



Stick Man learning resource

Ideas and activities to support
using Julia Donaldson's book
in class

Age 3-8

CFE Levels Early to First

Resources created by
Scottish Book Trust

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How to use this resource

These resources are designed to support a project around Julia Donaldson's book *Stick Man*. There are quick activity ideas, and suggestions for longer project work.

Activities

Make your own Stick Man

EXA 0-04a

Paint a kitchen roll tube in brown paint. Now twist strips of brown crepe paper around a pipe cleaner for Stick Man's arms and nose and poke the pipe cleaners through the roll. Bend them into whatever shape you like! Make 4 green leaves out of tissue paper (these could be glued onto pipe cleaners again so that they stand up) and attach 2 to the top of the roll and 2 to one of the arms. Draw on his face using black marker pen and stick on balls of cotton wool for his eyes!

Stick Man adventures

TCH 0-04b

In the story, Stick Man ends up in a variety of locations, often a long way from his family tree. Take your model of a Stick Man outside and around the school and put him in different places. Take a photograph of him in your chosen place and then print it off. Share with the class what Stick Man was doing in the place where you positioned him and what happened to him in the end. You could create a display of your stick men, photos and captions. These photos could also be used for creative writing, pupils can continue the story and explore what else could happen to Stick Man and where else he could end up.

Create a class story

ENG 1-31a

Following on from the Stick Man adventures activity, divide into groups and ask each group to choose an adventure to work with. Ask pupils to work together to create a short paragraph about their adventure. It can rhyme like *Stick Man*, but it doesn't have to. Ask pupils to draw illustrations to accompany their paragraph. Use the different adventures and illustrations to create a class book telling a new story of

Stick Man. Scottish Book Trust's *Quick Quack Quentin* learning resource has ideas and support for creating your own class book. You can find it by using the browse and search function on our website.

I'm Stick Man! I'm Stick Man!

LIT 0-19a

In *Stick Man*, people and animals use Stick Man for a variety of tasks. Think of other things that people might try to use Stick Man (or a stick or twig) for. Ideas could include building a raft, a walking stick or a using him as a stick for a bonfire night fire. Draw or paint a picture to show your ideas. Remember to show poor Stick Man in your picture!

Hot seating

EXA 1-12a

Take it in turns to be in the hot seat as Stick Man. Ask Stick Man questions about how he felt at different points in the story. Pupils should respond in role, imagining how they would feel when they met the different people and encountered the different situations.

Pooh sticks

HWB 0-25a

In the story, children play pooh sticks with Stick Man and send him down the river (to then be found by a swan). Go for a walk in your local area and find sticks to play pooh sticks. If you have a nearby river or stream, play pooh sticks from the bridge. If you don't have a river nearby, you could experiment with the different sticks you have collected in the classroom. Do they float? Do any sink? Are they from the same or different trees? You could also research where the game pooh sticks came from!

Stick Man song

ENG 1-31a

Imagine Stick Man encounters someone else when he is out for the day- the tooth fairy, a superhero, the little pig who wants to build his house from sticks, for example! Write a verse of a song to describe what happens. Draw an illustration to accompany your verse.