

The Stroogle's New Home Activity Kit



Let The Stroogle colour your world

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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 pack are great lead in or follow on activities to a customised visit by the author Dr Cameron Stelzer to your school. Please see the website www.thestroogle.com or contact us to arrange a visit or workshop.

Activities

Book Reading

Reading The Stroogle's New Home 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'S NEW HOME

What type of house did the mouse live in?

What type of house did the Gnomes live in?

What was the first house the Stroogle found?

Who threw the four friends into the rubbish bin?

What colour was the garbage truck?

What was Grandpa's plan to get away from the dump?

What rubbish did they use to build their car?

How did Gretel help build the car?

What animals did they nearly hit coming down the hill?

Why did their car crash into a mushroom?

Who got a black eye?

Why was everyone happy at the end of the book?

COUNTING

Count the following things in The Stroogle's New Home (including the front and back cover).

- 1) How many mushrooms (including houses) appear in the book? _____
- 2) How many butterflies can you find? _____
- 3) How many times does the Number 7 appear in pictures? _____
- 4) How many worms and caterpillars are in the book? _____
- 5) How many large buttons can you see? _____
- 6) How many lizards can you find? _____
- 7) How many times can you see the mouse's tail? _____
- 8) How many plastic wheels appear in the book? _____
- 9) How many times can you see the Garden Gnomes' hats? _____
- 10) How many insects, bugs and animals can you find in total?
(Don't include the Stroogle, mouse and Gnomes) _____

(Answers are at the back of the Activity Kit)

RUBBISH SEARCH

Find the following items of rubbish in the book. Sometimes they appear more than once. Put a tick next to them each time you find one.

Baby's Dummy_____

Paint Brushes_____

Mandarin Peel_____

String_____

Tooth Brushes_____

Postage Stamp_____

Chocolate_____

Chewing Gum_____

Fork_____

Bandaïd_____

Banana Peel_____

Playing Cards_____

Tennis Ball_____

Telephone_____

Apple Core_____

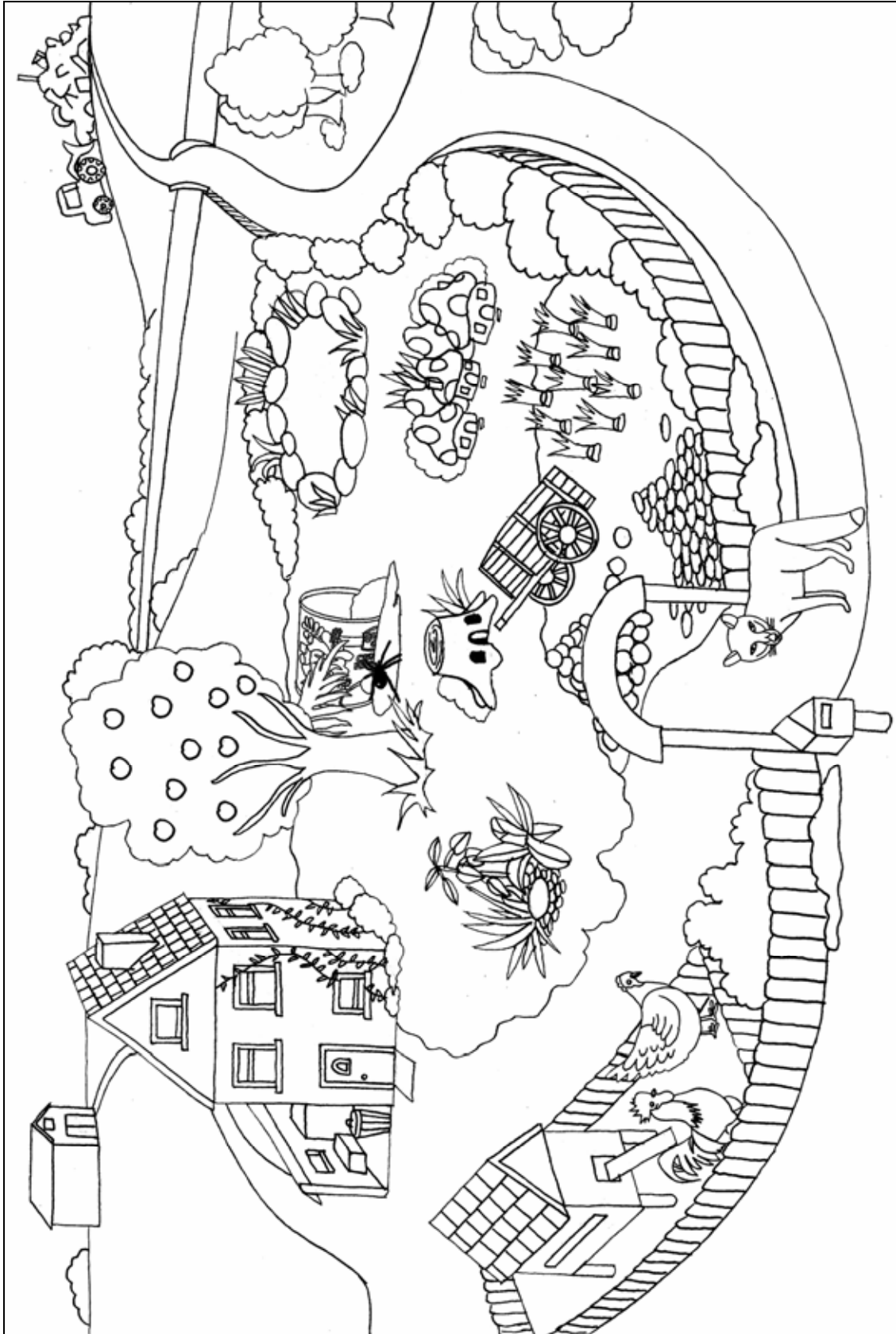
Tooth Paste_____

Tin Cans_____

Battery_____

FARM MAP

Can you match each place on the farm with adventures from *The Stroogle's New Home* and *The Stroogle*?



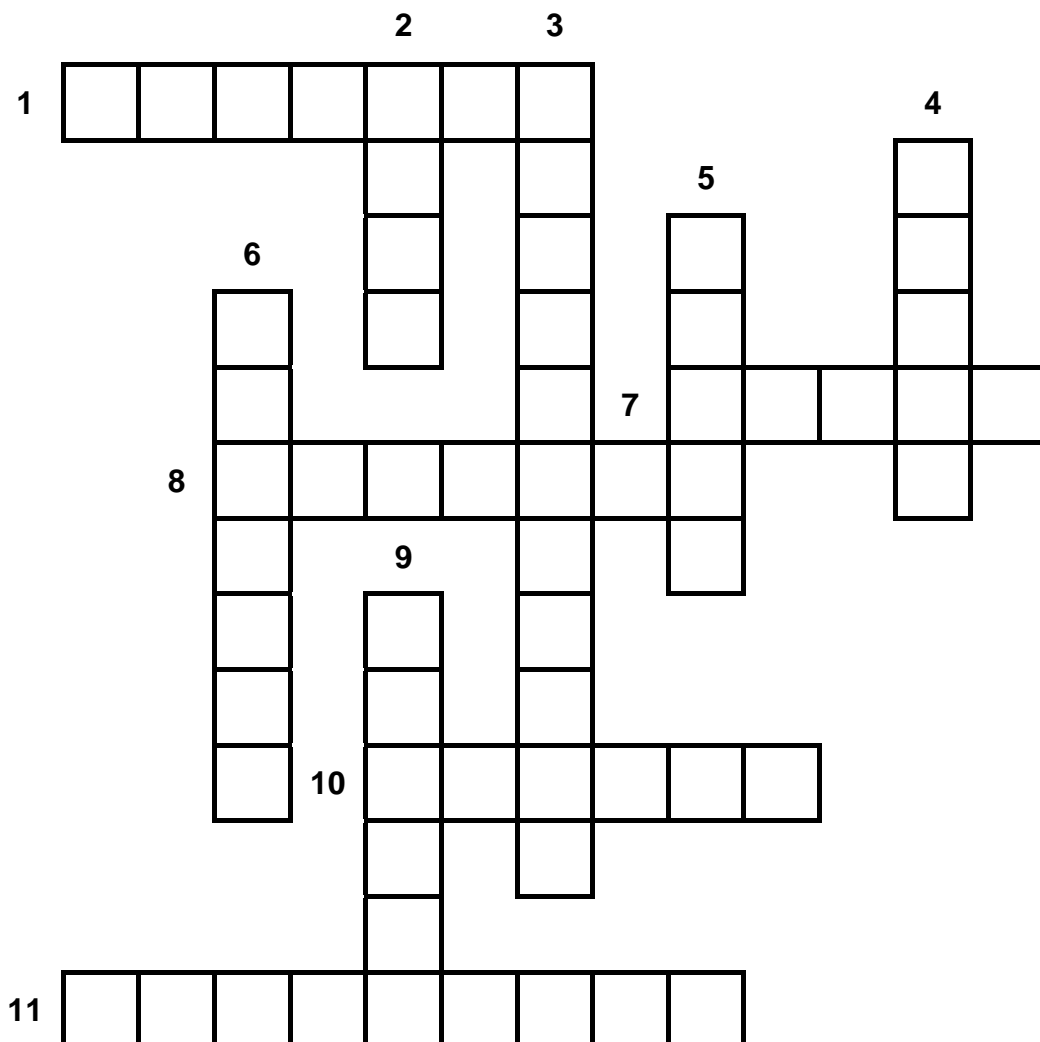
RHYMING WORDS

Match words on the left with their rhyming partner on the right.
All the rhymes are from The Stroogle's New Home if you need any help.

dump	grime
quack	go
all	crash
gnome	done
slime	say
fell	tree
air	shock
around	yell
bin	thump
blow	mad
me	crawl
smash	home
day	tin
side	scare
sun	shoe
sad	track
too	found
rock	cried

WASTE NO WORDS CROSSWORD

Find the number on the puzzle that matches that clues listed below. Write your answer in the boxes. If you need help, ask an adult– you may teach them something too!
(Answers are at the back of the Activity Kit).



Across:

1. A product can be considered _____ when it lasts a long time.
7. To use something again for the same purpose or a new purpose.
8. What a pile of decayed food scraps, leaves and grass turn into.
10. You can _____ old toys to needy children instead of throwing them away.
11. Comes in disposable and rechargeable varieties.

Down:

2. If you buy one large bag of potato chips instead of five small bags, you are buying in _____.
3. Your world, surroundings, and source of life and health.
4. Many items found in your _____ can be recycled into valuable new products.
5. Fossil fuels, such as coal, oil, and natural gas that are used to manufacture products and heat our homes, come for the _____.
6. To collect used materials to make into new products rather than throwing them away.
9. To decrease the amount of trash you throw away.

WORD SCRAMBLE

Can you find all the following words from The Stroogle's New Home in the box below? Tip: watch out of the words that run backwards and diagonal!

