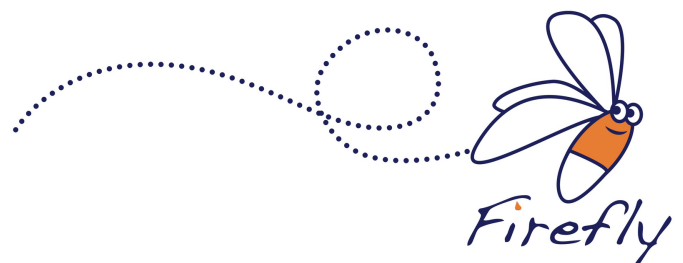
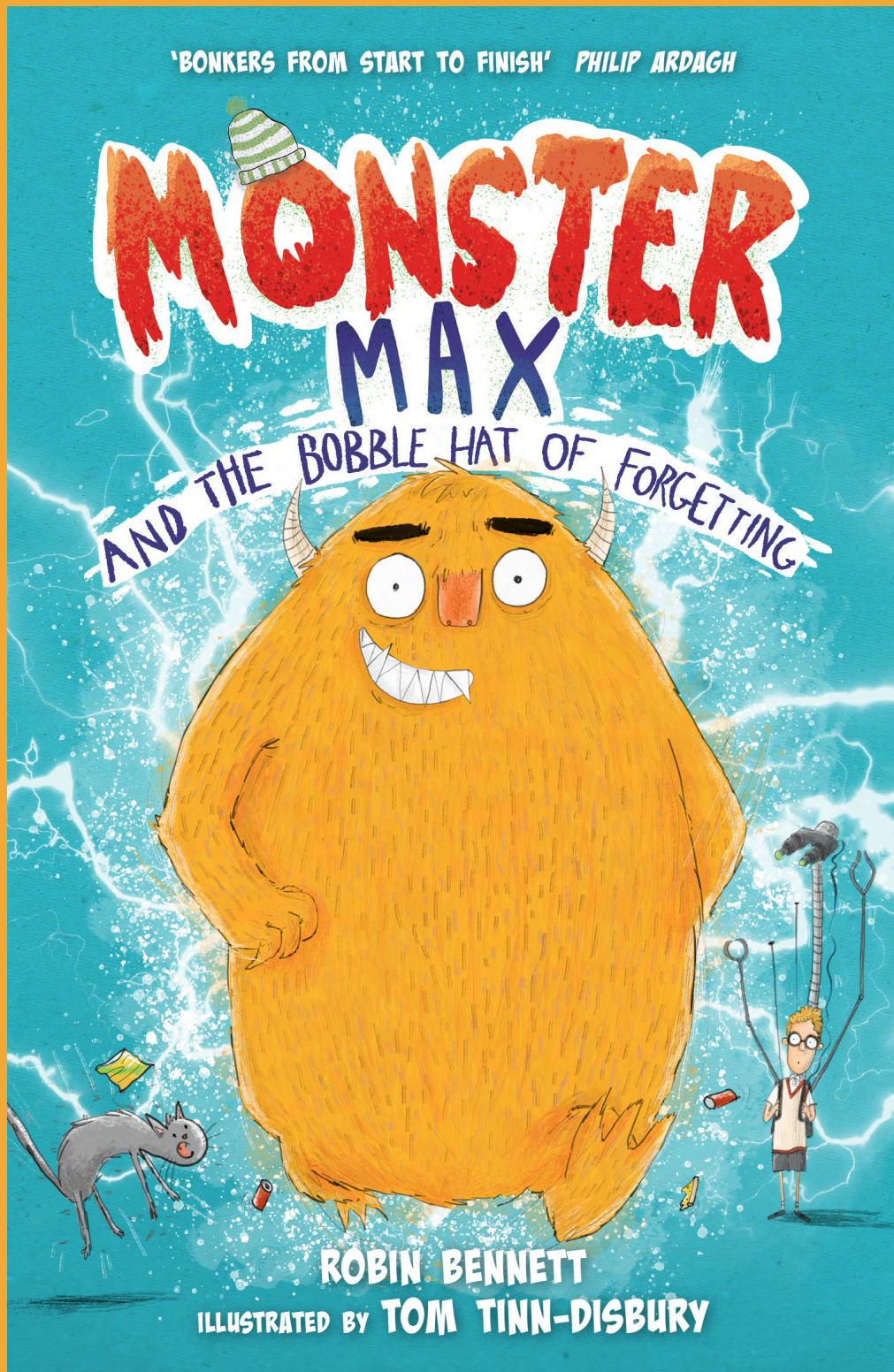


