



Read, Write, Count: Inclusive and sensory activities (P3)

Activities for exploring the Read, Write, Count P3 bags at home or in school, designed for children with additional support needs.

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About this resource

These activities have been designed by storyteller and writer Ailie Finlay to support engagement with this year's Read, Write, Count P3 bag. This year's bag contains:

- *The Story Thief* by Graham Carter
- *Jeremy Worried About the Wind* by Pamela Butchart and Kate Hindley
- An activity booklet for children
- Beastie Battle card game with Search and See game and story cards on the back
- One metre long measuring tape
- A writing pencil

At the end of this resource, you'll find a links for resources on [the Read, Write, Count section of the Scottish Book Trust website](#), including videos of the books being read aloud, and introduction to the tangram and Shape Shuffle cards.

You can use the ideas in this resource in school or at home, and adjust them based on the interests and needs of the children you're reading with.

For more resources for children with additional support needs, visit [the Disability and Neurodiversity section of the Scottish Book Trust website](#).

Activities for *The Story Thief*

Activity 1: Underwater sensations

Olive goes deep under the sea. There are lot of interesting tactile sensations from the ocean that you could re-create for your child. Here are some ideas:

- An ice pack from the freezer for the cold of the deep ocean
- Old plastic bags or bubble wrap cut into strips for the feel of seaweed
- Some extremely gentle pinches from a clothes peg for a crab
- Shells, rocks, pebbles
- Sponges, sandpaper, pot scrubbers for the unusual textures of the seabed and seabed creatures

You could tell a little story about Olive exploring the ocean as you explore each tactile sensation together and decide what underwater creature or object it might be.

Note: these objects are not toys, so please ensure you supervise children at all times when using them.

Activity 2: Follow the path

When the Story Thief is following the path of Olive and her dad in their boat can you and your child trace the wake of the boat with your index fingers? Can you follow the track of the toy train in Olive's bedroom? Can you trace the track of the Story Thief as he takes Olive's book and leap over the roof tops? And the swirl of fishes around Olive as she goes to the bottom of the ocean?

Maybe you could draw more paths for each other using the blank sheet in the activity booklet – one person draws the 'path' and the other person traces it with their finger.

Activity 3: Story thief game

Have a look at the pages in the book where the story thief is stealing the books. To play this game you and your child take it in turns to be the story thief. The person who isn't the thief puts the book at their feet and pretends to sleep with their eyes

shut. The ‘thief’ takes the book and hides it. The other person then wakes up and has to find the book.

If you are playing this game in a group one person is ‘it’ – they sit at the front with a book at their feet and pretend to sleep. Somebody is chosen to be the thief. They hide the book about their person (e.g. tucked into their jumper). The reader then wakes up and gets three guesses (or less if it is a very small group) as to who the thief is.

Activity 4: Spot the hat

There are lots of hats in this book – see if you can spot a hat on every double page spread. (Some pages are quite tricky!) If you’re reading the story in a classroom you could put together a collection of hats that roughly match the ones in the book and then put on the right hat for each page.

Activities for *Jeremy Worried About the Wind*

Activity 1: Can you find. . .

Play a game of ‘eye spy’ on the page where Jeremy is clinging on to the lamp post and the wind has blown lots of things away. One person ‘spies’ e.g. ‘I spy a cactus.’ And the other has to spot the object.

Activity 2: Make a mini sensory story

Have fun creating a sensory version of Jeremy’s adventure, from the page where he is blown away to the page where he lands back on the ground beside Maggie. This part of the book works as a stand-alone story and for children who prefer shorter stories this may be just the right length.

You could try some of the following props:

- Flap a coat – like Jeremy’s in the wind
- Use confetti (make your own from tissue paper or newspaper) for snow

- Use an ice pack from the fridge to show how cold it is
- Try a fluffy blanket or duvet for the furry cover in the sledge
- A gentle spray or tiny splash of water as Jeremy lands in the ocean
- Colourful scarves or pirate hats and toy swords
- A length of rope or an old sock. Encourage your child to pull on one end as you pull on the other and pretend you are getting rescued by the helicopter.

Note: these objects are not toys, so please ensure you supervise children at all times when using them.

Add in some noises:

- Whistle gently for the wind and give a cry of 'help'
- 'Whoosh!' as Jeremy gets blown away and 'whee' as he gets swept along in the sledge
- Clap and a 'splash' as he falls in the ocean – then mime swimming with your child
- 'Arr!' and 'Walk the plank!' from the pirates – and thumping footsteps as Jeremy runs along the deck and the plank (you could slap your hands on your knees)
- 'Yipee!' as Jeremy is rescued by the helicopter and flies through the air

Activity 3: A snippet of story

Some children prefer their stories even shorter – a snippet at a time. Try a two-page story starting from 'Maggie ran outside'. Pause dramatically after 'stepped outside' and then make as big a wind as possible for your child to feel – the easiest way to do this is to flap a coat or blanket in front of your child. Make as much of a storm as possible – adding in whooshing noises and miming being blown around!