(Answers are at the back of the Activity Kit)

Circle each word once you find it.

rubbish
house
garbage
Gretel
raced
mushroom

home
tin
Grandpa
dump
place

bin
shoe
wheel
sail
crawl

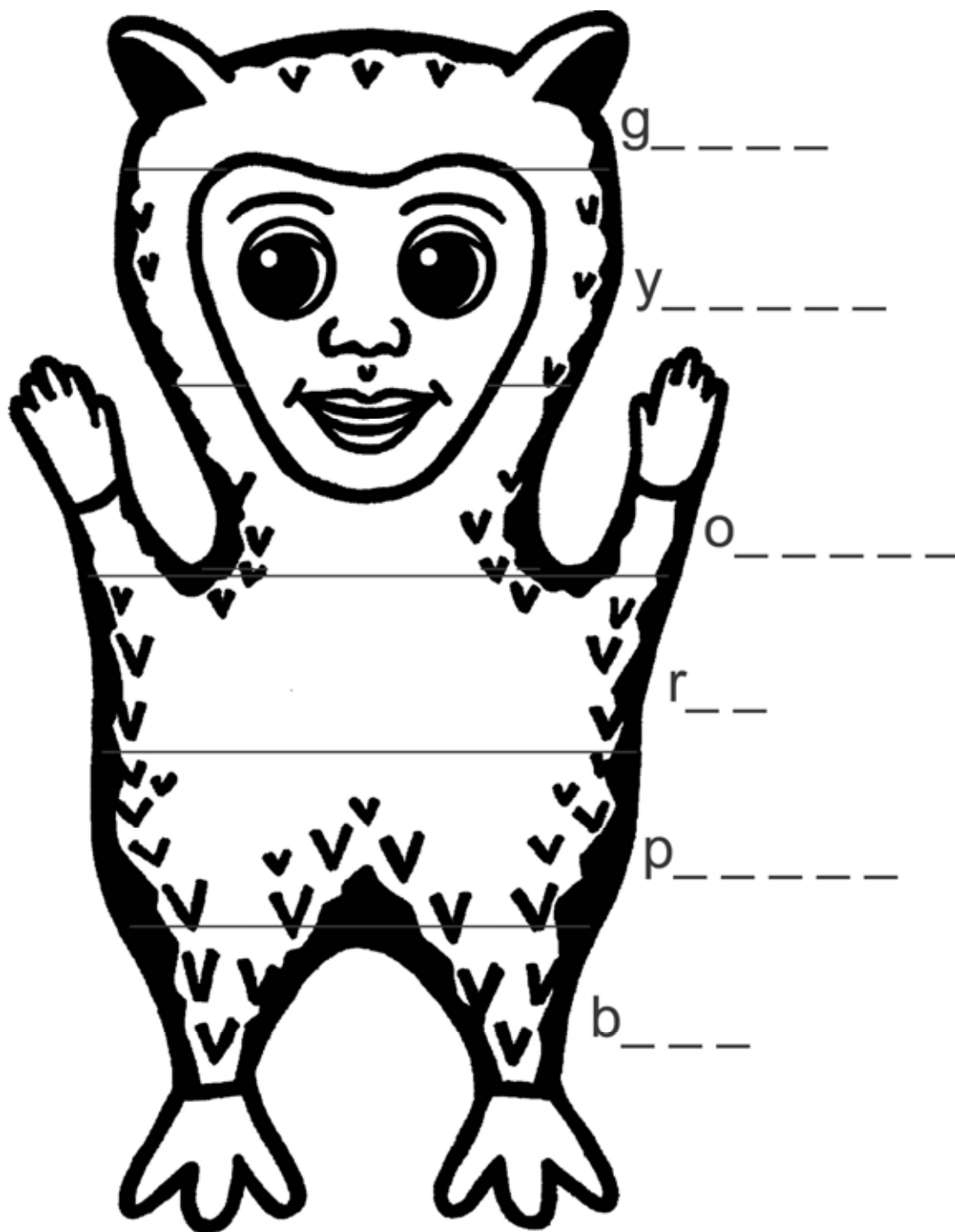
cave
duckling
wind
pond
away

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

PICK THE COLOURS

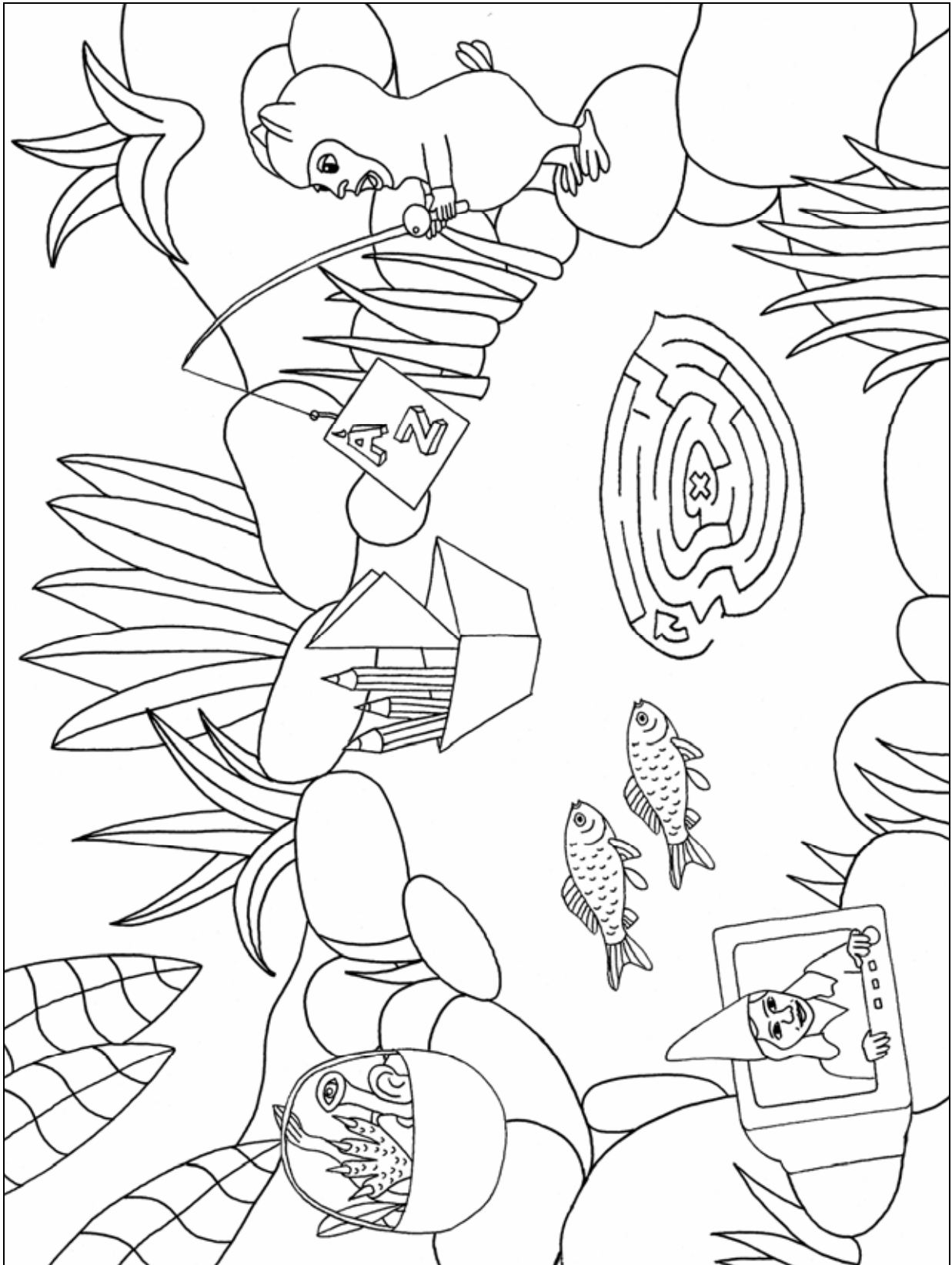
The Stroogle's body is 6 different rainbow colours. Write down what they are and then colour him in.

The Stroogle also has a p _ _ _ face, hands and feet and a y _ _ _ _ tail.



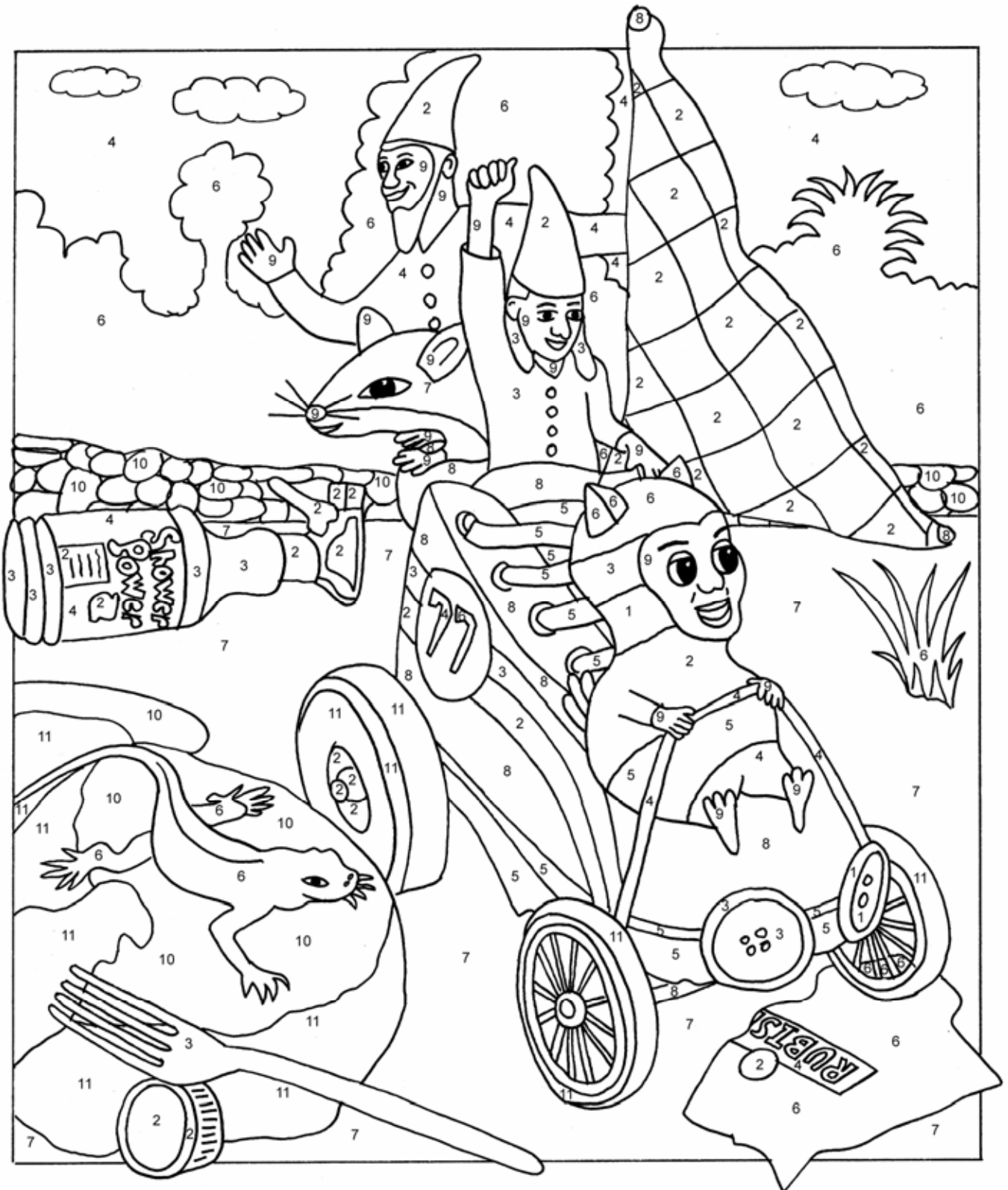
COLOUR IN - Pond

The Stroogle is trying to teach the fish how to read and solve mazes!
Fill in the waterlily maze and colour in the picture



COLOUR BY NUMBER – Car

- | | |
|----------|-----------------|
| 1-Orange | 7-Light Brown |
| 2-Red | 8- Dark Brown |
| 3-Yellow | 9-Pink |
| 4-Blue | 10-Grey |
| 5-Purple | 11-Black |
| 6-Green | No Number-White |



