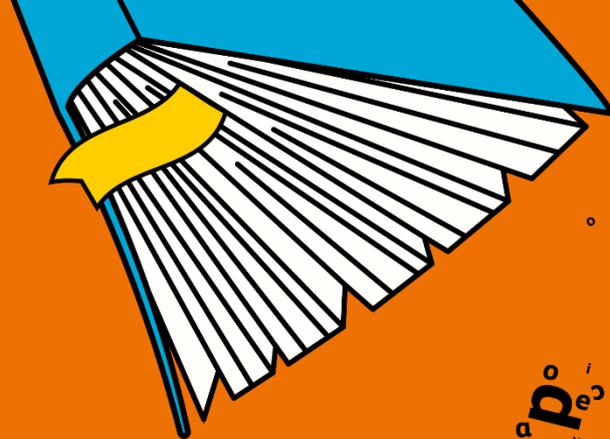


**Scottish
Book Trust**
inspiring readers and writers



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Celebrating Book Week Scotland 2022 in your school

A list of activities and ideas for engaging in Book Week Scotland, its events and themes.

Suitable for: primary schools, secondary schools, children with additional support needs

scottishbooktrust.com



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About Book Week Scotland

Book Week Scotland is an annual celebration of books that takes place across the country. Book Week Scotland 2022 will take place 14–20 November, and is supported by Creative Scotland and SLIC.

This year's themes are:

- Tales to treasure
- Making it home
- Finding my place
- Origin stories
- Community legends

To find out more, visit [the Book Week Scotland section of the Scottish Book Trust website](#).

Activities for all schools

- Vote for your favourite animal in [our online vote](#)
- Add your school to our [Book Week Scotland map](#). **Please note: the Book Week Scotland map may not be live on our website until Book Week Scotland (14–20 November).**
- Let us know how you're celebrating by tweeting to [@scottishbktrust](#) on Twitter and Instagram or [@BookWeekScot](#) on Twitter!

Primary school activities

Gifting the Read, Write, Count Bags

If your class is in P2 or P3, Book Week Scotland is the perfect time to gift their Read, Write, Count P2 or P3 Bag. These bags contain books and resources that are theirs to take home. We recommend holding a gifting event or party where families can come and learn about the bags and their contents and gain confidence in using them at home.

Our website contains learning resources to explore all of the books and resources in the bags, as well as videos of the books being read aloud. You can find those, and more about how to gift the bags, on [the Read, Write, Count section of our website](#).

If you work with children or families who have visual impairment you can also visit [the Read, Write, Count for visual impairment webpage](#) on our website to find out how to order books in braille or custom large print. There are also sensory and inclusive activities on the [P2 bag webpage](#) and [P3 bag webpage](#).

Activity 1: Write your own quest

LIT 1-10a, LIT 1-20a, LIT 2-20a

Use our toolkit to write your own quest, including creating your own character and deciding where your adventure will take them. All you need to do to play is to download our [Write Your Own Quest toolkit](#), print the character sheet, and have some paper, pens and a six-sided dice (or a [dice rolling app](#)) handy.

You can use this toolkit on your own, with a group, or to prompt a lesson on creative writing.

Activity 2: Legends on film

LIT 1-11a, TCH 2-11a, EXA 3-03a

Whether it's Greek myth, an urban legend or a story from Scottish folklore – use [our](#)

[film-making resource](#) to plan, storyboard and re-tell your favourite! You could recreate it using [stop-motion animation](#) or characters and costumes.

Share your film with us by tweeting [@scottishbktrust](#) on Twitter and Instagram or [@BookWeekScot](#) on Twitter!

Activity 3: Hold your own community campfire

LIT 1-11a, EXA 1-01a, EXA 2-02a

During Book Week Scotland, Scottish Book Trust are celebrating [our Community Campfires project](#). To run your own community campfire, invite families or parents to your school or library to share stories. You can try live storytelling by using [our storytelling activities resource created by storyteller Mara Menzies](#).