Then exaggerate Jeremy's cries for help as he gets blown away. Try repeating this

tiny story so that your child becomes familiar with it. They might want to take a turn telling you this story in their own way.

Activity 4: Jeremy gets blown away

Cut a very rough 'Jeremy' shape from paper (you could use one of the empty sheets in the activity booklet.) Decide on a start and a finish line and see if your Jeremy can get blown from one to the other. You or your child can make the 'wind' by using an old magazine or a piece of cardboard from a cereal packet as your fan. You could also make two 'Jeremys' and have a race!

Activities for the measuring tape

Activity 1: Measuring tape snake

The measuring tape can be turned into a snake! Cut a snake head out of an old cereal packet and attach it with tape to one end of the measuring tape. Your child could be in charge of the snake as you creep past saying:

'There's a big snake in the grass. Do you think he'll let me pass?'

Then your child can decide whether to pounce with the snake or not!

Activities for the Beastie Battle cards

Activity 1: Beastie challenge

Try asking your child:

- *Which animal would you like to pat on the head?*
- *Which animal would you like to take to school with you?*
- *Which animal could you keep hidden in your bedroom?*
- *Which animal would be scary to meet on a dark night?*

It can be fun to answer the questions from a choice of just two randomly picked cards.

Activity 2: Tactile beasties

This activity is for children who enjoy tactile fun. Choose three or four of the beastie cards and put them face down. You or your child choose cards in turn and then act out the animals in a tactile way for each other. Suggestions for tactile actions could be:

- Mouse – two fingers ‘running’ up your child’s arm
- Snail – same as above but moving slowly
- Daddy Long Legs or spider – same as above but using more fingers
- Midge – one finger ‘hopping’ from place to place on your child
- Worm or caterpillar – trace a wriggly worm shape on your child’s palm
- Adder – similar to above but larger movement going right up your child’s arm
- Robin or puffin – very soft ‘pecking’ with thumb and index finger on your child’s arm (a very gentle pinch)
- Wildcat – use your flat hands to ‘pad’ softly on the backs of your child’s hands
- Pony – as above but beat out a rhythm with slightly firmer hands
- Wolf – ‘catch’ the child with howling noises (only if they enjoy this kind of play!)

It can be fun to mix the wolf in with some gentle animals so that this tactile game contains an element of suspense. In this version put three or four cards face down in front of your child and turn them over one by one. (*Uh-oh – is it going to be the wolf?*) Make actions as above – then when it is the wolf card ‘catch’ your child.

Activities for the Search and See cards

Activity 1: Tactile mission

Separate out the Search and See cards that have tactile qualities (squidgy, rough, bumpy etc.) Choose a card to take with you when you are going out with your child

(e.g. to the park or the shops). Your mission is to find something with the qualities on the card.

Activity 2: Ooh-Eek-Yuk-Wow

Pull out the ooh-eek and yuk-wow cards – then look at one of your book bag books again (or a different book) – this time pointing and commenting ooh, eek, yuk or wow as you look at the pictures. For example, on the first dinosaur page in *Jeremy Worried About the Wind* you might point at the burnt toast and say ‘yuk’ and at the dinosaur and say ‘eek’ and so on. Differences of opinion are allowed – one person’s ‘eek’ might be another person’s ‘wow’!

Activities for the Story cards

Activity 1: Bedtime journeys

Choose from one of the more magical or calmer settings cards (e.g. top of the mountains, space or the rainforest). ‘Draw’ this setting with your index finger on your child’s back. Make up a simple description as you do this, for example: *we’re going far away* [draw a winding path] *to a great forest with tall trees and huge leaves* [draw trees] *and rain falling all day long* [make raindrops on your child’s back with fingertips] . . . Add in as many soothing details as you like.

Your child may like to guess which card you have been describing when you have finished (or possibly they will have fallen fast asleep!)

Activity 2: Silly stories

Make up a silly story with your child. First of all, write out a very simple little story leaving some blanks. For example:

One day a [blank] went to a café in [blank]. She met a [blank] and together they went to [blank].

Separate the character and setting story cards into piles. Then either let your child choose characters and settings for your mini story or pull them randomly from the pile. So your story might become:

*One day a **unicorn** went to a café in the mountains. She met a **robot** and together they went to a **haunted house**.*

Some children might enjoy this activity more if you use their toys rather than the cards for the characters.

Quick links

- [About Read, Write, Count](#)
- [Find your local Read, Write, Count contact on the Scottish Book Trust website](#)
- [Watch *The Story Thief* being read aloud on the Scottish Book Trust website](#)
- [Watch *Jeremy Worried About the Wind* being read aloud on the Scottish Book Trust website](#)
- [Watch How to use your Beastie Battle cards on the Scottish Book Trust website](#)
- [Ideas for using your measuring tape on the Scottish Book Trust website](#)
- [Read, Write, Count P3 lesson plans and mind maps](#)
- [Read, Write, Count STEM learning activities](#)