7- 9 yrs Activity Pack





Monster Max Resource Pack

Educational Activity ideas

Pre-reading

1. What does the cover make you think of?

Post-reading

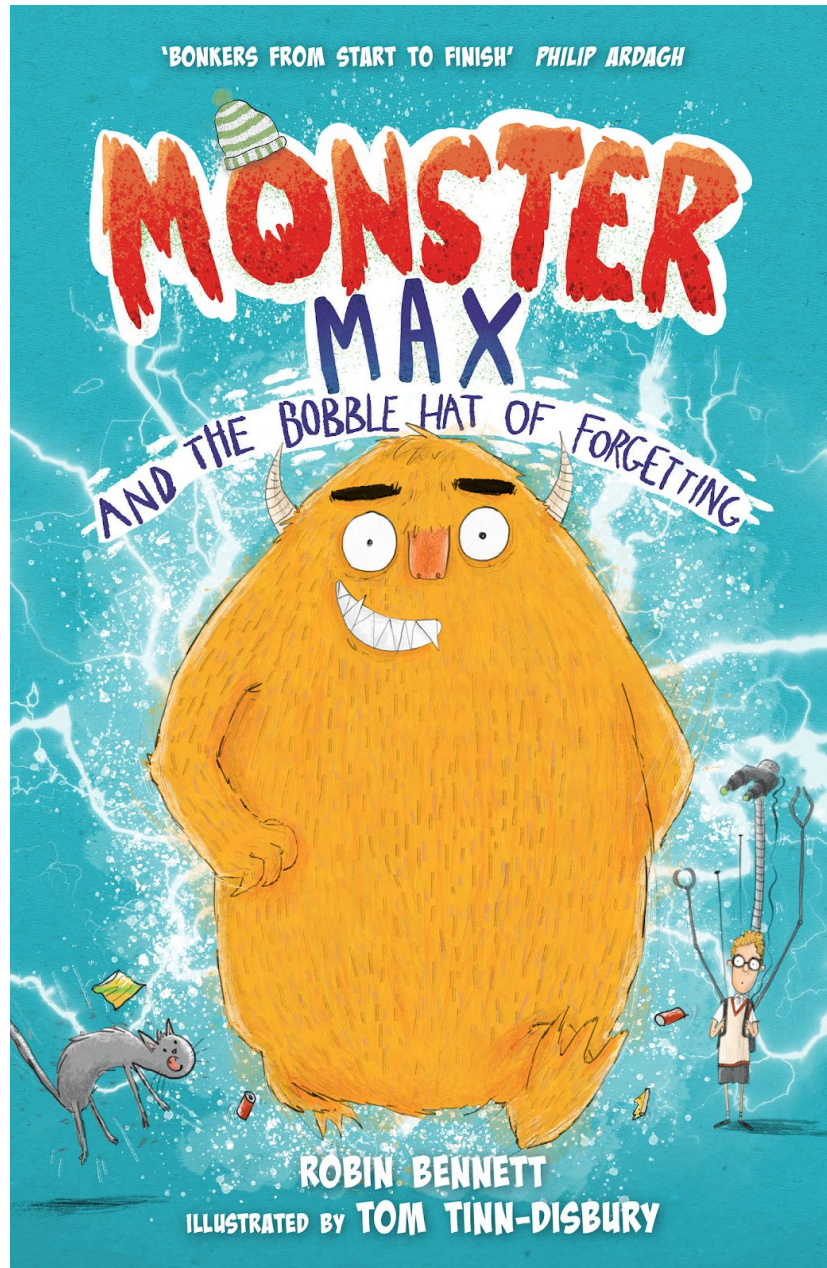
2. Fact Finder: What are 3 facts about each character?
3. Think Like A Writer: What do you think will happen in the next book? Make sure you've read the epilogue!
 - What does the epilogue suggest?
 - Come up with your own plot: bullet points
 - Write an opening paragraph
4. Anagrams (answers at back)
5. Wordsearch (answers at back)
6. Quiz on Chapter 3

