

The Journey

The fun has just begun!

Parent and Carer resources



Neil Griffiths

Illustrated by

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The Journey – Parent and carer 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 you 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 and 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

- Hold a toy boat as you start the story.
- Mime sailing into the room before you read the story.

Questions to ask before the story begins

- *This book is by Neil Griffiths. Have we read any other books by this author?*
- *Do you have a toy boat?*
- *What does the boat look like?*
- *Where have you played with the boat?*
- *Have you been on a real boat?*
- *Where did you go to on the boat?*
- *What was it like on a boat?*
- *Have you floated down a river in a boat?*
- *What did you see/hear/smell as you floated down the river?*

Some read-aloud ideas

- On the opening page, make windy noises. Sway as if you are blowing in the wind.
- Snap some string as the boat breaks away.
- On the next page, bob and weave your body and whistle like an owl for *night*, if you can!
- Flash your fingers open and shut for the *star-filled sky* and make a mountain shape with your arms above your head for *mountains high*.
- Make a beak shape with your hand to represent the *duck*, then push your arm forward for the *goose*. Arch your arm to represent the *swan*. You could quack, honk and hiss too!
- Sway gently for the *swaying reeds*.

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- Move towards your child as you read *the current's draw*, then create the movement of water over a waterfall, pushing your hands downwards.
- On the page beginning *battered, bashed, bumped* and *tossed*, punch fists and pretend you have been bashed and tossed about.
- Sigh as you read the next page.
- Make farm animal noises as you float *past a church and farm*.
- Sound disgusted as you read *rubbish turned the water brown*.
- Pretend you are stuck to the spot as you read *our little boat got truly stuck!*
- Pretend to walk in *sticky mud* as you read the next page.
- Glide on the next page.
- Turn the book upside down and form a shark fin shape with it as you read *emerged a shark!*
- Tear some paper as you read *badly torn*.
- Roar loudly as the boat is washed up on the shore.
- Lie down on the floor as you read *amongst the weeds it lay*.
- Look amazed and pretend to hold the little boat on the penultimate page.

Questions to ask as you read the story

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

- *Why has the boat broken away?*
- *Where is it going and where will it end up?*
- *Will the boy ever see the boat again?*
- *What is making the boat move?*
- *Have you ever seen the stars at night?*
- *What happens at dawn?*
- *What is a lake?*
- *Are ducks, geese and swans friendly?*
- *Have you ever seen a waterfall?*
- *What is going to happen to the boat?*
- *Oh no! Is the boat going to sink?*
- *What might you see on a farm?*
- *Why is the water brown?*
- *How do you think the rubbish got in the water?*
- *Is rubbish a good thing?*
- *What is a flood?*
- *What is an estuary?*

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- *Will the shark eat the boat?*
- *What will happen to the boat now it is on the shore?*
- *Who is walking on the beach?*
- *Why is the boy so surprised?*
- *Why won't the boy know how the boat got to the beach?*
- *What will the boy do with the boat now?*

Questions to ask after you have read the story (to assess understanding and memory)

Ask some of the following questions in any order:

- *How did the boat get away?*
- *What creatures did the boat meet on its journey?*
- *When did it nearly sink?*
- *At what time of year did the story take place?*
- *Why did the boat get stuck?*
- *How did it escape?*
- *What tore the boat's sail?*
- *Where did the boy find the boat?*

Enjoying the illustrations

- Talk about the changing geographical features throughout the story, e.g. the stream, lake, mountains and estuary.
- Look at the many changing sky colours.
- Look at the different weather conditions.
- Look at the many changing water colours.

Imaginative role-play

Ideas for instant role-play:

- Pretend to be the boat on its journey. Sail away on your own 'journey'.
- Dance like autumn leaves in the wind.
- Pretend to be a duck, goose, swan or shark!

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Story crafts

- Create a food scene from *The Journey* using **JOUR 1**.
- Make a fruit boat using **JOUR 2**.
- Make a paper boat using **JOUR 3**.
- Enjoy colouring in **JOUR 4**.

Book games

- Play Journey dominoes using **JOUR 5**.
- Sequence the story of *The Journey* using the set of sequence cards **JOUR 6**.
- Play the Boat race using **JOUR 7**.

Book fun!

