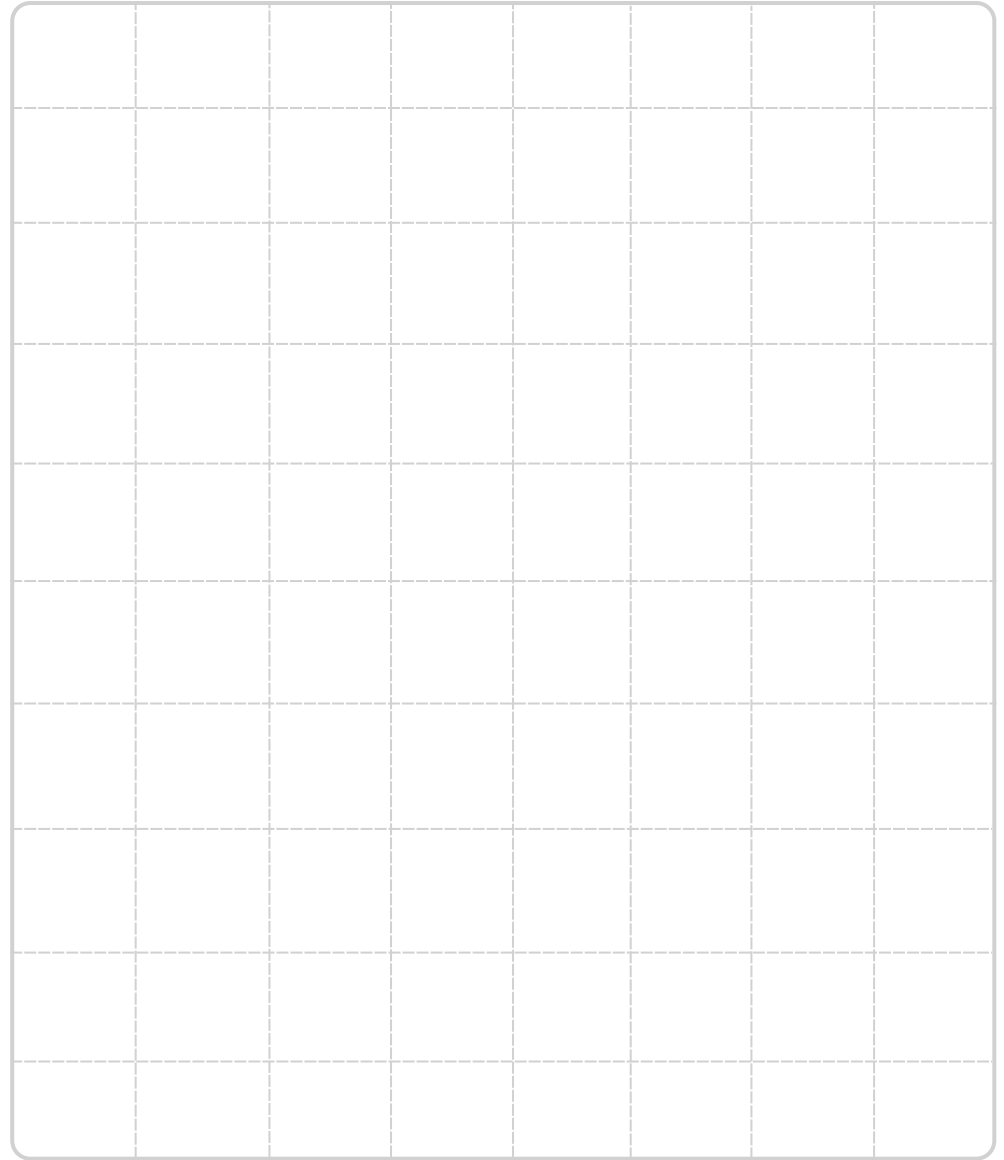
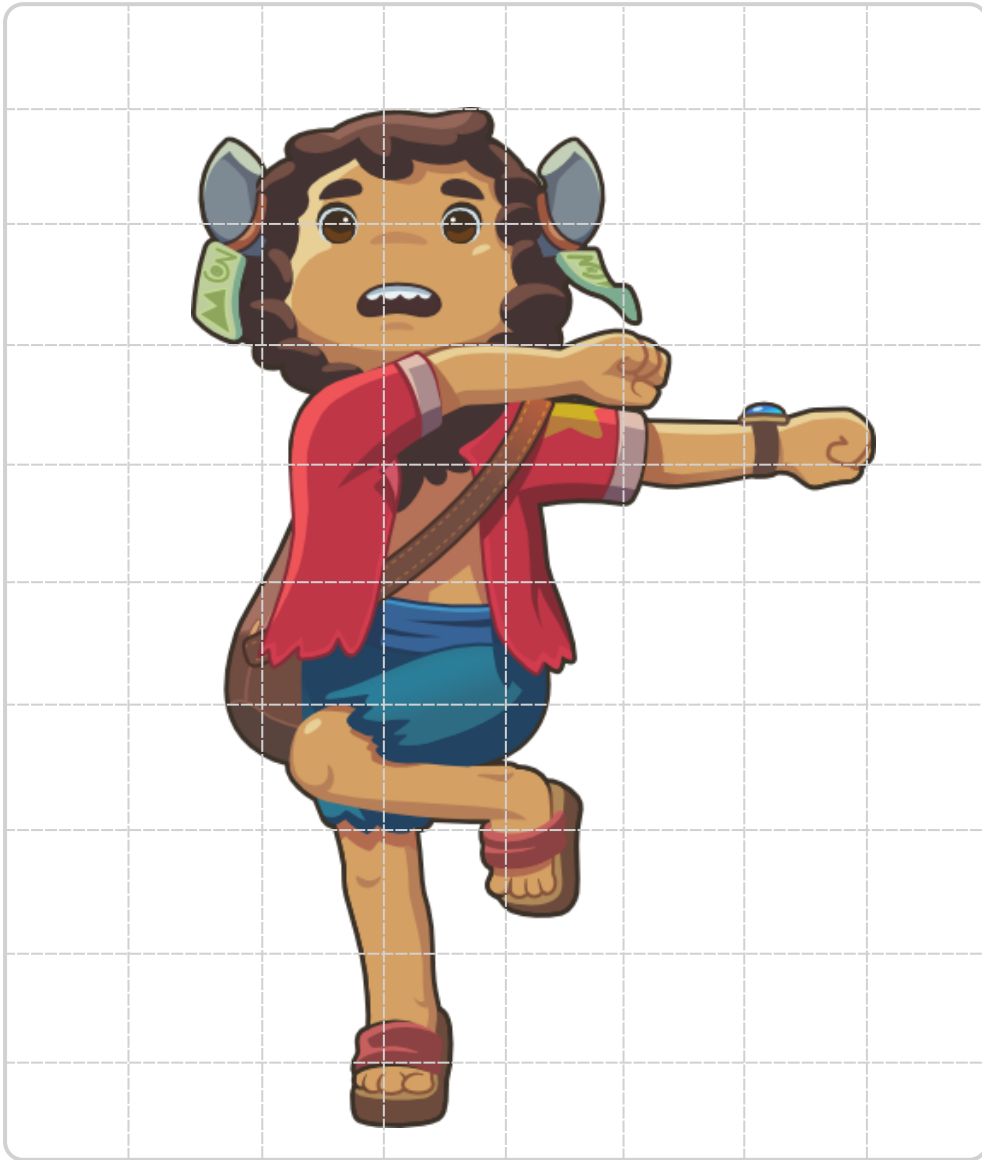
Use the grid to help you draw the other side of Boosh's face.