Fun Activity Ideas

1. **Monster Maze:** Can you help Max and Peregrine catch the Grimp?
2. **Make a Monster!:** Draw how you'd look as a monster (bit generic but fun)
3. **Mixed-Up Monster:** paired activity - do with a sibling or parent.
4. **Monstrous Map:** draw a map of the area where the story takes place
Bonus activity: add red monster footprints for where you would have tricked peregrine into going
5. **Marauding Monsters:** Design a monster Max board game - provide basic template like [this](#) but the kids design the spaces, rules etc - could add cards, each space has a different activity etc - has to be to do with the story
 - ★ Eg cards could be.... 'One of Peregrine's machines is about to trap you! Answer a quiz question correctly to escape, or miss a turn' or a space could say 'peregrine is hiding in a bush just ahead. Miss a turn to stay out of view.'
6. **Make a stop motion animation**
7. **Max's Map:** help Max find his way to the kitchen by drawing a map of the house!



1. What does the cover make you think of? Draw five arrows from the picture provided and write down your thoughts.





2. Choose your favourite three characters from the list and write three facts about each of them from the story

Example: Mum: 1) she's from a place called Krit
2) She can turn into a wolf
3) she takes a unicycling class

Characters:

Max (when he's a boy), Max (when he's a monster), Peregrine, Mum, Dad, Madame Pinky-Ponky, Grinder and Spike, The Grimp, The wolves from Krit

1.

•

•

•

2.

•

•

•

3.

•

•

•



3. Think Like A Writer: What do you think will happen in the next book? Make sure you've read the epilogue?

What does the epilogue suggest about what might happen next?

If you were writing the next book, what would you want to happen? Outline a plot using 3 bullet points for the beginning, 3 for the middle, and 3 for the end.

Beginning

-
-
-

Middle

-
-
-

End

-
-
-

Write an opening paragraph for Chapter 1 of the next book:



4. Solve these anagrams from the story (some are harder than others!)

ENSTROM

GREPNEEGI

NETONINVI

GIPMR

RBERBO

RBIHSBU DMPU

TASOMRFNR

TASLAIANVYNR

DSUSEIGI

NMSSIEE



5. Wordsearch: can you find all the words from the anagrams?

Word Search

G P I U U E A K Y O C G Q X O
W D H J O V G H U A R L R Z T
N Z Q I N V E N T I O N O H R
X H P E R E G R I N E B B Z A
I G T W A A R X B T B A B N N
G I D I S G U I S E M S E U S
N E T X N T P D W F K A R G Y
E Y Z G Y W A T H H Y Z G M L
M N M B H H O C T R H K G O V
E J V I I B M T T S O D R N A
S R U B B I S H D U M P I S N
I F S T R A N S F O R M M T I
S F T Y Z R T N M V M T P E A
Y L J G C F Q O W R S Y Q R X
S Y N P V T F T X X N H F Q W

transylvania

rubbishdump

peregrine

invention

transform

nemesis

disguise

monster

robber

grimp



6. Sample chapter and questions

Read Chapter 3, and then answer these questions about it.

1. Where was Max's mum born?

2. What does Max's dad study?

3. What is the name of a person who studies clouds?

4. Why is Max's house a bit different to other terraced houses?

5. What's the best way to distract werewolves according to Max's dad?

6. When does Max's Mum usually go shopping?

7. What is a nemesis?

8. What does Peregrine's P.A.N.T.S. machine stand for?

9. How did Peregrine trace the monster back to Max's house?

10. How does Max trick Peregrine into leaving?



MONSTER MAZE



CAN YOU HELP
MAX AND PEREGRINE
CATCH THE GRIMP
UNDER THE CITY WALLS?





