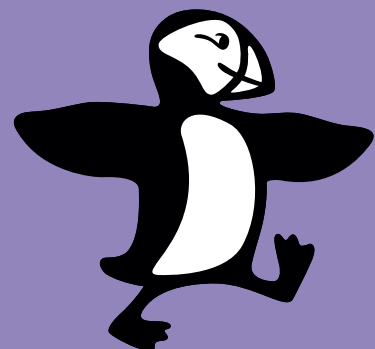
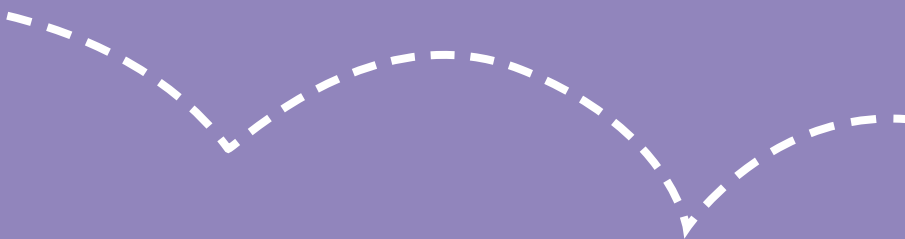




★ Puffin ★
★ Activity
★ Pack

Ages 9+



PAPER Ball

This is a **brilliant ball** made of card and lots of **five-sided shapes** called **pentagons**, so Matilda's mathematical mind would be suitably impressed! It's also a rather wonderful word. Get ready to make . . . a **dodecahedron ball**!

DIFFICULTY RATING: 

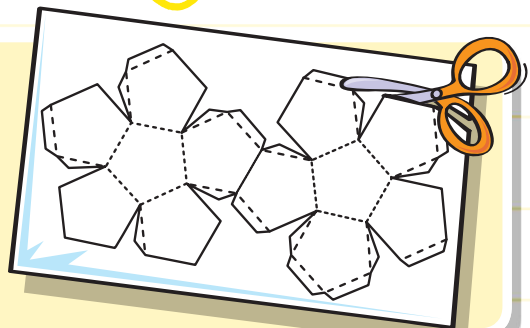
YOU WILL NEED:

- A4 PIECE OF CARD
- A PENCIL
- SCISSORS
- GLUE

What to do:

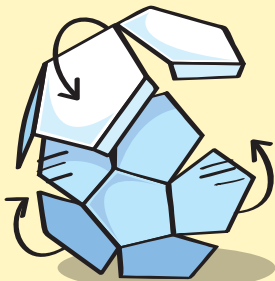
1

Trace the shape opposite on to the piece of card, then cut it out.



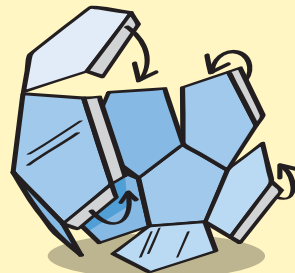
2

Fold the **dotted lines** in the centre up and then **open them out**.



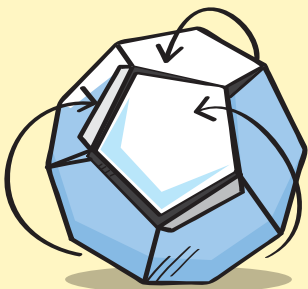
3

Fold the **dashed lines** of the grey tabs over.



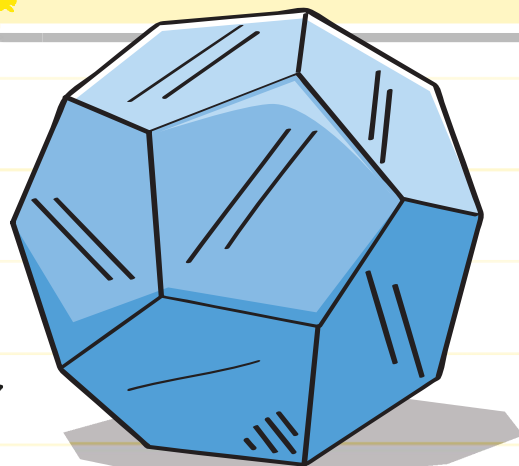
4

Place one of the **centre pentagon shapes** down on a table, then fold the dotted lines up and **'cup'** the ball together, as shown.