Colour it in
when you're
finished

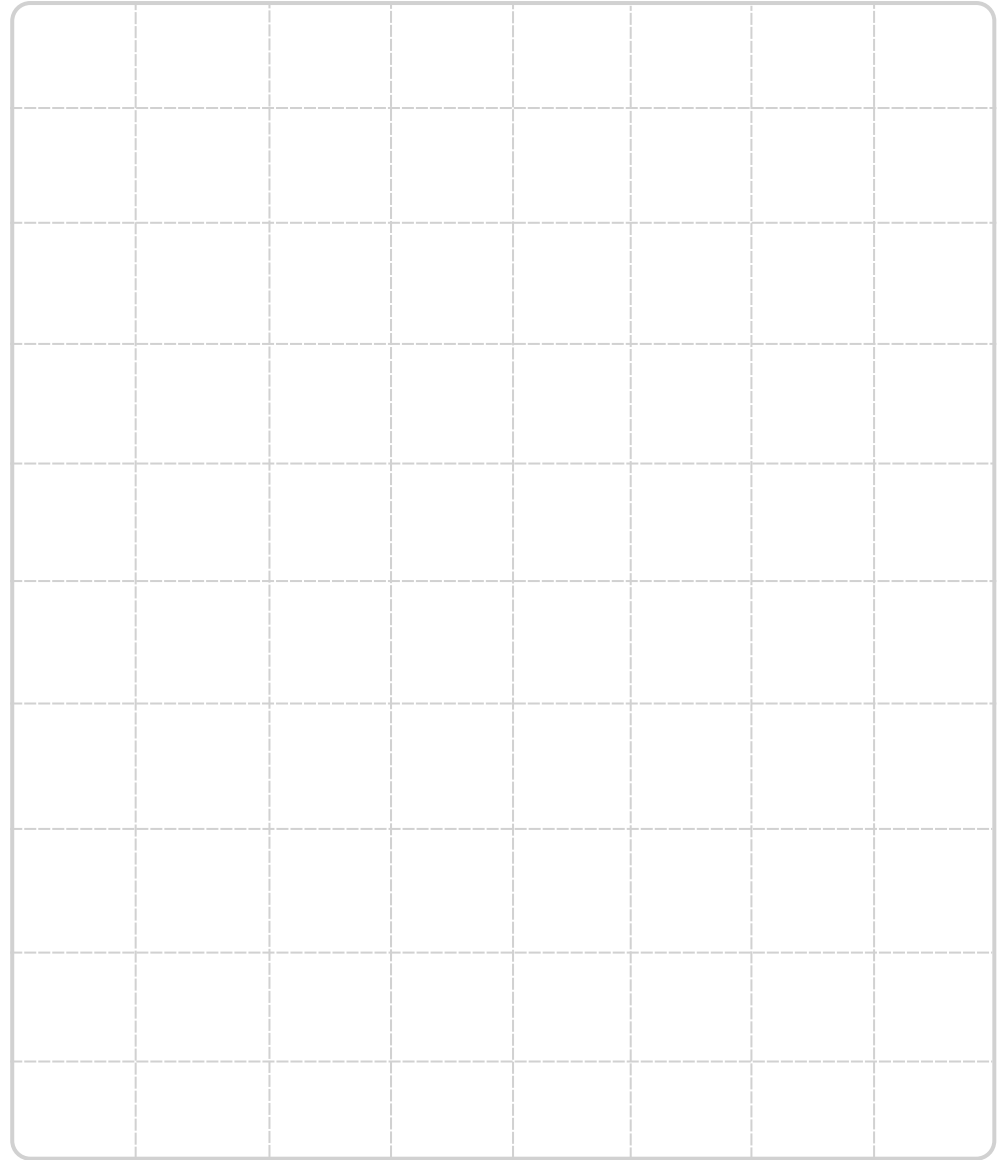