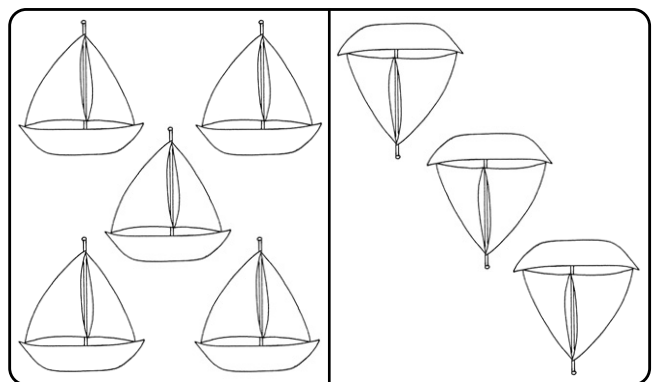
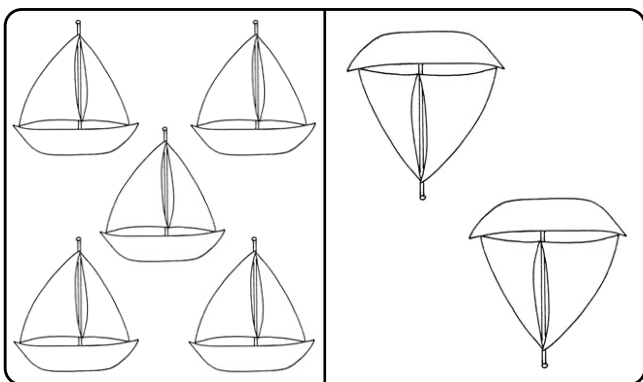
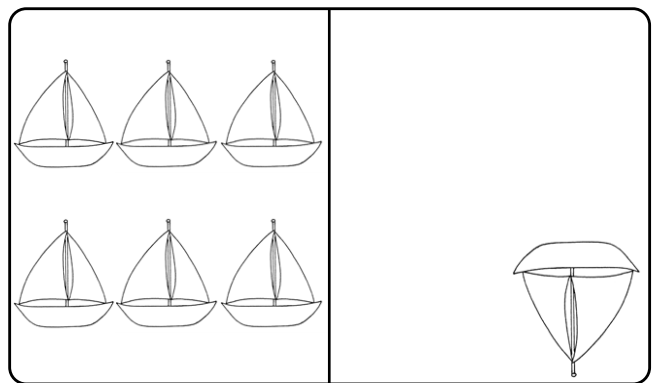
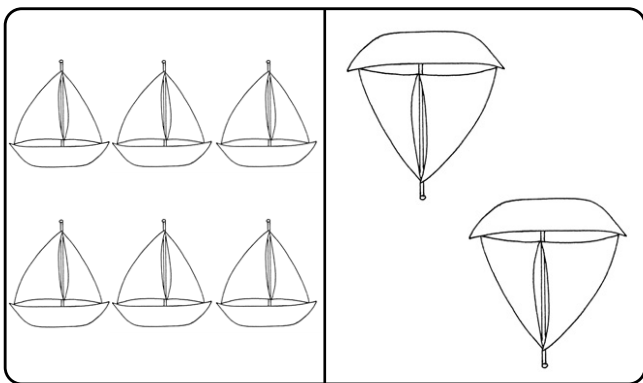
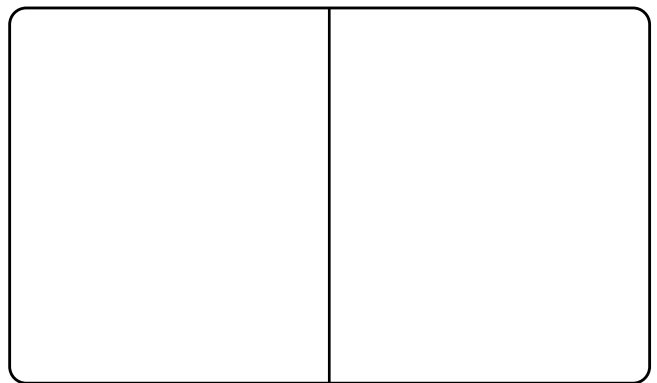
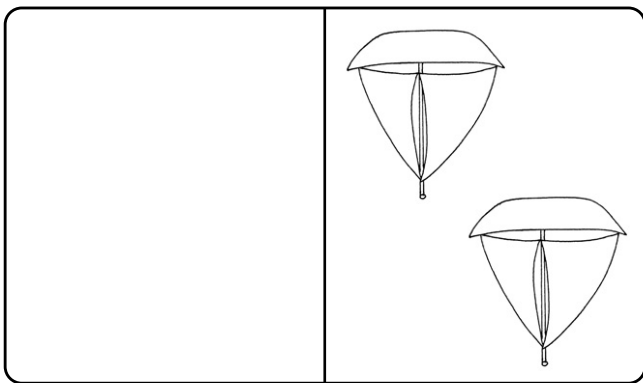