Draw how you'd look as a monster!





Mixed Up Monster

This drawing game is an activity you can do in pairs or threes.

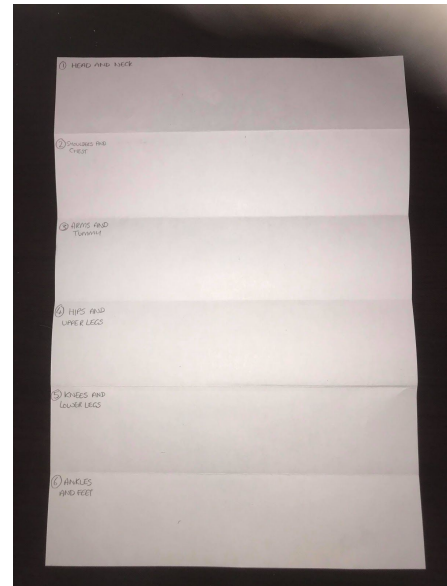
Instructions

Get Ready!

1. **Split an A4 or A3 piece of paper into six equal sections.** It doesn't have to be exact, but try and get the sections about the same size.

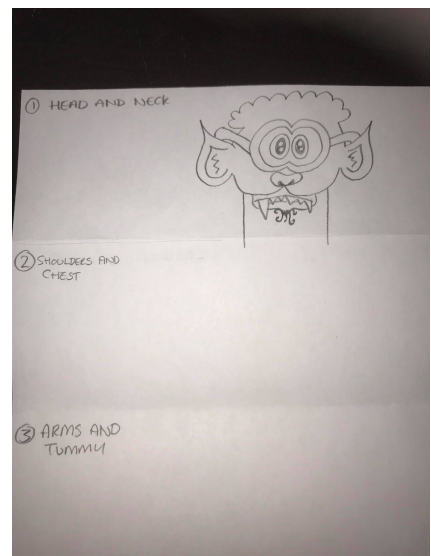
2. **Label each section like this:**

- Head and neck
- Shoulders & chest
- Arms and tummy
- Hips and upper legs
- Lower legs
- Feet



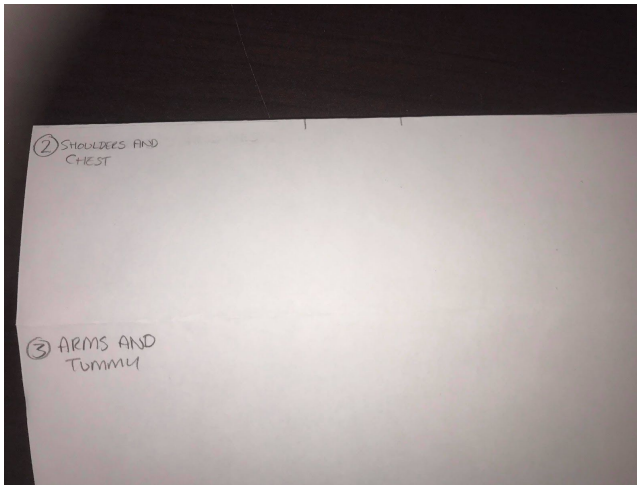
How to play

1. **Number the members of your group 1 and 2, or 1, 2, and 3.**
2. **Person number 1 goes first.** Draw a monster's head and neck in the top section (be imaginative!) without showing anyone. Make sure the bottom of your drawing goes very slightly into the next section, so that the next person's drawing can join up.

