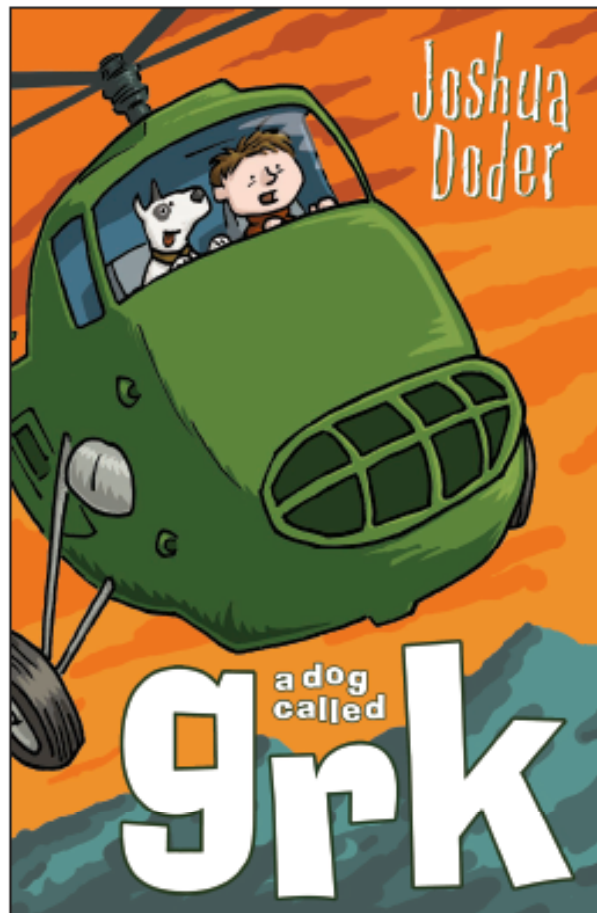


TEACHERS' NOTES

a dog
called
grk

Joshua Doder

TEACHERS' NOTES



Teachers' Notes for A DOG CALLED GRK by Joshua Doder

Book: **A DOG CALLED GRK**

ISBN: 1842703846

Author: **JOSHUA DODER**

Publisher: Andersen Press

Now the children have read **A Dog Called Grk** try some of these fun activities with your class. Some of the activities will need worksheets which are attached while others are more practical.

The ideas are cross-curricular bringing in aspects of geography, creative writing, drama, model making and art, story structure, codes and anagrams. The children should do the activities either in pairs or groups as required.

There are eleven activities to try and a key is given with each activity listing the materials needed.

Activity 1

You will need:

A partner
Map of Europe
Worksheet 1
Coloured pens or pencils

Stanislavia is a made up country somewhere close to Russia so use your imagination and what you can remember from reading the book. Look at a map of Europe with a friend and using Worksheet 1 decide where you think it should be.

- A) Draw it on Worksheet 1 making sure it is right next to Russia
- B) Decide where Vilnetto should be and mark it with a big red dot
- C) Mark the airport at Vilnetto with an aeroplane
- D) Draw the prison where Natascha and Max are held in black
- E) Draw all the borders for crossing in to other countries in green
- F) Draw the children's journey from the time they escaped from the prison with a red dotted line

Activity 2

You will need:

Group of 3 or 4 children
Drawing paper
Pencils
Rubbers
Large card to build the model on
Building materials – cereal boxes, card, paper, yoghurt pots etc
Glue
Scissors
Sellotape
Paint
A copy of **A Dog Called Grk**

Poor Max and Natascha have been held in a horrible prison. Draw a picture of what you think the prison might look like from the front. See page 151 in the book for help. Then draw a floor plan showing where the cells are and the exercise yard along with the moat etc. See page 152 for help. Now build a model of the prison with a group of your friends. Make sure it is a Bird's Eye View.

Activity 3

You will need:

4 – 6 children
Props

There are various stages in this story. Choose one of them and in a group create an improvised play acting it out. Think carefully about how many scenes your play will have and how to show the change from one scene to another.

- a) The introduction where the Raffifi family get taken prisoner
- b) The beginning of the main story where Timothy finds GRK and tries to persuade his parents to let him keep him and the journey to Stanislavia
- c) The stealing of the helicopter and crashing at the prison, escaping with Max and Natascha
- d) The recapture by Major Raki, the crash, journey to the border and arriving home safe and sound

Activity 4

You will need:

A partner
Pen and paper or exercise book

With a friend create your own Stanislavian language. Pretend you are Natascha or Max and you are still in prison. The prison guard has promised to take a letter to your parents from you. Write a letter in Stanislavian telling them that you are OK.

Activity 5

You will need:

A partner
Reference Books
Access to a computer and the internet
Paper or card
Scissors
Glue
Magazines to cut out pictures of helicopters

Timothy has a great time flying (or trying to fly) a helicopter. Find out as much about modern helicopters as you can. How many types are there? What does a Westland Wessex look like? Start a project on helicopters or concentrate on just one in detail. Create a display of your project for the class.

Activity 6

You will need:

A partner
Pen and paper or exercise book
Worksheet 2

Look at all the names of the characters in this book. Where do you think the author got the ideas for the names from? Take some of the names and see if you can play about with them and make different names. Use Worksheet 2 for the names to play around with. How do the sounds of the names make you feel about the character? Are they bad or good, evil or friendly?