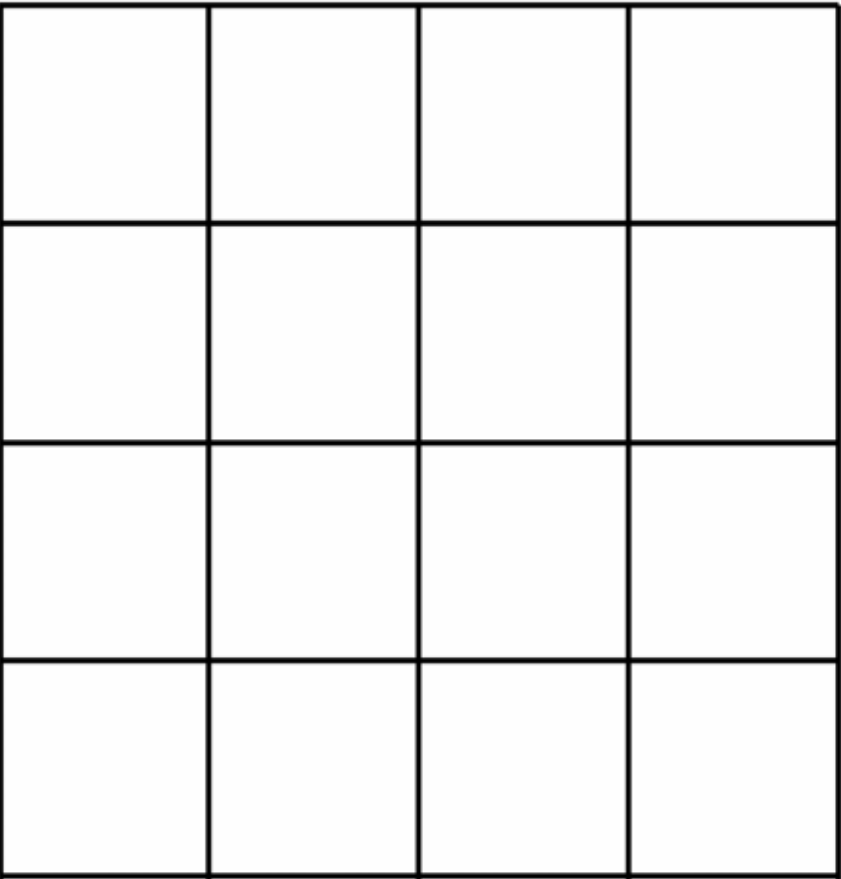
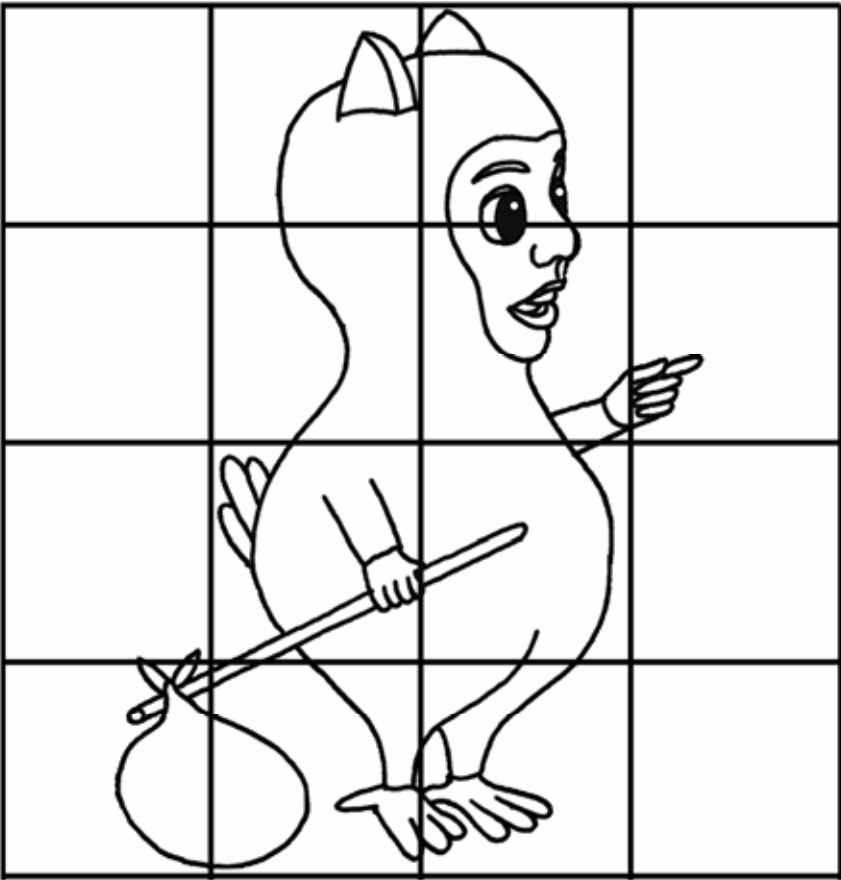
COLOUR BY NUMBER – Rubbish Day

- | | |
|---------------|-------------------------|
| 1-Orange | 7-Maroon |
| 2-Red | 8-Pink |
| 3-Yellow | 9-Black |
| 4-Blue | 10-Brown |
| 5-Light Green | No Number -White |
| 6-Dark Green | |



COPY THE PICTURE

Copy the picture of the Stroogle into the grid at the bottom.



DOT TO DOT SHOE CAR

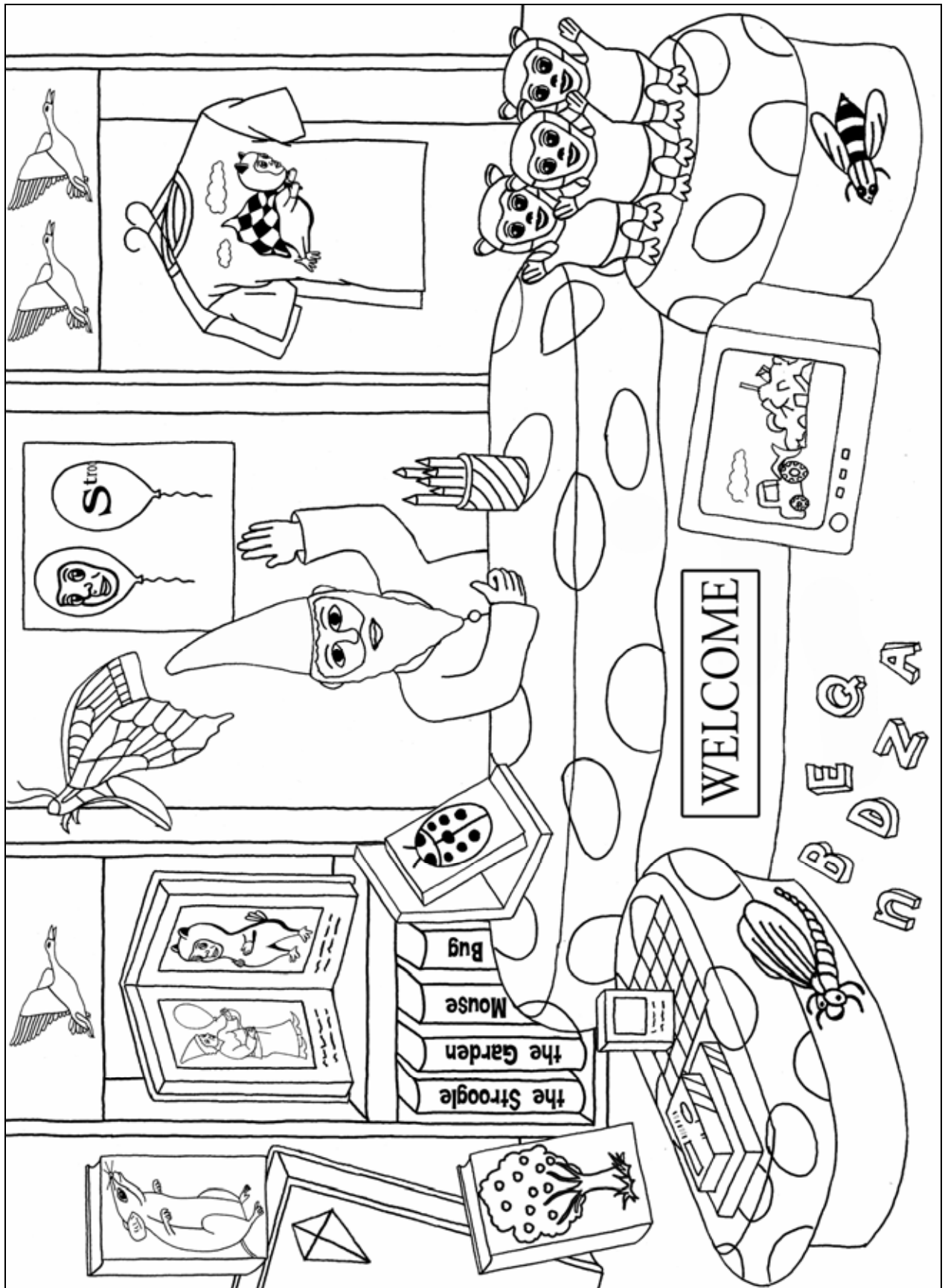
The car is missing some tyres! Follow the numbers and join the dots to complete the picture. Don't forget to go all the way to number 64. Then colour your picture.



SPOT THE DIFFERENCE- Mushroom Shop

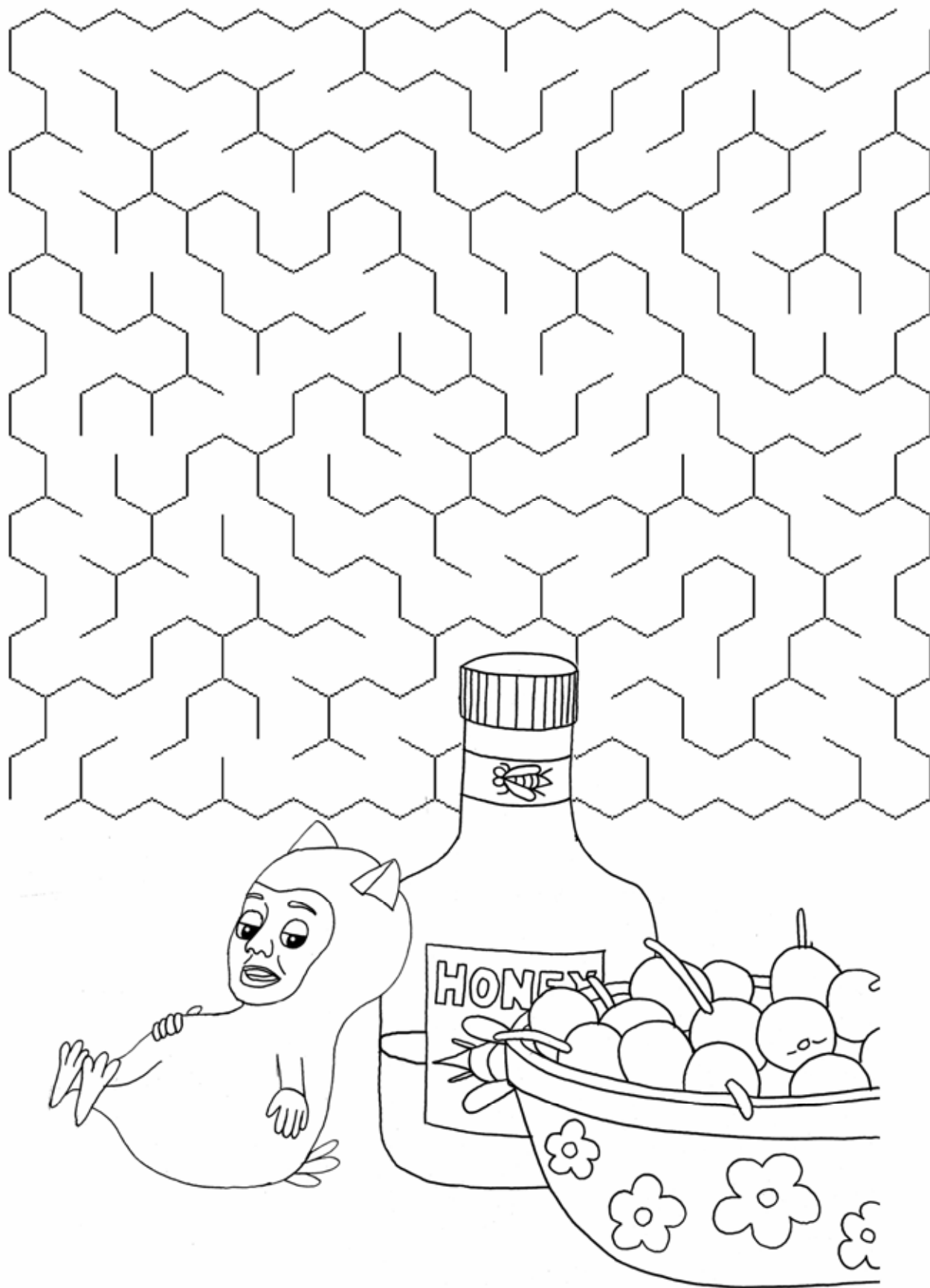
PICTURE 1

The two pictures are not the same. There are 20 differences. Can you find them all and circle them? *(Answers are at the back of the Activity Kit)*



