

# FOR **FUN** IDEAS TO KEEP THEM ENTERTAINED...

**...JUST OPEN UP.**



**PRIMARY 3**

**A handy parent guide to  
make the most of your bag.**



Scottish Government  
Riaghaltas na h-Alba  
gov.scot

# How to use this book

This book is full of useful ideas to help you throughout the day. Being a parent can be great fun, but it can also be challenging, especially when trying to keep them entertained all the time.

That's why we've come up with the following tips, games and activities that you can easily slip into your daily routine to help keep your child happy and busy throughout the day. Dedicating some time out of your day for learning is great for both you and your child. Whether you're at home or out and about, these activities can help you enjoy some quality time together, create some time for you to get on with things, and are a great way to find out what's going through their minds!

## Activities at a glance

Look out for the following icons to let you know what type of activity it is.



**Reading activity**



**Writing activity**



**Counting activity**



**Listening and talking activity**



**In the bag, you will find:**

### Two books

- **"You're Called What?!"**  
Kes Gray and Nikki Dyson
- **The Knight Who Said "No!"**  
by Lucy Rowland and Kate Hindley



**A notebook and writing pencil**



**Galactic Fantastic with time and story activity cards on the reverse.**



**Three multisided dice**



**A parent/ carer guide**



- Unpack the bag with your child and see what's inside
- Lay out all of the items and talk about them, helping your child to get excited
- Then go ahead and have some fun! Everything you need is in the bag and all the activity ideas you'll need to make the most of the items are in this book. So please refer back whenever you need to!

# READING TOGETHER RELAXING TOGETHER



Reading with your children is great for both of you and gives you time to relax together. It's never too early or late to start. In the bag, you will find two books, chosen for you and your child to read with each other. We hope you both like them.

If you want to find more books to enjoy together, visit your local library. The librarian can help you get a library card if you don't have one and to find other books you'll love too.

## Tips for reading together

### Get on the same page

- Find a quiet place. Turn off mobile phones and TVs to limit distractions for both of you.
- Before you open the book, look at the front and back covers together. Ask your child about what they see and what they think the story might be about.

### For happily ever after

- You can read together at any time of day, but bedtime is a perfect opportunity.
- If you've started a book but you aren't enjoying it together, try a different book.

### Make it fun and easy

- Once you've opened the book, read the words but talk about the pictures too. There are often lots of details in the pictures which your child will find interesting and fun.
- You can read to your child, they can read to you or you can take turns reading a page or paragraph each. Remember, even if your child can read themselves, it's still a great idea to read to them. Reading aloud is very important and can make a difference to help children foster a love of books and reading.
- Ask your child questions while you are reading, like why they think something is happening in the story or how they feel about the story.
- If your child is reading to you, help them with words they're not sure about. Encourage them to sound out the word or work it out based on the other words in the sentence and what is happening in the story. If they don't know the word, explain what it means.
- It's OK to read the same book again and again too!

For more ideas on books you and your child might enjoy, visit [scottishbooktrust.com/book-lists](https://www.scottishbooktrust.com/book-lists)

FROM THE  
BESTSELLING  
AUTHOR OF  
OF FROGS!

“YOU’RE  
CALLED  
WHAT?!”



KES GRAY  
NIKKI DYSON

There is a very long queue at the Ministry of Silly Animal Names – why is everyone laughing so much?

### Pick a letter

There are some animals in the queue who have not been given a name yet in the book. Can your child pick a letter from the alphabet and think of some silly names for them?

### Finding new words

How many smaller words can your child make using the letters from the Bone-Eating Snot Flower Worm? E.g. snail.

### Fact file

There are lots of photos of animals on the back page. Can you draw or take a photo of an animal and create a fact file for it in your notebook?

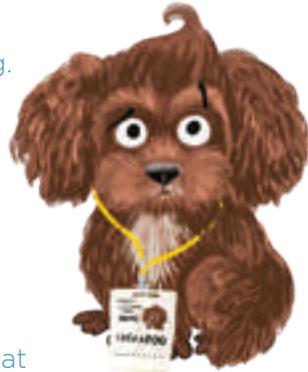
### Order up!

The animals have to stand in a queue. If they were in size order, from smallest to biggest, who would be first and who would be last? Which animal is the biggest and which one is the smallest? Can you think of a different way to order the animals?



## » Have a laugh!

The animals in the story do a lot of laughing. Imagine what the different laughs would sound like and act them out.



## 3<sup>12</sup> Digital display

Did you spot the numbers above the desks at the Ministry? Ask your child where they might have seen numbers that look like this before? Use the digital display in your notebook to practise making the different numbers.