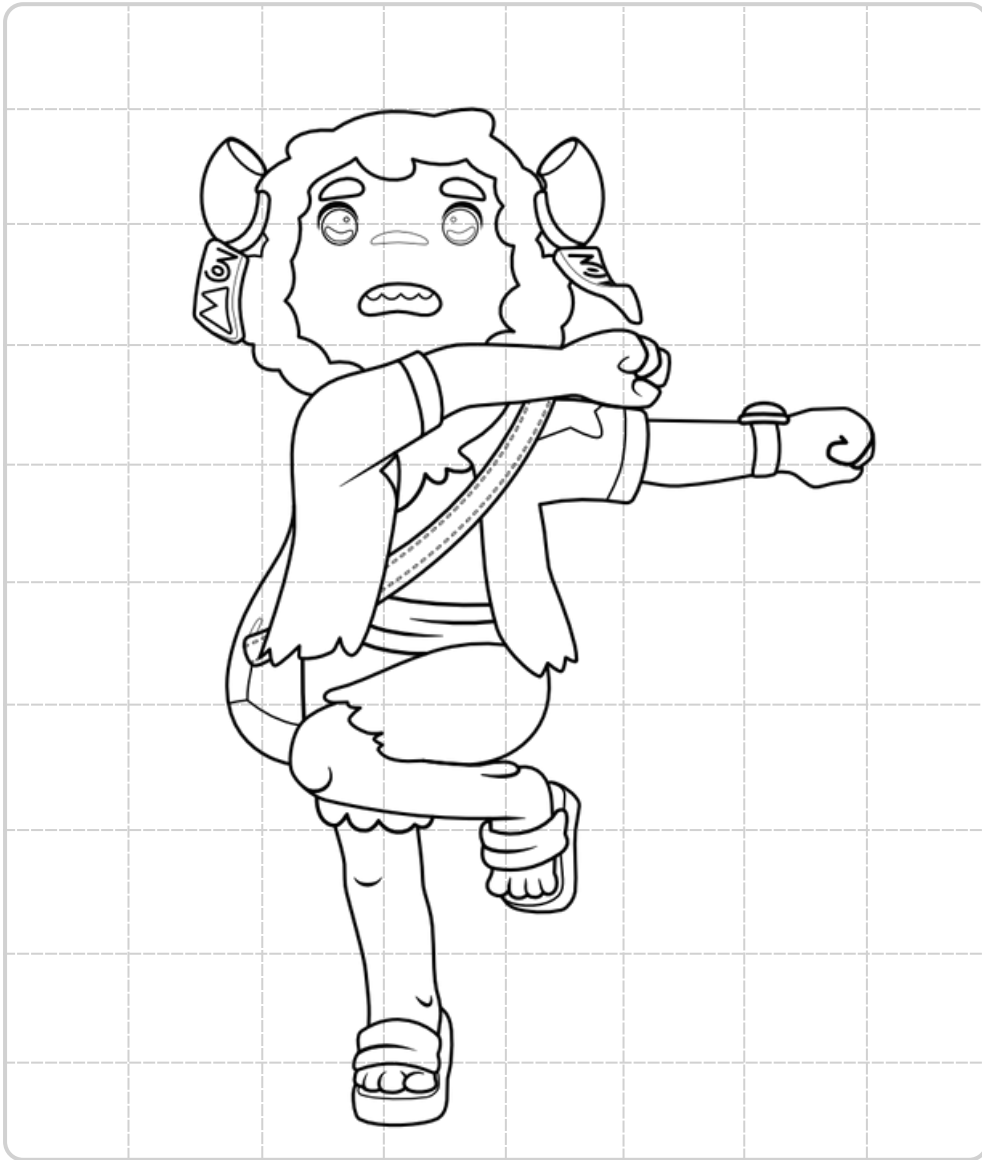
GRID DRAWING - AGWA

