

Design a Dino Life Coach

Sort Tony's advice into "Helpful" and "Not Helpful", explaining your choices.

My Seven Stomps to Success

Create seven pieces of advice that help children feel happy, confident and safe.

Mistakes Help Us Grow

Discuss how mistakes help us learn and create a display celebrating learning from mistakes. Tony reminds us that "Mistakes are how we learn new things."

Worry Busters

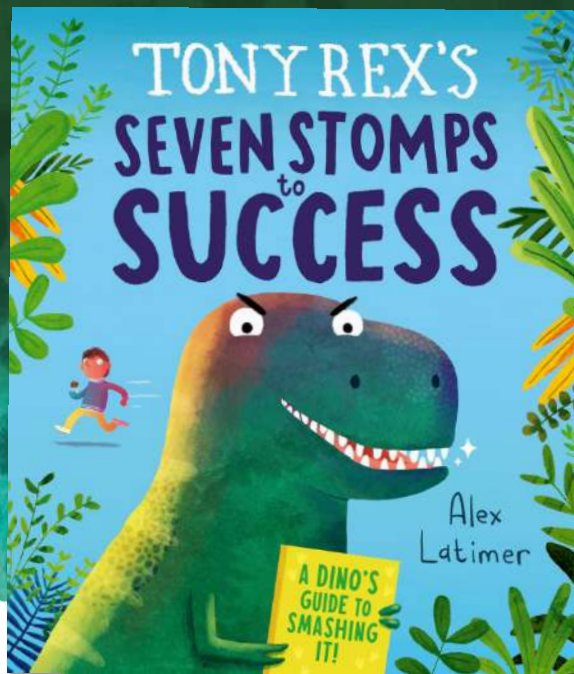
Explore worries such as starting a new club, speaking in assembly or trying something new. Children suggest encouraging advice for each situation, inspired by Tony's first stomp about facing scary things.

ENGLISH - READING

Advice Detectives

- Discuss why Tony Rex calls himself a "life coach".
- Predict whether Tony's advice can really be trusted.
- Identify the hidden joke behind each of Tony's seven stomps.
- Compare Tony's advice with advice children would give a friend.
- Explain how illustrations help tell the story and add humour.
- Retell Tony's seven stomps in the correct order.
- Discuss why the ending is funny and how the author builds suspense before the final "ROAR!" reveal.

KSI CURRICULUM IDEAS MAP



Kindness Coaches

Children work together to create positive advice cards to encourage classmates during challenging moments.

My Support Team

Draw or write about trusted people who help us when we feel worried, inspired by Tony's final stomp about surrounding yourself with good people.

Positive Self-Talk

Replace unhelpful thoughts with encouraging ones, creating a collection of positive affirmations for the classroom.

Looking After Yourself

Create a class poster of healthy ways to look after our bodies and minds, comparing these with Tony's rather unusual suggestions!

ENGLISH - WRITING

Become a Life Coach

- Write your own "Stomps to Success" guide.
- Create a new page of advice for Tony's book.
- Write advice for someone starting a new school.
- Design a motivational poster with an encouraging slogan.
- Create speech bubbles for Tony Rex.
- Write an alternative ending where Tony finally catches someone... or learns to be kind!
- Create a persuasive advert encouraging people to attend Tony's Life Coaching Club.



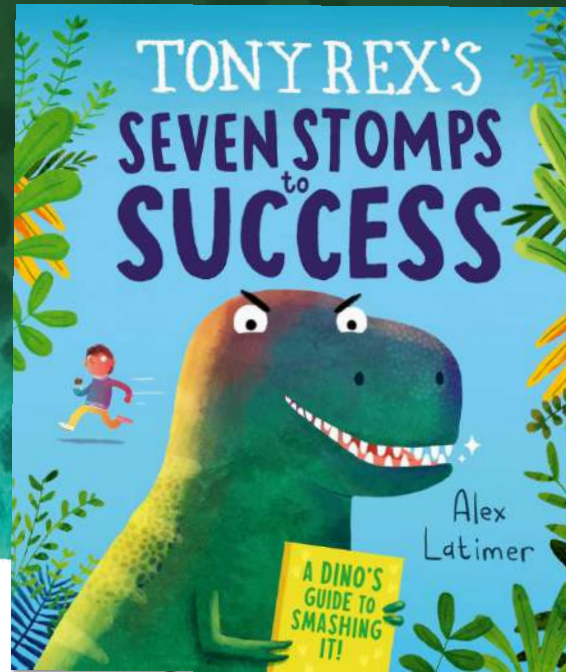
ART AND DESIGN



Design a Dino Life Coach

- Design your own dinosaur life coach character.
- Create motivational posters inspired by Tony's advice.
- Explore bold typography to create eye-catching titles.
- Illustrate a new "Stomp to Success" page.
- Experiment with colour to show different emotions.
- Design a book cover for Tony Rex's next self-help guide.
- Create expressive dinosaur facial expressions showing confidence, worry, surprise and determination.

KSI CURRICULUM IDEAS MAP



DESIGN & TECHNOLOGY

Stay Safe from Tony!

- Design and build a dinosaur-proof hiding place.
- Create a vehicle that could escape from Tony Rex.
- Design a warning system to alert people if Tony is nearby.
- Build a bridge strong enough for dinosaurs to cross.
- Construct a dinosaur trap (that captures Tony safely!).
- Evaluate and improve designs after testing.