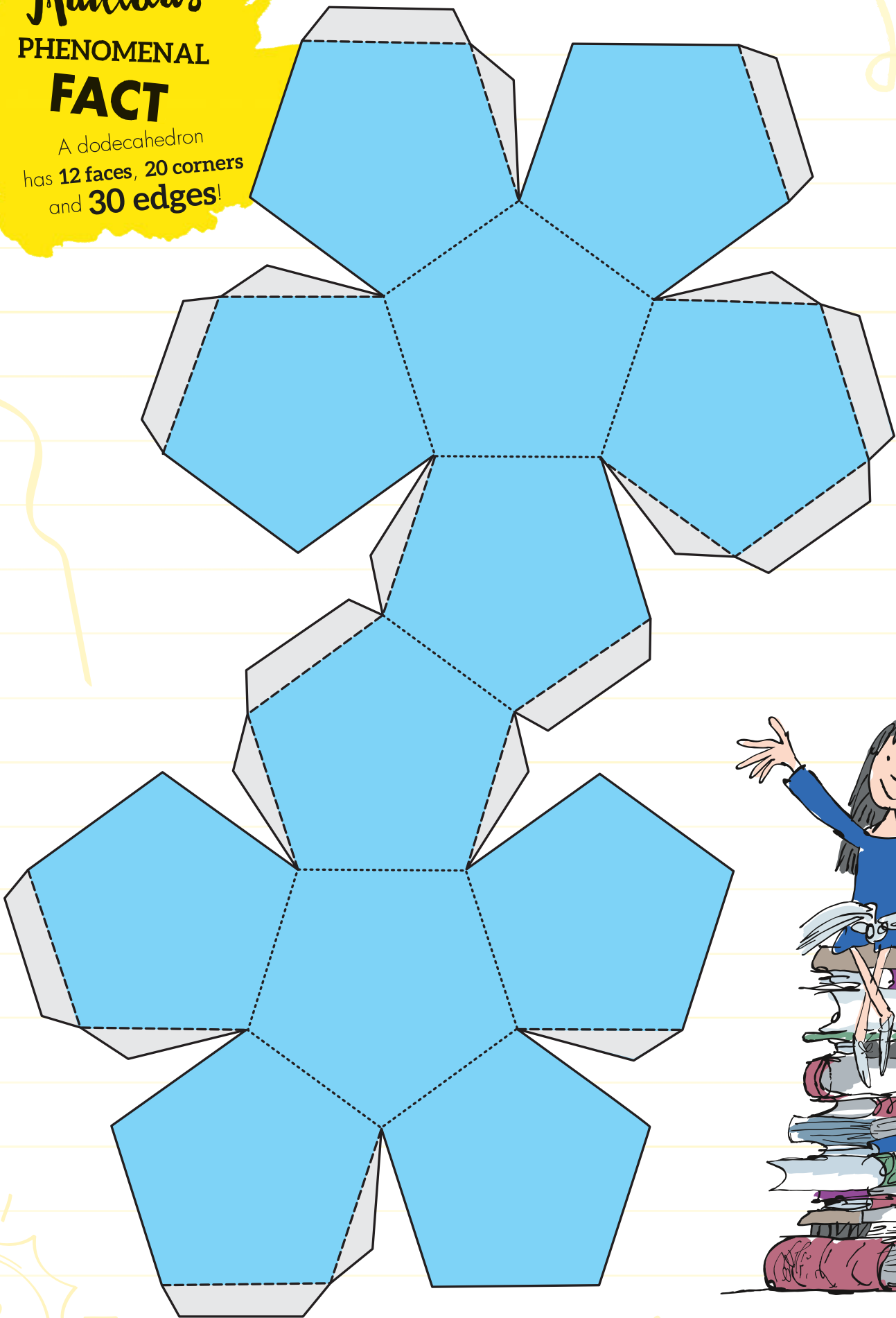
5

Glue the **tabs** to secure the shape.