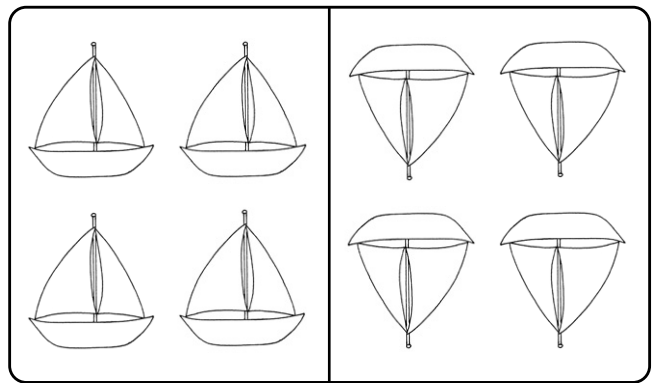
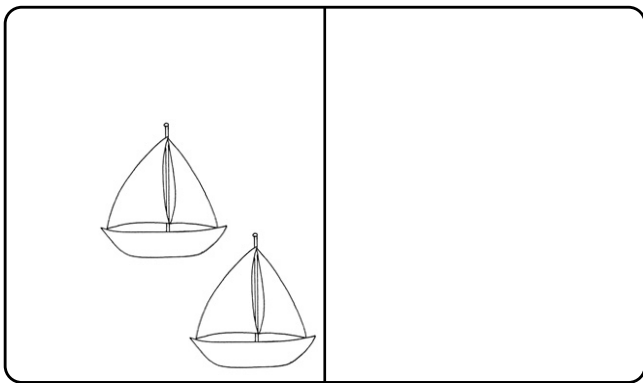
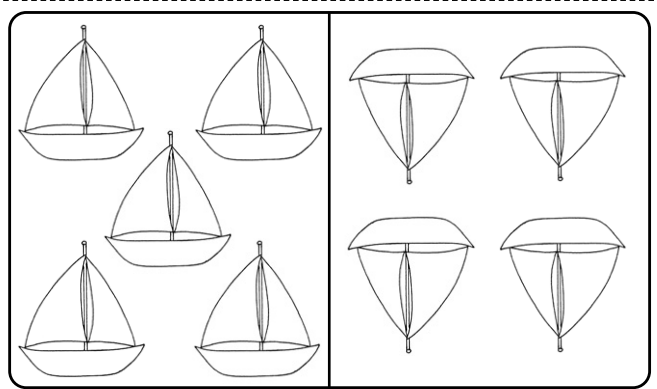
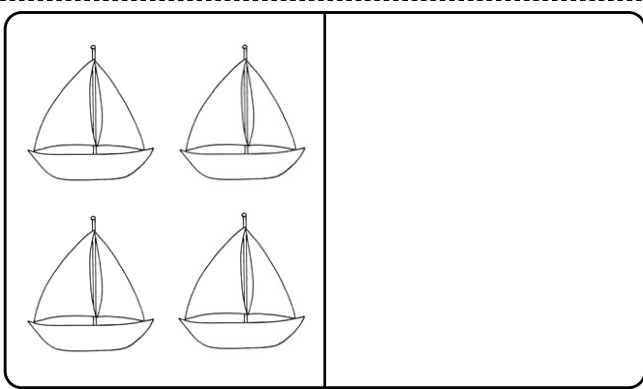
- Make your own bookmark and badge using **JOUR 8**.