Or, create boxes of books you can bring outside, by putting books of a similar theme into crates or transportable boxes. You could explore the themes of Book Week Scotland by creating boxes with themes like:

- Origin stories: heroes and villains, or graphic novels and comics
- Community legends: myths, legends or folklore
- Tales to treasure: fantasy or magic
- Making it home: comedies, or books about families and friends
- Finding my place: non-fictional books about inspirational people

You don't need to have an actual fire to have a campfire event – you can explore creating your own together using paper and collage to create a 3D sculpture. If you do have a fire pit, you can also roast marshmallows or serve hot chocolate.

Activity 4: Authors Live

LIT 2-01a, LIT 1-04a

Ask your class to put together a schedule of [Authors Live On Demand](#) they can watch together. You can also tie these into this year's themes:

- Origin stories: [Julia Donaldson](#)
- Community legends: [Eoin Colfer](#)
- Tales to treasure: [Cressida Cowell](#) or [Ross MacKenzie](#)
- Making it home: [Fiona Lumbers](#)
- Finding my place: [Catherine Johnson](#) or [Phil Earle](#)

Activity 5: Animals abound!

LIT 2-04a, SCN 2-01a, SOC 1-17a

[Watch our digital story of the tale of Hercules the bear](#), created by Paul Bristow and the pupils of Sgoil Uibhù A Tuath, and read the comics adaptation of the story illustrated by Norrie Miller. Explore the story together as a class – you could use drama to recreate the story or draw your own ideal animal companion. Think about what skills or traits you'd want them to have and research some different animals, their habitats and different needs. **Please note: the digital story of the tale of Hercules the bear may not be live on our website until Book Week Scotland (14–20 November).**

Vote for your favourite animal from fiction [in our online vote!](#) You could explore some of the books on the shortlist together and make your own fact files based on the animals. To explore voting together, you could create a voting box and cast ballots. You could extend this by learning about [Article 3 and our human right to vote](#).

You can also explore our Authors Live On Demand catalogue for [authors and illustrators who write about animals](#).

Secondary school activities

Activity 1: Write your own quest

LIT 3-09a, LIT 4-09a

Use our toolkit to write your own quest, including creating your own character and deciding where your adventure will take them. All you need to do to play is to download our [Write Your Own Quest toolkit](#), print the character sheet, and have

some paper, pens and a six-sided dice (or a [dice rolling app](#)) handy.

You can use this toolkit on your own, with a group, or to prompt a lesson on creative writing. You can also use our [Play, Read, Create article](#) to learn more about how RPGs and gaming can support literacy and plan further gaming activities.

Activity 2: Community legends

LIT 3-10a, TCH 3-11a, HWB 4-12a

Use our [intergenerational writing project resource](#) to gather stories relating to the theme of community legends. This could be gathering stories from people who your pupils consider legendary, or looking for handed down urban legends or stories in your community.

Alternatively, you could interview people in your community to find out if they have a favourite story about your local area. It could be about a mythical creature, a funny story, or an insight into living there in a different era. Create a list of questions and find somewhere interesting to film their responses. You can use the [Digital Storytelling section of our website](#) to find out more.

You could tie this into running your own [Community Campfire](#) – running an open event where people can come to read, and share, stories.

Activity 3: Mythical maps

SOC 3-02a, LIT 4-10a, LGL 4-09a, MLAN 4-09a

Use [Folklore Scotland's interactive map](#) to see if there are any Scottish folklore stories that are linked to your local area and use this as a creative writing prompt. Write the story from a mythical character, or creature's, point of view, or set your story in the modern day. Use our [Creative Writing for Secondary toolkit for inspiration!](#)

If your school studies Gaelic you could also use this opportunity to explore a story in

Gaelic. If you focus on another modern language, you could compare and contrast the similarities between a story from that country and Scotland.