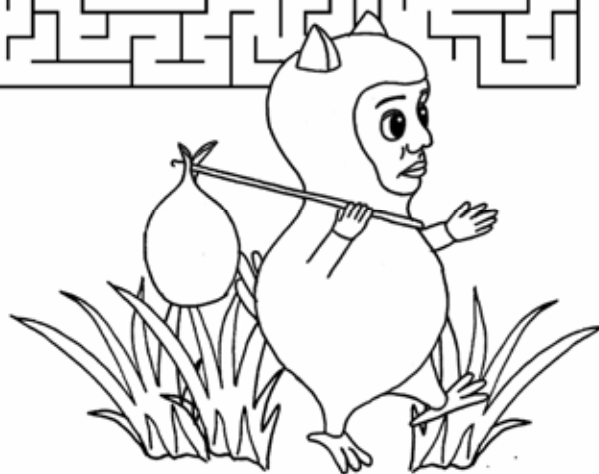
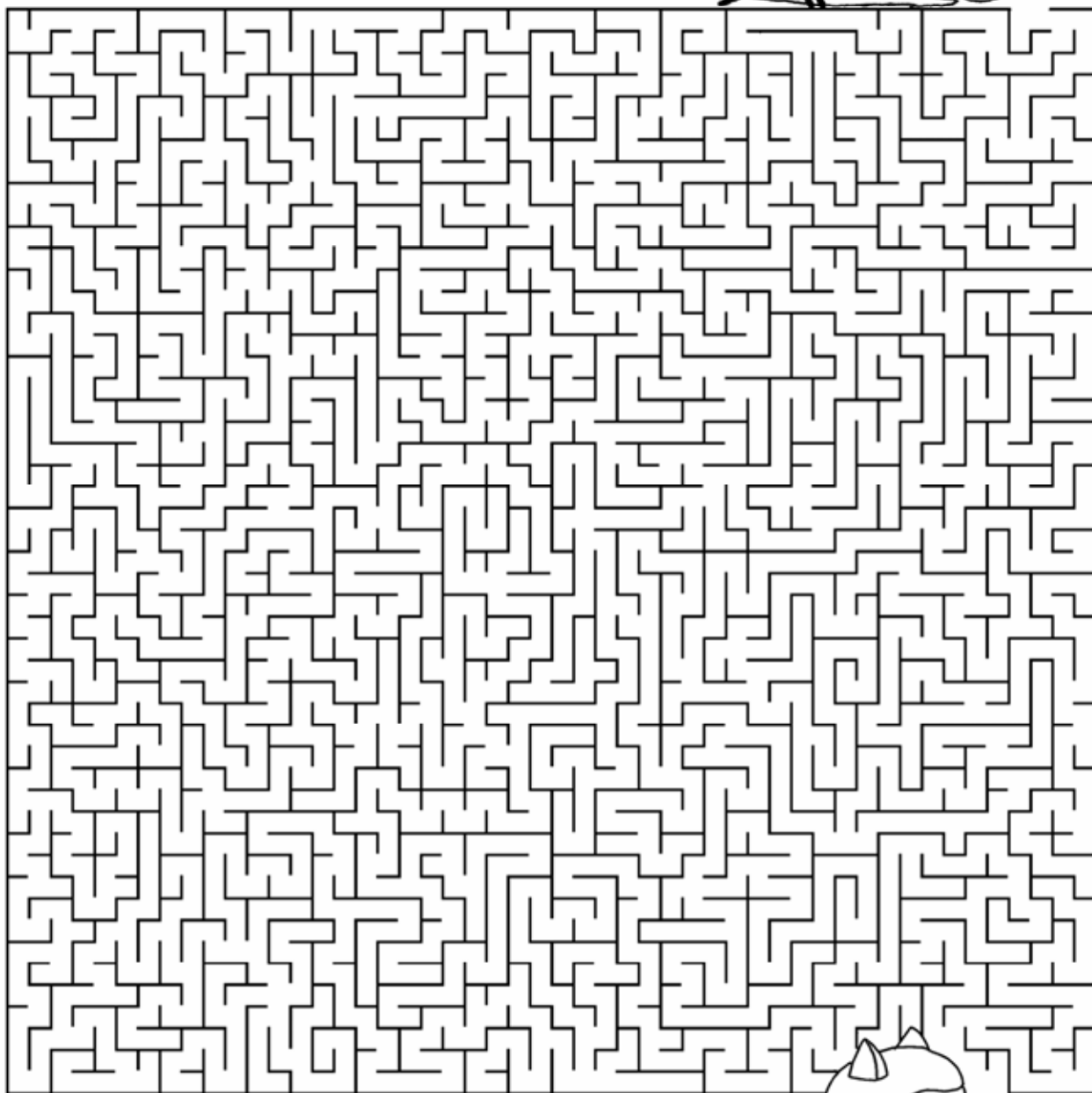
BEE MAZE

The Stroogle has eaten too much honey! Help the bee get to the honey bottle before the Stroogle eats it all!



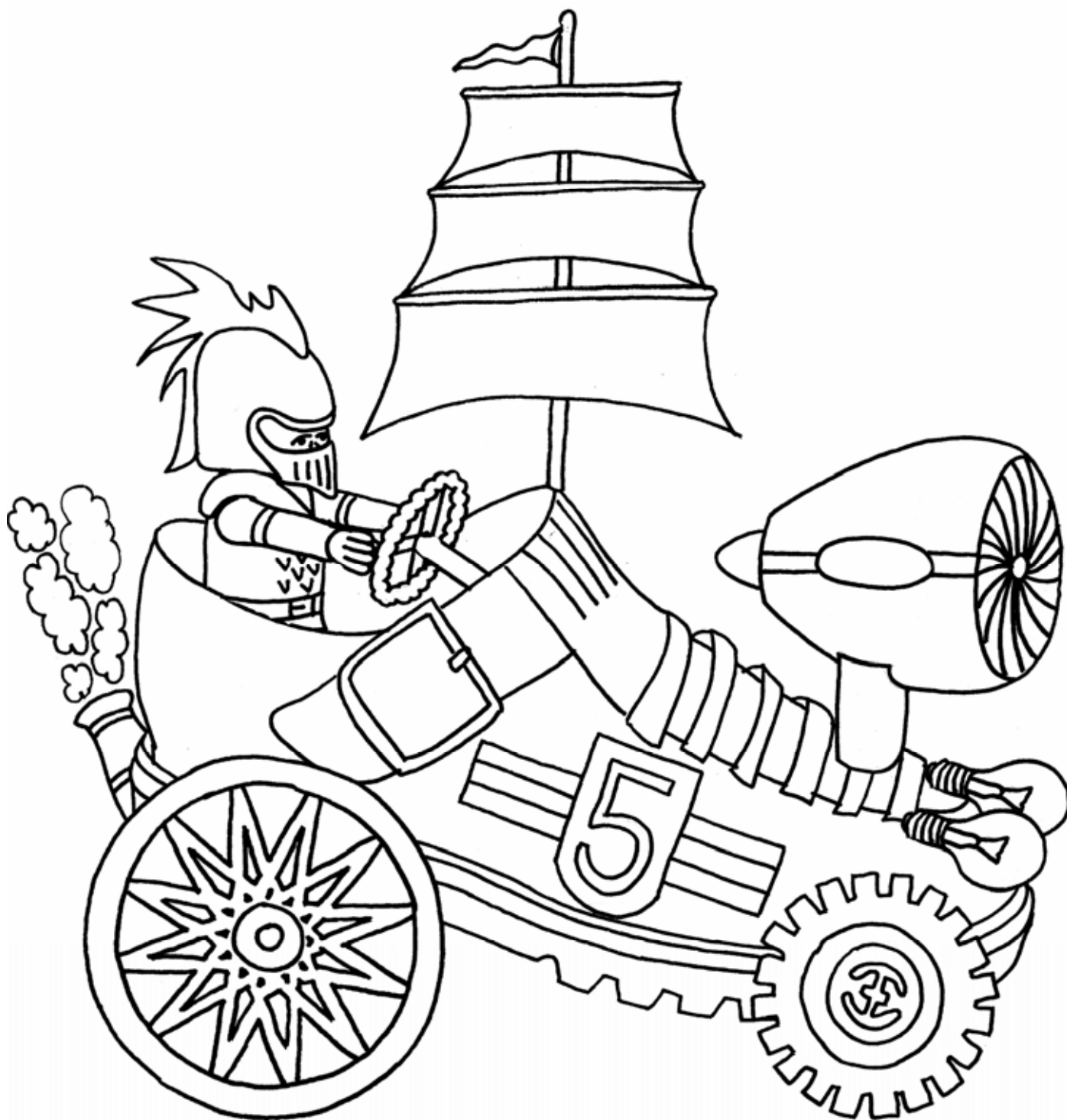
HOME MAZE

Help the Stroogle find his way back home to the tin can.



