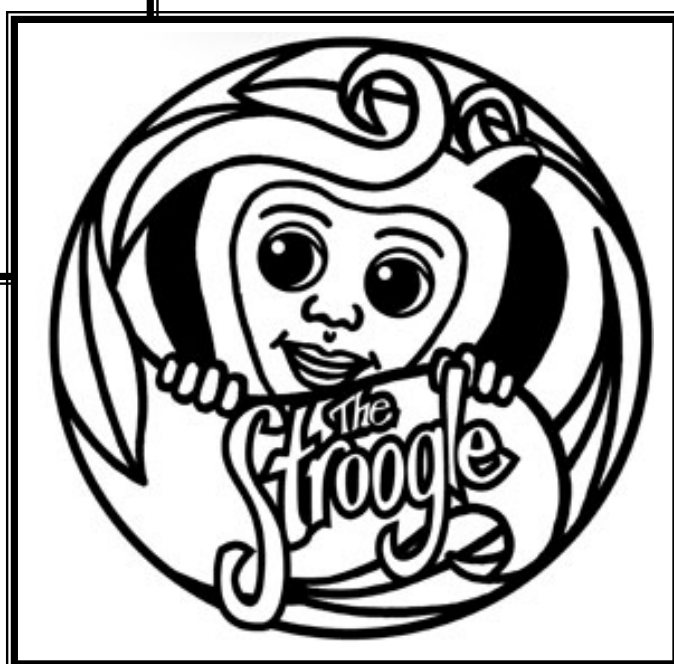


The Stroogle Sails the Seven Seas Activity Kit



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Welcome

Parents are natural teachers, but they often need inspiration to direct their children's energies into interactive activities. Likewise, every now and then teachers also need inspiration.

Each Stroogle book is paired with an activity kit that offers fun and practical exercises based on words and characters in the book. Each activity was conceived first and foremost to be fun; development and learning naturally follow. These activities are suitable for a range of age groups, primarily from age 4-10.

This kit will help you implement a new and exciting learning experience into the classroom or home. Towards the end of the kit, there is a brief description of each activity, giving an insight into the educational value of the activity. For teachers, each activity also has a reference to suggested Learning Outcomes from the English, Arts, Mathematics and Science syllabi, sourced from the Queensland Studies Authority. It is important to note that these Learning Outcomes are suggestions, and teachers should feel free to link the activity to any other Learning Outcome that they feel is applicable. These activities also support the contribution of the key learning areas to lifelong learning and promote the cross-curricular priorities, especially, Literacy, Numeracy and Life Skills.

Many activities are 'self-checking' and are therefore less time consuming to assess.

The activities contained in this kit are great lead-in or follow-on activities from a customised visit to your school by the author Dr Cameron Stelzer. Please see the website www.cameronstelzer.com to arrange a visit or workshop.

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Activities

Book Reading

Reading The Stroogle Sails the Seven Seas to or with children encourages language development, and fosters listening skills and auditory development.

At home, make reading a special time each day. Talk about the book then read it out loud, running fingers under the words. Most children want to hear stories several times. Read out loud together. Encourage your child to turn pages and point to the words. Join in if your child falters and say a word if it is not known. Most importantly, give lots of praises and be patient.

Within schools, Stroogle books are great for reading with young children due to its rhyme and rhythm. Rhythm aids attention, retention of content and ability to recall and learn lines from the story.

MEMORY QUESTIONS ABOUT THE STROOGLE SAILS THE SEVEN SEAS

- 1) Where did the Stroogle find the treasure map?
- 2) What was the name of the cave that held the key?
- 3) Whose treasure were they looking for?
- 4) What type of boat did the Stroogle and his friends make (out of items from Grandpa Gnome's General Store)?
- 5) What did the Pie-Rats want?
- 6) Where did the mouse hide on the Pie-Rat's ship?
- 7) What sea vessel saved the friends after walking the plank?
- 8) What colour was it?
- 9) How did the Stroogle and his friends reach up to the key?
- 10) Why did the Pie-Rat's retreat?
- 11) Where was the treasure chest located?
- 12) What time of day was it at the end of the book?

(Answers are at the back of the Activity Kit)

COUNTING

Count the following items in *The Stroogle Sails the Seven Seas* (don't include the front and back covers). At the end of the book you will also find a list of things to find.

- 1) How many times does the Australian flag appear? _____
- 2) How many Angler fish (the scary ones with big teeth) can you find? _____
- 3) How many days was the person marooned on the island? _____
- 4) How many rocks are used to make the red cross which marks the treasure location? _____
- 5) How many times does the word key appear? _____
- 6) How many bats can you find? _____
- 7) How many periscopes can you see? _____
- 8) How many scissor swords appear in the story? _____
- 9) How many flowers appear in the pink boat page? _____
- 10) How many graffiti messages has Pencil Leg Pete written? _____

(Answers are at the back of the Activity Kit)

SHOPPING AT GRANDPA GNOME'S GENERAL STORE

The Stroogle and his friends went shopping at the general store to buy clothing, food and materials to build their raft. Look in the shop and find the following items they bought. Tick them off once you have found them.

Coloured pencils _____

Hawaiian shorts _____

Cup cake wrapper _____

Toothbrush _____

Hammer _____

Shoe lace _____

Drawing pins _____

Anchor _____

Plastic spoon _____

Needle _____

Yellow button _____

Red thread _____

Newspaper _____

Belt _____

Red and white material _____

Eye dropper _____

Rubber duckie _____

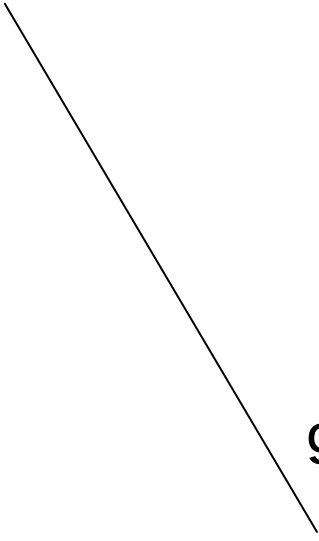
Cheese pie _____

RHYMING WORDS

Match words on the left with their rhyming partner on the right.

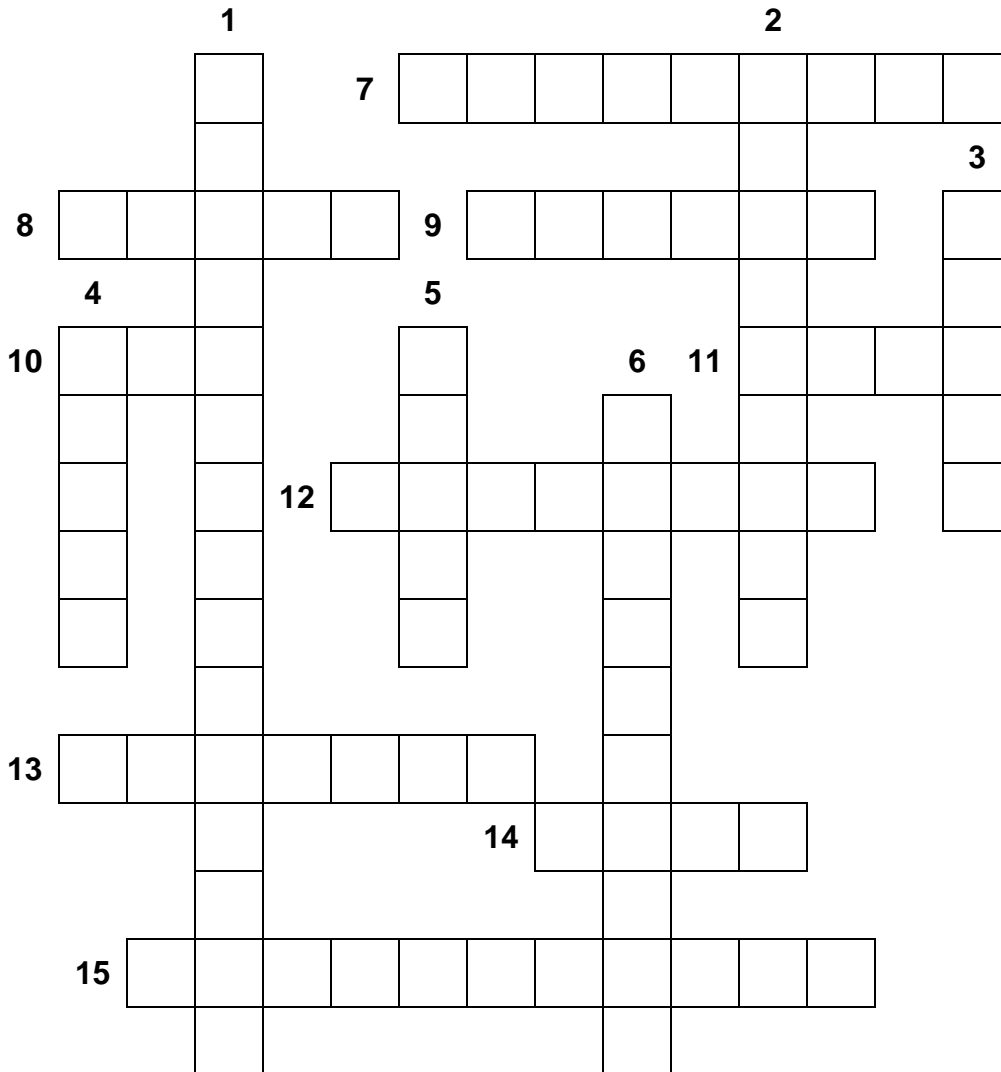
All the rhymes are from The Stroogle Sails the Seven Seas if you need any help.

sea	despair
brook	inside
wide	yet
fear	here
air	key
set	nice
tin	ground
found	look
say	plank
mice	this
prank	wave
do	him
goodbye	chest
along	gloom
cave	away
rest	pie
hiss	song
boom	you



PIRATE CROSSWORD

Find the numbers on the puzzle that match the clues listed below. Write your answer in the boxes. If you need help, ask an adult. *(Answers are at the back of the Activity Kit).*



Down:

1. An expression of surprise (3 words)
2. A good lookout position on a ship (2 words)
3. What treasure is stored in
4. Famous pirate coins were called 'Pieces of _____'
5. Pirates make prisoners walk the _____
6. The name of pirate flags (2 words)

Across:

7. An item used to look-out for other ships
8. Pirates sailed in _____
9. An item used to fire huge, heavy balls
10. Some pirates wore a patch over their _____
11. Pirates would bury their treasure so they could return for it when it was _____
12. Left alone on a deserted island
13. A navigation device
14. Sometimes worn on the end of a pirates arm
15. A record of where pirates buried their gold (2 words)

WORD SCRAMBLE

Can you find all the words that are listed at the bottom of the pirate hat? They are hidden in the letters at the top of the hat. Tip: Watch out for the words that run backwards and diagonal!