Matilda's
PHENOMENAL
FACT

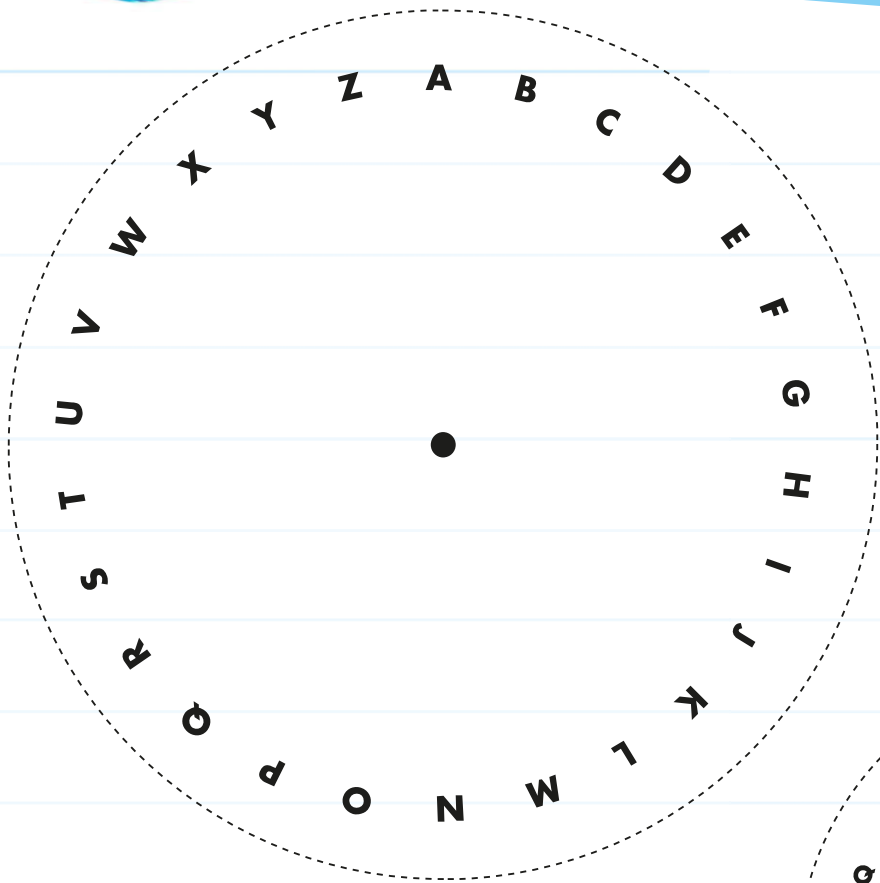
A dodecahedron
has **12 faces**, **20 corners**
and **30 edges!**



SECRET Code WHEELS

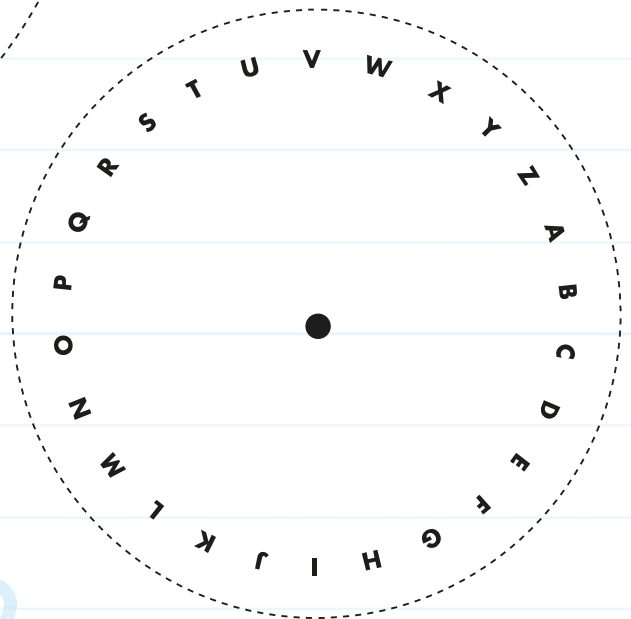
Another way to get secret messages to friends and comrades is by **writing in code**. Follow the instructions to make a **code wheel** and send **top-secret messages**. Just make sure the wheel never ends up in the hands of your enemy – especially not those of the terrifying Trunchbull, or any other foul grown-ups . . .

DIFFICULTY RATING:



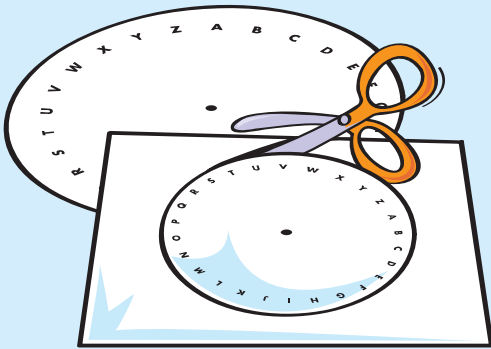
YOU WILL NEED:

- TRACING PAPER AND NORMAL PAPER
- A PEN
- A PENCIL
- SCISSORS
- A SPLIT-PIN PAPER FASTENER



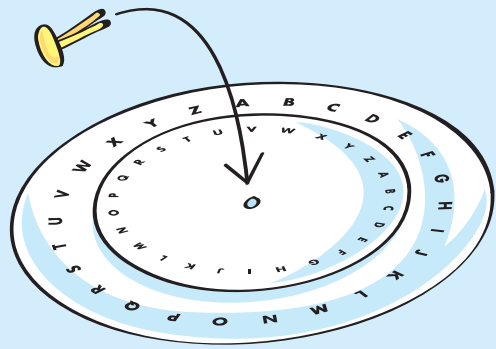
What to do:

1



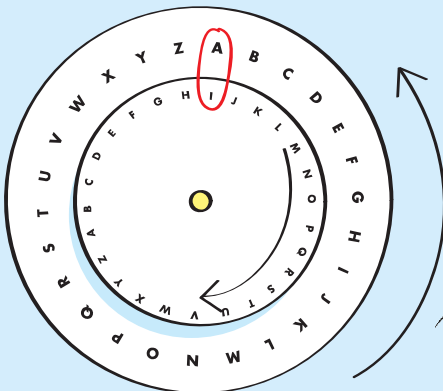
Photocopy or trace the two circles opposite onto a piece of paper and **cut them out**.

