

**If your child is in P2 they'll receive a free Read Write Count activity bag during the autumn term. The bag is full of fun things for you to do together. It's an engaging way for you to help turn their homework into games you can both play during the day.**



## What's in the bag?

- Story cubes
- A notebook and pencil
- Shape Shuffle card game with Talk it Out and Act it Out cards on the reverse

## Two books:

Rocketmole by Matt Carr

## How Many Trees? by Barroux

## Story Cubes

## Game #1 Get storytelling

Roll the dice and make a story up from the first three images that you land on. You could write it down or draw a picture, you could even try to make a film of it on your phone!

## Game #2 Take turns

You both could take turns rolling the dice and make up a story title from the words that come up.

### Game #3 Character spotting

Get your child to roll the character dice and see what it lands on. Ask them what books they have that contain a character that's the same as what they land on. It could be a dog, a dinosaur...

## Game #4 Setting the scene

Roll the setting dice and see if your child can remember a time they visited somewhere like that - or maybe you're there right now!



## Shape Shuffle card game with Talk it Out and Act it Out cards on the reverse

## Game #1 Get shuffling

Shuffle and deal the cards. Put one card each at a time face up onto the pile in the middle. You can only use a card if the shape or number matches the card at the top of the pile. For example if the card has 5 squares you could play another 5 card or another square card next. If you can't play, take a card from the pile. Whoever gets rid of all their cards first wins!

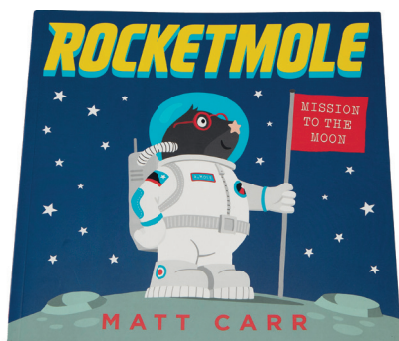
## Game #2 Name the shapes

Some shapes are easier than others, but why not turn over the number card and see who can name the shape first?

## Game #3 Snap!

Use the cards for a quick game of snap. Just try and match the cards with the same numbers.

## Rocket Mole by Matt Carr



**Armstrong doesn't like living underground – will his adventures to the moon change his mind?**

### Game #1 Moon spotting

Why not try moon spotting yourselves? Once it's dark, take a walk down your street or sit out in the garden to see if you can see the moon.

### Game #2 Reach for the stars

There are lots of stars in the book, why not try and learn a fact about stars together? Get them to write down their favourite and encourage them to learn more space facts. Dark Sky Scotland have some tips on stargazing and what to look for.

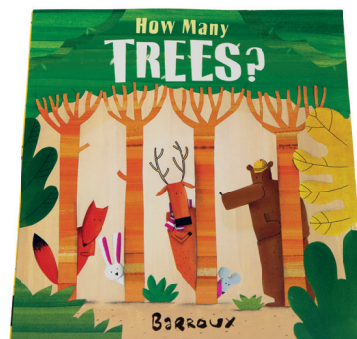
### Game #3 Planet explorers

Rocketmole heads to the moon, but there are lots of other planets out there. Why not try and get your child to imagine their own planet and paint a picture of it? What colour is the planet? Who lives there? Are there trees? Water? Robots? The sky is literally the limit! Get them to visit the Glasgow Science Centre online for some inspiration!

### Game #4 Rocket ships

If you have any spare cardboard boxes at home, why not try and build your own rocket ship? They can go crazy painting it and decorating it. Then it's 5,4,3,2,1, blast off - but who will fly it? Can they fit inside the rocket, or will teddy become the first bear in space?

## How Many Trees? by Barroux



**How many trees make a forest? Each animal thinks they know the answer but they just can't agree!**

### Game #1 Get Counting

See if your child can count how many trees there are on their way to school. If there are too many to count, maybe just count the ones in your street.

### Game #2 Favourite animals

Get your child to tell you their favourite animal in the book. Then you can get them to list their favourites in order. Can they dress up as their favourite animal?

### Game #3 Leaf finder

See if your child can spot the different leaves in the book. Why not see if they can find any of the same leaves the next time they're at the park?