Circle each word once you find it.

(Answers are at the back of the Activity Kit).

S
D
U
S
I
L
B
E
I
N
P
M
A
P
O
I
C
A
V
E
A
O
E
I
B
R
O
O
K
I
R
K
R
P
I
H
S
O
E
A
N
W
A
F
N
R
A
F
T
Y
T
A
R
R
E
T
R
E
A
T
G
D
L
I
J
L
H
C
H
E
S
T
I
S
L
A
N
D
I
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R
E
A
S
U
R
E
L
T
O
B
Y

BROOK

TREASURE

RAFT

RAT

SHIP

CAVE

RETREAT

BOTTLE

MAP

SEA

CHEST

PLANK

SUBMARINE

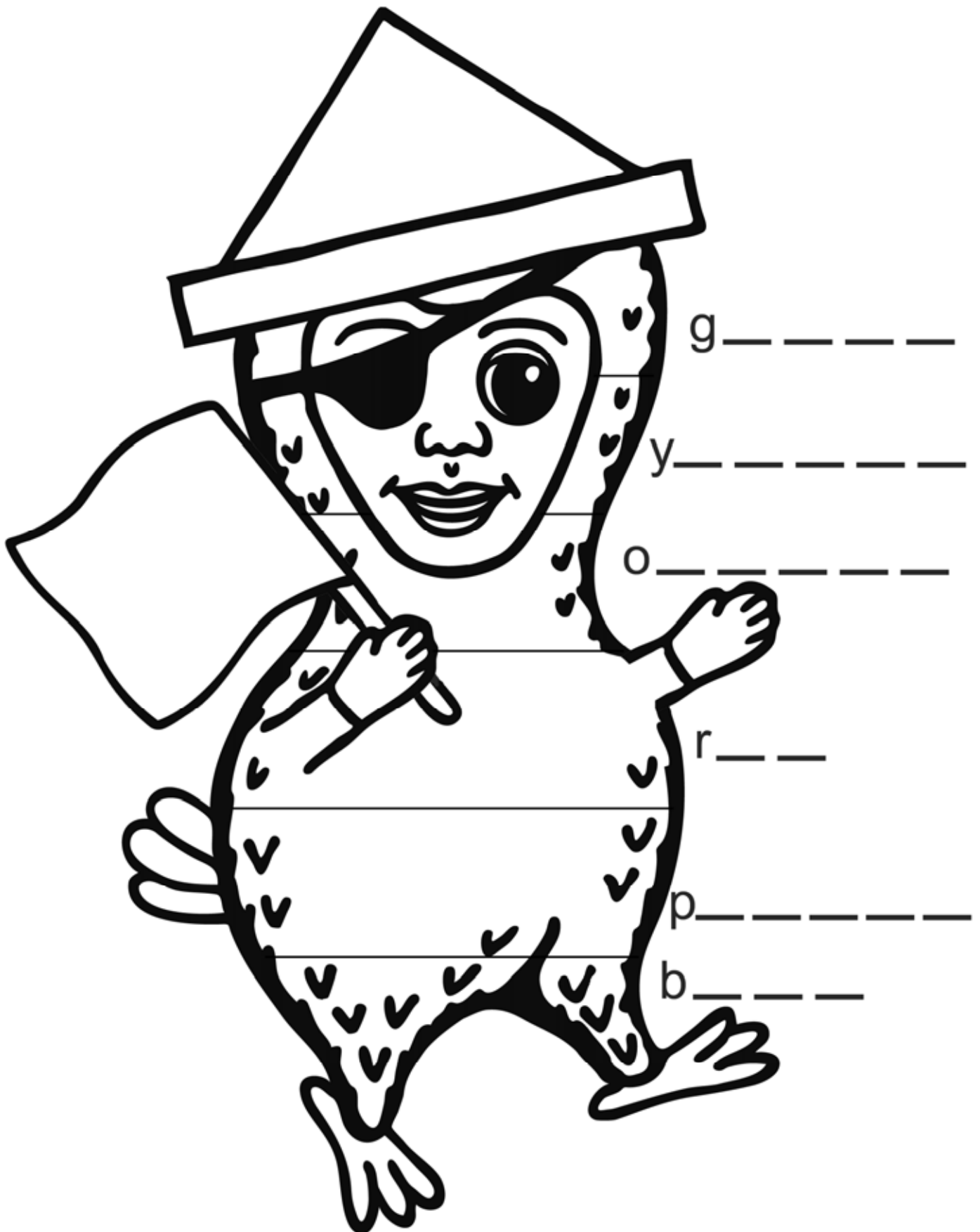
KEY

PIE-RAT

ISLAND

PICK THE COLOURS

The Stroogle's body is 6 different rainbow colours. Write down what they are and then colour him in. He also has pink skin and a yellow tail. Choose your own hat and flag designs.



COLOUR IN - BOOK COVER

Look at the cover of The Stroogle Sails the Seven Seas and see how closely you can colour the picture.



COLOUR IN – PIE-RAT BALLERINAS

Which Pie-Rat is not happy? Colour in the rats using pink and purple for their clothing and add 6 whiskers to each nose.



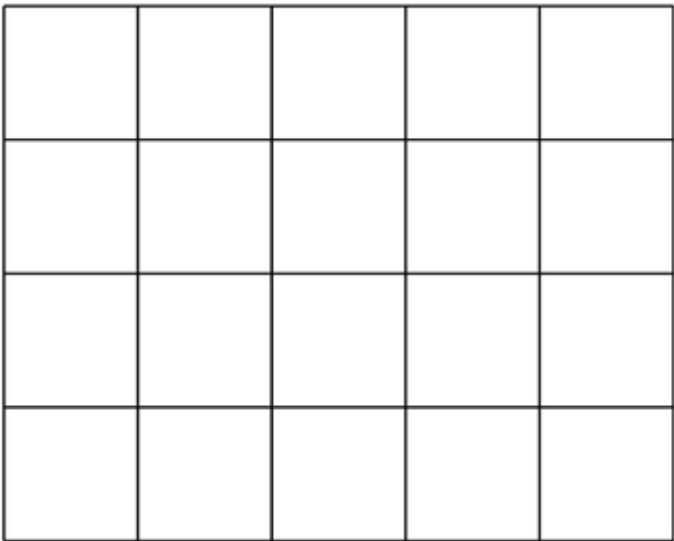
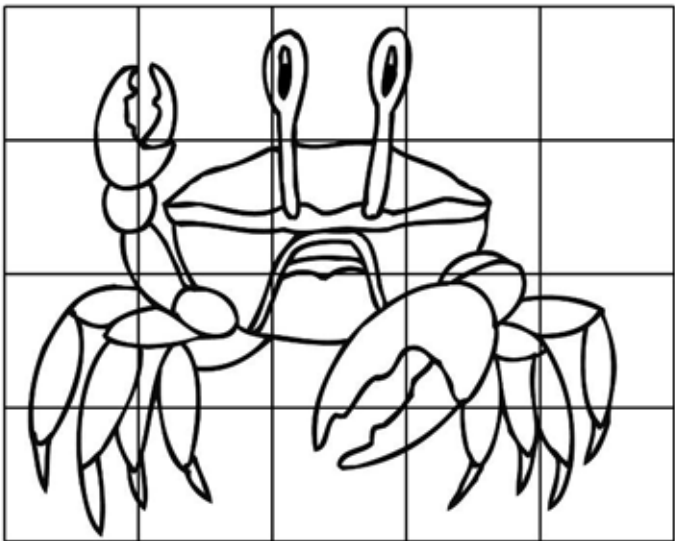
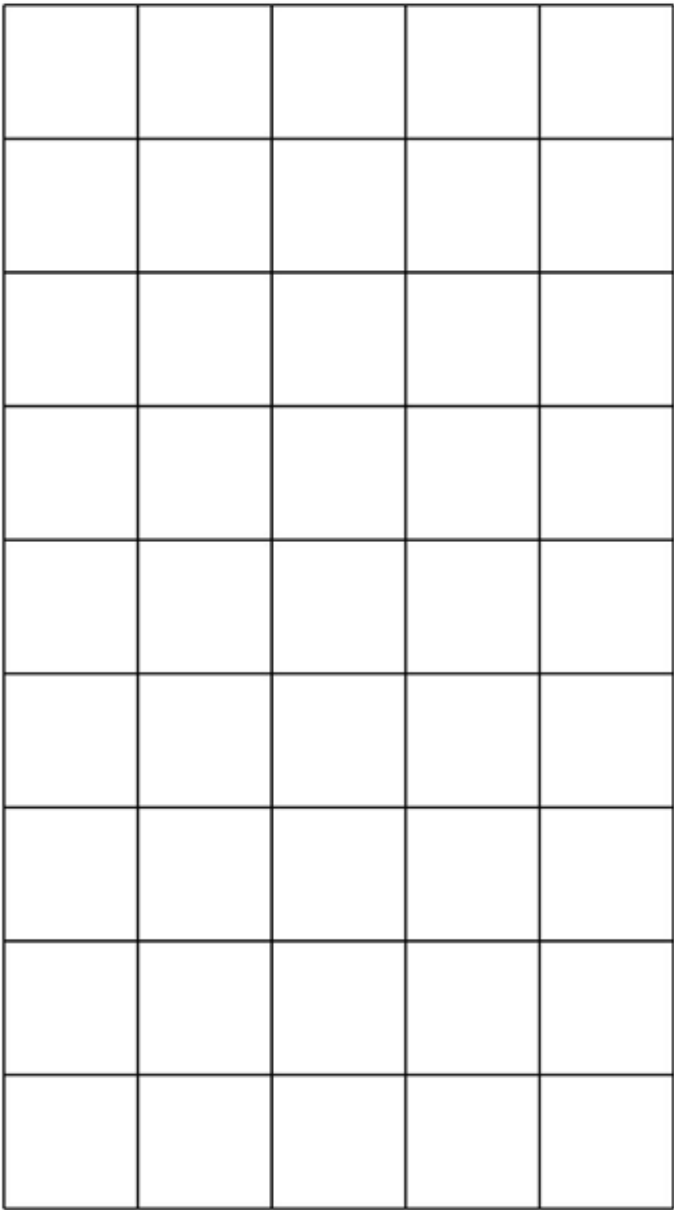
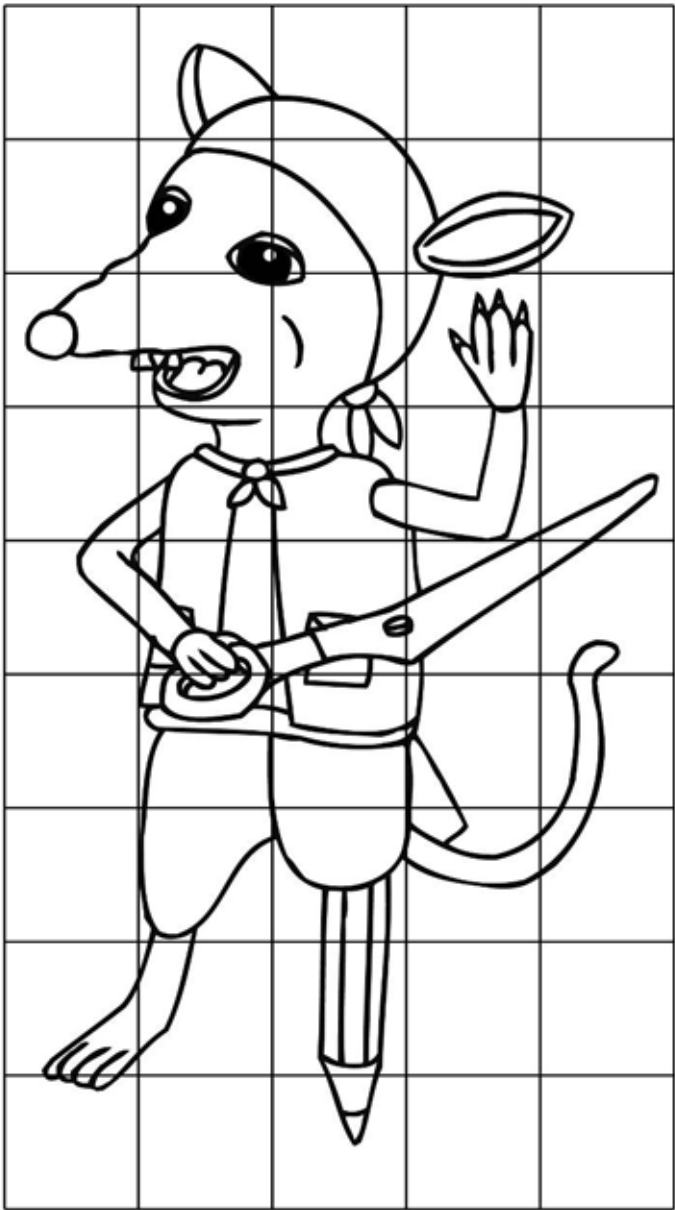
DOT TO DOT – FISH EYE FRED