2



Put the small circle **on top** of the larger one so that their **centre points line up**. Poke a paper fastener through both circles, and secure. This is your **code wheel**!

3



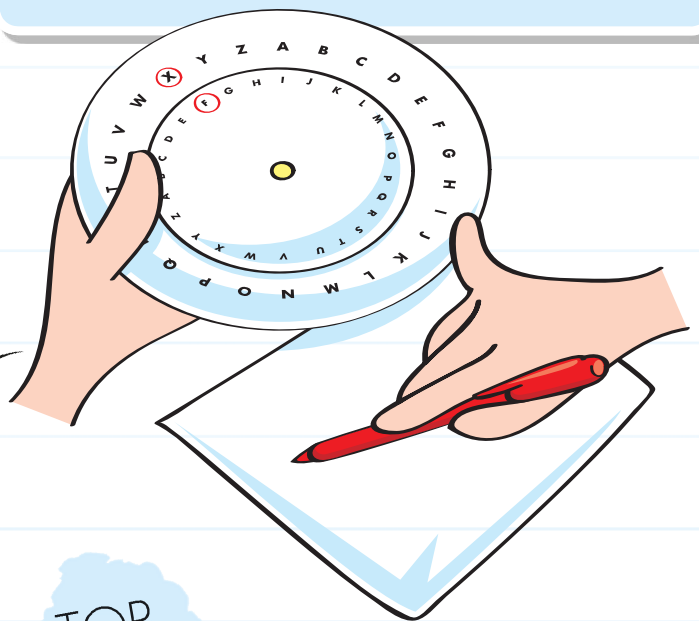
To code a message, turn the **smaller** wheel so that the two alphabets don't match up. Find **A** on the big wheel and copy down **the letter** below it.

4

Write that letter at the top of your message (this will set your 'shift key'). **Keeping the two circles in position**, code your message by **replacing** each 'proper' letter from the small circle with the letter above it on the top circle.

5

Give the letter and the wheel to your friend. They must line the wheel up so that **A** on the big wheel is above **the letter** you wrote at the top of your message (the shift key), then use the wheel to **decipher your code**.



TOP TIP

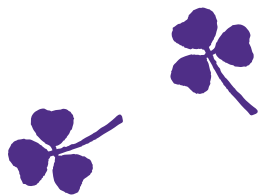
Different positions of the wheels change the code! **Always write down the shift key!**

At **30**, we're certain that
MATILDA

would have gone on to do great things!

What do you think she would be
doing as a grown-up?





Write like a **VICTORIAN**



Handwriting was very important in Victorian Times. You couldn't just pick up the phone to talk someone, so the only way to keep in touch was to write letters.

By the end of Victorian Era nearly all children got a chance to learn to read and write. Victorian teachers loved neat handwriting, with no crossings-out. People learned to write in a style we now call 'Copperplate' – the name comes from engraving work.

In *Clover Moon*, the teachers at *The Sarah Smith School for Destitute Girls* are surprised that Clover can write so neatly, when the other girls in her class all struggle. Have a go at writing in Copperplate style in the space below and see how you get on!

Aa Bb Cc Dd Ee Ff Gg Hh

Ii Jj Kk Ll Mm Nn Oo Pp

Qq Rr Ss Tt Uu Vv Ww Xx

Yy Zz

Try writing a sentence in Copperplate style below:





LOOK LIKE TRACY BEAKER

How to look like Tracy in a few easy steps!

1. Print out the mask (you could print it onto card for a stronger mask)
2. Cut around the outside, along the dotted lines
3. Punch/cut out the holes at each side to attach ribbon, elastic or string

Remember to ask for help from an adult if you need it!



4. Put it on to check it fits, and get an adult to make sure the eyes are in the right position.
5. Then remove the mask and cut out the eye holes so you can see!