## » Hilarious headquarters

We only ever see the inside of the Ministry of Silly Animal Names. What might it look like from the outside? Draw a picture of it in your notebook, making it look as silly as possible.

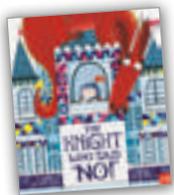


**It's an ideal activity to keep them occupied when you're busy around the house.**

## » Silly names

Think about the names in your family. How could you make them sillier? Use the name badges in your notebook to make new ones up.





Have you ever woken up feeling “No!?” –  
A tale of friendship between a dragon  
and a little knight.

## Spot the pattern

On the first page there are lots of shapes and patterns – can you name some of the shapes? Can you spot a repeating pattern? You could even design your own castle made up of different shapes and patterns.

## Who’s that character?

Pick one of the villagers from the book. Think of a name for them and imagine what they do. Can you find any clues from the pictures?

## Rhyme time

A lot of the words in this book rhyme. Pick a word and see how many other rhyming words you can think of. Try saying these aloud or draw pictures of the words you come up with!

## Dragon spotting

Can you spot a clue from the first half of the story that Ned likes dragons?



A picture perfect activity to do with your child while cooking dinner.



## Describing feelings

When Ned feels cross he uses different words to describe it. Think of a time when you felt cross and make a list of words to describe the feeling. What made you feel happy again?

## What direction?

Find the page when the dragon first arrives: How many people are looking left out the windows, how many are looking right? Are there any that are looking in another direction?

## New adventures

At the end of the book, Ned and the dragon go on a new adventure. Can you make a comic strip about their next adventure in your notebook?

## Counting the dragons

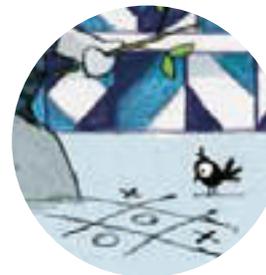
Count the number of dragons you can see in the story. Think about how many big dragons and tiny dragons there are. Can you find the difference between these numbers?

## Xs and Os

Ned plays Noughts and Crosses in the book – try playing this game with a family member. Try starting in different squares and see what difference it makes.



A nice calming activity to help them wind down before bed.



# A LITTLE WRITING CAN SPELL A LITTLE CALM




Children love to get their pencils out and write or draw, showing off what their imaginations can do. And it's easy to combine writing with everyday activities, keeping your child's mind busy and having lots of fun together too.

## Story Cards

 **Talk about the story card pictures**

By shuffling the cards and choosing at random, a different set of images is produced which can be used as the starting point for a story. The cards include three themes to help tell the story: settings, characters and objects. Look at the cards together and see if your child can identify the pictures. Use the key below to help:

### Story card key

Settings	Characters	Objects
Beach	Beach	Backpack
Party	Party	Calendar
Space	Space	Open book
Forest	Forest	Pen & pencil
Garden	Garden	Torch
Castle	Castle	Treasure chest





## Describing words

Choose one of the cards and identify the picture e.g. cat. Ask your child to think of as many different words as they can to describe the image. They could draw the image in the centre of a page in their notebook and write the words around it.

**Try this when you need to stay indoors on a rainy day.**



## Draw a story

Ask your child to choose three cards with images and then draw a picture with all of them in it. Encourage them to explain what is happening in the picture. They could use this as a plan for a story.



## Story titles

Select three cards and make up a title of a story using all of the images. Tweet us your titles! @ReadWriteCount



## Story challenge

Take turns to tell a story in 30 seconds including all three images on the story cards.



## Create a story

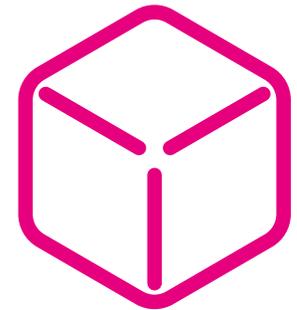
Ask your child to choose three cards and make up a story including one or more of the images. They could tell it to you, write it down, act it out or even film it!



## Pass the story

One player starts the story by choosing one of the cards and making up a sentence based around the image. Each player takes it in turns to choose another card and add a sentence to the story. The sillier the story ends up, the better!

**A great way to pass the time together on a long journey.**



# 50 Word Fiction Competition



Encourage your child to use their story cubes to help them enter the 50 Word Fiction Competition. For more information about how to enter visit [scottishbooktrust.com/50words](http://scottishbooktrust.com/50words)

# NUMBER GAMES

YOU CAN ALWAYS  
COUNT ON



There are lots of fun number games you can try in everyday activities with your child to spend some time together. The following ideas, tips and activities can add up to big smiles!