Follow the numbers and join the dots to complete the picture. Don't forget to go all the way to number 100. Then colour your picture.



COPY THE PICTURES

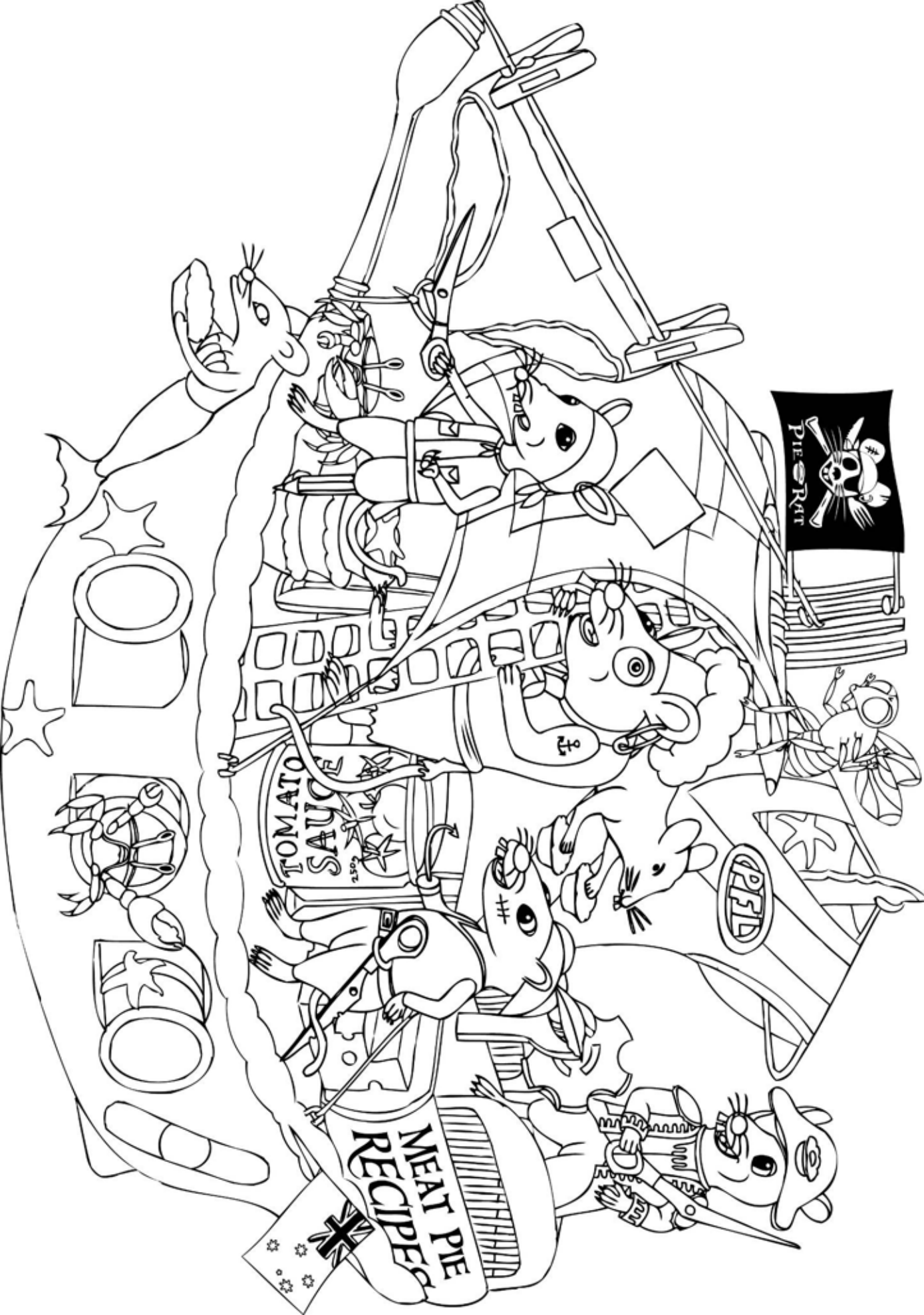
Copy the pictures of Pencil Leg Pete and Crusty Crab on the left into the grids on the right.

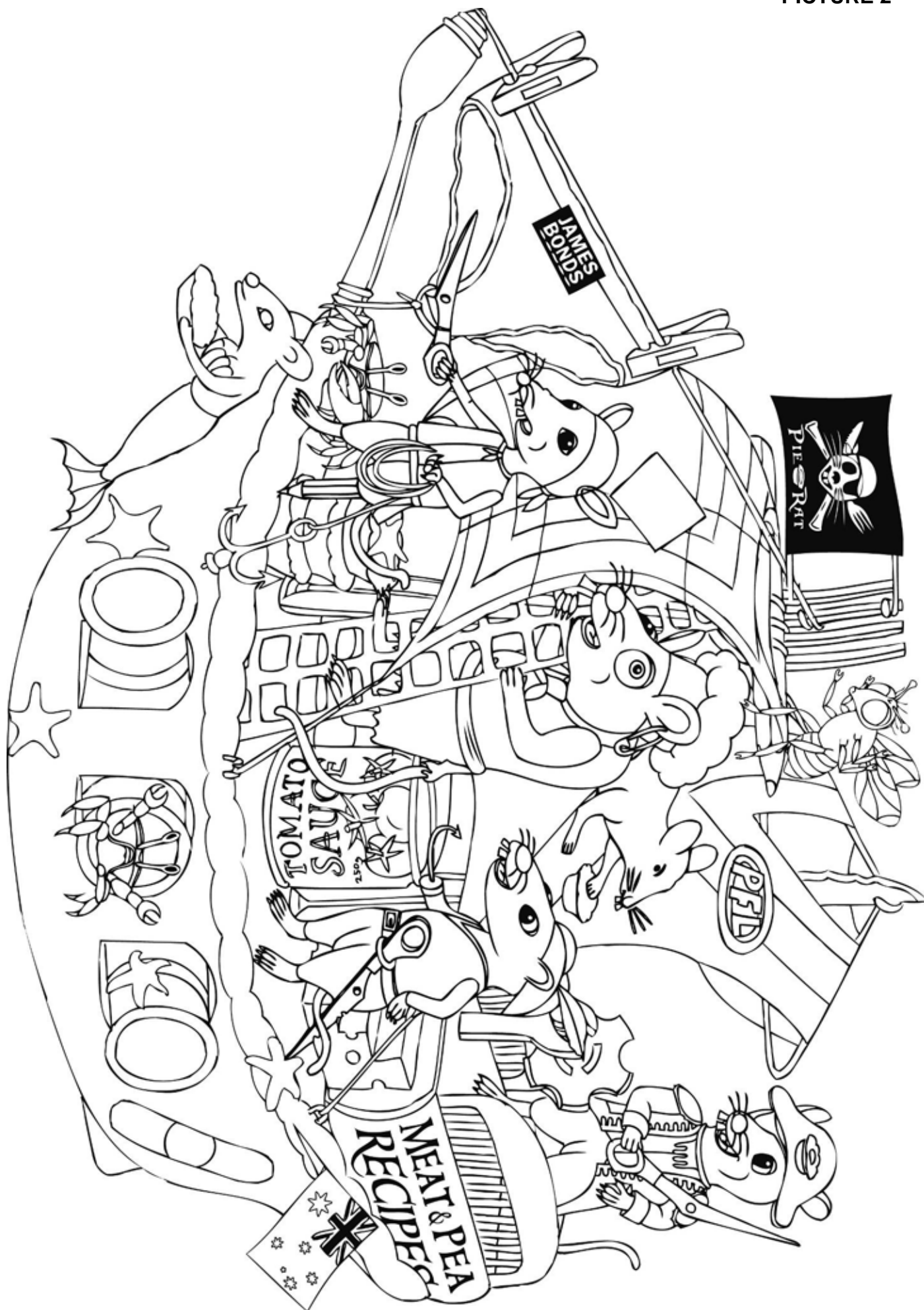


DRAW A PIRATE BACKGROUND

Create you own background for Captain Black Rat and Hook Hand Horace. Perhaps they are on a boat or stranded on an island.