Activity 4: Get animated

LIT 4-10a, EXA 4-03a, TCH 4-11a

Read [our comic adaptation of *Epona* by Ver](#) and use [our resource from Georgia McLellan](#) to create your own character for animation. You can then either create your own [stop-motion animation](#) or explore [writing a comic](#). **Please note: our comic adaptation of *Epona* by Ver may not be live on our website until Book Week Scotland (14–20 November).**

Activity 5: Authors Live

LIT 4-01a, LIT 4-04a

Ask your class to put together a schedule of [Authors Live On Demand](#) they can watch together. You can also tie these into this year's themes:

- Origin stories: [Darren Shan](#)
- Community legends: [Dean Atta, Rachel Plummer and Gray Crosbie](#) or [Cat Hepburn, Chris McQueer and Nadine Aisha Jassat](#)
- Tales to treasure: [Patrick Ness](#)
- Making it home: [Jacqueline Wilson](#)
- Finding my place: [Kwame Alexander](#) or [Juno Dawson](#)

Sensory and inclusive activities

Read, Write, Count activities and gifting

You can also explore this year's Read, Write, Count books with sensory and inclusive activities. Ideas for the P2 books can be found on the [P2 bag webpage](#) and ideas for the P3 books can be found on the [P3 bag webpage](#). You can also find

[videos of the books being read aloud](#) so you can listen to them together.

For families with visual impairment, you can also find out more about how to order braille or custom large print versions [on our website](#).

To run an inclusive and sensory gifting event, invite the families to the school to receive the bags. You can introduce each book and resource to the adults and children and explore them together. This helps parents or families feel more confident using the books and resources with the children and adapting them for their children's needs.

You can also share our [turning a book into a sensory story](#) with them so they can think about using sound, touch or texture to engage with the books.

Activity 1: Sensory campfires

To hold a sensory version of a campfire story, use our resource on [turning a picture book into a sensory story](#). For any live storytelling, you could also create a feely bag to pass around. Find different textures that listeners can touch that tie into specific parts of the story.

You can also choose some props to represent the campfire – some sticks to represent the wood, tin foil to create the crackling noises, and red or orange tissue paper you can blow on to create the flickering visuals. You could also use fake candles to play with shadows and light.

Activity 2: Choose your own quest

Create a sensory version of our write your own quest toolkit by hiding props in bags and allowing children to indicate which they'd prefer. During key moments in your story, let the children feel two different options and choose which they'd like, either verbally or through whichever one holds their attention.

This could include:

- Plastic animals or stuffed toys – each one represents someone you meet on your journey
- A leaf and a stone – does the main character walk through the woods or the hills?

Activity 3: Favourite animals

This year we're asking people to vote for their favourite animal in fiction. Choose some books that feature animals and use sensory play to explore them. For example, you could use fabric or soft toys to play with touch and texture. You can use online audio to listen to what they might sound like.

If you have small plastic animals you can experiment with "hiding" and excavating them – for example, freezing them in water, burying them in rice or lentils, or using soapy water and toothbrushes to clean them up!

Activity 4: Making it home

One of the themes of this year is making it home. You could explore this through creating sensory dens. Use blankets, cushions and furniture to create safe feeling enclosed spaces. You could share stories or books in them together, or use different types of lighting to create a cozy feeling space.

Activity 5: Songs and stories

Use the [Bookbug app](#) to explore stories and songs – you tie these into the themes to explore them as part of your sensory play. For example:

- Animals – *Sarah the Seal*, *The Zookeeper's Song*, *Little Green Frog* or *Playtime for the Penguins*
- Home – *The Jeely Piece Song* or *Clapa Clapa Handies*

- Stories and myths – *Mac, Pip and the Falling Stars* or *Midnight Swim of the Mermaid*

Further resources

- Learn more about [Book Week Scotland](#) via our website
- Explore stories submitted from people all over Scotland on the [Book Week Scotland: Your Stories webpage](#)
- Find more resources for your school in the [Scottish Book Trust Learning resources section of our website](#)
- For more about gifting the bags, visit the [Read, Write, Count section of our website](#)