## Galactic Fantastic



### Aim of the game:

To win as many cards as you can from the pack by choosing the winning category in each round.

### How to play:

1. To start the game, shuffle and deal all the cards amongst the players.
2. Each player holds their cards so they can only see the top card. The first player starts by reading out a category e.g. mass.
3. The player with the highest number on their top card wins, and that player collects all the cards in play. It is then their turn again to choose one of the four categories (height, mass, age or special skill) from the next card. If two or more cards share the top value, then all the cards are placed in the middle and the same player chooses again from the pile (the winner of the hand takes those cards as well).

**The person with the most cards at the end is the winner.**

## Challenges

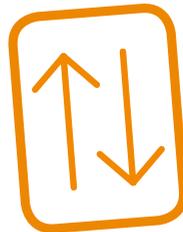
Challenge your child to do the following:

- Find the heaviest and lightest alien.
- Find the tallest and shortest alien.
- Find the alien with the highest special skill score. Ask your child if they agree.
- Find an object in your house which is similar in height to one of the aliens.
- Sort the cards with the aliens in order of age – which ones are younger than your child?

These challenges are a great way to have fun together and even give you time to put a wash on.

## Higher or lower

Arrange the cards face down into a pile. Turn over the first card and choose a category to play with e.g. height. Guess if the next alien's height will be higher or lower than the one in your hand. Turn it over and if you are correct, do the same again with the same category. Keep going for as long as you get it right and keep all the cards you win. If you get it wrong, your turn ends and the next player should turn over a new card and choose a category.



## Make your own card

Create another alien from one of the home planets. Use the template in your notebook to make your own card.



## Holiday time

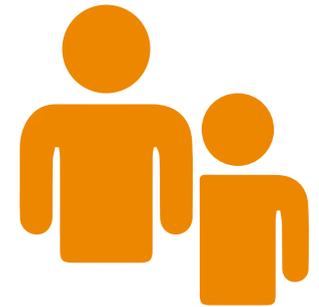
Choose one of the aliens and imagine you visit their planet. Write a postcard home together describing what you see there.

## Population survey

Pick a planet from the cards. How many of the aliens live on this planet? Do this for the others too – which planet has the most aliens?

## New friends

After reading "You're Called What?!", ask your child if they can think of any unusual names for animals that might live on the alien's planet. Draw a picture of the animal using your notebook.



# Routine Cards

## Match up

Match up the activities with the different times of the day – do these activities happen at the same time every day for you?



## Charades

Choose a card and act out the activity – can the other person guess which activity each of you are miming?



## What's next?

Choose two of the time cards. Talk about what adventures you could have during that time.

## My routine

Using the cards, can you sort the activities into the order you would do them? Draw a picture in your notebook of an important part of your routine and also the time it happens at. You can also use the cards to show your favourite activity and the time you do it.

## Mixed up days

Imagine a mixed up day where you did things in the wrong order! Re-arrange the cards and write a story together about what that day might look like. Don't forget to be as creative, imaginative and silly as you can!



# Multisided Dice

## Higher or lower?

Roll the three dice and add the numbers together, then guess if your next roll will be higher or lower than this total. If you are right, you can have another turn. When you get it wrong, it is someone else's turn. For an extra challenge, find out the difference between the numbers on your dice and the other player's.

## Targets

Get someone to choose a target number. Estimate how many dice you will need to roll to get to that number by adding up the totals, then have a go at getting as close as you can.



## 100 wins

Using the 100 square in your notebook, get a partner and take turns at rolling the three dice. Add the numbers together and colour in the square. You can use any combination of the three dice. First person to get four in a row wins!

## Reach 50

Each person rolls all three dice – add or take away the numbers to see who can get the closest to 50. Are there any other ways you can play this game?!

## Estimation

Take out the three dice. Use your green and yellow dice to make a two digit number e.g. if you roll a 4 and a 7, you can decide that your number is 47 or 74. Estimate whether your number will be bigger or smaller than the number you roll with the red one, then find out if you are right. If you are you get a point. Take turns and see who reaches five points first.

## Chase the 0

Take out the three dice. Start by rolling the red one – if you roll a 0, roll again to get a different number. Your challenge is to get from your starting number to zero using subtraction. Roll the other dice one at a time and take the number away from your starting number until you get close to zero. Don't go too low! Try and get as close to zero as possible without going past it e.g. if you roll a 3 or more and your running total is 2, you are out. How close can you get? Challenge someone else to get closer. Keep track of how many rolls it takes to get there, then challenge someone else to see if they can get there with fewer rolls.