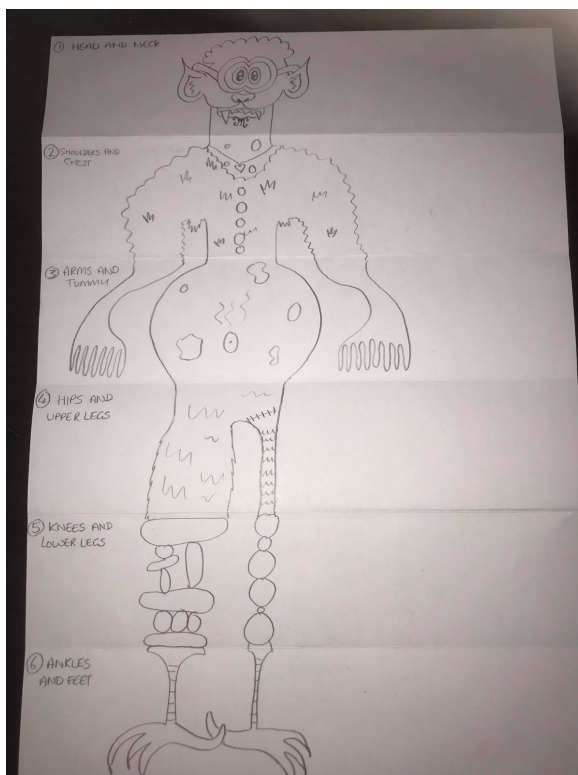




3. When you have finished, **fold your section backwards at the line**, tucking it under the rest of the paper so it can't be seen:



4. **Person 2, it's your turn!. Using the bottom of person 1's drawing as a starting point, draw the shoulders and chest.** Make sure nobody can see, and make sure that the bottom of your drawing goes very slightly into the next section too.
5. When you have finished, **fold your section back along the line** so it can't be seen. If there are two of you, pass it back to Person 1 or if you are in a three, pass it on to Person 3.
6. Keep going like this until all the monster's body parts are drawn.
7. **Unfold your piece of paper and see what mixed up monster you've created!**





Monster Map

Can you draw a map of where the story takes place? Start with Max's house, and make sure to include all the important places:

- The Thames,
- The rubbish dump,
- Boars Hill,
- The city walls,
- The house that caught fire
- The playground

A large, empty rectangular box with a black border, intended for drawing a map.



Marauding Monsters

Create your own Monster Max board game!

Create your own exciting board game using ideas and characters from the story.

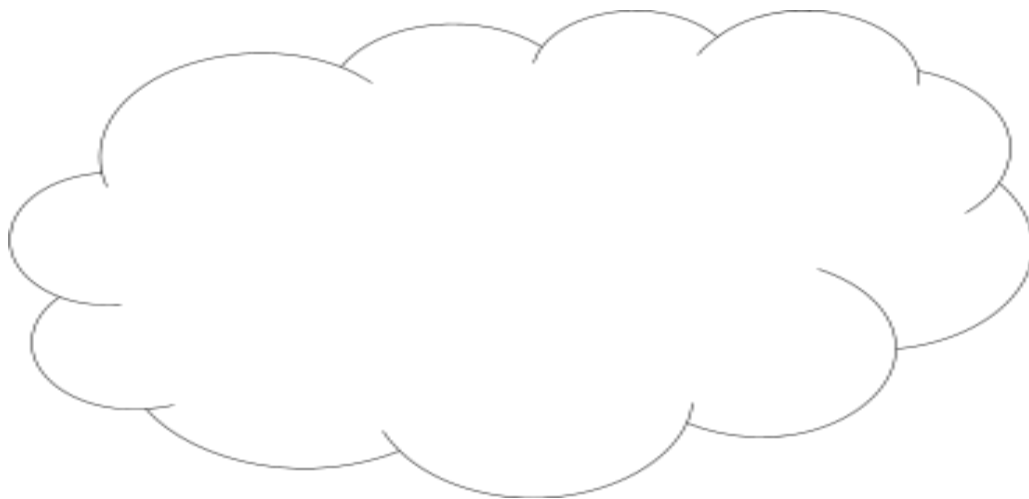
You can make up your own board or use the template provided - either way, be as inventive as you can!