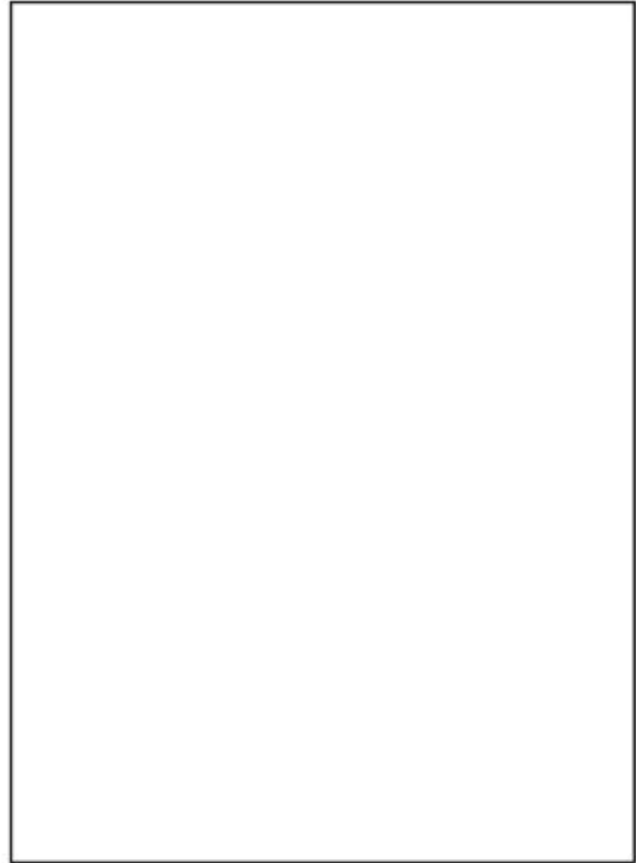
Maybe you could get a wig to complete the look, and wear a red top and a blue skirt, then you'd look just like Tracy!

Illustrations ©Nick Sharratt

For more fun and games visit



Design your very own book cover of Pollyanna, or have a go at copying the Puffin Classics book:



The Glad Game

'Oh, yes; the game was to just find something about everything to be glad about – no matter what'

Pollyanna is an orphan who always looks for the good in every situation. The Glad Game is what she plays to try and always find something to be glad about, even when things seem difficult.

Can you play the Glad Game? Write down three things you are glad about.

This can be anything, some examples could be: *'I'm glad it was sunny today'* or *'I'm glad I did something nice for a friend'*

In the *Murder Most Unladylike* series, Daisy Wells and Hazel Wong set up a secret detective agency where they detect crimes and solve murders... while stopping for the occasional bun-break!



- Hazel
- Daisy
- Teddy
- China
- Mooncake
- Bunbreak
- Murder

Wordsearch

L	E	B	D	Q	Z	C	T	R	K
O	D	K	P	A	H	V	E	B	A
S	B	J	A	I	I	D	D	V	E
L	X	X	N	C	R	S	D	O	R
O	T	A	F	U	N	J	Y	E	B
D	M	G	M	K	W	O	G	I	N
K	N	P	U	V	G	U	O	M	U
J	Y	W	Q	S	P	Y	S	M	B
U	R	E	T	W	F	L	Q	N	R
H	A	Z	E	L	B	Y	H	L	V



Top Tip for Creating a Detective Society:

Create a secret handshake – every society needs one! Ensure yours is as complicated and devious as possible, and practice regularly.



Discover the rest of the Murder Most Unladylike Mysteries

B is for Borrowers . . . the tiny people who live under your floor.
Get ready for a very small adventure.



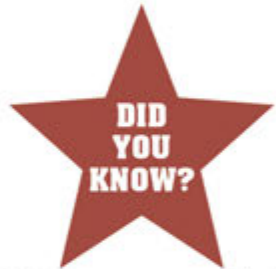
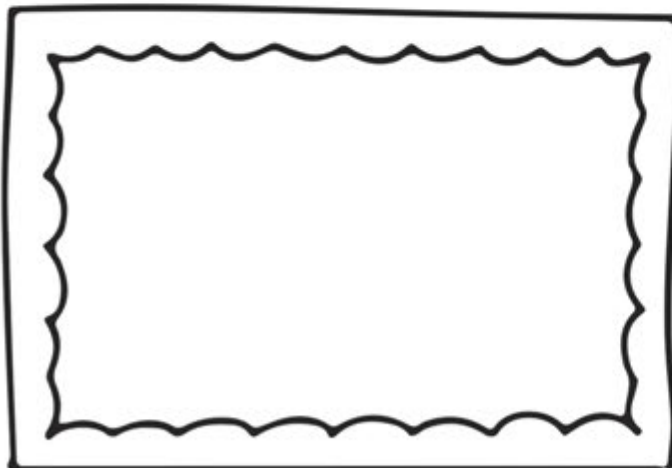
N	B	K	W	T	I	G	B	E	A
A	I	R	Q	N	C	O	F	L	R
D	H	P	A	L	R	V	R	T	R
W	H	M	T	R	O	Q	S	T	I
V	U	W	O	A	I	E	C	I	E
H	I	W	N	G	H	E	D	L	T
L	E	N	U	H	O	U	S	E	T
R	G	B	M	P	C	D	I	D	Y
V	W	I	M	A	O	B	T	O	E
P	U	C	A	E	T	D	R	Y	F

WORDSEARCH

- ARRIETTY
- BORROWER
- HATPIN
- HOUSE
- HUMAN
- LITTLE
- POD
- TEACUP

PICTURE PERFECT

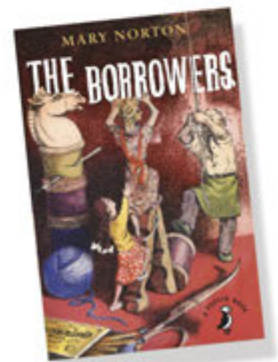
There are lots of Borrower families mentioned in the story – the Overmantels, the Harpsicords and the Rain-Barrels. Make up your own family of Borrowers and draw them in the frame below!