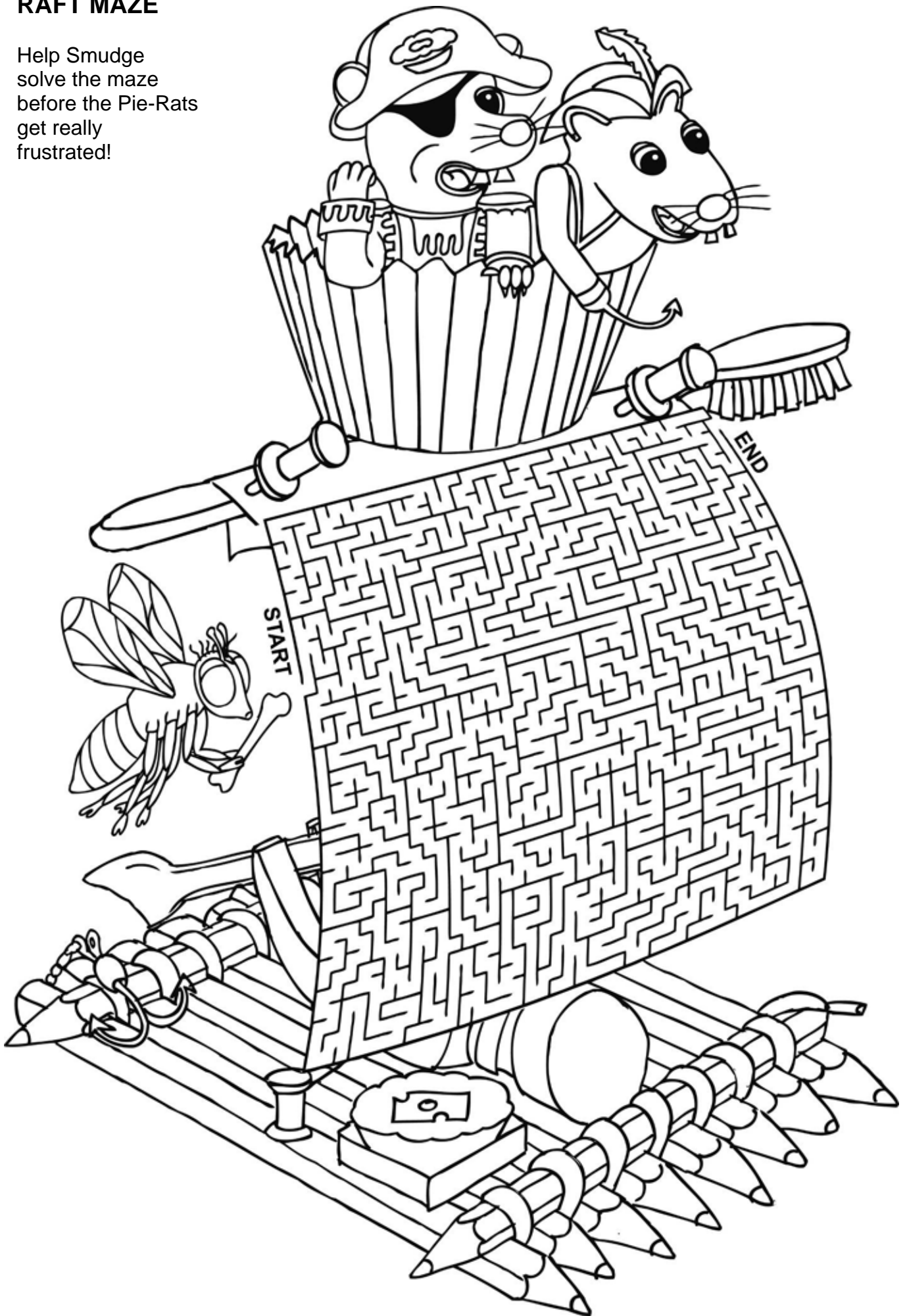






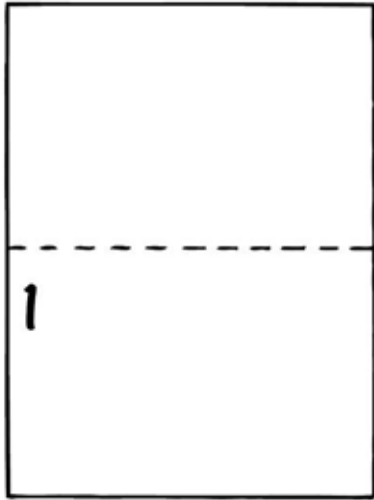
RAFT MAZE

Help Smudge solve the maze before the Pie-Rats get really frustrated!

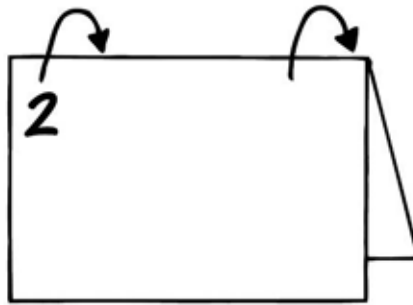


NEWSPAPER PIRATE HAT

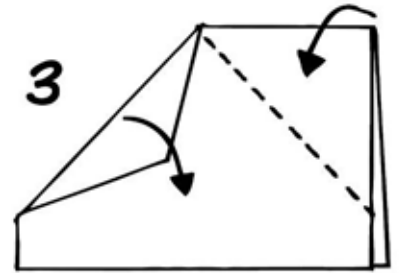
Make your own pirate hat by following the steps below. All you need is a sheet of newspaper!



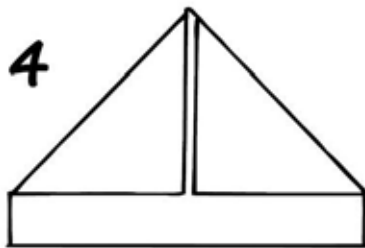
Start with a piece of newspaper



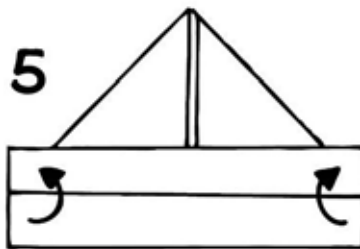
Fold the paper in half



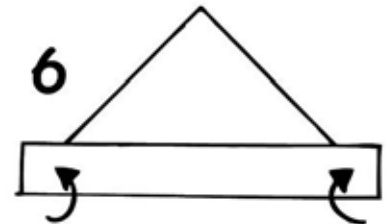
Fold the top corners down towards the center of the page



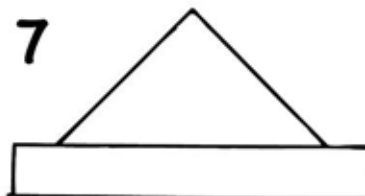
Your paper should look like this



Lift the bottom flap and fold it up



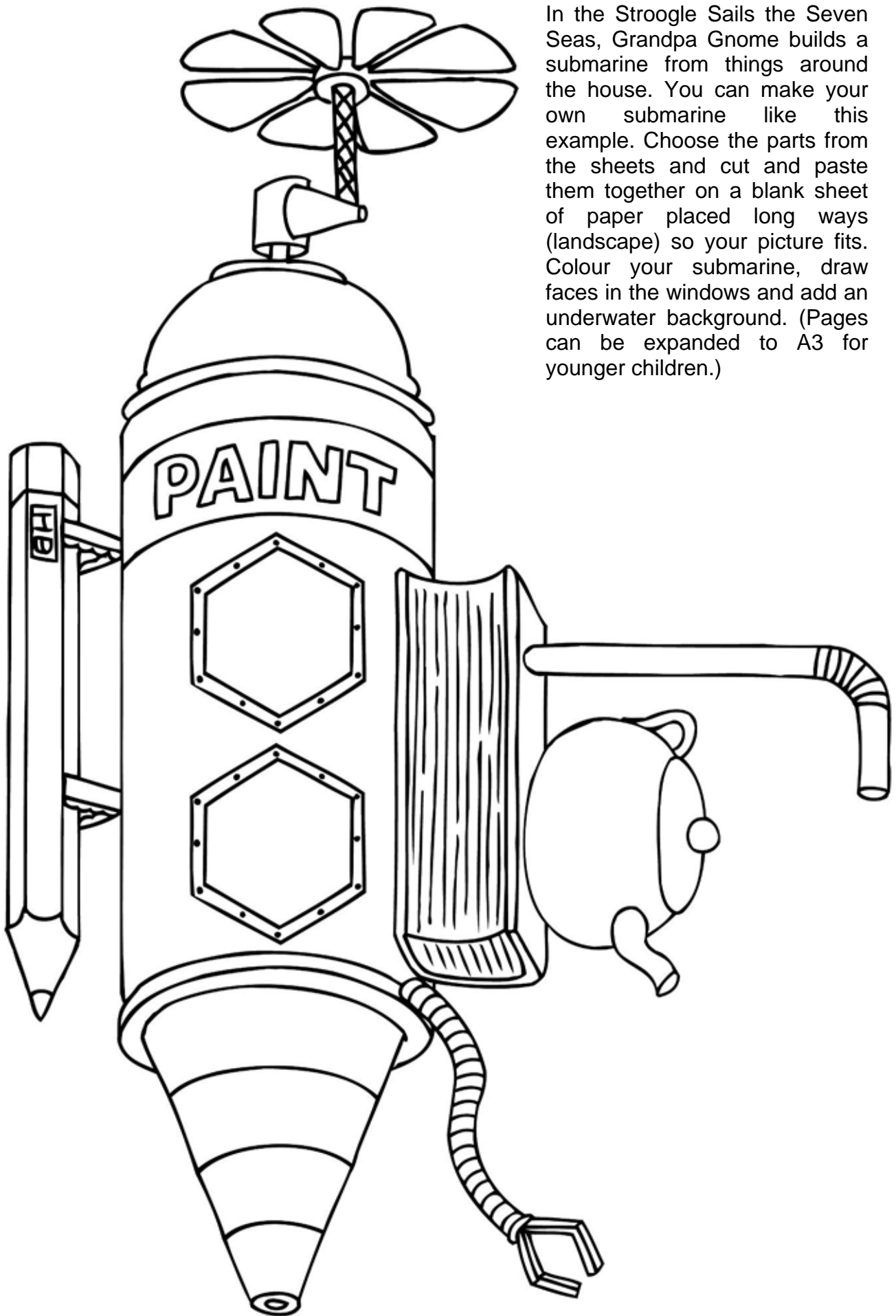
Flip the paper over, then lift the bottom flap and fold it up