## Where can I find out more or get some help?

If you'd like more information about getting involved in your child's learning, try visiting these websites:

### parentclub.scot

The Parent Club website is full of lots of videos, tips and ideas for activities to do with your children. If your child is in Gaelic Medium Education, there is information to help you and you'll also find links to other useful websites. If you need any help with your reading, writing or counting, visit The Big Plus website ([thebigplus.com](http://thebigplus.com)).

### scottishbooktrust.com

Visit Scottish Book Trust's website for recommended book lists for all ages and interests, videos of their favourite authors and information on free events.

### education.gov.scot/parentzone

Parentzone is a website for parents and carers from early years to beyond school. It provides information about learning in Scotland and practical advice and ideas to support children's learning at home. There is also information for families with additional support needs, how to get involved with your child's school and about the schools in your local area.

### playtalkread.scot

The Play Talk Read website gives lot of ideas for activities you can do with younger children.



**Parentzone Scotland** is a unique website which provides education information for parents and carers in Scotland. Discover what your child is learning from early learning through to secondary school and how you can help. You can find information on a range of topics including literacy, numeracy, health and wellbeing and science. There is also practical advice and ideas to support children's learning at home. Information is available on Parentzone Scotland regarding additional support needs, how to get involved in your child's school and education, schools in your local area and the performance data of school leavers from S4-S6. It also has links to the national, local authority and school level data on the achievement of Curriculum for Excellence levels.

Additionally, parents and carers can sign up for the quarterly e-bulletins which have links to events, resources and information to help parents and carers support their children's learning. You can sign up for the e-bulletins at [educationscotland.gov.uk/parentzone/emailupdate](http://educationscotland.gov.uk/parentzone/emailupdate)

If you would like further information or have any comments please email us at [parentzone@educationscotland.gsi.gov](mailto:parentzone@educationscotland.gsi.gov)



**Scottish Book Trust** has been bringing the benefits of reading and writing to everyone in Scotland since 1998. Every year, we deliver our world-class programmes and annual awards to well over two million people. From introducing books and storytelling to pre-school children to inspiring and empowering adult readers and writers, we believe it's never too early – or too late – to begin a magical journey with words.

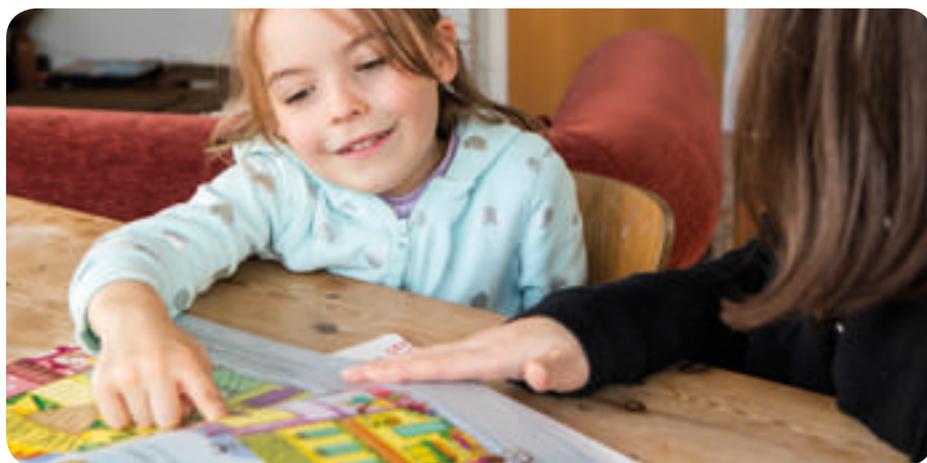
We deliver our programmes in every local authority area in Scotland and we work with partners ranging from small community groups to the Scottish Government. You'll find us in schools and libraries and at community events. You'll find us in towns and cities and in isolated, rural communities. And you'll find us bringing books to life for children in care, families living in challenging social circumstances and people in prison. In short, you'll find us wherever we're needed most.

To support parents, we have lots of information about reading, writing and learning together at home, plus book recommendations, competitions, events and much more for you and for children of all ages. To find out more or to get in touch, visit us at [scottishbooktrust.com](http://scottishbooktrust.com)

# What is Parent Club?

Being a parent is great, but it's not always easy, and it can sometimes feel like a bit of a rollercoaster. Luckily, lots of parents have already found ways of dealing with the hiccups, so why not try out some of our tips and see what works best for you.

The Parent Club website includes reading, writing and counting ideas to help make your day easier from parents who have it all before, backed up by help from experts you can trust.



Check it out at [parentclub.scot](https://parentclub.scot)



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