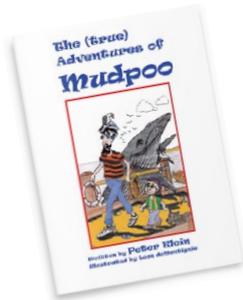


FOR TEACHERS and HOME SCHOOLING

LEARNING ACTIVITY CENTRE



designed to be used in conjunction with the book:
'The (True) Adventures of Mudpoo'

Choose and complete an activity after reading each adventure. This book can be read in conjunction with the audio CD
'On the road with Captain Pete'



Read the introduction: Class Discussion.

- Look at the cover design. Discuss the cover picture and the title of the book. Describe who you think the main characters might be and use inference to help you to guess what the book might be about.
- After reading the introduction discuss with your class: 'Do you think the stories in the book might be based on true stories?'
- Think of a holiday destination. Make a long list of items that you might pack for your holiday. Prepare a list your entire family would pack. How many different items are on your list?
- Write about the most important item you would pack on your holiday adventure and why?
- Discuss an adventure holiday that you have been on. Bring a photo, or a souvenir that you have collected from your holiday and explain what the photo is about.
- Write a list of items that you would pack for a holiday adventure. Include everything you need but it must be able to fit into your car!
- Write a creative story about a holiday adventure that you have had. Include photos or draw pictures to add to your story.
- Design a cover for your story.

Extension: Create a poster that shows Mudpoo's journey from Bethanga to Hervey Bay. Add some of the landmarks they might have seen along the way. Include pictures of Mudpoo, Gus, Captain Pete, Harry, Liz and humpback whales.

Challenge: Think of a story you've heard. Retell to your class a (true) adventure story that someone, friend or family, has told you. Or make up a story. Can your class tell which stories are based around true stories and which are made up?

Chapter 1

(1) Mudpoo and the Roller Coaster

- If you have been to an adventure park, discuss (as a class) and then write about your experience.
- Locate Bethanga (Vic) and the Gold Coast (Qld) on a map of Australia; calculate the distance in kilometers, record some of the towns they have to drive through. What are some of the interesting things they might have seen?
- Calculate how long it would take to arrive if Gus traveled at 90 km/hr; remember to allow for rest stops. Show working out. You may use a calculator.
- If the petrol costs \$1.30 per liter, what is the cost for the entire journey? Show working out. You may use a calculator.
- Investigate, research, what tricks performing sea lions and dolphins are taught; find pictures to demonstrate your claims. Invent a trick that you might teach.
- If you have been on a roller coaster write about your experience.
- What is onomatopoeia? Invent your own onomatopoeia for someone on a wild roller coaster ride?

Class Activity, extension: Using groups re-write the chapter as an actor's script. Designate actors for the roles of each character and add extra characters such as more people on the roller coaster. Use simple props and perform your written script. Film your performance and use Movie Maker to create a short film to show other classes/parents.

Chapter 2

(2) Mudpoo and the Bubble Gum

- Draw a picture of some talking bubble gum making a mess.
- Select three actors to play Mudpoo. Mime-act Mudpoo attempting to remove bubble gum that becomes a tangled mess. Ask someone to narrate the story.
- Use the 'expand and exaggerate' when acting out the bubblegum sticking to Mudpoo.
- Ask each person in the class to mimic the actions of one of the actors.
- Rotate the students to share the main acting roll of Mudpoo.
- Extend Captain Pete's song it's 'a Happy, Happy day...' and write one or two new verses. Practice your song with a several members of the class.

Extension Activity: Use real goo in the story. Make Corn flour slime or goo; explore the 'Questacon' or similar website to find a safe goo recipe. Check your goo will not stick and use it in the role play.

Chapter 3

(3) Mudpoo and the Giant Wave

- Write a story about a giant wave; you can write an adventure story or base it around a tsunami that has occurred.
- Find some newspaper articles about factual stories on 'giant waves.'
- Prepare instructions stating what to do if you were on a beach and a tsunami is approaching.
- Write a newspaper article warning people about dangerous rocks where people can be swept out to sea.
- Design and create a warning sign that can be used to warn people about danger from waves.

Extension Activity: Rewrite the ending so that the story has an exciting new adventurous twist and read your new ending to the class.

Chapter 4

(4) Mudpoo and the Missing Kombi

- Write a story about a talking Kombi. What kind of things does a Kombi say? Write a conversation you would have with *Gus*.
- Design and draw the inside of a Kombi-van; make the best possible use of the available space, indicate how you might pack things in your Kombi. Use several diagrams to explain your 'space saving' designs.
- Invent at least six things that a Kombi van like *Gus* can be used for (besides being a car). Use your best imagination!
- Write an inventive list of twelve things you might do to avoid doing the dishes.