The Borrowers are all about 15 centimetres tall!

KEY SPOTTING

Help the Borrowers to spot the keys hidden across this page. How many can you find?



STATIC SLIME

MAKE SLIME THAT REACTS WEIRDLY TO STATIC ELECTRICITY

YOU WILL NEED:

Cornflour • Vegetable oil • PVA glue • Balloons • Spoons • Cups

WHAT TO DO:

1. First make your glue-free goo. Put 2-3 tablespoons of cornflour in a cup. Add one tablespoon of vegetable oil at a time, mixing after each addition, until you have a white liquid that looks like double cream.

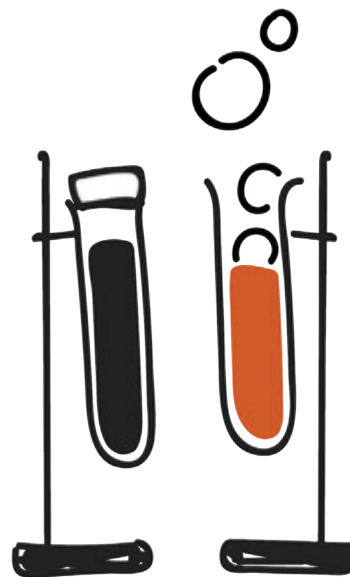
2. Blow up a balloon so that it is well inflated but not so much that it might pop. Rapidly rub the balloon on your head. You will know that your balloon is “charged up” when your hair starts to stand on end!

3. Take a spoonful of goo and slowly pour it back into the bowl while bringing the balloon close to the stream of goo. Does the goo behave differently when the balloon is close by?

4. Make a second batch of slime, this time using glue. Put one tablespoon of PVA glue into a clean cup.

5. Add 3 tablespoons of cornflour to the glue and mix well, until all the cornflour is mixed in.

6. Repeat the balloon test. Does this slime react in the same way? Compare the textures of the goo and the slime, what do you notice? Why do you think they behave differently?



The
Curiosity
Box

Experiment idea provided by The Curiosity Box curiosity-box.com





$$V = \frac{I}{R}$$

LAVA LAMP

TESTING OUT DIFFERENT
DENSITIES

YOU WILL NEED:

Clear plastic bottle • Vegetable oil • Water • Food colouring • Fizzy tabs • Funnel

WHAT TO DO:

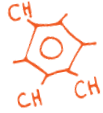
1. Fill 1/4 of the clear plastic bottle with water using the funnel
2. Add food colouring and swirl
3. Use the funnel again to add the vegetable oil, filling the bottle to 3/4 full
4. Swirl again and add fizzy tab (you may have to crumble it)
5. Use the lid to close the bottle and enjoy your very own lava lamp!



The
Curiosity
Box

Experiment idea provided by The Curiosity Box curiosity-box.com





MAGIC MUD



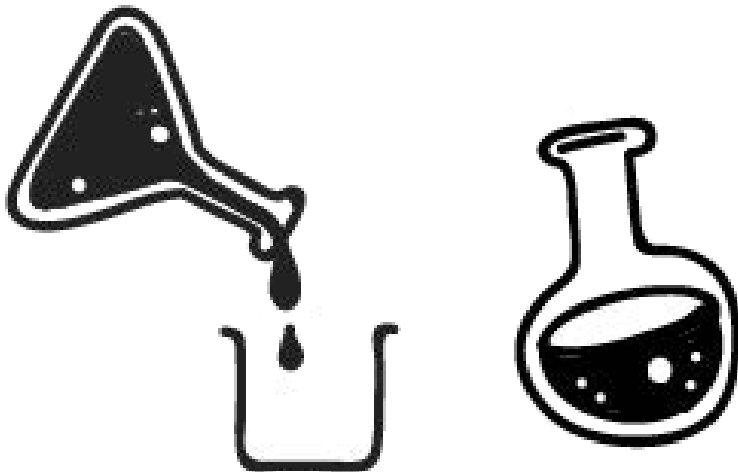
FROM A LIQUID TO A SOLID...