Draw what you see inside each grid.



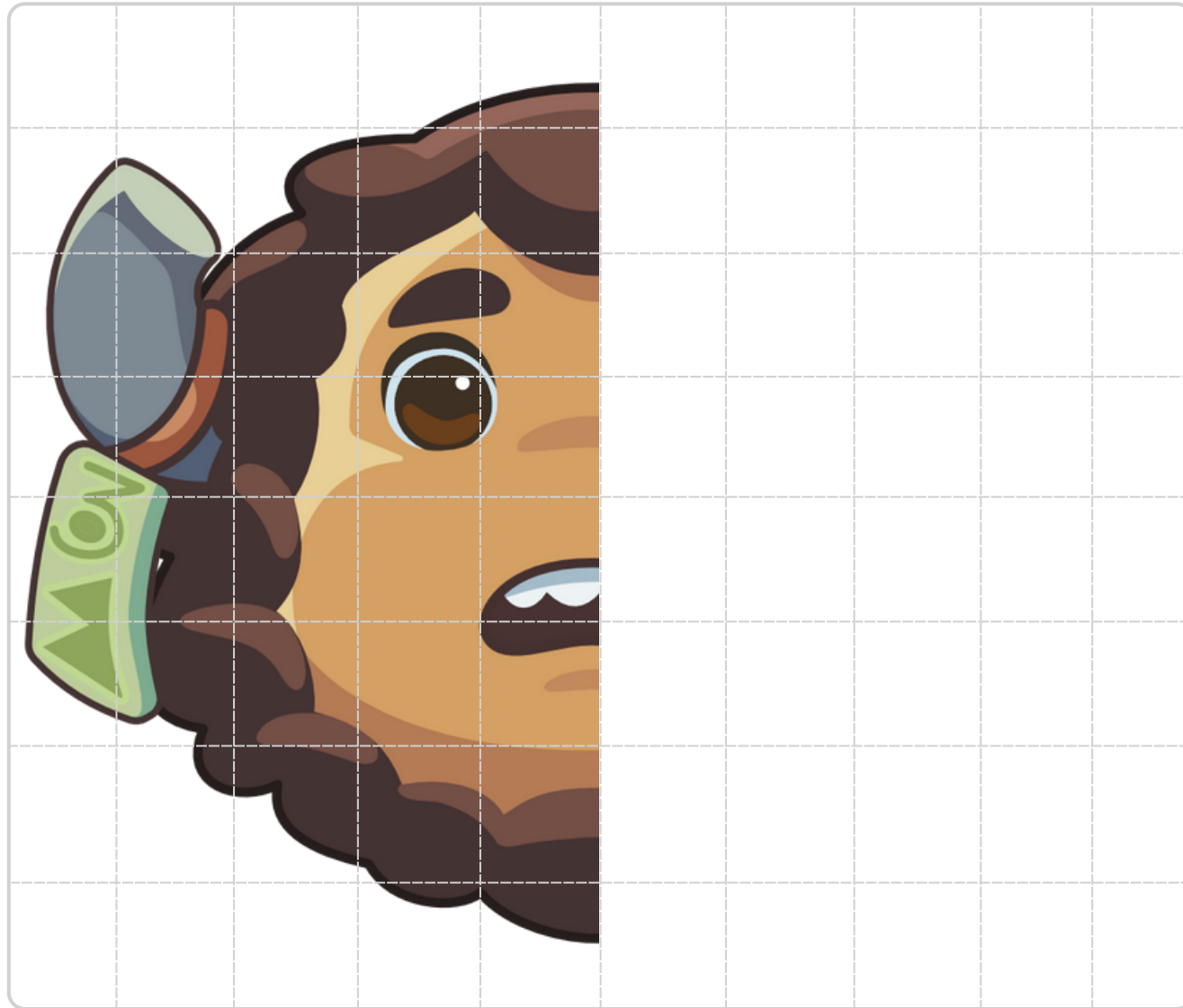
GRID DRAWING - AGWA

Draw what you see inside each grid.



GRID DRAWING - AGWA

Use the grid to help you draw the other side of Agwa's face.



Colour it in when you're finished

GRID DRAWING

Use the grid to help you draw.



STORYVERSE

Secret Messages Classroom Ideas



Decoding

Have students use the code symbols to decode the secret message from The Guardian or write your own secret message for them to decode.














Super Sleuths

Organise students into pairs. Have them each write their own secret message and then swap with each other to decode each other's message. Then have them share their secret messages with the class.







UNLOCK THE SECRET

Use the code symbols to decode a secret message from The Guardian.

aA amulet	bB book	cC catapult	dD dungeon	eE Elderflower	fF flowers	gG Guardian	hH helmet	iI ink	jJ jar	kK kit
										

lL lightening	mM Map Maker	nN net	oO owl	pP pitchfork	qQ quill	rR River Fruits	sS Stepps	tT torch	uU ukelele	Vv Villager
										

wW wind	xX x-ray	yY yams	zZ zip
			



Use this key to help you write your own secret messages.