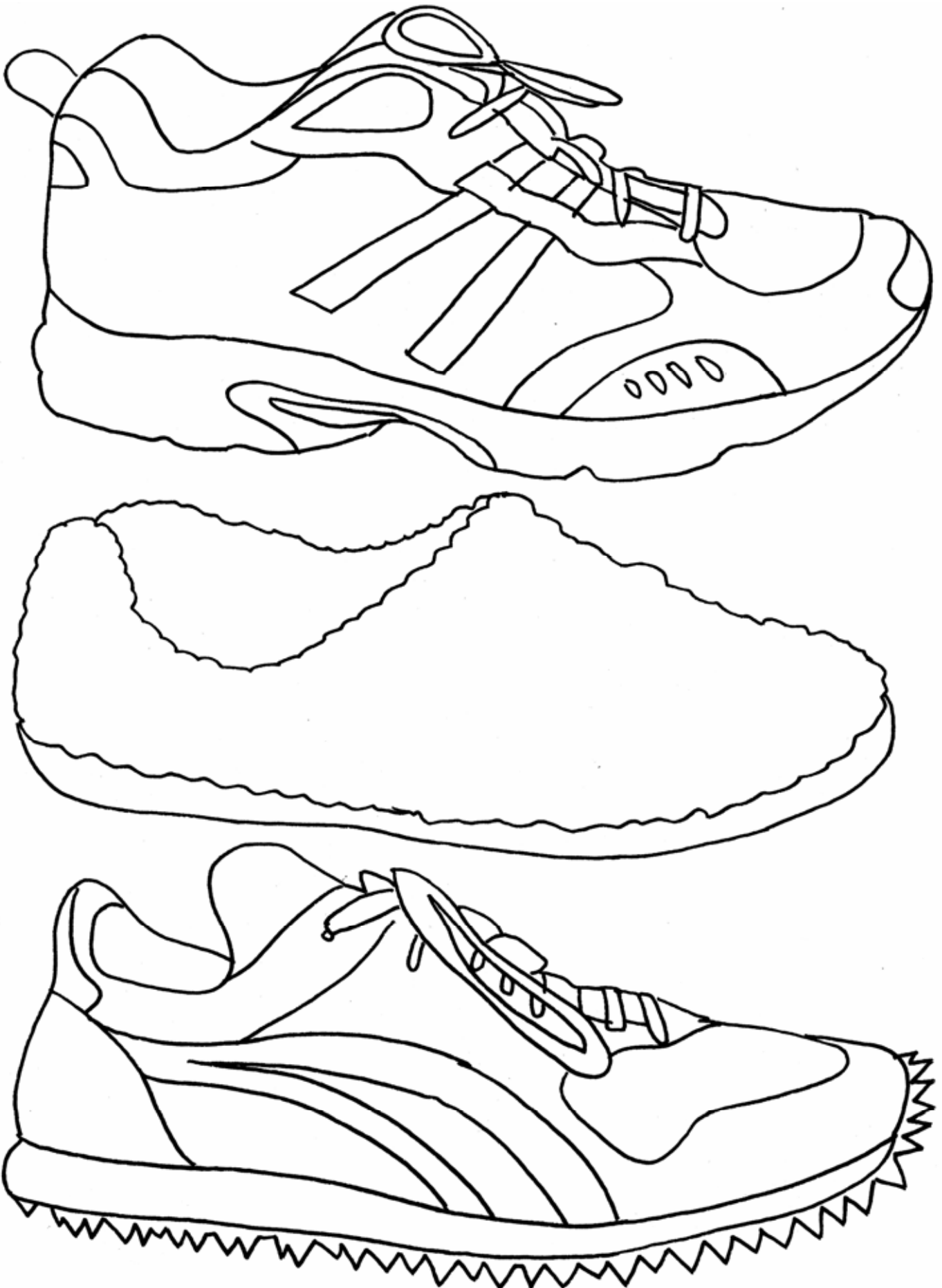
CREATE YOUR OWN SHOE CAR

In The Stroogle's New Home, the four friends build their own shoe car out of rubbish. You too can make your very own little shoe car like the example below. 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. Once the glue has dried you can colour your car in. The pages can be expanded to A3 for younger children.