YOU WILL NEED:

Tonic water • Corn starch • Mixing bowl • Food colouring • Black light (optional) •

Wipes **WHAT TO DO:**

1. Combine the corn starch and tonic water
2. Mix by hand — liquid will thicken. Add more corn starch if needed!
3. Pick it up — it should ooze through your fingers!
4. Before you add food colouring, try the blacklight — tonic water reacts so your magic mud will glow!
5. Mix in the food colouring and you're all ready to test out your magic mud!
6. Why not try making batches of different colours which you can then mix together



The
**Curiosity
Box**

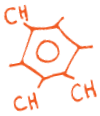
Experiment idea provided by The Curiosity Box curiosity-box.com



WORDSEARCH

Can you find all the missing words in the wordsearch below?

C	H	E	S	S	L	M	P	D	F	R	T	H	K	O
E	R	W	A	Z	O	L	H	A	S	D	C	V	G	H
Y	U	J	V	T	Y	K	Y	Z	A	R	T	H	K	J
I	M	A	X	E	I	N	S	T	E	I	N	W	F	P
S	T	Z	N	B	Y	O	I	P	L	E	C	J	A	Q
R	O	S	X	V	B	G	C	K	U	Y	A	Z	T	G
A	N	L	T	F	G	J	S	C	I	E	N	C	E	P
E	X	E	A	P	O	L	V	B	Q	A	E	G	H	W
L	W	Q	T	R	T	G	C	X	Q	L	W	U	J	K
E	T	Y	O	G	P	F	E	A	I	T	Y	S	D	X
G	X	V	M	H	J	A	B	Y	J	C	O	N	G	O
E	W	R	F	T	I	O	N	A	L	K	R	F	N	M
N	A	Q	D	X	T	F	B	E	Y	H	K	D	S	E
I	E	V	B	H	Z	A	G	A	L	A	X	Y	A	Z
U	O	L	L	K	H	G	E	D	Q	S	B	X	V	C
S	C	I	N	V	E	N	T	I	O	N	P	O	E	D
X	Z	G	W	Q	T	F	H	J	K	L	Q	L	J	T
O	E	H	C	H	U	J	K	L	B	A	E	K	L	X
C	F	T	X	E	L	E	C	T	R	I	C	I	T	Y



ATOM • CHESS • CONGO • ELECTRICITY • GALAXY
 GENIUS • INVENTION • ISRAEL • LIGHT • MAX EINSTEIN NEW
 YORK • PHYSICS • SCIENCE • SOLAR PANELS



A GENIUS MIND

$$V = \frac{I}{R}$$

Can you think like Max and transform the word 'MIND' into 'TIME' by changing just one letter each time?

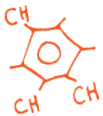
M	I	N	D
T	I	M	E



WORDSEARCH ANSWERS

Can you find all the missing words in the wordsearch below?

C	H	E	S	S	L	M	P	D	F	R	T	H	K	O
E	R	W	A	Z	O	L	H	A	S	D	C	V	G	H
Y	U	J	V	T	Y	K	Y	Z	A	R	T	H	K	J
I	M	A	X	E	I	N	S	T	E	I	N	W	F	P
S	T	Z	N	B	Y	O	I	P	L	E	C	J	A	Q
R	O	S	X	V	B	G	C	K	U	Y	A	Z	T	G
A	N	L	T	F	G	J	S	C	I	E	N	C	E	P
E	X	E	A	P	O	L	V	B	Q	A	E	G	H	W
L	W	Q	T	R	T	G	C	X	Q	L	W	U	J	K
E	T	Y	O	G	P	F	E	A	I	T	Y	S	D	X
G	X	V	M	H	J	A	B	Y	J	C	O	N	G	O
E	W	R	F	T	I	O	N	A	L	K	R	F	N	M
N	A	Q	D	X	T	F	B	E	Y	H	K	D	S	E
I	E	V	B	H	Z	A	G	A	L	A	X	Y	A	Z
U	O	L	L	K	H	G	E	D	Q	S	B	X	V	C
S	C	I	N	V	E	N	T	I	O	N	P	O	E	D
X	Z	G	W	Q	T	F	H	J	K	L	Q	L	J	T
O	E	H	C	H	U	J	K	L	B	A	E	K	L	X
C	F	T	X	E	L	E	C	T	R	I	C	I	T	Y



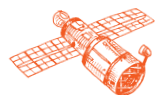
ATOM • CHESS • CONGO • ELECTRICITY • GALAXY
 GENIUS • INVENTION • ISRAEL • LIGHT • MAX EINSTEIN NEW
 YORK • PHYSICS • SCIENCE • SOLAR PANELS

A GENIUS MIND ANSWERS

Can you think like Max and transform the word 'MIND' into 'TIME' by changing just one letter each time?