Activity 7

You will need:

A partner / a group of 3 or 4
Pen
Paper

Take a section of the story and change what happens. For example, supposing Timothy had been able to land the helicopter, what would have happened next? Or if Major Raki had not been killed in the crash what might have happened? Be prepared to share your ideas with the class.

Activity 8

You will need:

Group of 5 or 6 children
Chairs

Take a section of the story. One person goes on the hotseat and takes the part of the main character while the others ask questions. For example, the stealing of the helicopter. The person in the hotseat could be Tim. Sample questions he could be asked are:

How did you feel as you climbed in to the helicopter's cockpit for the first time?

How did you feel as Flight Lieutenant Dimyat pointed his gun at you?

What was it like as you took off?

There are lots more questions the other children can think of.

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Someone else could be GRK or Flight Lieutenant Dimyat in the same scene.

Each child takes a turn at being a character while the others ask questions.

Activity 9

You will need:

4 or 5 Groups of 3 – 5 children
Props

Group 1 will act out the beginning of the story – finding Grk and trying to get him home

Group 2 will take over and improvise the next stage – deciding to fly to Stanislavia

Group 3 will act out the stealing of the helicopter and crashing at the prison

Group 4 will act out the recapture and end the story

Each group will cast themselves and prepare their story. Then each will show their improvisation in the order of the book. How do the different actors play their characters? Are they similar or quite different? Perhaps two groups can do the last section with one changing the ending in any way they like? Which does everyone prefer?

Activity 10

You will need:

Groups of 3 – 5 children
Props

Improvise a day in the life of the prisoners and guards in the prison in Stanislavia. What is it like for the guards? Are they happy in their jobs? Do they live in the prison or do they go home to their families?

Imagine that Natascha and Max didn't wait to be rescued but hatched a plan to escape. How did they do it? Plan it and then improvise it showing it to the other groups. All the groups work on the same thing but make up their own plans. Which was the best idea and which was acted out best?

Activity 11

You will need:

Groups of 5 or 6 children

One person is given a character from the story by the teacher secretly and sits on the hotseat. The others have to ask the character questions without being able to ask the name. The child in the hotseat is only allowed to answer YES or NO. The others have to guess who the character is before they get 10 NOs. Several groups can be working together on this at the same time.

Activity 12

You will need:

Groups of 3-5 children

Each member of your group is a character from the story. Plan your story and then start to act it out. When the teacher claps her hands freeze in to a pose for the camera. When the teacher points you have to say what your character is thinking and doing as the camera took the photo. Then when she says 'go' you carry on acting it out and freeze again when she claps her hands.

WORKSHEET 1

Name _____



KEY

- | | |
|------------------|--------------------------|
| Red Dot | = Vilnetto |
| Greenlines | = Borders of the country |
| Aeroplane | = Airport |
| Red dotted lines | = The children's journey |
| Black shape | = Prison |

WORKSHEET 2

Name

Below are the names of the main characters in **A Dog Called Grk**.
Which ones sound good and which ones sound bad?
Try and change them and make other funny names.

For example:

DANKO PINOT could be KINNOP TOAD or POTTI DANNO. Don't they sound fun? How many different names can you come up with? Which ones sound as if they belong to a baddy?

TIMOTHY MALT

JOSEPH DJINKO

COLONEL ZINFANDEL

GABRIEL RAFFIFI

NATASCHA RAFFIFI

MAX RAFFIFI

DANKO PINOT

MAJOR RAKI

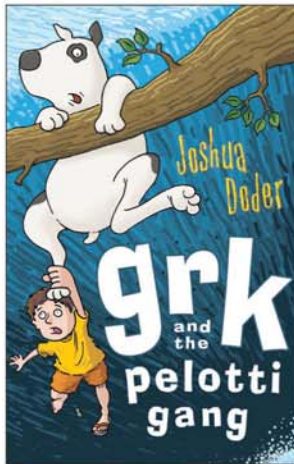
SIR CUTHBERT WINKLE

MIRANDA HOPKINS

FLIGHT LIEUTENANT MILOS DIMYAT

CORPORAL LILAS

the grk books

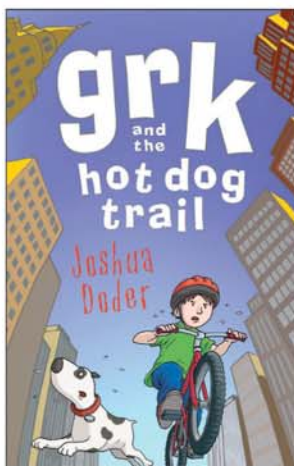


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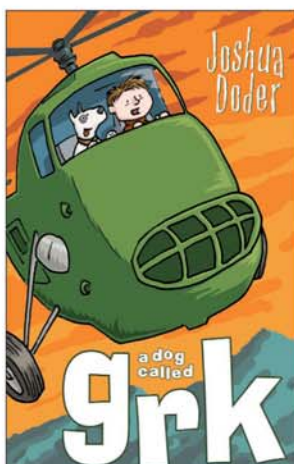


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