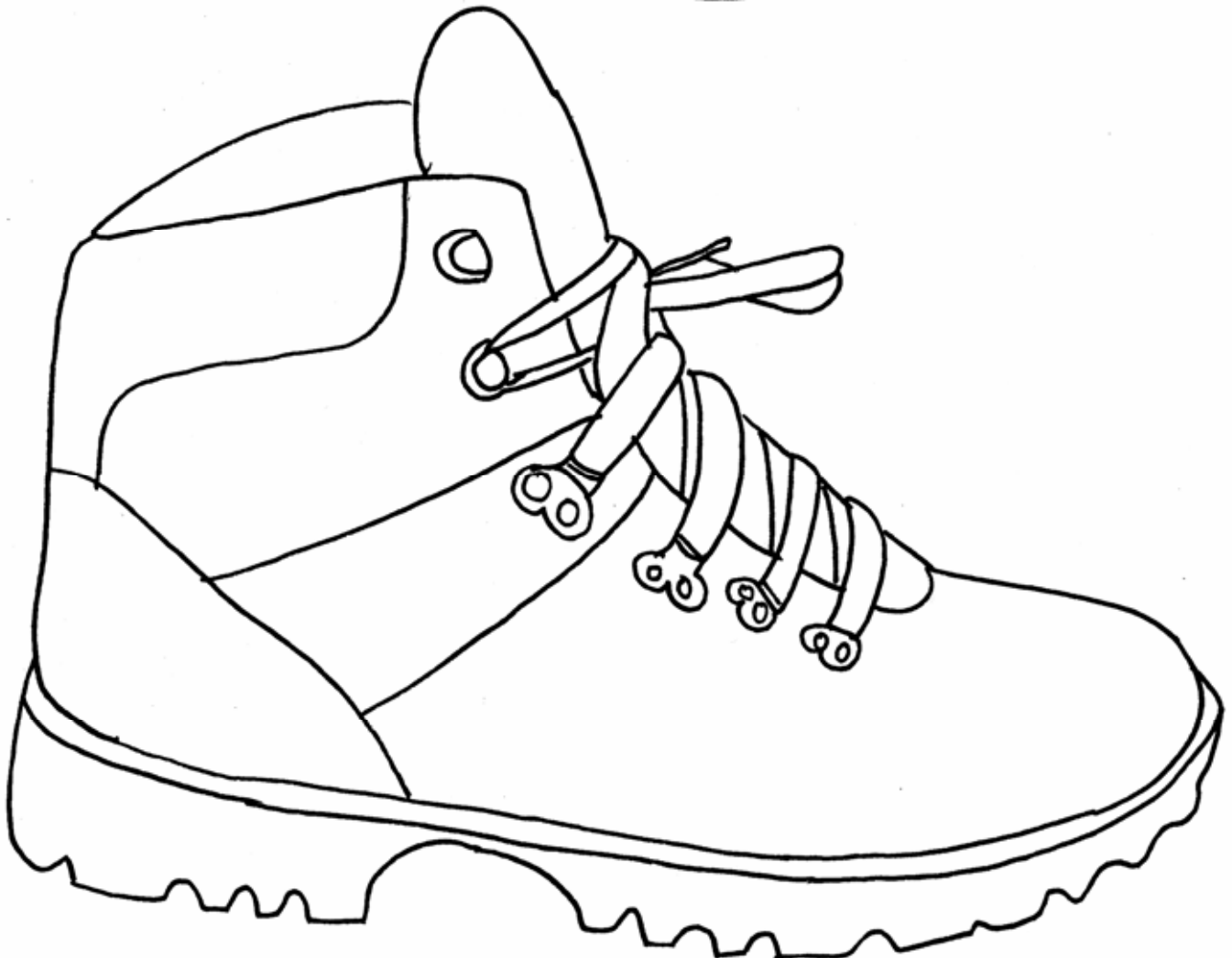
SHOES 1

CREATE YOUR OWN SHOE CAR



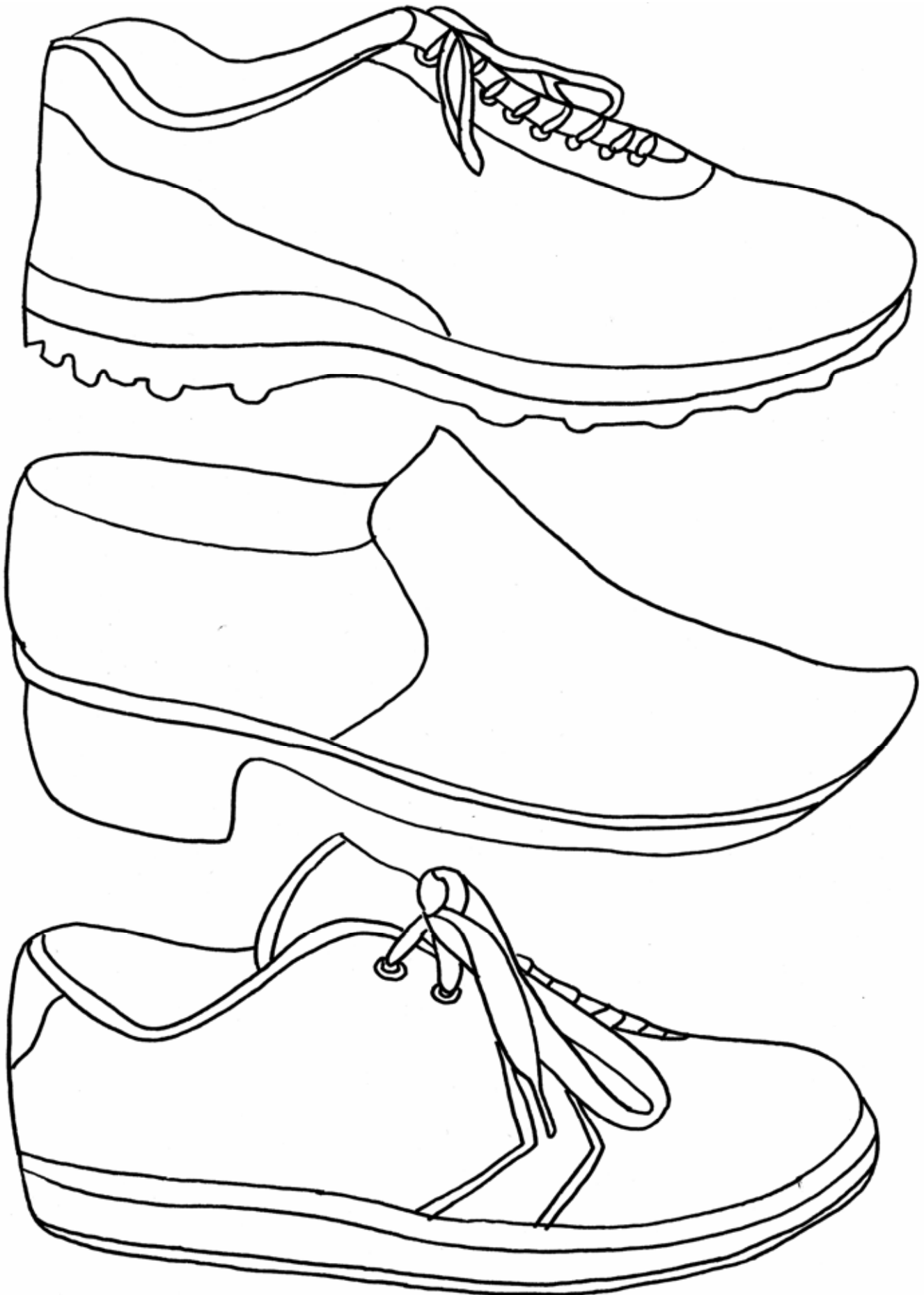
SHOES 2

CREATE YOUR OWN SHOE CAR



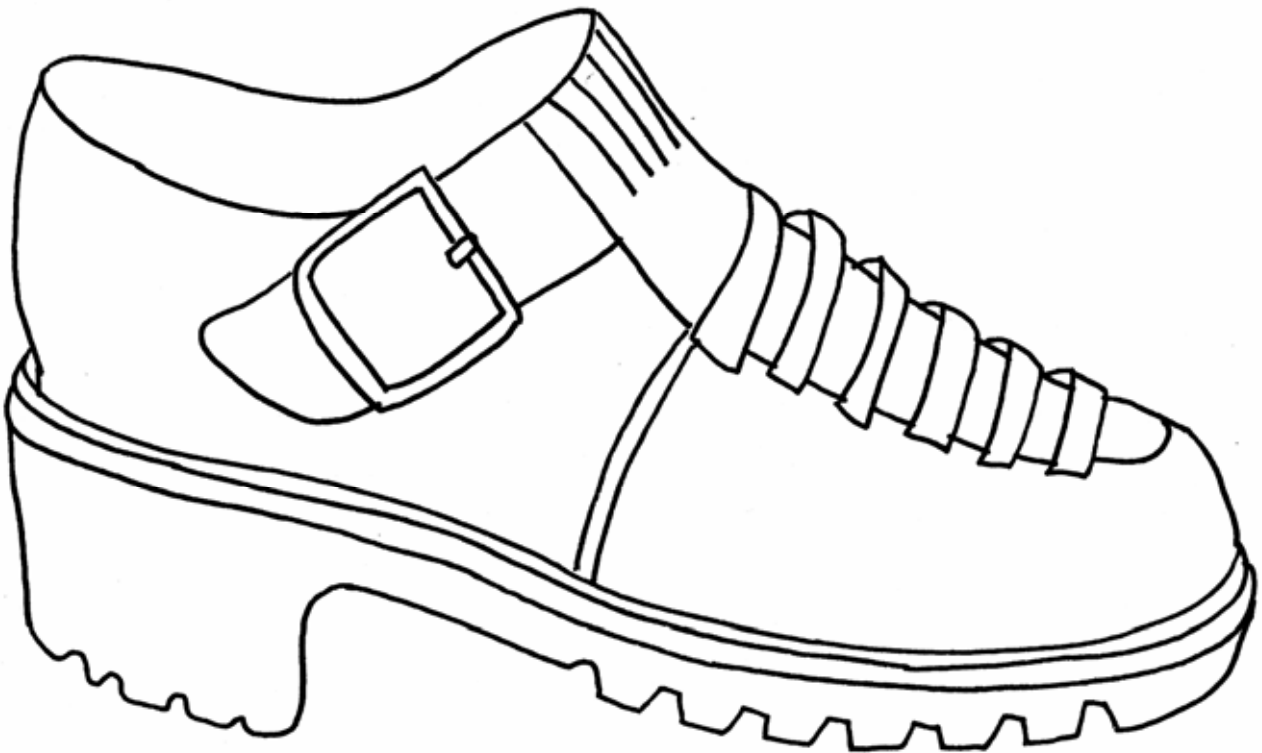
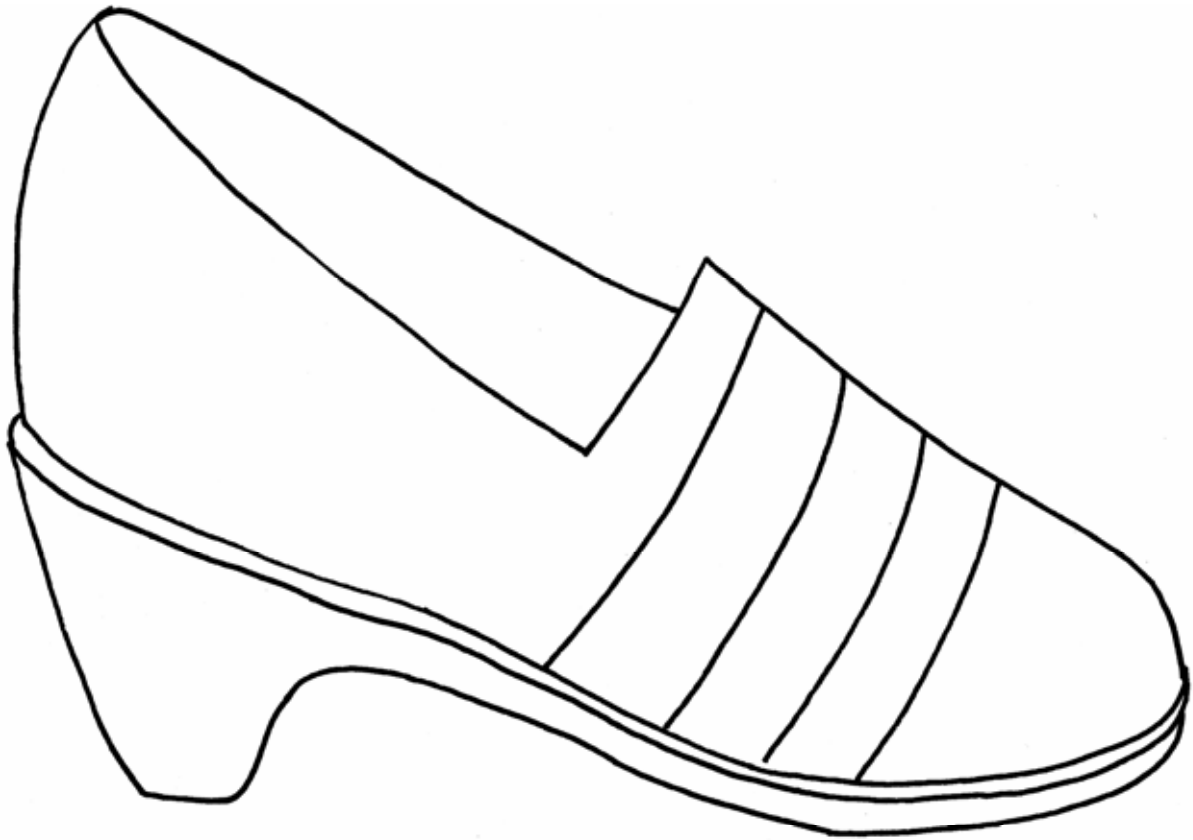
SHOES 3