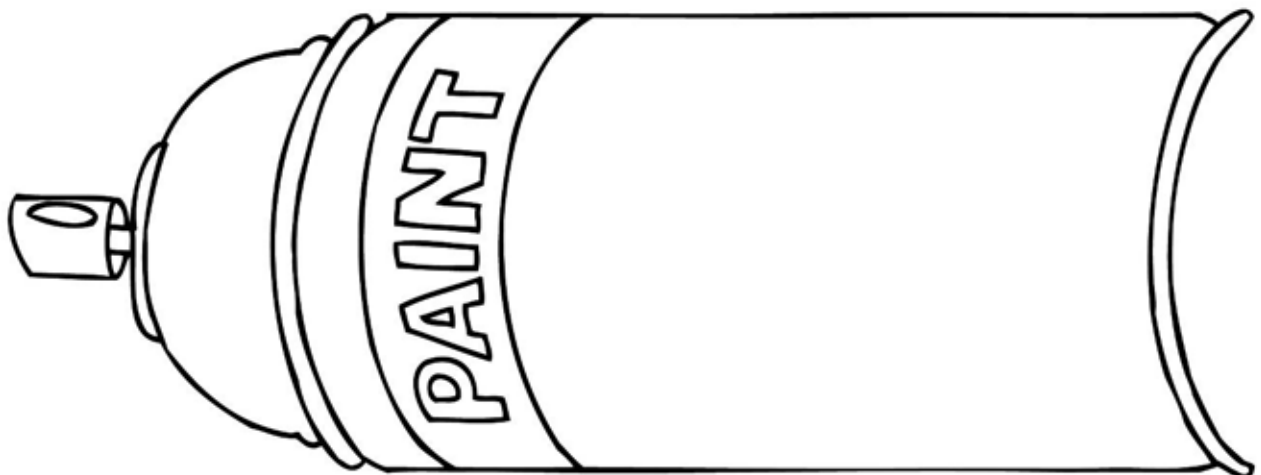
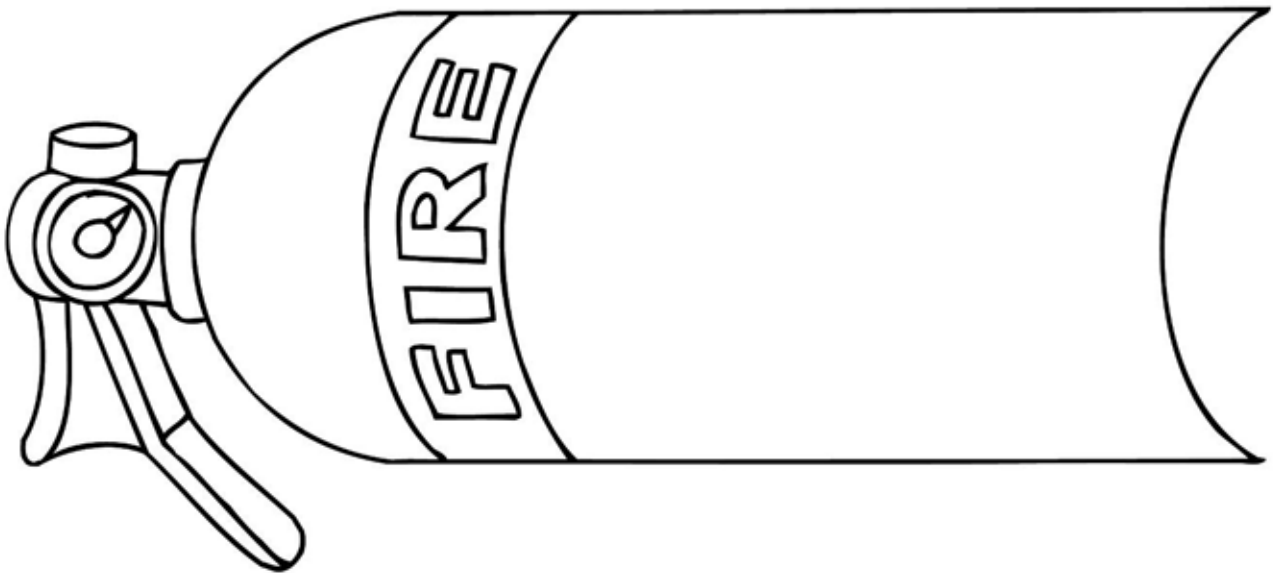
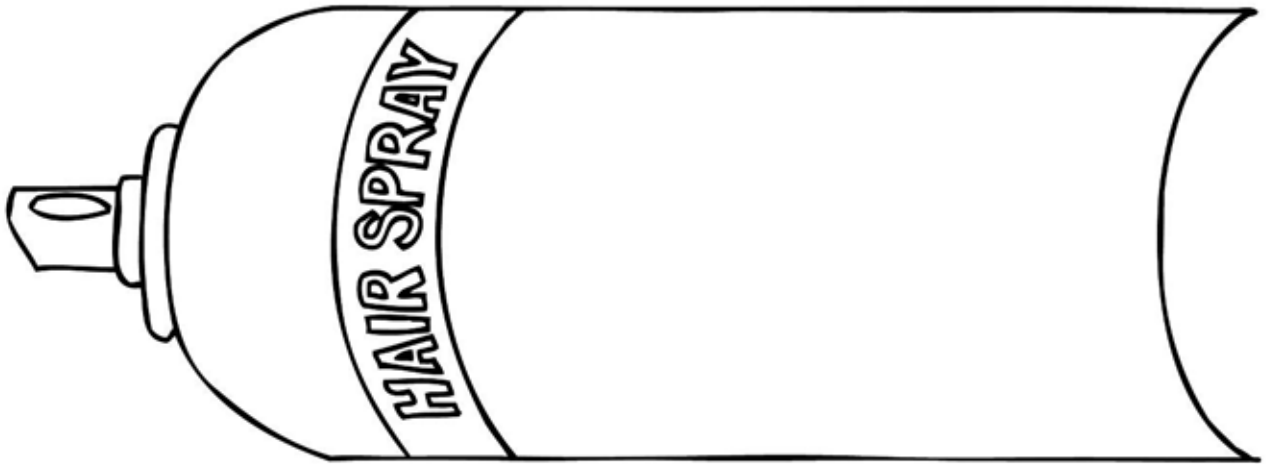


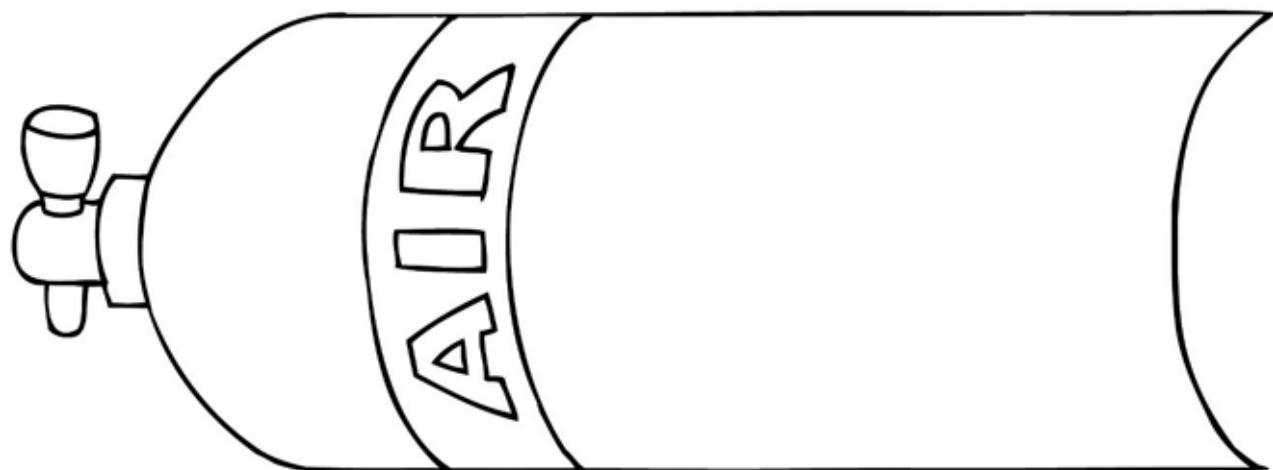
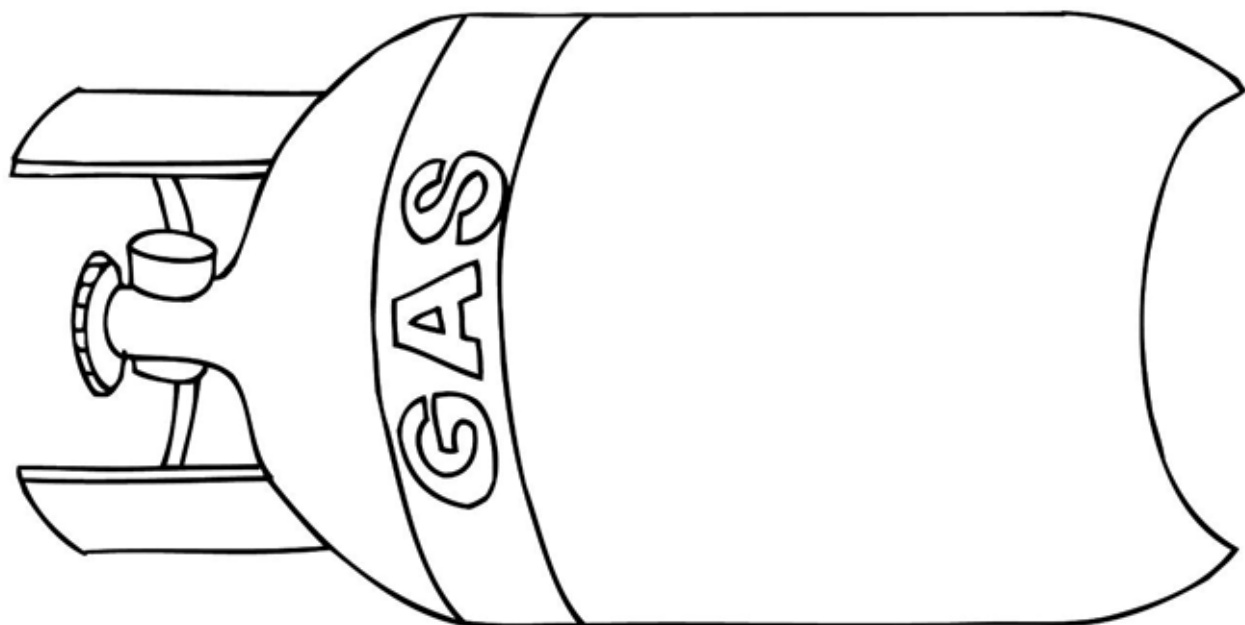
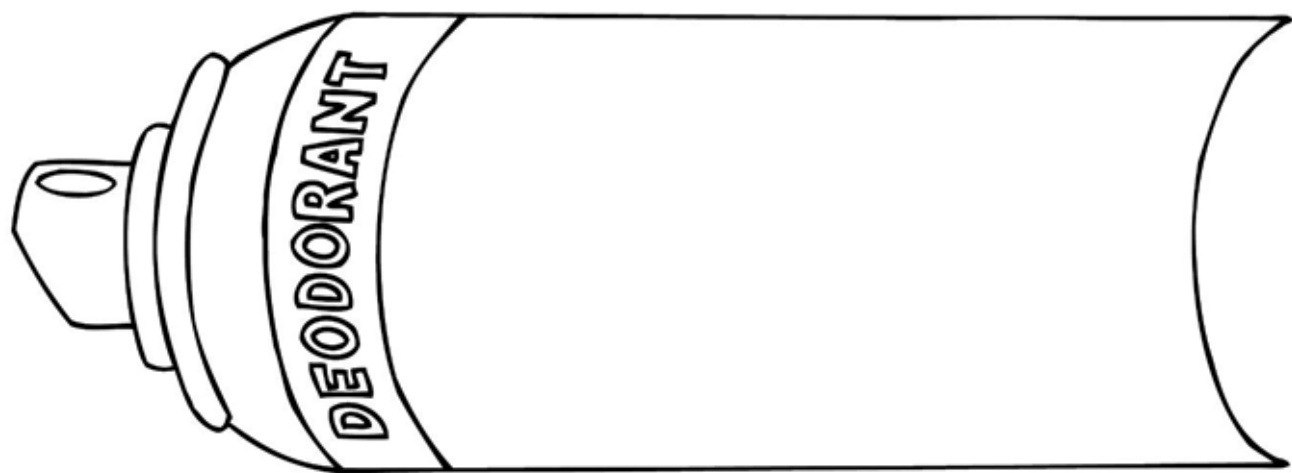
Your newspaper pirate hat is ready to wear!