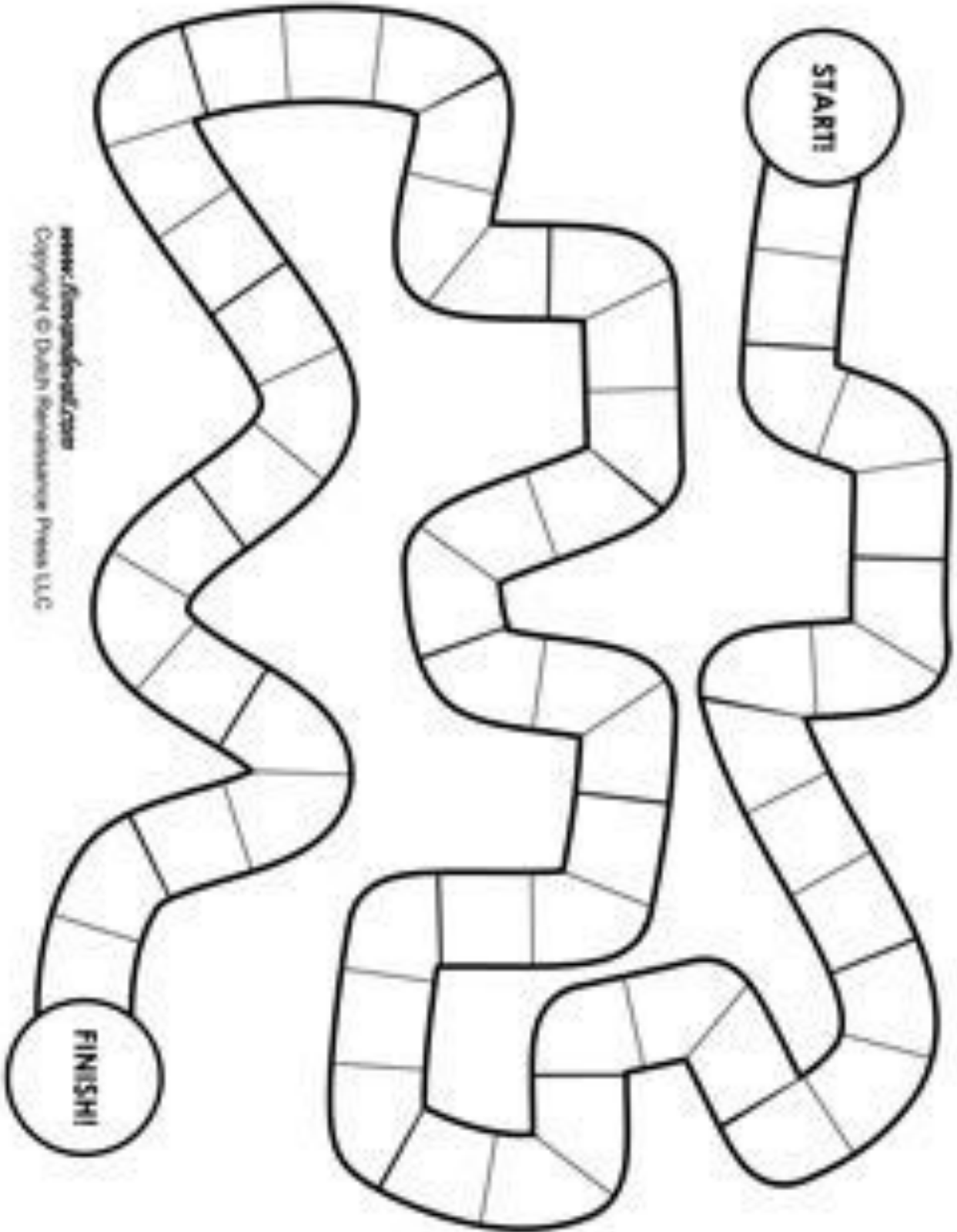
Here are some questions to think about to get you started:

1. What characters can people play as?
2. What's the objective of the game? For example, is Max trying to escape from Peregrine? Are you chasing the Grimp?
3. What might get in the way? For example, has Peregrine laid a trap? These obstacles could be reasons to miss a turn!
4. What might help you on your way? For example, finding out a useful piece of knowledge. These hints might allow you to move forward a space or two!

