

Zuzu Meets Lulu

Teaching Ideas

(Please note that some of these ideas are specific to this story, and some are generic ideas suitable for all stories. Not all are appropriate for all ages of children so please adapt them as required for your class/child.)

Literacy

- Use the **story map and create actions** to retell the story with the children, progressing to them retelling it independently, first as a large group, and then in small groups/pairs (use the online animated story map and/or printable resource on supporting pdf).
- Use **models** and large 3D story map to retell the story.
- Retell the story with **puppet shows** (finger puppets, bought puppets or puppets made by the children).
- **Sequence** the story using images and/or text from the animation (resources on **Sequence Cards** pdfs).
- Create **thought bubbles** or **speech bubbles** for the different characters at different stages of the story (printable resources on supporting pdf).
- Retell the story from a **character's point of view**, e.g. Zuzu's version or the little girl's version. Compare the versions.
- **List all the different settings in the story** and then choose one to describe (printable resources on supporting pdf or use the additional images on the Sequence Cards).
- **Make a list** of all the different things that Zuzu sees on her journey.
- **Write a letter** from the little girl to Zuzu asking her to come home (printable resource on supporting pdf).
- Create a **missing poster** for Zuzu (printable resource on supporting pdf).
- Discuss what might **happen next** and write the next part of the story.
- **Compare how Zuzu feels** during peace and quiet to the night-time scenes when she is all alone (printable resource on supporting pdf).
- Write **poems** about peace and quiet or the night-time.
- Use the information gathered below to **create class book about Night and Day**.

Other Curricular Areas

- **Create an "emotions" map** of the characters at different stages of the story and use to discuss children's feelings/emotions in different situations.
- Use **Roamer/Beebots/other programmable toys** to travel on Zuzu's journey.
- Research **night and day** – list similarities and differences (use the ['Opposites' animation](#) on The Treasure Tree to support this).
- Find out about **nocturnal and day time animals**.
- Find out which **people work at night**.
- Investigate **how people lit their houses** at night in the past.
- **Draw patterns on plain paper with white candles** and then paint over with thin paint to reveal the pattern.
- Use **simple circuits** to create a streetlight.
- **Test a range of torches** for which is the brightest, lights the largest area etc.
- Design and **make fancy frames for sunglasses**.
- **Look at paintings of night or day** and use as a stimulus for children's own paintings.
- Use instruments to create a **musical timeline** of the story, e.g. loud/quiet, fast/slow, happy/sad etc.