Snack time

- Make boat-shaped sandwiches or biscuits.

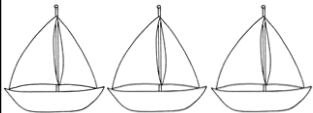


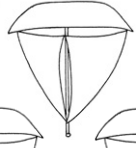
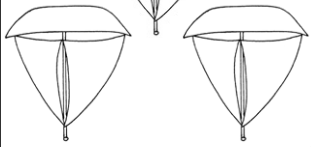




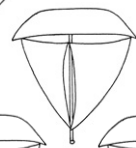
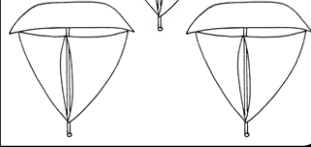
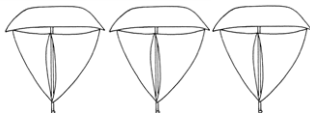
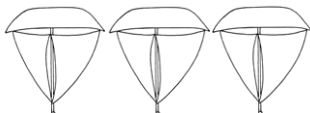
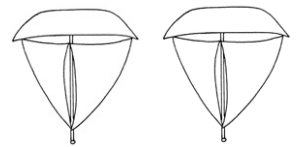
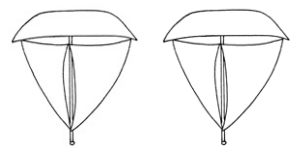


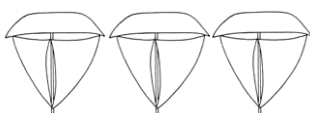
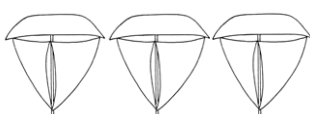


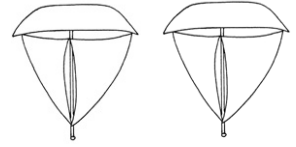
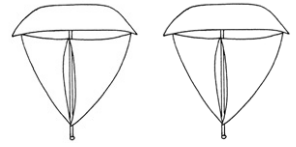


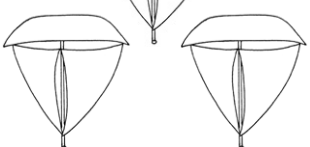
Journey dominoes! Cut out and play.