CREATE YOUR OWN SHOE CAR



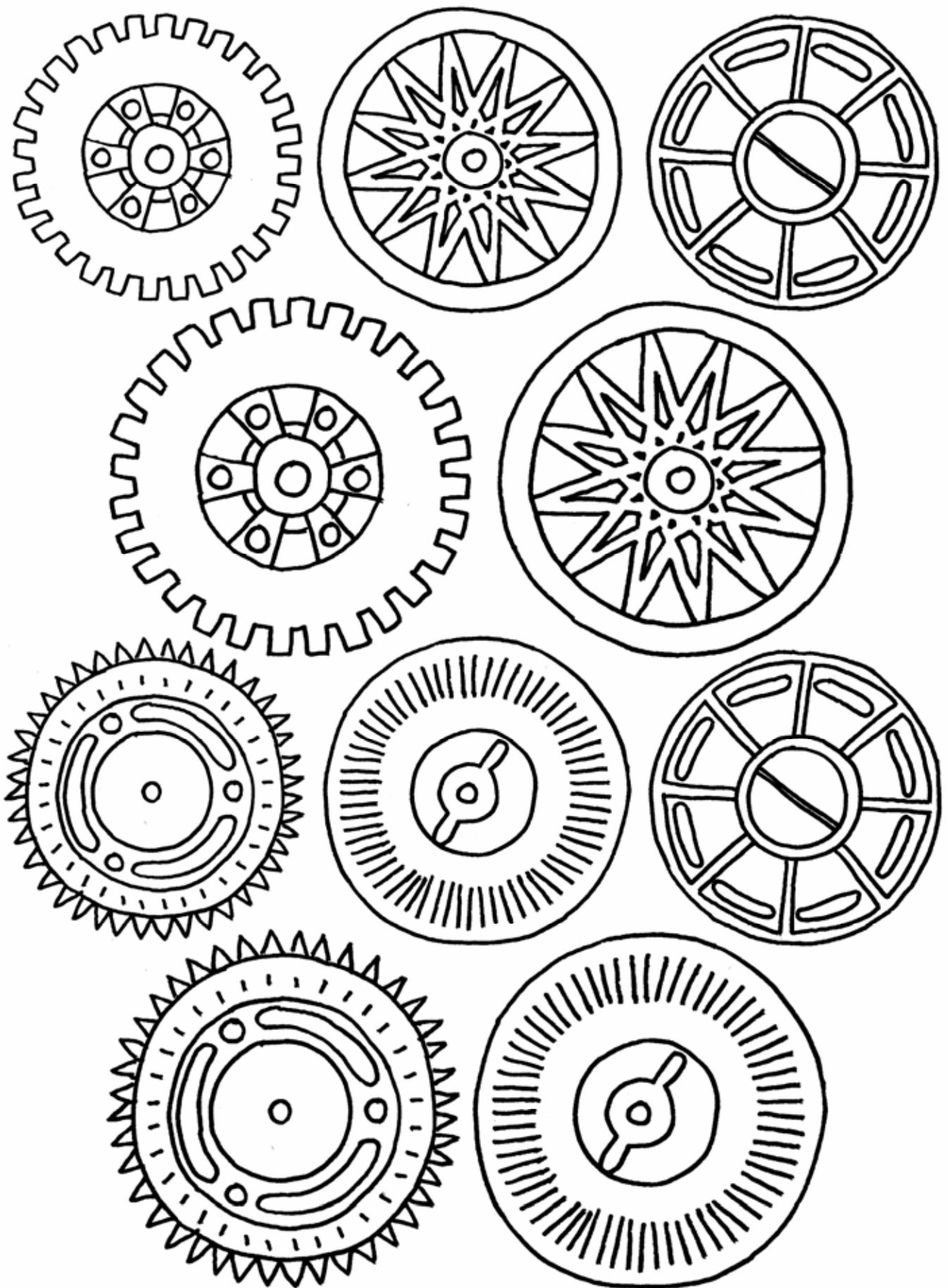
SHOES 4

CREATE YOUR OWN SHOE CAR



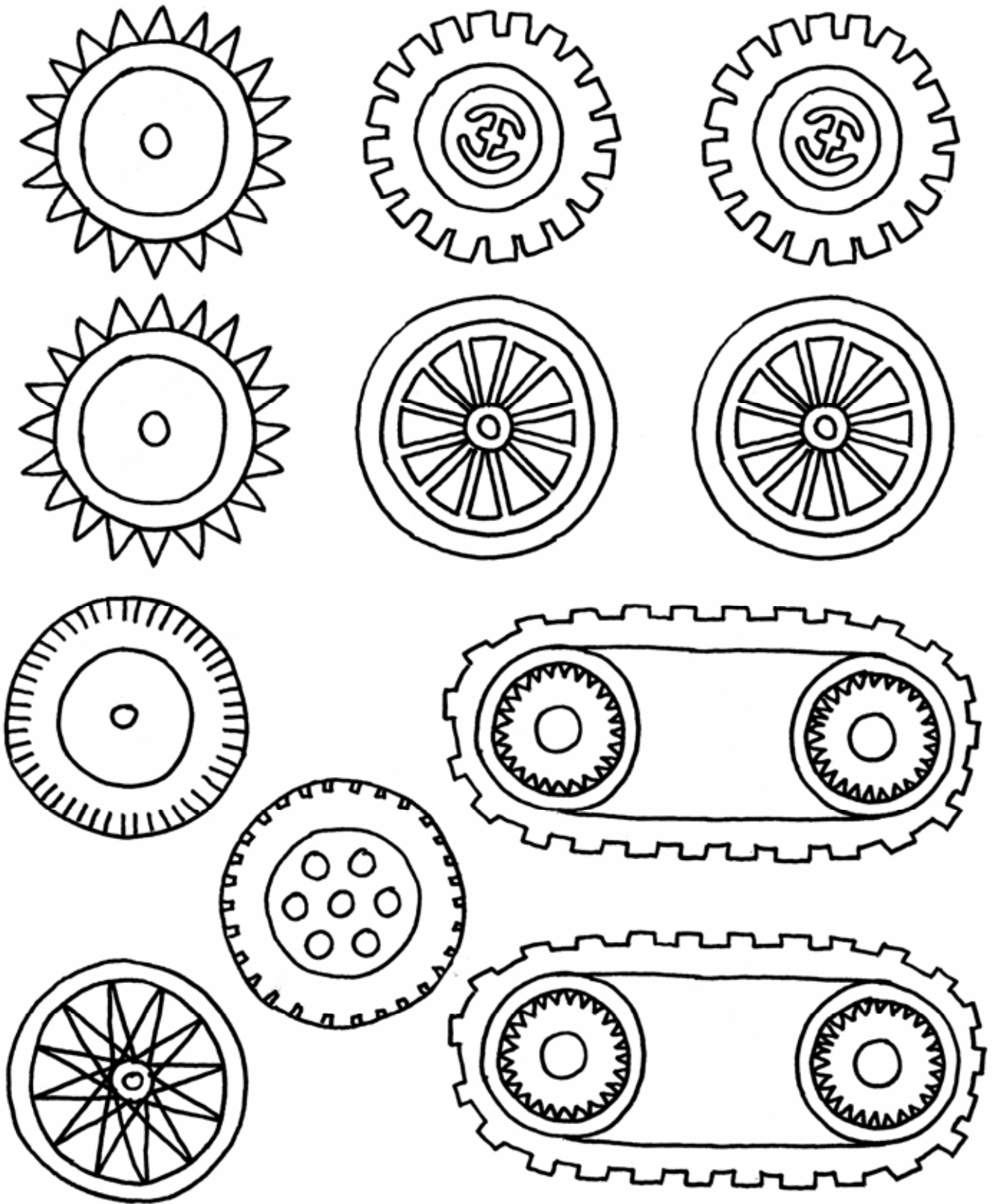
BACK WHEELS

CREATE YOUR OWN SHOE CAR



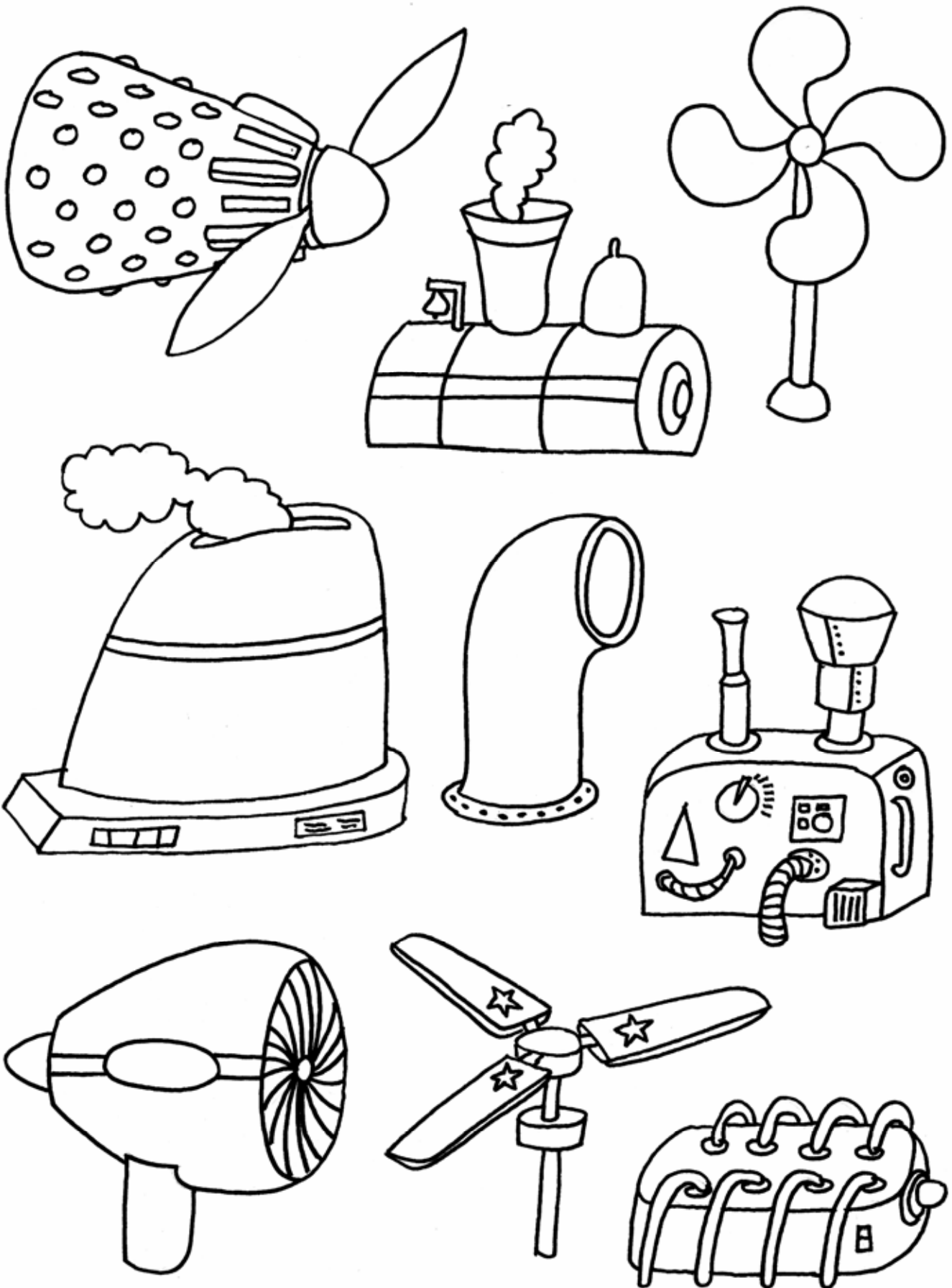
FRONT WHEELS

CREATE YOUR OWN SHOE CAR



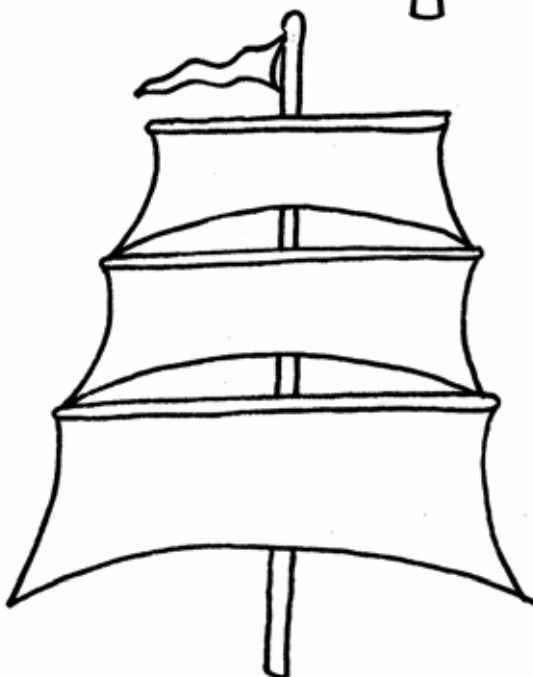
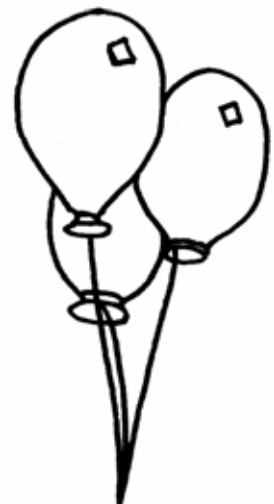
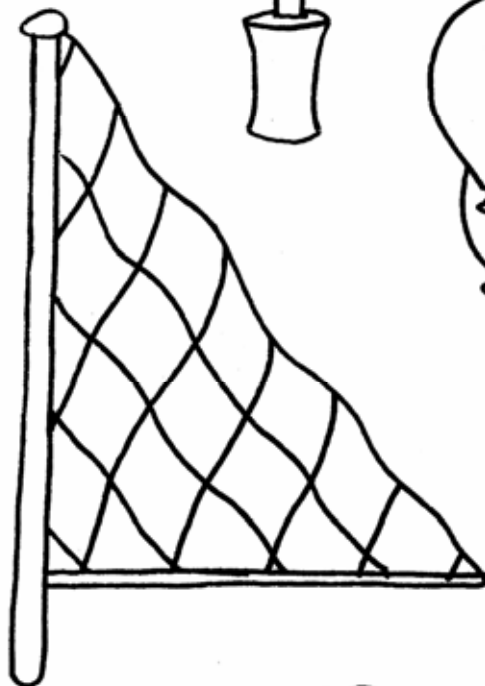
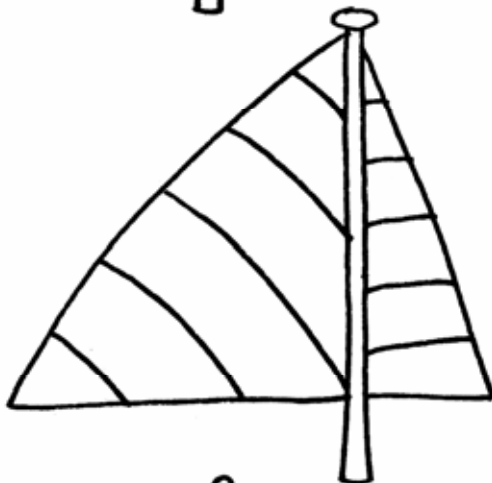
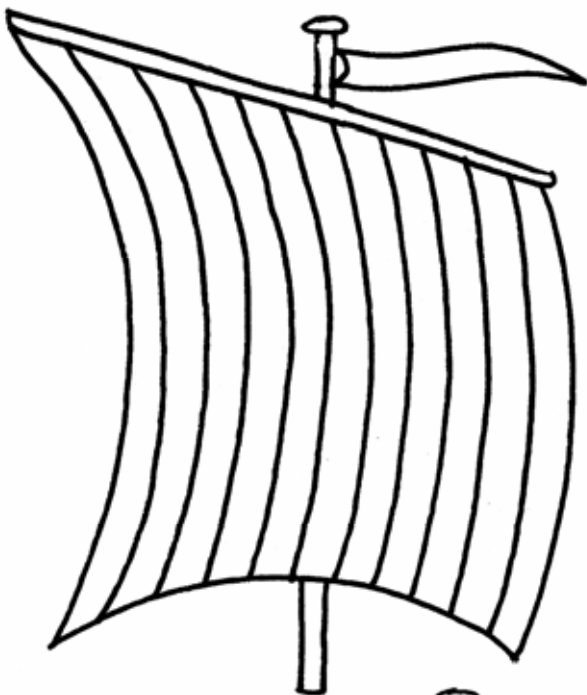
MOTORS

CREATE YOUR OWN SHOE CAR



SAILS

CREATE YOUR OWN SHOE CAR



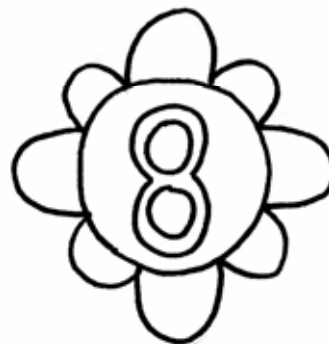
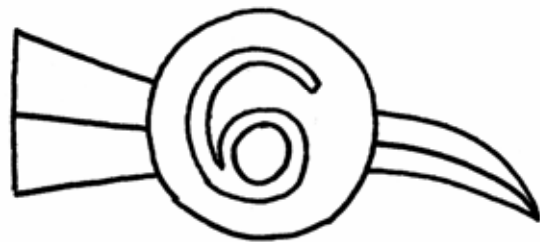
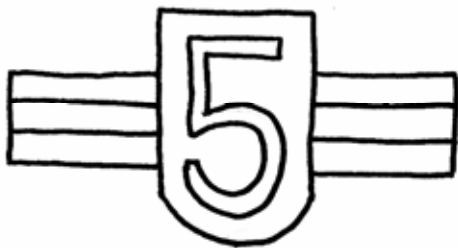
DRIVERS

CREATE YOUR OWN SHOE CAR

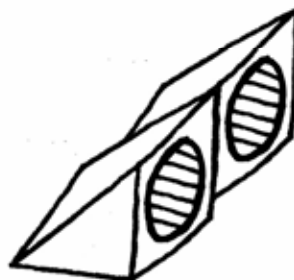
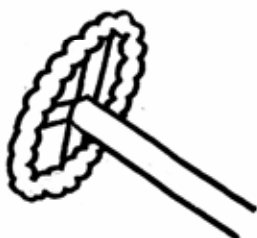
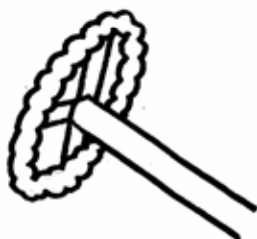
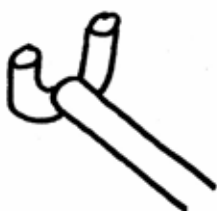
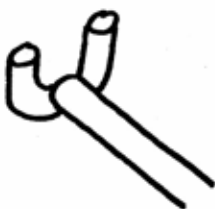
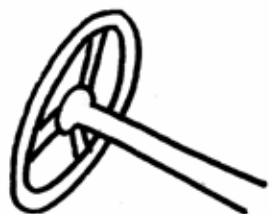
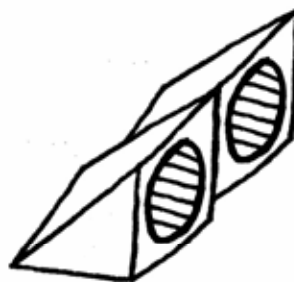
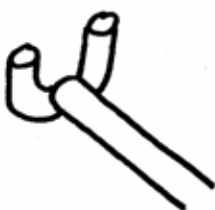
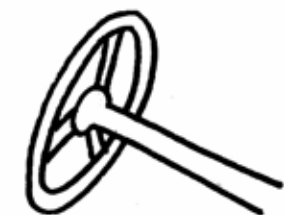


RACING NUMBER

CREATE YOUR OWN SHOE CAR

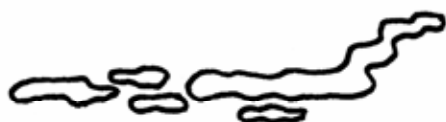
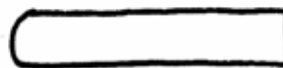
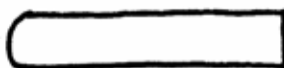
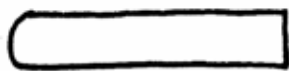


STEERING WHEEL/ LIGHTS



EXHAUST AND FUMES

CREATE YOUR OWN SHOE CAR



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's New Home 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. 'thump', 'crash', and 'quack'.