Make sure to include playing pieces with your game, fill it with lots of colour, and write down a set of instructions!

Brainstorm ideas here:





www.FireflyandFriends.com
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Make a Monster Max stop motion animation!

Have you seen a stop motion animation before? Lots of adverts are made this way, and even some films - like Wallace and Gromit! Although it takes years to make a movie-length stop motion, you can create your own with a bit of imagination.

You will need:

Characters:

Decide who's going to be in your film, and how you're going to represent them. You could use glue googly eyes and orange fluff for Monster Max, use plasticine to make models, or just draw your characters.

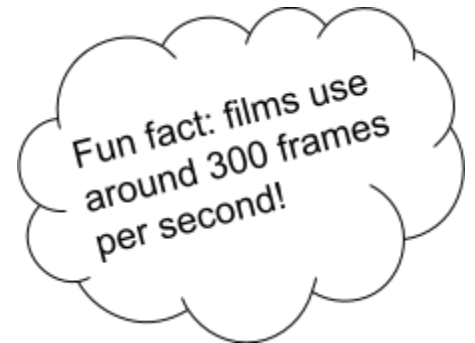
Scenery

You'll need to create a setting for your story. Find items around your house that you can use to make a background. For example, pot plants could make good trees, or a puddle outside could be the river Thames!

To Film

A phone

The stop motion studio app (or similar)



Instructions

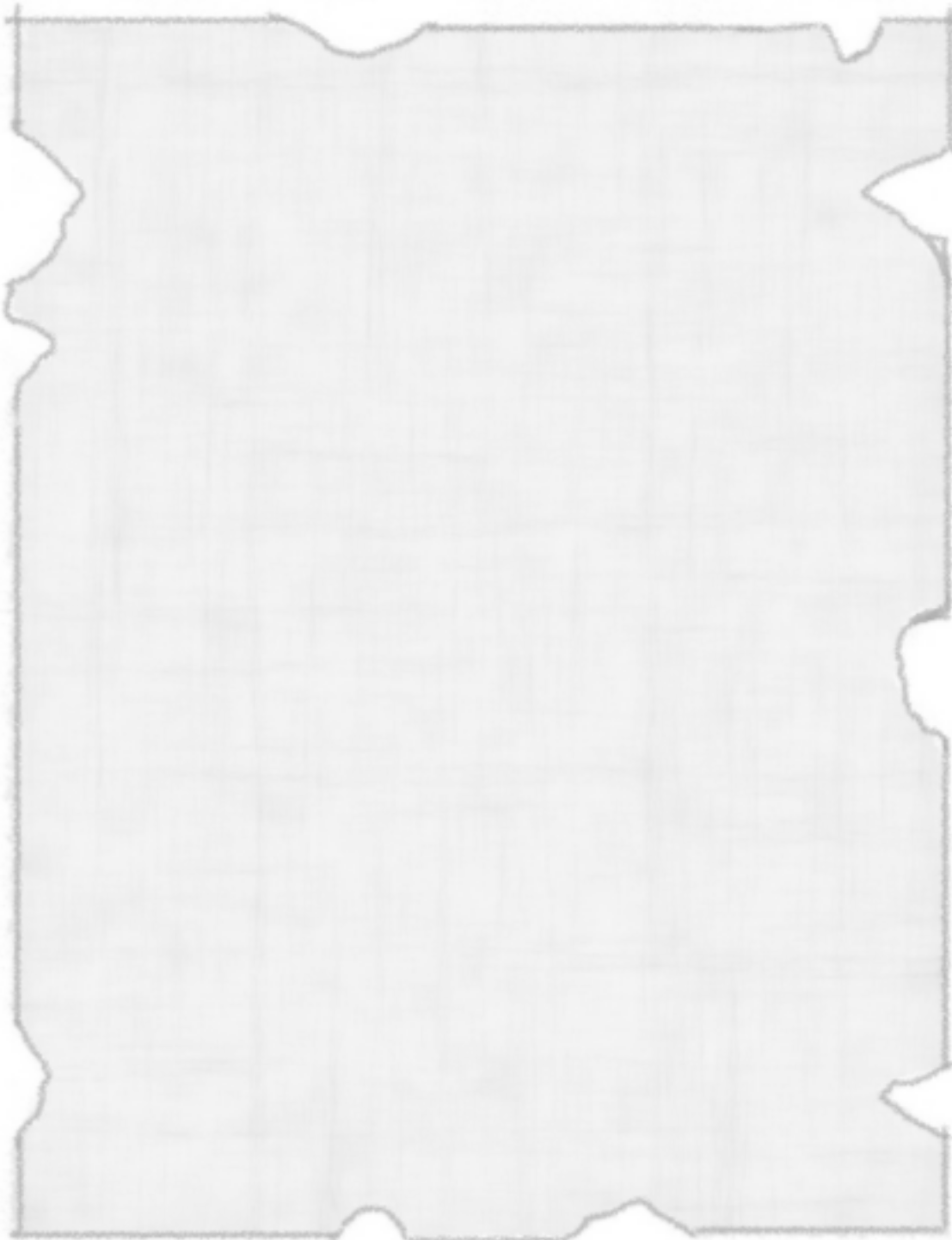
1. Set up the opening scene of your story
2. Set the Stop Motion Video app to take a picture every 20 seconds. Each new picture is known as a 'frame'.
(You'll be able to pause it to have more time if you need it but that should be enough to move the pieces between each scene.)
3. After each frame is done, move the pieces a little bit - for example, if you're showing Peregrine following the red monster footprints, he would move a little bit further along the trail with every picture.
4. Repeat step 3 until you have finished your story.
5. When you have finished, decide how many frames per second you want to watch - for a homemade animation, a couple of frames a second will be fast enough.