JOUR 5



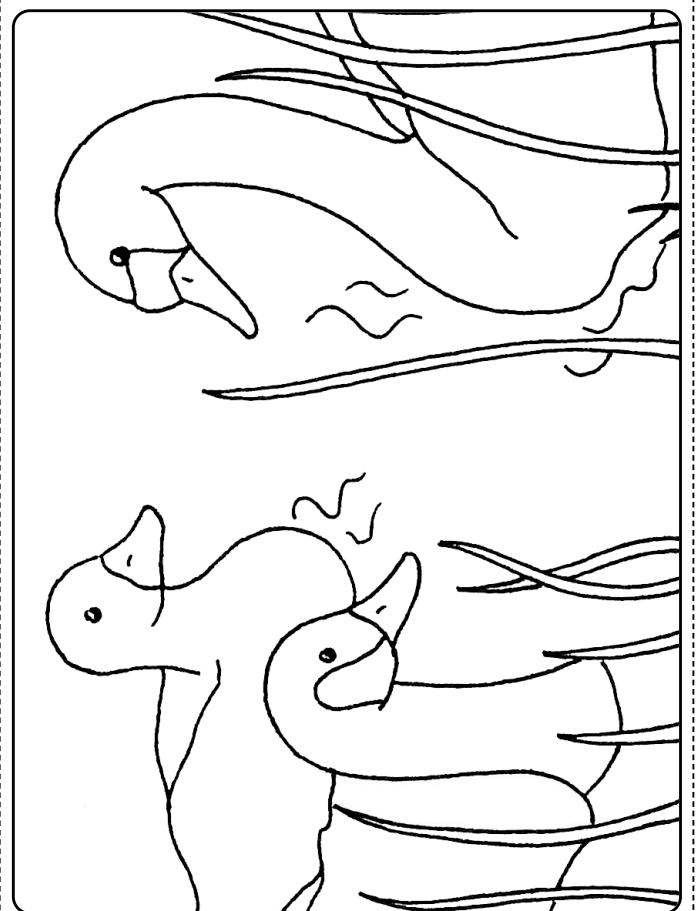
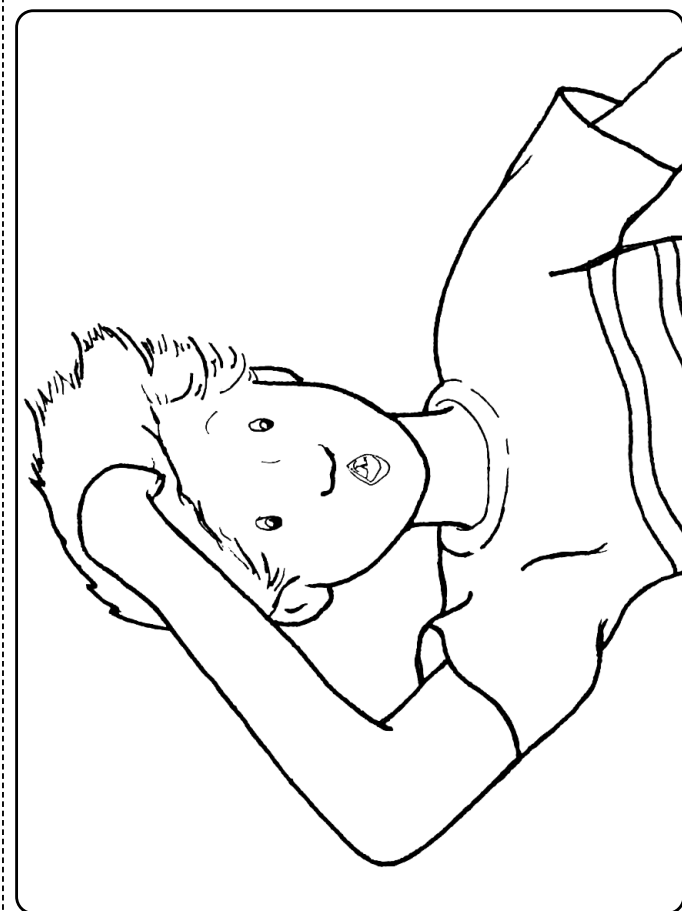
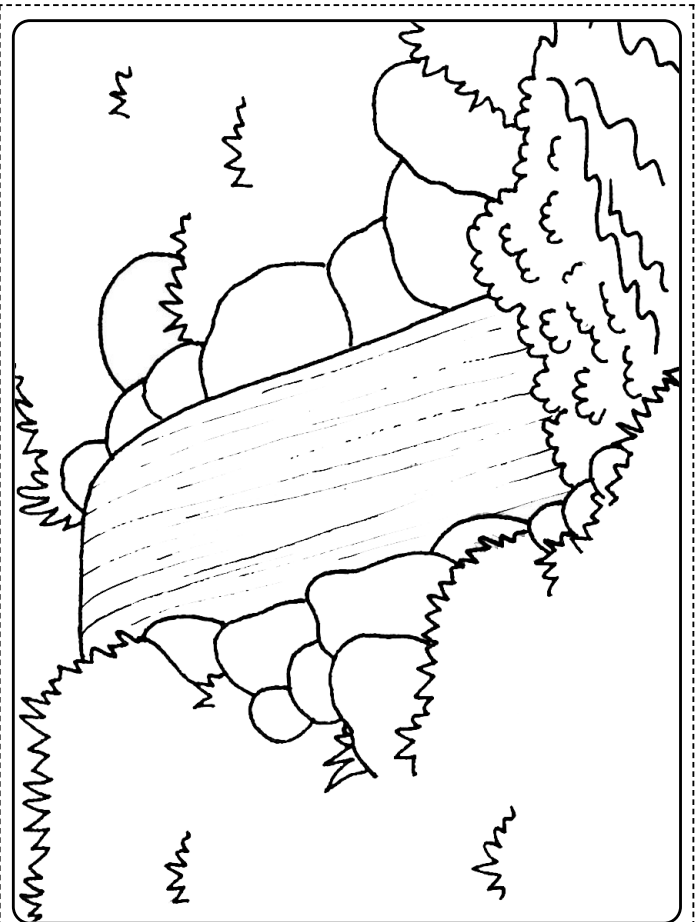