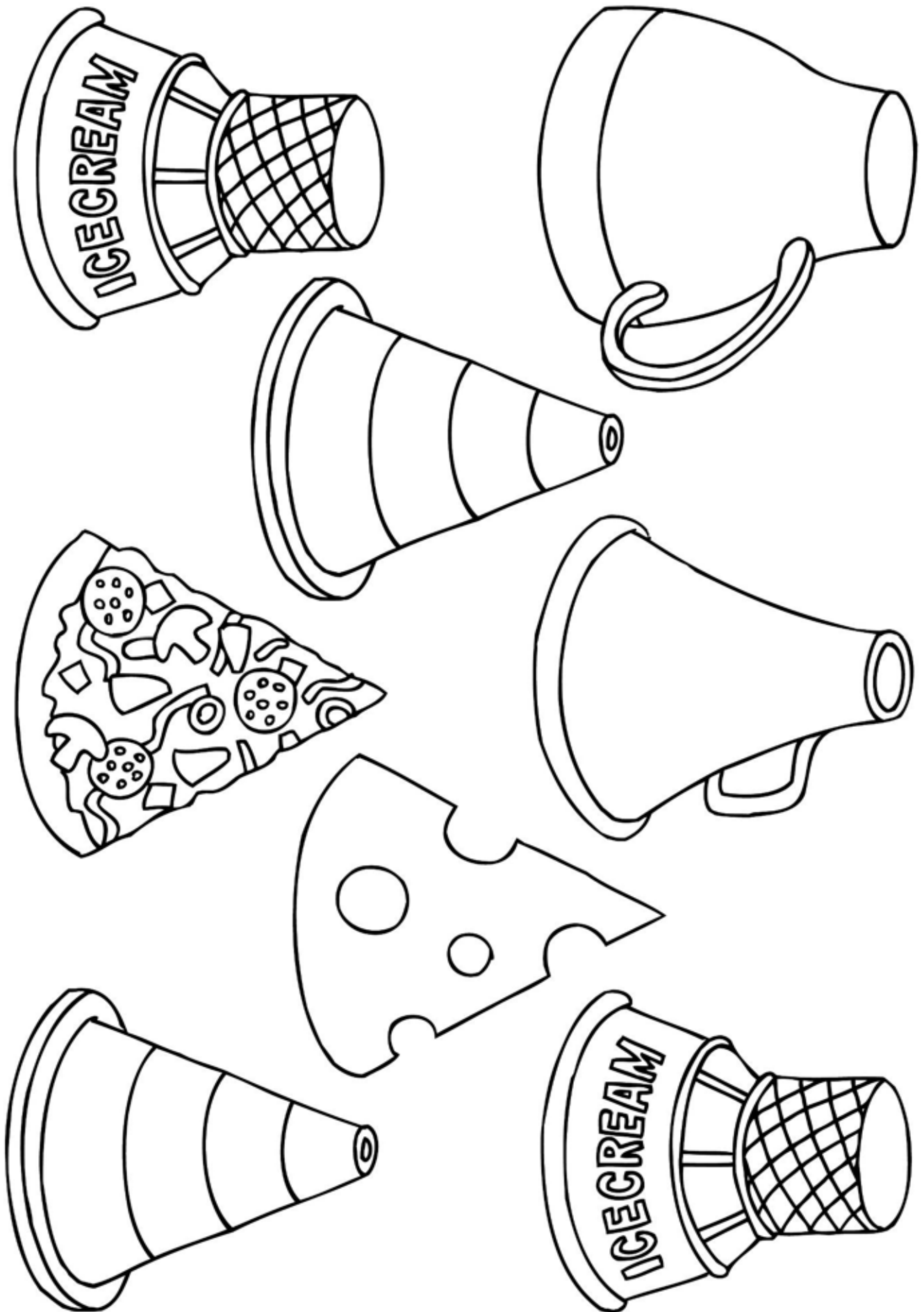
CREATE YOUR OWN SUBMARINE

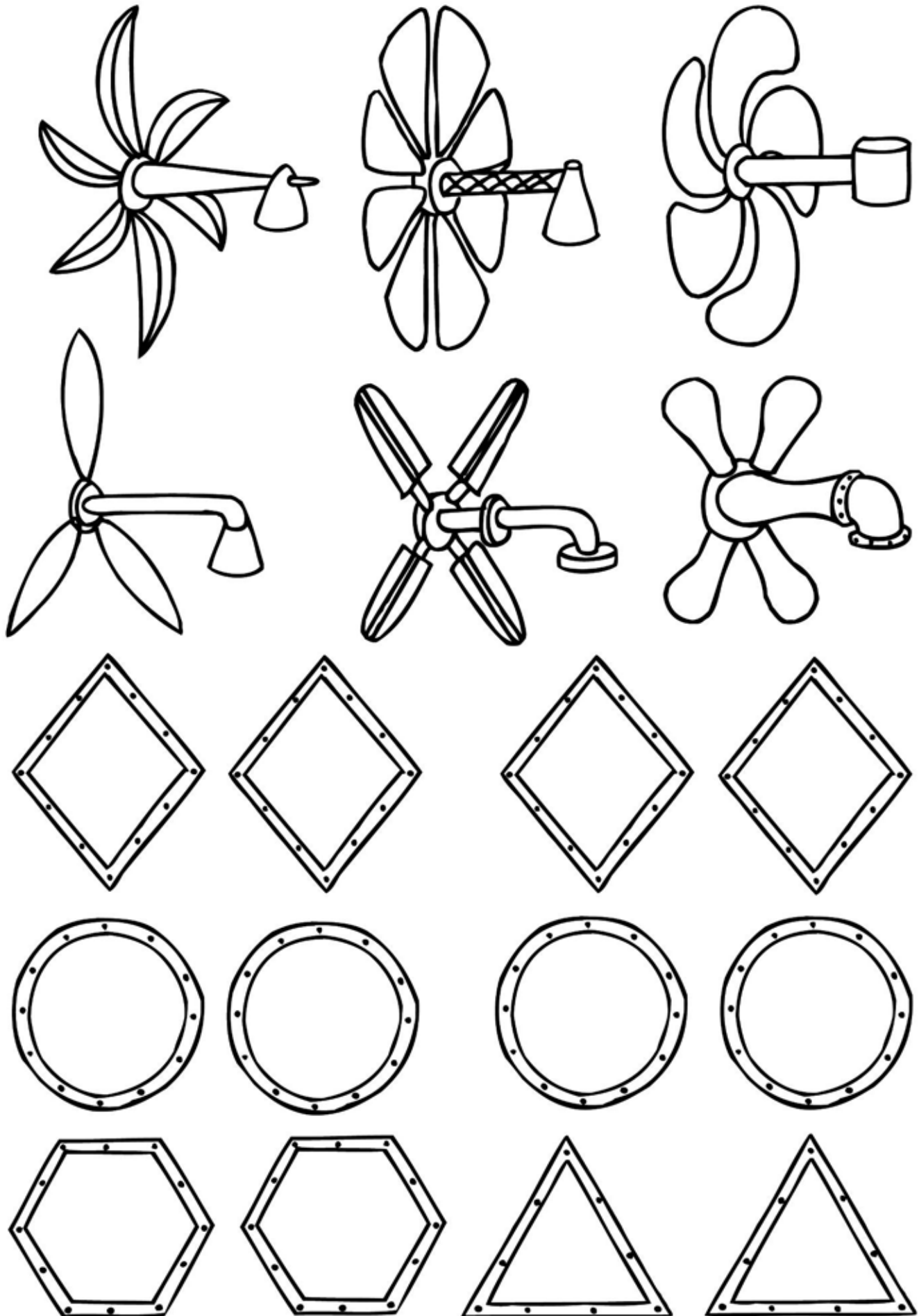
In the *Stroogle Sails the Seven Seas*, Grandpa Gnome builds a submarine from things around the house. You can make your own submarine like this example. Choose the parts from the sheets and cut and paste them together on a blank sheet of paper placed long ways (landscape) so your picture fits. Colour your submarine, draw faces in the windows and add an underwater background. (Pages can be expanded to A3 for younger children.)

