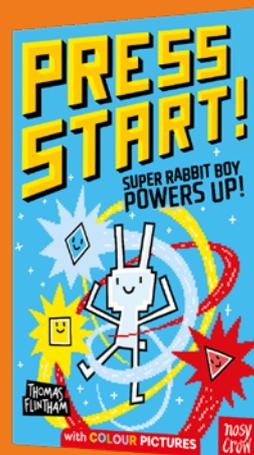


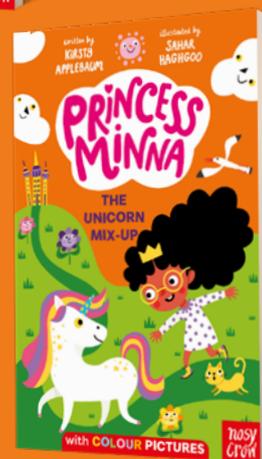
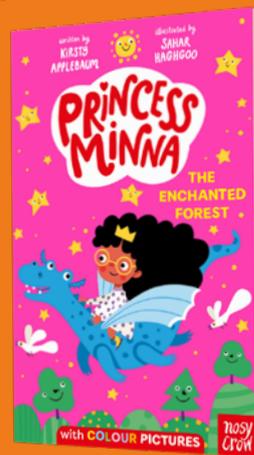
START A READING ADVENTURE!

Introducing Nosy Crow's series of early independent reader books – perfect for encouraging literacy development and graduating beyond easy readers and picture books.



HELP READERS GAIN CONFIDENCE AND INDEPENDENCE

- **CELEBRATE READING ACHIEVEMENTS:** Encourage children to feel proud and excited about graduating to longer and more challenging books.
- **TALK ABOUT TRANSITIONS:** Discuss the differences between these books and the ones they have read previously. Ask children how they feel about moving on to something more challenging.
- **FIRST IMPRESSIONS:** Talk about children's initial impressions of a book, including its look and feel. Ask questions such as: What kind of story do you think this is? Who is in the story? Is this a book you'd like to read?
- **FOCUS ON ILLUSTRATIONS TOO:** Ask them if the illustration can give them any clues to help understanding the story. Alternatively talk about what is happening in the illustration before asking them to read the page.
- **TAKE A BREAK:** Be led by a child's reading stamina – they might need a break mid-way through or at the end of a chapter, or even after a couple of pages.
- **GOING SOLO:** However far you read with a child together, encourage them to continue reading the book on their own.
- **BE LED BY THE CHILD WHO IS READING TO YOU:** Stop reading if they express or show signs of tiredness, stress or anxiety about their ability to read particular words.



PRESS START

Activity Ideas for KS1

The start of a new full-colour series of graphic novels about – and for – kids who love gaming! Join Sunny as he and Super Rabbit Boy take on the world, one move at a time . . .

Suitable for 5+
Published by Nosy Crow
Written & Illustrated
by Thomas Flintham
Paperback • 80pp • £6.99

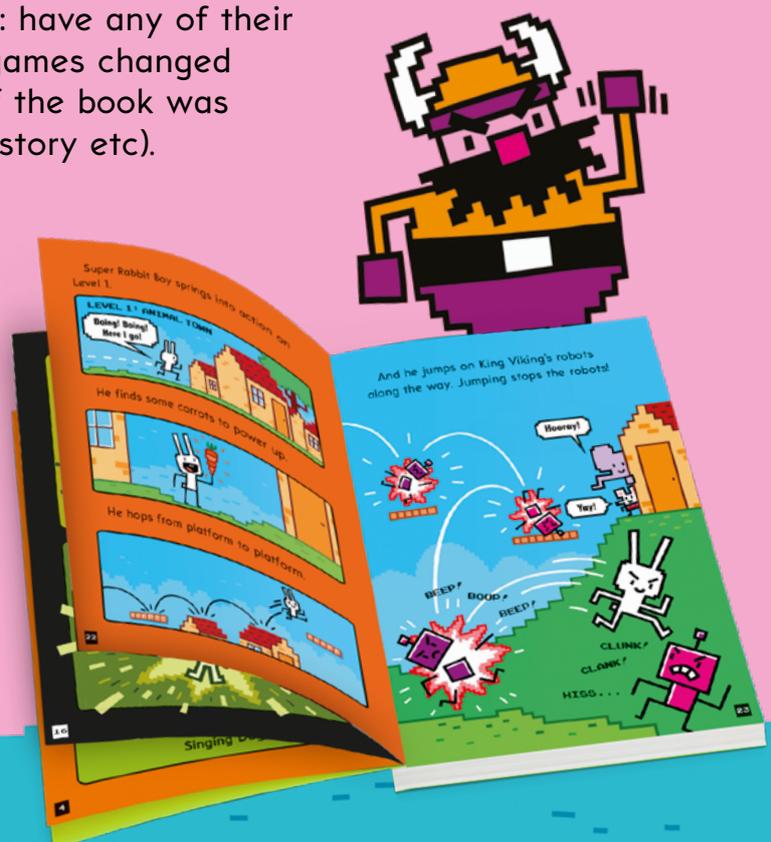


ACTIVITIES BASED ON *GAME ON, SUPER RABBIT BOY!*

- **GAME ON!** Divide a large piece of paper into half (if using with the whole class). On one side, write down all the characteristics of a computer game (e.g. fun to play, look at a screen, uses images, press buttons, play with friends, move up levels). On the other, write all the characteristics of reading a book (e.g. fun, interesting, turn pages, uses words, read alone etc.). Look at the two lists together and make comparisons.

