

# **Grace-Ella: Witch Camp**

## **Teaching Resources KS2 (Years 3 & 4)**

1. Pre-reading Activity
2. Chapter 1 – Writing a List, Drawing a Map
3. Chapter 2 – Reading and Writing Riddles
4. Chapter 3 – Character Profile, Creating a Character
5. Chapter 4 – Fact File, Writing Rules
6. Chapter 5 – Writing a Short Story
7. Chapter 6 – Information Cards
8. Chapter 7 – Creating a Quiz
9. Chapter 8 – Writing a Potion
10. Chapter 9 – Magic Spells
11. Chapter 10 – Broomstick Design
12. Chapter 11 – Building Suspense
13. Chapter 12 – Understanding Feelings
14. Chapter 13 – Designing a Poster
15. Chapter 14 – Design a Certificate

**Pre-Reading Activity:**

Look at the cover for 'Grace-Ella: Witch Camp'.

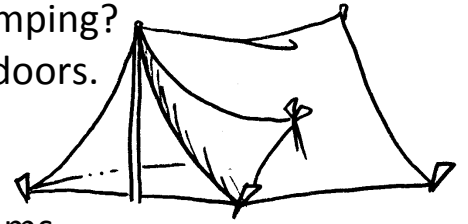
What does the cover tell the reader about the story?

What type of story do you think it will be?

What do you think of the cover?



What would you choose as essential items for camping?  
Think about what you would need to survive outdoors.  
Choose **10 key items** and write them on your list.



Explain to the class why you have chosen your items.

### ***Essential Items for Camping***

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_
9. \_\_\_\_\_
10. \_\_\_\_\_

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Draw and label your own map of Witch Camp.

A **riddle** is a poem that forms a puzzle to be solved.  
In pairs, read some riddles and have a go at solving them.

Grace-Ella and Mr Whiskins must solve Buddy Whiffleflip's riddle to get into camp:

*L*izard's leg and a pumpkin whole,  
*E*ye of a rat and the tail of a mole,  
*F*rog's toe in and the claws of a shrew,  
*'T*is ready now to bubble and brew.  
*W*hich is the way you'll choose to go?  
*R*ight or left? You should now know.'

Write your own **Acrostic Riddle Rhyme** for the word 'LEFT'.

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Research information about fireflies and write a **Firefly Fact File**.  
Think carefully about the **presentation** of your fact file.  
Remember to use:

- **one page**
- **pictures/diagrams**
- **sub-titles**
- **bullet points**
- **factual information**





Create a list of rules that would cause 'Classroom Chaos'!  
Illustrate your rules.



Choose a plant from the book and write an information card about the plant.

Remember to include:

- **a picture**
- **description of appearance**
- **where to find the plant**
- **the special properties of the plant**



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Write out the ingredients for the 'Dream Dust' potion and Grace-Ella's magic words.

Be creative – experiment with font and illustrations!

Create your own magic potion and spell.

Use **alliteration** for the name of your potion.

Use **rhyme** when writing your magic spell.



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Draw a broomstick.

Design the carvings on the handle of your broomstick to make it unique to you.

You could use the **Theban Alphabet** to write your name or words that have a special meaning for you.







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Design a poster to promote reading for pleasure in your school.  
You could include covers of your favourite books or pictures of your  
favourite authors.

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Design your own '**Spells for Beginners**' certificate.