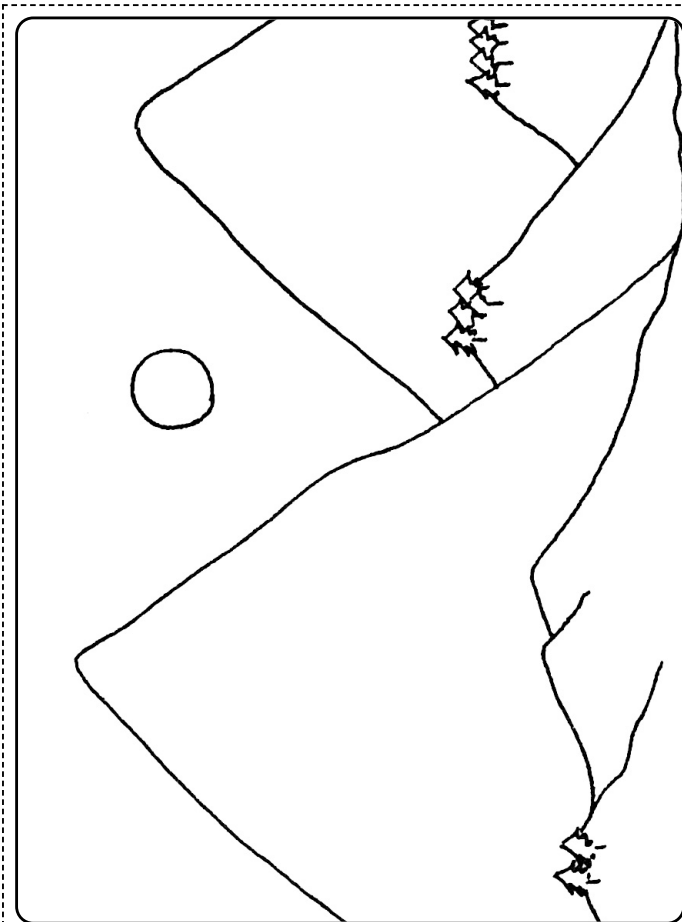
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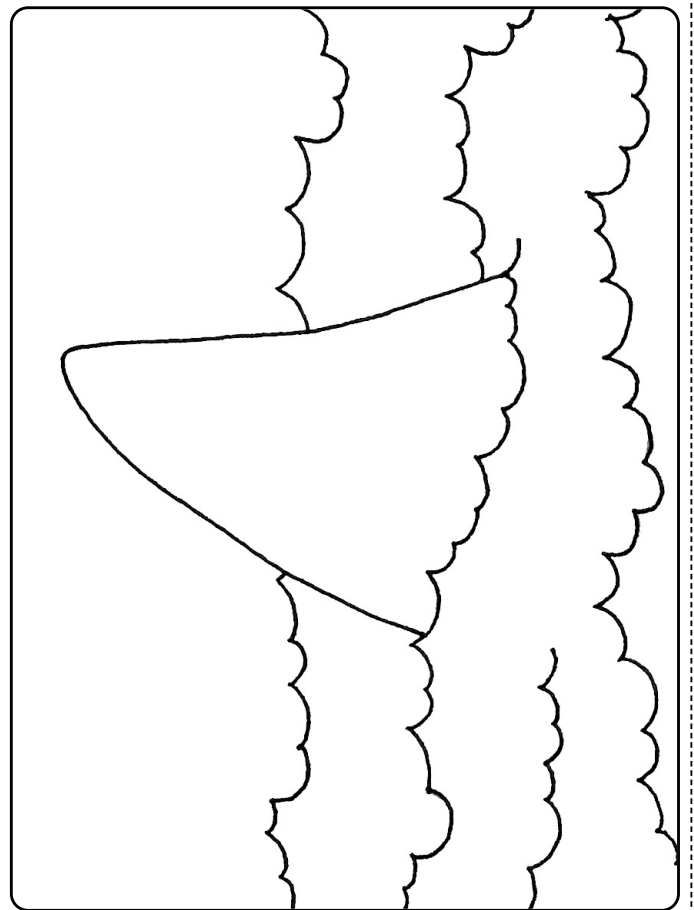