SCIENCE

Predator Detectives

- Explore what scientists know about Tyrannosaurus rex.
- Investigate carnivores, herbivores and omnivores.
- Compare dinosaur adaptations for hunting and survival.
- Explore food chains involving dinosaurs.
- Compare T. rex with animals alive today.
- Investigate how fossils help us learn about dinosaurs.
- Research whether a T-Rex could really run at 30 miles per hour, as Tony claims.



MUSIC

Roar, Stomp and Rhythm

- Create sound effects for each of Tony's seven stomps.
- Compose a dinosaur chase soundtrack.
- Explore loud, quiet, fast and slow dynamics.
- Create repeating rhythm patterns using stomps and claps.
- Use percussion instruments to represent different dinosaurs.
- Perform a class "Tony Rex Symphony" using body percussion and instruments.



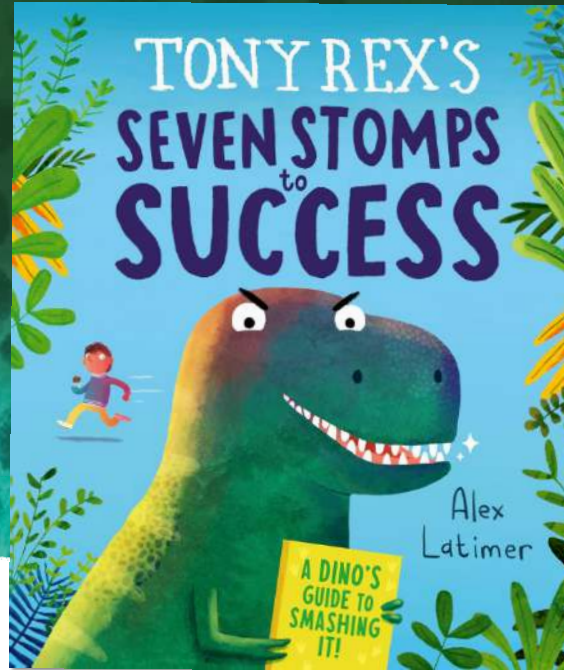
GEOGRAPHY

Escape Tony Rex!

- Design a map showing the safest route through Tony's dinosaur territory.
- Create symbols and a map key.
- Use positional and directional language to guide someone to safety.
- Plan an escape route avoiding logs, caves, bushes and rivers.
- Compare prehistoric landscapes with places near your school.
- Design your own dinosaur island complete with landmarks and hazards.



KSI CURRICULUM IDEAS MAP



MATHS

Seven Stomps Maths

- Measure and compare giant dinosaur footprints.
- Estimate and measure distances using standard units.
- Create tally charts showing favourite dinosaurs.
- Collect data and present it as pictograms.
- Solve dinosaur-themed addition and subtraction problems.
- Count in 2s, 5s and 10s using dinosaur footprints.
- Explore the number seven through repeated patterns, grouping and problem-solving.

COMPUTING

Digital Dino Advice

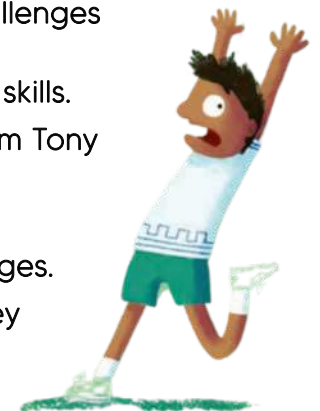
- Design a digital motivational poster.
- Create an animated version of one of Tony's stomps.
- Record children giving their own life coaching advice.
- Create a digital book review.
- Design a simple interactive quiz: "Good Advice or Bad Advice?"
- Program a Bee-Bot to escape from Tony Rex by following a safe route around a map.

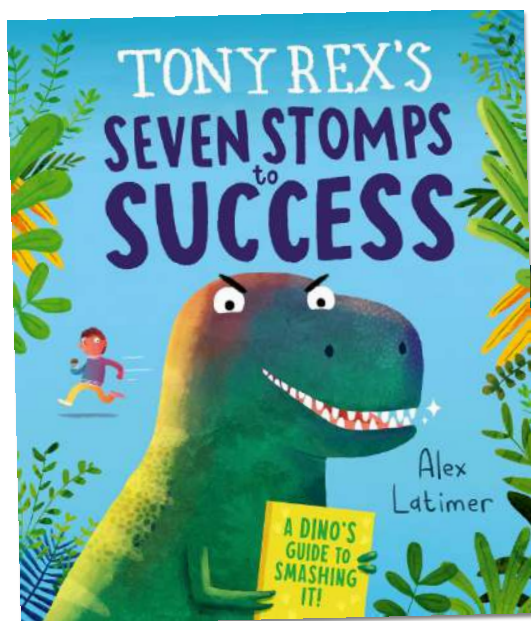


PE

Seven Stomps Challenge

- Complete seven dinosaur movement challenges inspired by the story.
- Develop balancing, running and jumping skills.
- Create an obstacle course to escape from Tony Rex.
- Move like different dinosaurs.
- Work together to complete team challenges.
- Develop agility through predator and prey games.
- Create your own dinosaur fitness circuit.





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