6. Enjoy your video and share with friends and family!

Max's Map

Max is lost! Can you help him find his way downstairs for breakfast by drawing a map? Don't forget this is a magical house - what kind of rooms do you think Max will find on his way?





Answers:

Anagrams

Monster
peregrine
Invention
Grimp
Robber
RubbishDump
Transform
Transylvania
Disguise
Nemesis

Wordsearch

Word Search

G	P	I	U	E	A	K	Y	O	C	G	X	Q
W	D	H	I	O	V	G	H	U	A	R	L	R
N	Z	Q	I	N	V	E	N	T	I	O	N	O
X	H	P	E	R	E	G	R	I	N	E	B	B
I	G	T	W	A	A	R	X	B	T	B	A	B
G	I	D	I	S	G	U	I	S	E	M	S	E
N	E	T	X	N	T	P	D	W	F	K	A	R
E	Y	Z	G	Y	W	A	T	H	H	Y	Z	G
M	N	M	B	H	H	O	C	T	R	H	K	G
E	J	V	I	I	B	M	T	T	S	O	D	R
S	R	U	B	B	I	S	H	D	U	M	P	I
I	F	S	T	R	A	N	S	F	O	R	M	T
S	F	T	Y	Z	R	T	N	M	V	M	T	P
Y	L	J	G	C	F	Q	O	W	R	S	Y	Q
S	Y	N	P	V	T	F	T	X	X	N	H	F

transylvania

transform

robber

rubbishdump

nemesis

grimp

peregrine

disguise

invention

monster

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Quiz

Where was Max's mum born?

Krit

What does Max's dad study?

Clouds

What is the name of a person who studies clouds?

nephrologist

Why is Max's house a bit different to other terraced houses?

Because the magic of krit has rubbed off on it

What's the best way to distract werewolves according to Max's dad?

With squeaky toys

When does Max's Mum usually go shopping?

After her unicycling class

What is a nemesis?

An arch enemy

What does Peregrine's P.A.N.T.S. machine stand for?

Personal Animal Nano Tracking Sonar

How did Peregrine trace the monster back to Max's house?

He took a sample from the muddy monster paw prints in the junk yard

How does Max trick Peregrine into leaving?

By pretending there's an abominable snowman behind him