UNLOCK THE SECRET






Use the code symbols to decode a secret message from The Guardian.










The Guardian's Secret Message


  _____





  _____





    _____





     _____







         _____







 _____

    _____

    _____

    _____

      _____

      _____

UNLOCK THE SECRET

Use the code symbols to decode a secret message from The Guardian.

The Guardian's Secret Message

l	f	m	y	v	i	l	l	a	g	e	r	s	
													
m	i	s	b	e	h	a	v	e	l	t	u	r	n
													
t	h	e	m	i	n	t	o	g	a	r	d	e	n
													
g	n	o	m	e	s	.							
													

STORYVERSE

My Story Review Classroom Ideas



Share Ideas

Share student reflections with the whole class or have them share their reflections in groups.



Create Booklet

Collate to create a class book for students to read during independent reading time.



Compare Ideas

Have students compare their predictions for the next book in the series.



MY STORY REVIEW

Your story reflection.

Name: _____

Story Title: _____

Now it is time to review the story you have just read. What did you think of it?

I love it!



It's good



Not sure



Weird



Very bad



Circle the words that describe the story:

exciting

confusing

silly

boring

interesting

creepy

funny

scary

very cool

sad

colourful

action-packed

surprising

dazzling

rib-tickling

Write your own

Write your own

Best Part of the Story

Write about what you liked the most.



The best part of the story is...

MY STORY REFLECTION

Read the following extract from Book 2
and respond to the question below.

Elderflower enquired kindly after Stag, Stonn, and Stepps, as if to make small talk about Boosh's friends. Of course, this was all a ruse; Elderflower wanted dirt. She played the fool well, knowing all along Boosh had a bone to pick and a score to settle. She provided a safe space for him to talk, and he took the bait. "They're not my friends!" he divulged all too eagerly. The topic was like a pimple waiting to pop!

Why does Boosh say to Elderflower that Stag, Stonn and Stepps are not his friends?

Why is Elderflower being so friendly to Boosh?

MY STORY REFLECTION

Read the following extract from Book 2
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Why does Boosh say to Elderflower that Stag, Stonn and Stepps are not his friends?

Boosh feels betrayed by Stag, Stonn and Stepps for tying him up in the woods and for many other things, like catching Agwa and Boosh in net and trying to rob them. He had declared to Stag, Stonn and Stepps that they would "rue the day" they crossed him and he now feels that he has been badly treated. He also feels defensive about his own behaviour, where he believes he has messed up and failed his friends, but rather than owning up to his feelings, he directs his anger towards them.

Why is Elderflower being so friendly to Boosh?

Elderflower could see that Boosh liked Elderflower's village from the moment he entered the village. She wants him to live there and by being friendly, she is making it seem like living in the village will be as joyful and good as she appears to be. She also knows that by turning up her charisma, Boosh will grow to trust her and that this trust will give her an advantage over the other members of Boosh's gang.

DISCUSSION QUESTIONS

In a group or whole class, discuss the following questions:

QUESTION 1

If you could live in Flower Village, with Elderflower and her fellow villagers, would you? Why or why not?

QUESTION 2

Why did Stag, Stonn and Stepps flee Flower Village but all the other inhabitants (villagers) have not? What has Elderflower done to make the villagers stay?

QUESTION 3

Why does The Guardian not help Agwa, Boosh and their friends when they ask for his help to cure Stepps from the Day Howler curse? What is he trying to achieve?

QUESTION 4

What does Stepps do when she turns into the Day Howler? How does Boosh, Agwa, Stonn and Stag react to her when she goes into Beast Mode?



DISCUSSION TIPS



Clarify their answers

"Tell me more about that..."

Support their answers

"That is interesting, tell me more..."



Expand their answers

"What else did you think about..."





Series II

Please get in touch if you need further details about our Storyverse Activity Packs.

Customer Care Team

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