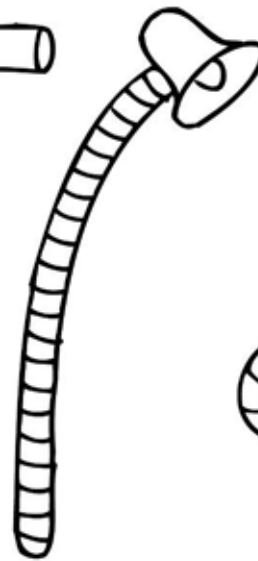
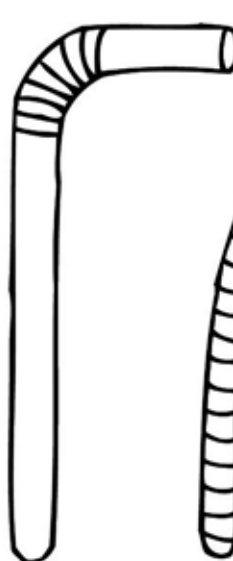
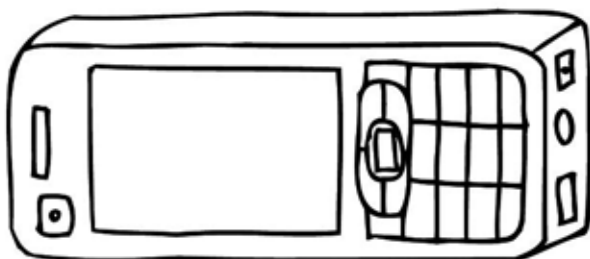
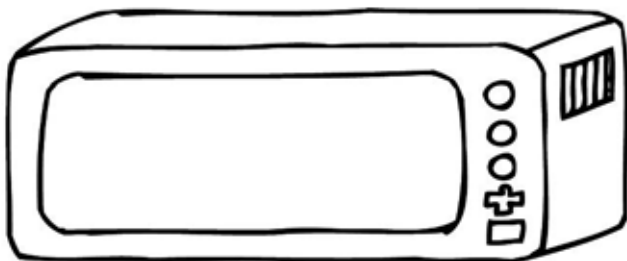
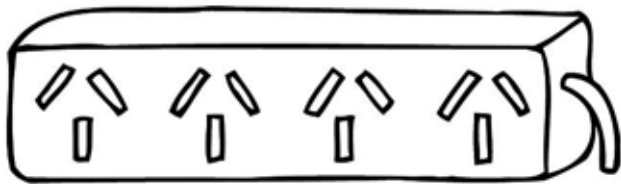
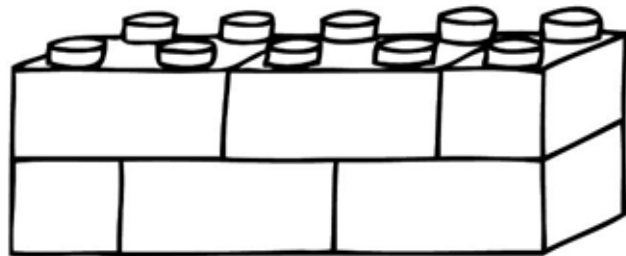
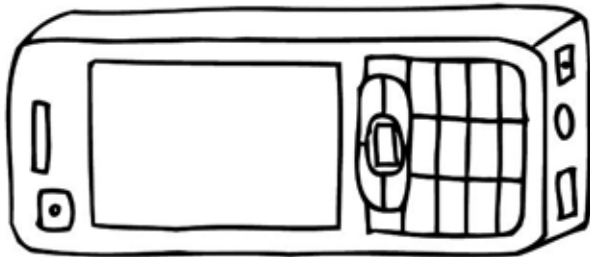
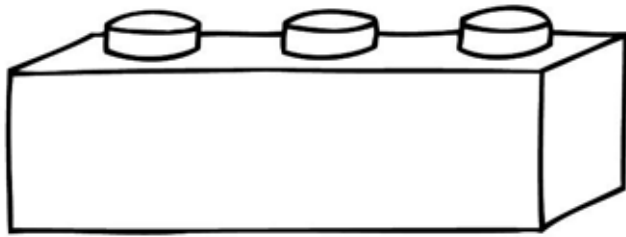






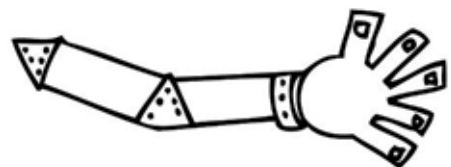
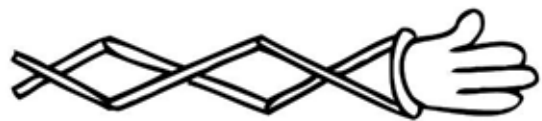
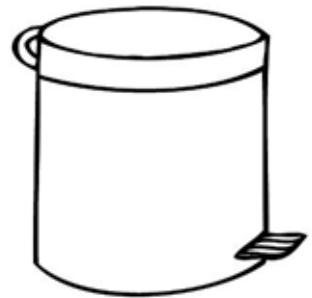
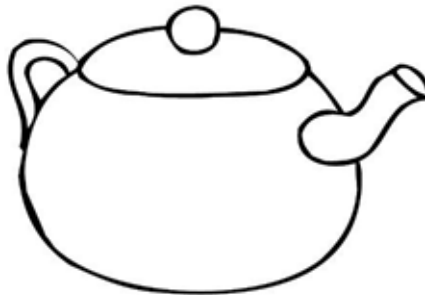


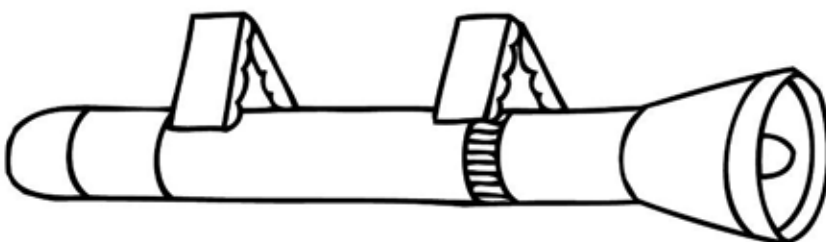
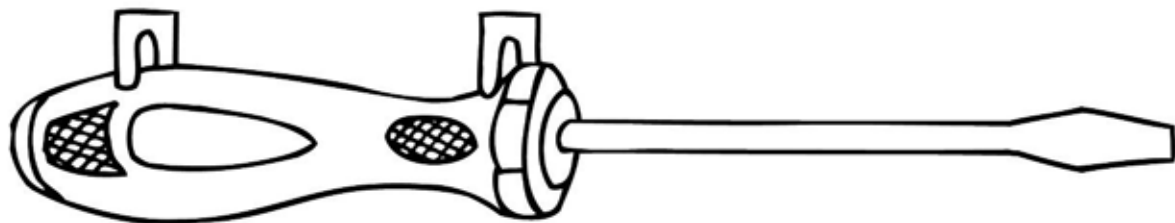
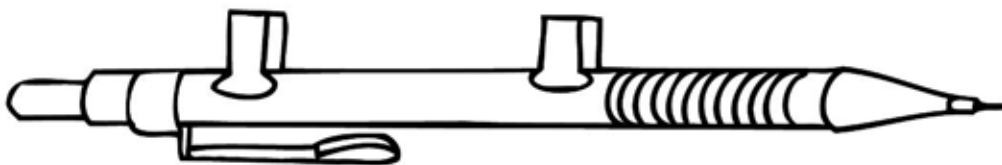
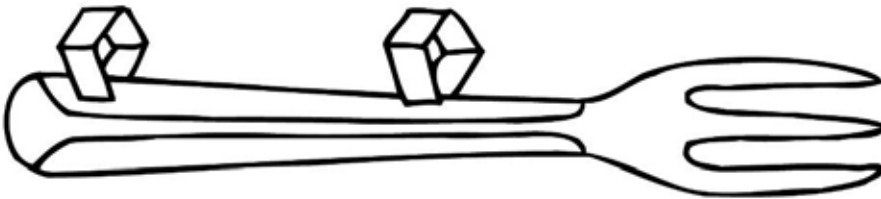
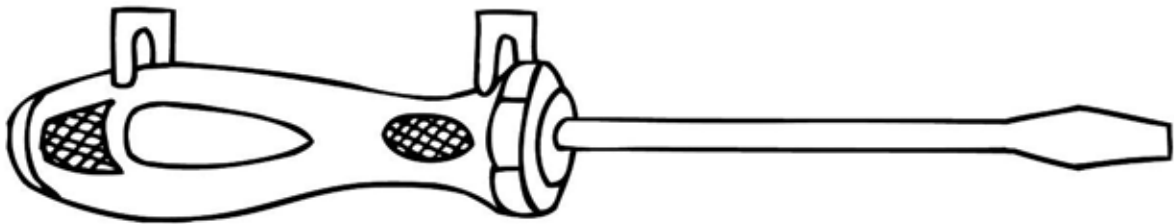
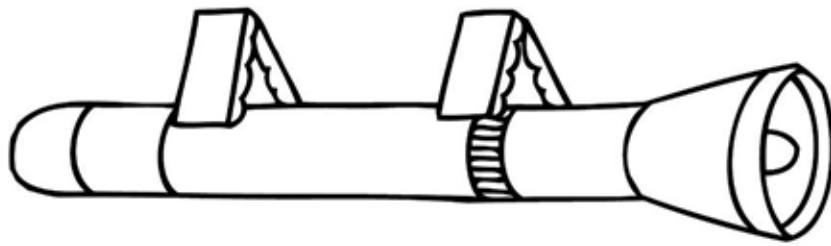




HATCHES & HANDS

CREATE A SUBMARINE





Answers

A. Memory Questions

- 1) In a bottle in the water
- 2) Smuggler's Cave
- 3) Jolly Jim's
- 4) A raft
- 5) Pies
- 6) Underneath a tin
- 7) Submarine
- 8) Red
- 9) They climbed on top of each other
- 10) They didn't want to be seen looking sweet and pretty
- 11) Under the sand on the island
- 12) Sunset (late afternoon/evening)

