

English Counts

- Write a setting – Grandad’s house / the island.
- Write a postcard from the island to someone back at home.
- Write a letter that might be inside the envelope that Syd receives at the end of the story.
- Write your own story about visiting an island and travelling back home.
- Write a report about rainforests.
- Write instructions for how to build a shelter.

Mathematics Counts

- Investigate the length of some animals that live in the sea. If you have outside space, draw the lengths using chalk, otherwise cut string to the lengths. Order and compare them.
- Investigate the depths of different seas and oceans. Order and compare them.
- Use measurement when making Grandad’s shelter. Is it big enough for a child? An adult? A toy?

Science Counts

- Gather and use information about an animal and use it to answer a puzzle. Test your family – Which animal am I?
 - Find out about jungle habitats. What kinds of animals and plants live there? How are they adapted to live in those conditions? Facts about animals.
 - Could you create a food chain / web for a jungle habitat?
- <https://www.theschoolrun.com/homework-help/food-chains>

History Counts

- What objects were hidden in attic? What can we learn from them?
 - Use the objects in the story to investigate similarities and differences between the past and now, e.g. focus on the gramophone, how do we play music today?
 - Find out about the history of exploration. Can you learn about people who have discovered new lands?
- <https://www.bbc.co.uk/teach/class-clips-video/ks2-explorers/zjh8bdm>

Story Time Counts Book Based Learning



Design Technology Counts

- Can you make a shelter for Grandad? Use natural and man-made objects to construct a shelter for him. If you have an outdoor space, can you choose materials that will make the shelter waterproof?
- Design a new ship for Grandad using different materials and test to see if it will float. Could you have a competition with your family to see which ship will hold the most cargo without sinking?

Geography Counts

- Imagine that you could travel on Grandad’s ship. Use a map to plan the journey that you would take around the world.
- Blow up a balloon and use a felt pen to draw on it what you think the world looks like – where you think the continents are. Compare with those made by other members of the family then compare to an actual globe and discuss.
- If you could travel to Grandad’s island, what things would you need to take with you? Explain why you will need each item.

Music Counts

- Listen to and appraise Grandad by Clive Dunn. What do the lyrics of this song tell us about the time Grandad lived? What could go into a song about Grandad’s today?
- Can you write your own version of the song after interviewing your own Grandfather?
- Create some jungle-themed music.

Art Counts

- Look at photos of the jungle (or tropical islands) and use these as the starting point for your own pictures and paintings.
 - Look at how the sea has been portrayed by different artists:
- <https://www.theguardian.com/culture/gallery/2013/jul/13/10-best-sea-pictures>
- Talk about how the pictures make you feel. Use paints, chalks, crayons or pens to recreate the art. A good contrast is The Great Wave (Hokusai) and Storm at Sea (JMW Turner).