Learning outcomes

English

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

Cross-Curricular

Life Skills	Developing Self Management Skills - managing resources
Futures Perspective	Having a disposition to take responsibility for their actions and decisions in the area of social innovation, recovery and renewal

Society and Environment

Place and Space

Human-Environment relationships	1.1; 2.1; 3.1 (e.g. need for shelter; rubbish created)
Significance of Place	1.5; 2.5; 3.5 (e.g. significance of a home)

Using the book as a prompt, this activity allows teachers to question children and raise many other learning outcomes, such as discussions about where different animals live, and sustainability of our environment (focussing on rubbish created etc).

Book Questioning Activities

A. Memory Questions About The Stroogle's New Home

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
Society and Environment	
Place and Space	
Human-Environment relationships	1.1; 2.1; 3.1 (e.g. need for shelter; rubbish created)
Significance of Place	1.5; 2.5; 3.5 (e.g. significance of a home)

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
Mathematics	
Number	N1.1

C. Rubbish Search

This searching activity encourages shape discrimination and visual discrimination, and provides a great entry point to discuss the types of rubbish that are discarded and their impact on the environment and any possible substitutes.

Learning Outcomes

English	
Reading and viewing	Cu1.2
Society and Environment	
Place and Space	
Human-Environment relationships	1.1; 2.1; 3.1
Significance of Place	1.5; 2.5; 3.5

D. Farm Map

This cross-referencing activity encourages children to look from a micro perspective to a macro perspective by finding individual elements in a larger map.

Learning Outcomes

Mathematics

Space – Location, Direction 1.2; 2.2; 3.2
and Movement

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. Waste No Words Crossword

This crossword involves advanced concepts about the waste that is created by human society. While exploring concepts such as recycling and reusing, students are also exposed to advanced writing techniques such as writing both vertically.

Learning Outcomes

English

Writing and Shaping	Op Levels 1 - 3
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Society and Environment

Place and Space

Human-Environment relationships	1.1; 2.1; 3.1
------------------------------------	---------------

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
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The Arts – Visual Arts

Making images and objects	VA1.1
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B. Colour in – Pond

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
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The Arts – Visual Arts

Making images and objects	VA1.1
---------------------------	-------

C. Colour by Numbers- Car

D. Colour by Number- Rubbish Day

This different style of colouring activity encourages the 'seek and find' technique, involving identification of numbers, often in small spaces, to correctly complete the picture.

Learning Outcomes

English

Reading and viewing	Cu1.2
---------------------	-------

Mathematics

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

The Arts – Visual Arts

Making images and objects	VA1.1
---------------------------	-------

Drawing Activities

A. Copy the Picture

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
---------------------------	-------

B. Dot to Dot Shoe Car

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
---------------------------	-------

Spot the Difference

A. Spot the Difference – Mushroom Shop

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
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The Arts – Visual Arts

Appraising images and objects	VA1.3, VA2.3
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Mazes

A. Bee Maze (Easy)

This 'situation' requires problem solving, and often trial and error to be solved. Children follow the 'map' to locate an 'object'.

Learning Outcomes

English

Reading and viewing	Cu1.2
---------------------	-------

Mathematics

Space	S1.2
-------	------

B. Home Maze (Difficult)

This 'situation' requires problem solving, and often trial and error to be solved. Children follow the 'map' to locate an 'object'.

Learning Outcomes

English

Reading and viewing	Cu2.2 -3.2
---------------------	------------

Mathematics

Space	S2.2. S3.2
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Create a Shoe Car

This exciting project expands children's imagination and creative expression. Not only do children need to design and plan their own car 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 six students.

Learning Outcomes

English

Reading and viewing	Cu1.2
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The Arts – Visual Arts

Making images and objects	Levels 1-3
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Making and displaying	Levels 1-3
-----------------------	------------

Appraising images and objects	Levels 1-3
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Online Activities

The following activities are found on the Games Page of the Stroogle website www.thestroogle.com. Use these activities to enhance children's skills on the computer whilst covering many other learning outcomes.

Slider Puzzle

This interactive puzzle involves problem solving and abstract thinking.

Learning Outcomes

English

Reading and viewing	Cu1.2
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Mathematics

Space	S2.2, S3.2
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Colouring in

A modification of traditional activities, this online activity encourages creative expression and development of hand-eye coordination.

Learning Outcomes

English

Reading and viewing	Cu 1.2
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The Arts – Visual Arts

Making images and objects	VA1.1
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Matching pairs

A visual memory game that requires patience and visual discrimination.

Learning Outcomes

English

Reading and viewing	Cu1.2
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The Arts – Visual Arts

Appraising images and objects	VA1.3, VA2.3
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Design a gnome

This interactive project supports creative expression in many ways.

Learning Outcomes

English

Reading and viewing	Cu1.2
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The Arts – Visual Arts

Making images and objects	Levels 1-3
Making and displaying	Levels 1-3
Appraising images and objects	Levels 1-3

Answers

A. Counting

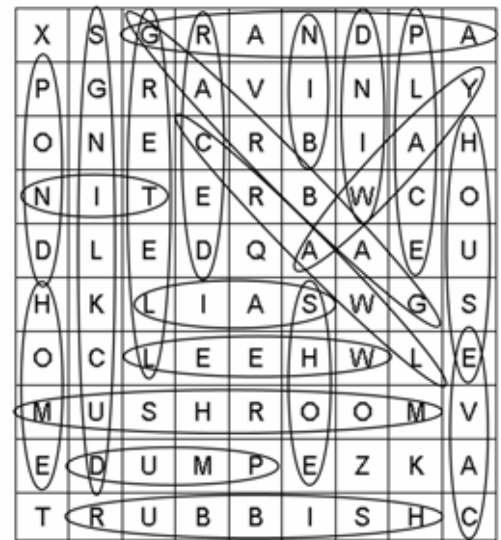
- 1) 41
- 2) 5
- 3) 23
- 4) 4
- 5) 21
- 6) 6
- 7) 11
- 8) 27
- 9) 45
- 10) 63

B. Crossword

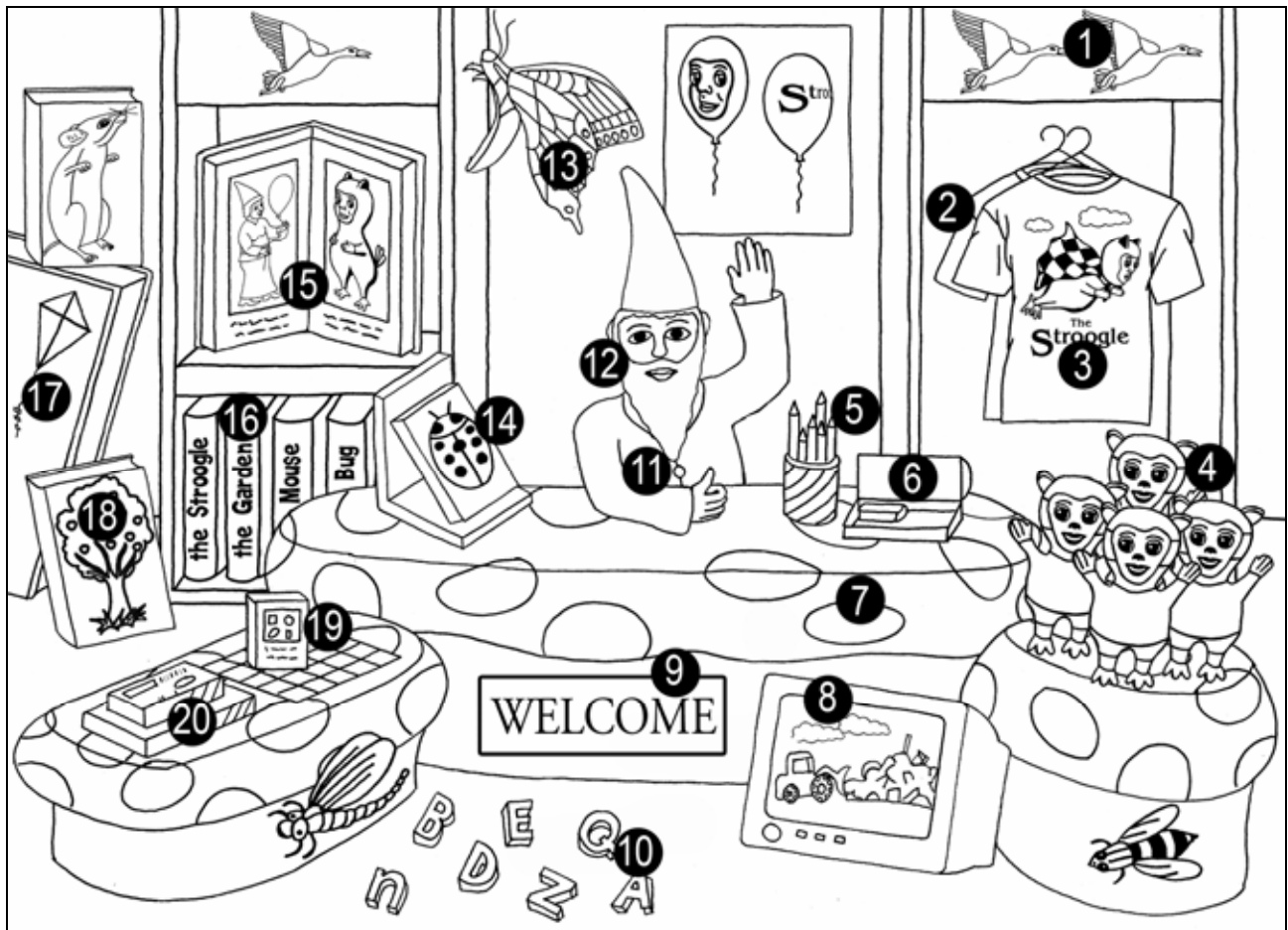
Across: 1. Durable; 7. Reuse; 8. Compost; 10. Donate; 11. Batteries

Down: 2. Bulk; 3. Environment; 4. Trash; 5. Earth; 6. Recycle; 9. Reduce

C. Word Scramble



D. Spot the Difference – Mushroom Shop



Further Information

Further information can be obtained from www.thestroogle.com or by contacting Daydream Press on (07) 3388 6850.

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