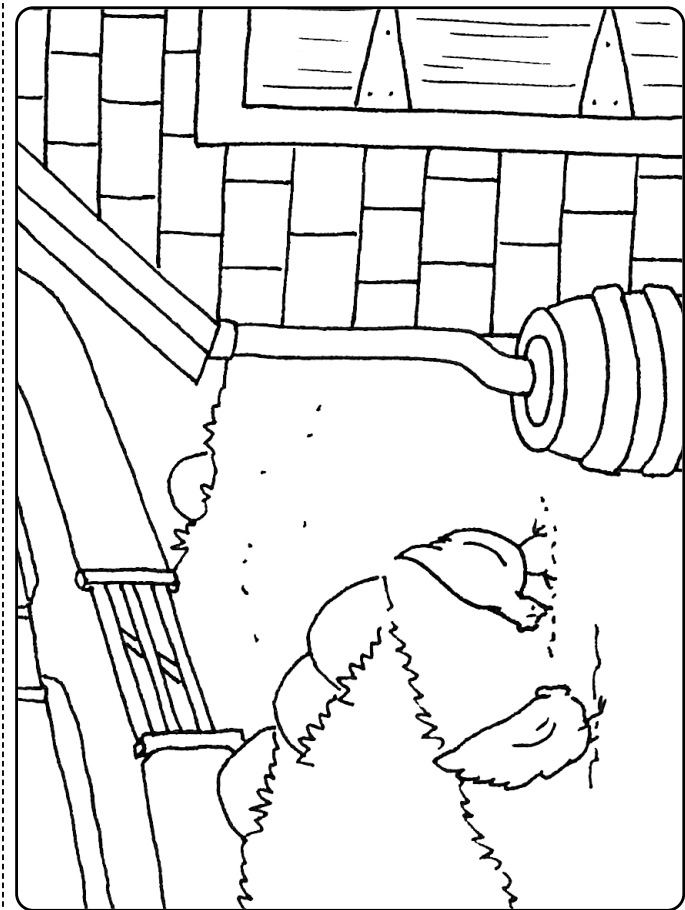
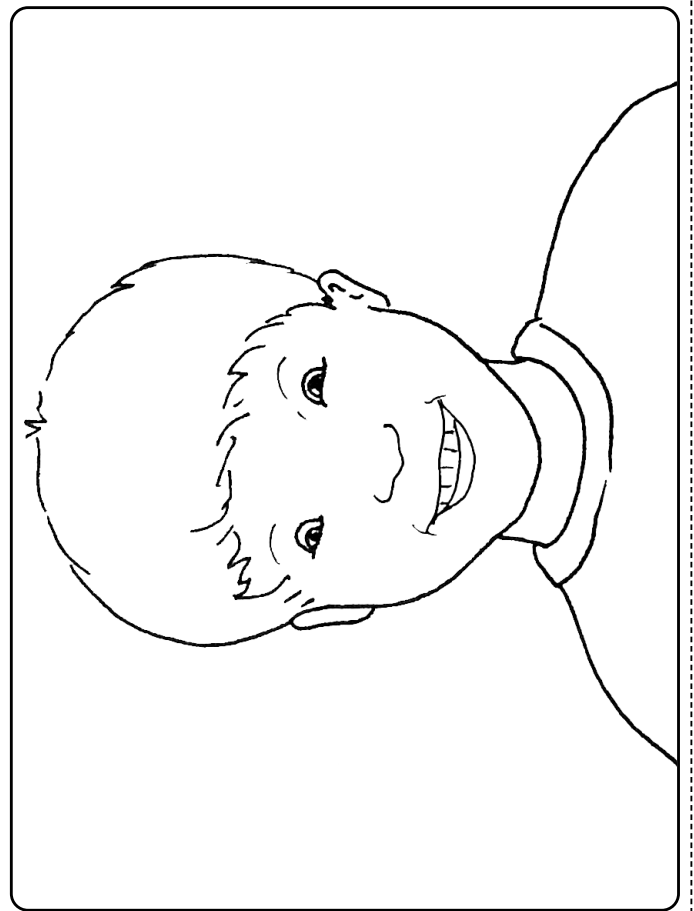
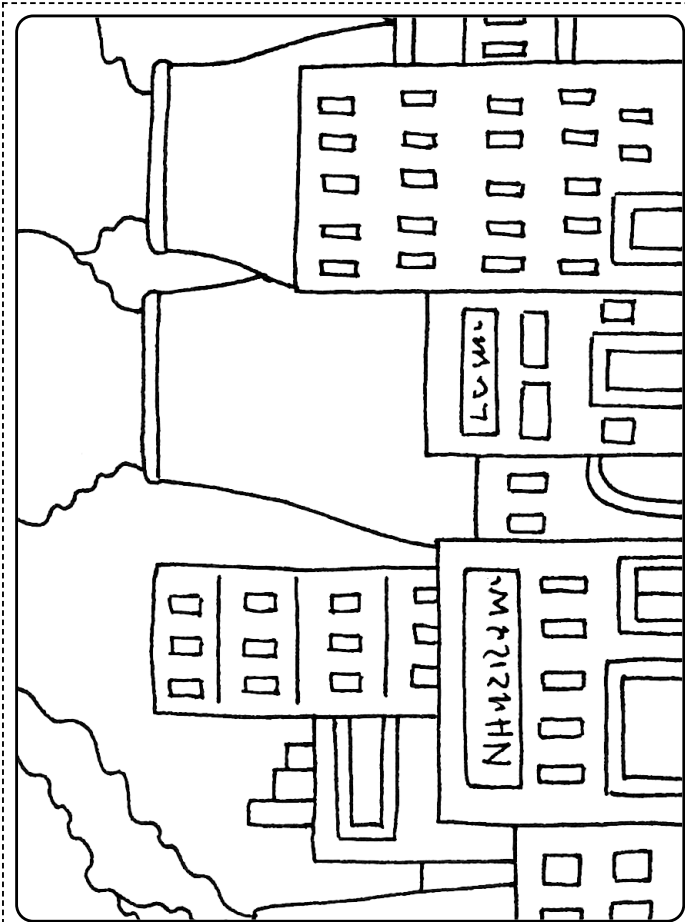
Sequencing fun!