B. Counting

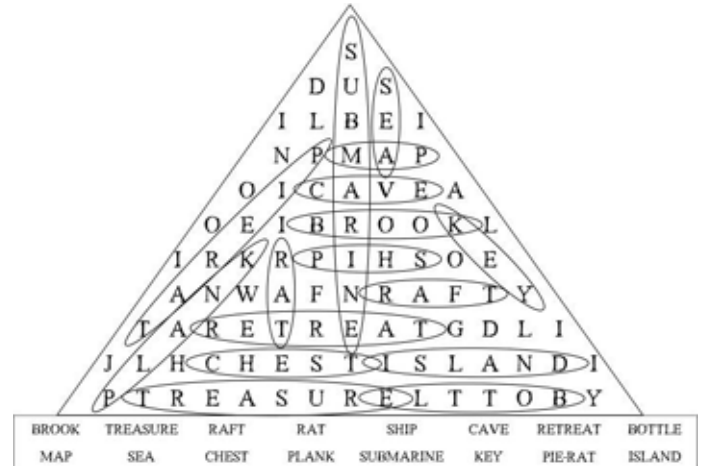
- 1) 6 (you only see part of one flag)
- 2) 13 (there is one in the map)
- 3) 47
- 4) 13
- 5) 5
- 6) 24
- 7) 19 (look in the shop)
- 8) 21
- 9) 14
- 10) 8

C. Pirate Crossword

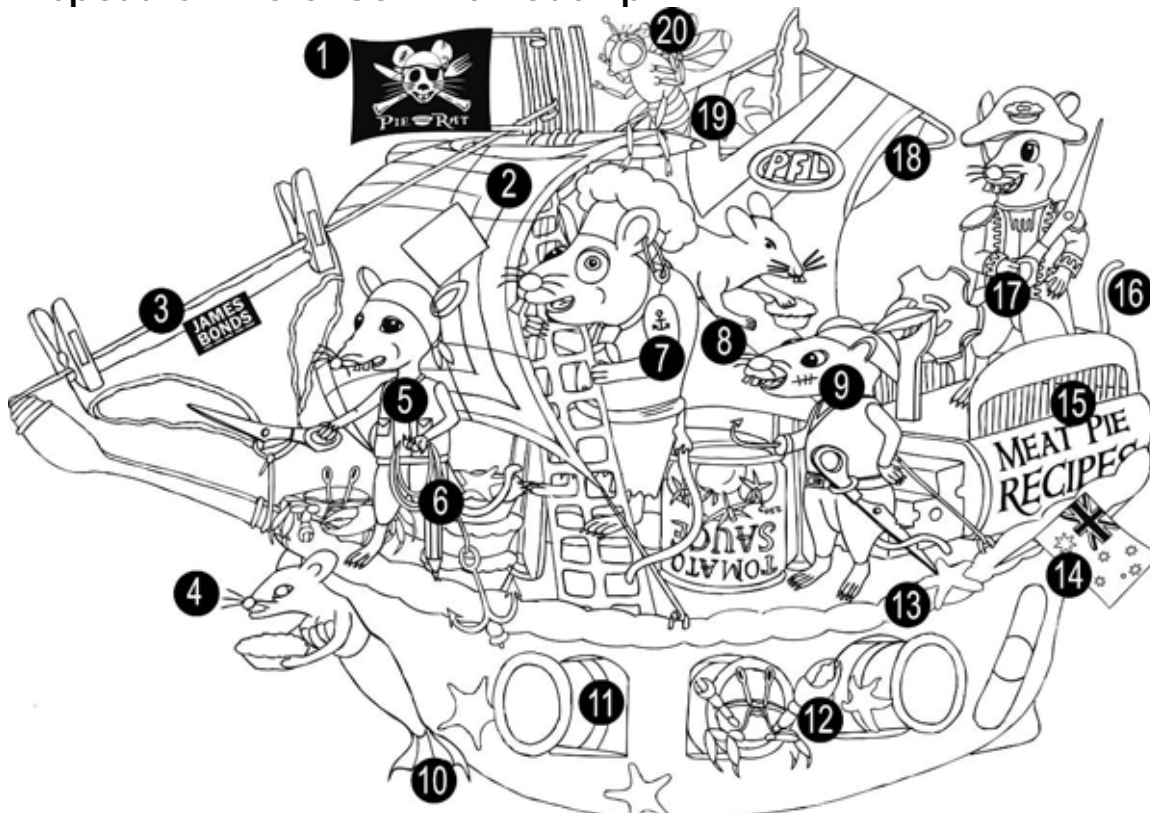
Down: 1 Shiver me timbers, 2 Crows nest, 3 Chest, 4 Eight, 5 Plank, 6 Jolly Roger.

Across: 7 Telescope, 8 Ships, 9 Cannon, 10 Eye, 11 Safe, 12 Marooned, 13 Compass, 14 Hook, 15 Treasure map.

D. Word Scramble



E. Spot the Difference – Pie-Rat Ship



Curriculum References for Activities

Book Reading

"Verse is great for children's sound development plus they find it fun to listen to. The illustrations from The Stroogle series are not only extremely colourful but they assist in telling the story. I can use them to assess and work on children's narratives skills. The children can tell their own story just by looking at the pictures. The pictures have great detail and a large amount of content to talk about." Joanne Mohr, Speech Pathologist

The Stroogle Sails the Seven Seas allows the introduction of decoding and encoding the codes and symbols of written, spoken and visual texts by using appropriate technical terms during this shared reading activity e.g. 'title', 'cover', 'page' and 'illustration'. Reading the book also encourages children to recognise symbolic use of sound effects e.g. 'boom' and 'creak'.

Learning outcomes

English

Speaking and listening	Cu, Op, Cr Levels 1 - 3
Reading and viewing	Cu, Op, Cr Levels 1 – 3

Using the book as a prompt, this activity allows teachers to question children and raise many other learning outcomes, such as discussions about the ocean and the history of piracy.

Book Questioning Activities

A. Memory Questions about The Stroogle Sails the Seven Seas

Memory questions require abstract thought, logical reasoning and visual memory. These questions allow you to test comprehension and how well children have 'picked-up' on items and events within the book.

Use these questions to guide discussions, or as inspiration to make up your own.

Learning Outcomes

English

Speaking and listening	Cu, Op, Cr Levels 1- 3
Reading and viewing	Cu, Op, Cr Levels 1- 3
Writing and shaping	Cu, Op, Cr Levels 1- 3

B. Counting

This counting activity encourages shape discrimination, visual discrimination and counting. It encourages children to use the book as a reference source to obtain the answers.

Learning Outcomes

English

Reading and viewing	Cu1.2, 2.2
---------------------	------------

Mathematics

Number	N1.1
--------	------

C. Shopping at Grandpa Gnome's General Store

This searching activity encourages shape discrimination and visual discrimination. It encourages children to use the book as a reference source to obtain the answers.

Learning Outcomes

English

Reading and viewing

Cu1.2, 2.2

The Arts- Visual Arts

Appraising images & objects

VA 1.3; 2.3; 3.3

Word Games

A. Rhyming Words

This activity encourages language development in a challenging and fun way. Children can refer to the book to gain insight into how rhyming words are used in context.

Learning Outcomes

English

Speaking and listening

Cu, Op, Cr Levels 1 - 3

Reading and viewing

Cu, Op, Cr Levels 1 - 3

B. Pirate Crossword

This crossword involves concepts about pirates. Students are also exposed to advanced writing techniques such as writing both vertically and horizontally.

Learning Outcomes

English

Writing and Shaping

Op Levels 1 - 3

C. Word Scramble

This word scramble, or 'find a word' uses visual discrimination, understanding of the arrangement of letters, and patience!

Learning Outcomes

English

Reading and viewing

Cu, Op, Cr Levels 1 - 3

Colouring Activities

A. Pick the Colours

This simple activity not only encourages memory of the colours used in the book, but also the ability to name colours and select the correctly coloured pencil/pen to complete the colouring-in.

Learning Outcomes

English	
Reading and viewing	Cu 1.2
The Arts – Visual Arts	
Making images and objects	VA1.1

B. Colour in – Book Cover

C. Colour in – Pie-Rat Ballerinas

Colouring is a traditional activity that maintains its popularity with children and encourages creative expression whilst aiding in the development of fine motor skills.

Learning Outcomes

English	
Reading and viewing	Cu1.2
The Arts – Visual Arts	
Making images and objects	VA1.1

Drawing Activities

A. Dot to Dot - Fish Eye Fred

In this Dot to Dot, children are encouraged to count and use hand-eye coordination to link to the next dot.

Learning Outcomes

English	
Reading and viewing	Cu1.2
Mathematics	
Number	N1.1
The Arts – Visual Arts	
Making images and objects	VA1.1

B. Copy the Pictures

This activity encourages children to draw, based on the concept of breaking up the components of a picture. Children learn to match each grid square with their working grid and transferring what they see.

Learning Outcomes

English	
Reading and viewing	Cu1.2
The Arts – Visual Arts	
Making images and objects	VA1.1

C. Draw a Pirate Background

This activity encourages children to categorise images and to draw them in a way that spatially relates to other components of the picture.

Learning Outcomes

English	
Reading and viewing	Cu1.2, 2.2
The Arts – Visual Arts	
Making images and objects	VA2.1, 3.1

Spot the Difference

Spot the Difference – Pie-Rat Ship

This task makes use of visual discrimination, noting detail and problem solving and allows the assessment of attention to detail.

Learning Outcomes

English	
Reading and viewing	Cu1.2
The Arts – Visual Arts	
Appraising images and objects	VA1.3, VA2.3

Maze

Raft Maze (Difficult)

This 'situation' requires problem solving, and often trial and error to be solved.

Learning Outcomes

English	
Reading and viewing	Cu2.2 -4.2
Mathematics	
Space	S2.2. S4.2

Create a Submarine

This exciting project expands children's imagination and creative expression. Not only do children need to design and plan their own submarine from different components, but they must also effectively follow through with their plan by cutting and pasting the relevant parts. ***Note: One set of templates printed can be shared between four students.***

Learning Outcomes

English	
Reading and viewing	Cu1.2
The Arts – Visual Arts	
Making images and objects	Levels 1-3
Making and displaying	Levels 1-3
Appraising images and objects	Levels 1-3