

The Scarecrow Who Didn't Scare

The fun has just begun!

Parent resources



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The Scarecrow Who Didn't Scare – Parent resources

As our title suggests, the following set of free resources for parents and carers will guarantee that your storytimes at home are fun from start to finish! Designed to help parents make the most of storytimes, we have provided suggestions for questions that you can ask your child, to help get them fully involved in the story. We have also provided you with ideas on how to read the story aloud. But storytime shouldn't just end with the story. With this in mind, we have included a set of craft and game activities to ensure the fun really has just begun!

Introducing the story

- To have a real scarecrow, or to make one together, would be a wonderful way of introducing the story!
- Or, suddenly make your child jump by making a loud noise. Say: *Sorry I scared you!* Then discuss the word *scared*.
- Show your child a pair of gloves, an old hat, boots, straw, old screwed up newspaper, etc. Then play a guessing game. Ask what these items might be used for.
- Have some real wheat and corn to show your child.

Questions to ask before the story begins

- *What is a scarecrow, and why do we have them?*
- *Have you seen a scarecrow? Where? Who makes them?*
- *Do they all look the same?*
- *Do you know any scarecrow stories?*
- *What does a scarecrow scare?*

Some read-aloud ideas

- Bang a nail into wood as you read the first two pages.
- Huff and puff on the page beginning *The farmer felt sure it would do a good job ...* Pretend to push in the pole.
- Make the noise of a crow on the page beginning *As spring arrived, ...*
- Make nibbling noises on the two pages beginning *Several weeks later, ...* Make pointed ears for rabbits with your hands and stick your teeth forward for mice.
- Hold your chin like Farmer Wallace on the page beginning *When the farmer returned in late summer ...*
- Throw a pretend scarecrow on the page beginning *He was so angry, ...*
- Shiver on the following page and make noises like the wind blowing.

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- Snuggle together on the page beginning *It soon forgot ...*
- Pretend to push the pole in the soil on the page beginning *As spring arrived, ...*
- Have a really big smile on your face on the page beginning *The farmer smiled proudly ...*

Questions to ask as you read the story

(to encourage prediction, careful listening and to hold attention)

- *What is Farmer Wallace making with the wood?*
- *Why doesn't his old suit fit him?*
- *Have you got any clothes with holes in?*
- *What types of birds are eating the seeds?*
- *Do you know the names of the flowers amongst the tall golden stalks?*
- *Have you ever been lonely?*

Questions to ask after you have read the story

(to assess understanding and memory)

Ask some of the following questions in any order:

- *Why was the scarecrow smiling at the end of the story?*
- *Can you remember all the things Farmer Wallace used to make the scarecrow?*
- *Who ate the tender shoots?*
- *Where did Farmer Wallace throw the scarecrow?*
- *Where did the rabbits climb into, to keep warm?*
- *Why did Farmer Wallace use the scarecrow a second time?*
- *Why didn't the creatures eat the seeds or shoots of corn during the second year?*

Enjoying the illustrations

- Look out for signs of each season throughout the book.
- Can your child count the icicles on the branches of the trees?
- Turn to the page where the scarecrow is in the frosty hedge. Let your child look closely. Now close the book and ask the following questions:
What was perching on the scarecrow's hat?
How many mice were there?
How many rabbits were there?
How many spots were on the hanky?

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Imaginative role-play

Ideas for instant role-play:

- Mime the making of the scarecrow.
- Pretend to be scarecrows and try and make really scary faces!
- How many soft toys can you tuck in pockets, trouser legs, socks, arm holes, shoes, etc?
- Who can stand still like a frozen scarecrow? (Play a game like Musical statues, but be scarecrows.)

Story crafts

- Make your own dangly scarecrow using **SCARE 1**.
- Make a set of masks to role-play the story using **SCARE 2**.
- Colour in **SCARE 3**.
- Make scarecrow, mice, rabbit and bird finger puppets using **SCARE 4**.
- Create scarecrows of many kinds using **SCARE 5**.
- Enjoy colouring in **SCARE 6**.

Book games

- Play **Scare pairs!** using **SCARE 7**. This is a game similar to Snap or Pairs.
- Play **Match me!** using **SCARE 7**. Which scarecrows match each other?
- Play **Mystery mice!** using **SCARE 8**. How many mice can you count?

Book fun!

- Make your own bookmark and badge using **SCARE 9**.

Song and dance time!

Sing to the tune of *Old MacDonald*. It can be printed off using **SCARE 10**.

Old Farmer Wallace had a farm

V1

*Old Farmer Wallace had a farm, E-I-E-I-O,
And on this farm he grew some wheat, E-I-E-I-O.
With a grow, grow here and a grow, grow there.
Here a grow, there a grow, everywhere a grow, grow.
Old Farmer Wallace had a farm, E-I-E-I-O.*

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V2

And on this farm he had some birds, E-I-E-I-O.

With a peck, peck here and a peck, peck there.

Here a peck, there a peck, everywhere a peck, peck.

Old Farmer Wallace had a farm, E-I-E-I-O.

V3

And on this farm he had some rabbits, E-I-E-I-O.

With a nibble, nibble here and a nibble, nibble there.

Here a nibble, there a nibble, everywhere a nibble, nibble.

Old Farmer Wallace had a farm, E-I-E-I-O.

V4

And on this farm he had some mice, E-I-E-I-O.

With a scamper, scamper here and a scamper, scamper there.

Here a scamper, there a scamper, everywhere a scamper, scamper.

Old Farmer Wallace had a farm, E-I-E-I-O.

Snack time

- Make and eat bread!
- Eat seeds, e.g. sunflower seeds, etc.
- Make cakes.