$$V = \frac{I}{R}$$

M	I	N	D
M	I	N	E
M	I	M	E
T	I	M	E

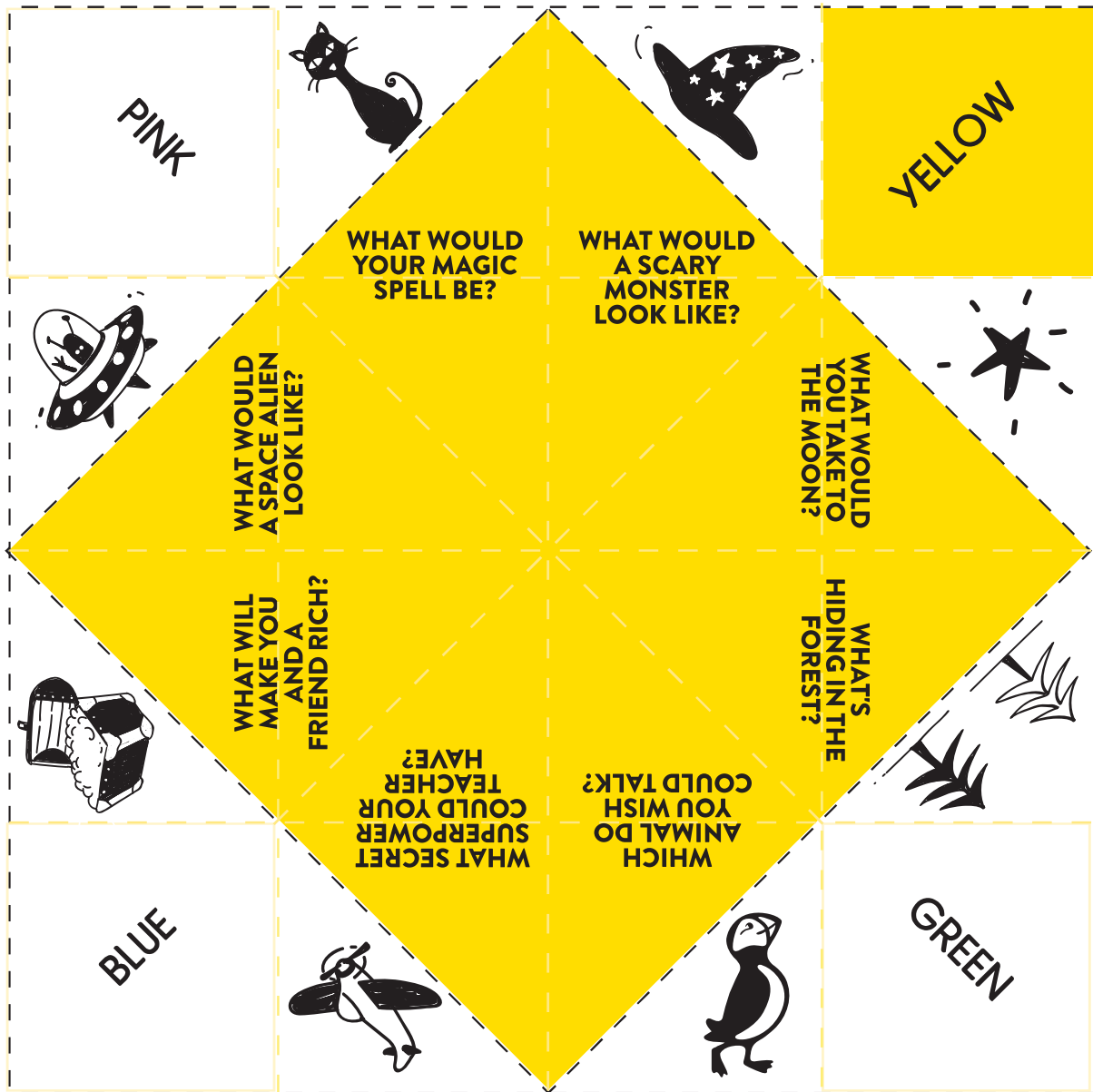


Story Widget



Use the widget to discover questions that will help you start a story!

- 1 Cut out your story widget, fold and unfold along all dotted lines.
- 2 Text-side facing down, fold each corner into the centre.
- 3 Turn over and fold each corner into the centre.
- 4 Fold the story widget in half so the colours are on the outside, insert your thumbs and index fingers under each corner flap and the story widget will take shape.



COLOUR IN THE SQUARES

- 1 Hold the story widget and ask the person next to you to choose a colour.
- 2 Spell the colour out loud, opening/shutting the story widget with each letter.
- 3 Select a picture.
- 4 Spell out the picture, opening/shutting the story widget with each letter.
- 5 Pick a final picture. Lift the flap and discover the question that will help you start a story!

Doodle your own book cover!

What colours would you use? Will you draw a scene or a character? It's up to you! Think about what your book will be called. Have a look at other book covers to help inspire you.