Cut out the cards and use them to sequence the story of *The Journey*!



Sequencing fun!

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Boat race game!

JOUR 7

Instructions sheet

For 2 to 4 players

You will need:

- 1 gameboard
- 4 sets of game cards, one for each player. Print off and cut out.
- 4 different coloured counters (not provided)
- 1 dice (not provided)

Starting the game

- All the players take it in turns to throw the dice. The player with the highest score starts the game.
- Each player has their own set of game cards placed in front of them.

Playing the game

- All the players place their counters on a **Start** space.
- The first player throws the dice and moves their counter forward the number of spaces indicated by the number on the dice.
- If a player lands on a space with words on it, e.g. waterfall, then they must find the appropriate matching card in the pack in front of them and follow the instructions given on the card.
- When a player nears their **Finish** space, they must throw the appropriate number to ensure they land on the finish box, e.g. if they are two spaces from the finish they must throw a two, three spaces a three, etc.

Boat race gameboard

JOUR 7

Finish	Finish	Finish	Finish
12 shore	12 shore	12 shore	12 shore
11	11	11	11
10 storm	10 storm	10 storm	10 storm
9 shark	9 shark	9 shark	9 shark
8 busy town	8 busy town	8 busy town	8 busy town
7	7	7	7
6 calm water	6 calm water	6 calm water	6 calm water
5	5	5	5
4 bumped and bashed	4 bumped and bashed	4 bumped and bashed	4 bumped and bashed
3 waterfall	3 waterfall	3 waterfall	3 waterfall
2 lake	2 lake	2 lake	2 lake
1 windy day	1 windy day	1 windy day	1 windy day
Start	Start	Start	Start

Boat race game cards

JOUR 7

Cut out one set of the cards for each player.

1

windy day

Sail on
3 spaces.

2

lake

Very slow, throw a
1 to move on.

3

waterfall

Rush forward
2 spaces.

4

**bumped
and bashed**

Miss a turn.

6

calm water

Drift back
1 space.

8

busy town

Stuck in mud, throw
a 3 to move on.

9

shark

Hurry on
1 space.

10

storm

Wind blows you
back to number 5.

12

shore

Caught in seaweed,
miss a turn.

Bookmark and badge!

JOUR 8

Colour in and cut out!