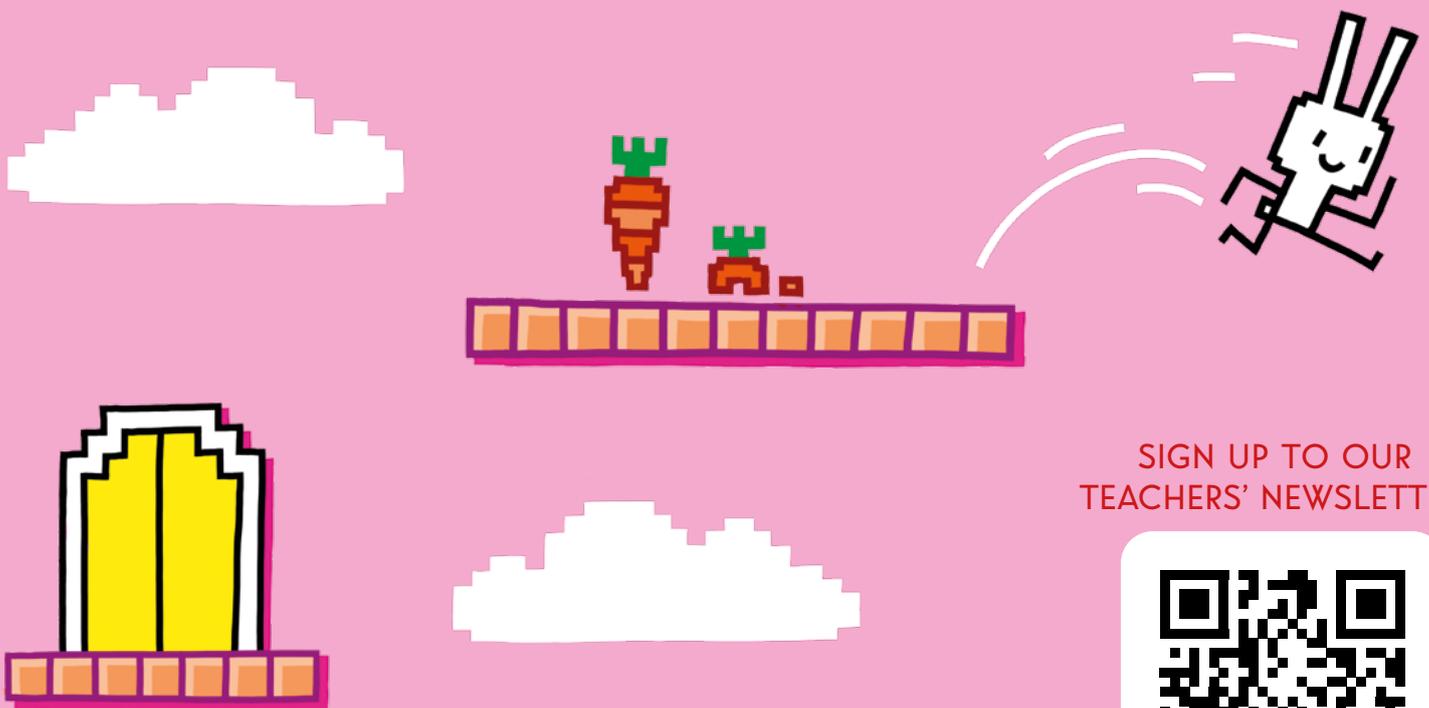
After reading the book return to the lists: have any of their expectations about books vs. computer games changed (e.g. if they read the book with friends; if the book was exciting; books also use images to tell a story etc).

- **NO FUN PLAN:** King Viking hates people enjoying themselves so he creates a No Fun Plan (page 6). Ask children to think of all the fun things that happen at school, then to pretend to be King Viking and create their own No Fun Plans to prevent these things from happening. They could illustrate their Plans and display them.



- **ACT IT OUT:** In small friendship groups, ask children to read different chapters together and take on different roles (e.g. the narrator, Super Rabbit Boy, the computer noises). How does the experience of reading the book change when there are different voices? Challenge groups to read the book in a dramatic and animated way.
- **COMIC STRIPS:** Look at the Flashback about how Super Rabbit Boy got his special powers (pages 15-17). What do these pages remind children of (a comic strip)? Talk about the characteristics of comic strips (e.g. cartoon images, speech bubbles, story alongside images etc) and how these tell a story differently to a book or even a computer game. Look at some different examples of comic strips together, then ask children to invent their own cartoon animal super hero, and create a cartoon strip to tell the story of how it got its superhero powers.
- **INVENT YOUR OWN COMPUTER GAME:** In pairs or small groups, ask children to invent their own story computer game. Give them prompts to help them plan it, such as:
 - Create a superhero character and an evil character. Who are they? What characteristics/powers do they have?
 - What bad thing has the evil character done?
 - How can the superhero save the day?
 - Which levels must the superhero go through to save the day?
 - What happens in the end?

Groups could then use their prompts to create a simple story using words and images, like *Press Start*.



SIGN UP TO OUR
TEACHERS' NEWSLETTER!



MY SUPER-POWERED READING RECORD!



NAME:



DATE

BOOK TITLE

MY REVIEW

LEVEL 1: THE WISE WOODS

LEVEL 2: THE SECRET DUNGEON

LEVEL 3: SANDSTORM DESERT

LEVEL 4: CLOUDY HILLS

LEVEL 5: MOUNT BOOM!

CONGRATULATIONS!
YOU DID IT, SUPER READER!

Download and print another reading record at
www.nosycrow.com/press-start-record