Extension Activity: Google VW Kombis and find some colorful Kombi designs. Draw a Kombi van and add your own designs. Make a poster that shows your crazy Kombi and at least two other crazy looking Kombi's. Email your best Kombi designs to Captain Pete; he might post them on his website.

Chapter 5

(5) Mudpoo and the Green Tree Snake

- Prepare a fact sheet that includes twelve facts about diamond pythons.
- Write an imaginative story about you and a diamond python.
- Use research to discover what you need to know to keep a diamond python as a pet. Make an extensive list. You might like to visit a pet shop to get your information.

Extension activity: Research snakes, why do they lose their skin? Why are they protected in Australia? Make a list of at least ten different snakes found in Australia. Rate them from 1) Harmless to... 10) very, very dangerous. Make a poster of snakes that can be found in your area.

Find and document an explanation for the correct first aid for snakebite, add this to your poster.

Chapter 6

(6) Mudpoo and the Secret Garden

- Design a board game that takes you from the house to the Hills Hoist clothesline and back to the house whilst battling fierce creatures in the (garden) jungle.
- Write a story about getting lost in a rain forest.
- Look carefully at the main picture, what do you notice in the picture that is different to the story? How can you explain this?
- Listen to this story on the CD and attempt to identify how many animal sounds you can hear. Make a list and compare it with others in your class.

Extension activities: Investigate how a Hills Hoist clothesline works; use your creative imagination to make one that is multipurpose. Write about and draw your new improved Hills Hoist clothesline, what else is it useful for?

A great game for a long car trip or as a class: Listen to the Cd 'On the road with Captain Pete' record how many different animal sounds are on the CD. Email your result to Captain Pete!

Chapter 7

(7) Mudpoo and the Turning Tide

- Investigate why the tide goes out. How long does it take to go out? When does the tide come back in? Write a fact sheet and include twelve facts.
- Find out who invented thongs? Is it an Australian invention? Write a funny story about the person who invented thongs and why they did it?
- Use your imagination to list as many creative ideas as possible about alternative uses for thongs.

Extension activities: Investigate how the moon affects tides and create a poster to demonstrate how it happens.

Bring an old thong to school and decorate it. Photograph your thong and email it to Captain Pete to post on his website.

Chapter 8

(8) Mudpoo and the Secret Rock

- Investigate Bundjalung National Park; create a fact sheet of at least twelve things you have learnt about the park.
- If you have collected seashells on one of your holidays, bring one to class. Write and discuss the story about your shell.
- Write an imaginative story about a journey a seashell has made to get from the ocean to your classroom.
- Prepare a fact sheet of ten things you can find out about Triceratops dinosaurs.
- Draw a map from Captain Pete's camp to the 'secret rock'. Mark in as much detail as possible. Create a 'key' to explain the map.

Extension Activity: Read the story again and re-write the story with a different ending. Send your story to Captain Pete.

Chapter 9

(9) Mudpoo and the whale spotting boat

- Write a list of all of the animals (include all birds and whales) you can count in this chapter.
- Choose one picture and write your own imaginative story to explain what is happening in this the picture.
- Draw your own illustration to demonstrate/explain any part of this story.
- Imagine you are a humpback whale. Write a story to explain what you think about people in tourist boats who come to look at you.
- Investigate scientific facts about humpback whales and create a list of your twelve (or more) most important facts.

Extension Activities:

Locate: www.whales.org.au prepare a table with three columns.
What do whales look like? What do they eat? Where do they live?

Print out some photos of six different species of whales to make a poster. Explain something special about each whale.

Invent a song that you think humpback whales might enjoy. Write down the words of the song and suggest a suitable tune for your song; practice performing your song. Record your song.

Chapter 10

(10) Mudpoo and the humpback whales

- Research and discover the size of a humpback whale, using graph paper make a scale drawing comparing you, a car and a humpback whale.
- Find a Billy and bring one to class. Write instructions for making Billy Tea.
- Discover the origin of making the best damper (use google, or ask family and friends). Check www.mudpoo.com.au. Write your instructions for making the best damper, ask for help, cook some at home and write a description of the taste. Report back to the class.
- Create a map that shows the humpback whales' journey from Antarctica to Hervey Bay.
- Find out about whale hunting and what is being done to protect whales. Make a poster. Use www.whales.org.au as your resource.

Class Activity, extension: Plan and organise a 'damper-cooking day', use various yummy spreads; invite special guests.

Rewrite this chapter as a play. Designate actors for the roles of each character and the narrator. Design and make simple props for your play and practice your performance using your prepared script. Perform the play to a real audience. Serve tea and damper afterwards to the actors.

A message for all teachers and home school parents and students: Please contact Pete with your suggestions in relation to all activities. I look forward to hearing from you. Pete is available to visit your school!

Contact Pete on www.mudpoo.com.au