

DO NOT DISTURB THE DRAGONS



TEACHING NOTES & ACTIVITY PACK

These notes are designed to help you plan lessons around the book *Do Not Disturb the Dragons*, which is available in paperback and as an audiobook.

Additional copies of the activity sheets may be downloaded at www.michellerobinson.co.uk

If you're unable to access online content, please email michelle@michellerobinson.co.uk



These notes were compiled by **Katrina Platt**, experienced KS2 teacher, parent, troll-o champion and tamer of wild unicorns.

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TEACHING NOTES

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ACTIVITY PACK

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- Describe and draw a personalised unicorn
- Invent some new rules for Wondermere
- Colour the dragon
- Door hanger activity
- Reading certificate

ONLINE RESOURCES

For author information, classroom bookings and resources:
www.michellerobinson.co.uk

Author videos, including a reading of chapter one:
www.youtube.com/michellerobinsonchildrensauthor

Search '*How To Draw a Wondermere Dragon*'
for a draw-along video by the illustrator.



**"Brilliantly entertaining, engaging and funny!
An absolute treat and an inspiration"**

Lyde Green Primary School

Book a virtual author visit and bring the joy of Wondermere into your classroom.

ENGLISH

Predictions

Watch Michelle Robinson read Chapter 1 on YouTube. In groups, mindmap what you have discovered in the first chapter. Predict what will happen in the story. How will the story end? bit.ly/2IkThRI

**Script writing**

Act out the scene from chapter 1 in groups, then create a script. What might the knights say before and after noticing Grace? What might the king do and say? Include stage direction. The script could be used alongside puppets from the *Design Technology* section.

Descriptive language – Similes, alliteration, adjectives

Watch clips of David Attenborough describing animal behaviour, then write a description of the dragons. Collect ideas of similes, alliteration and adjectives on the dragon picture in the activity sheets at the back of this pack. Include details about habitat, diet, nesting and behaviour.

Book review

Write a book review of *Do Not Disturb the Dragons* to display at school.

Newspaper report

Retell some or all of the dramatic events of Wondermere day such as the troll-o match, the discovery of the princesses, the dragons leaving and Grace discovering the eggs. Include quotes from your favourite characters.

Information leaflet – Persuasive text

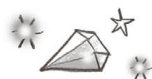
As a class, collect facts and information about Wondermere while reading the book. Create a persuasive tourism leaflet about the kingdom. Include sub-headings such as: *Places to Visit, Local Wildlife, Shopping at the Forest Market, Celebrations* and other aspects of the book you enjoyed.

Descriptive writing – Extended noun phrases

Use the 'Are you ready to meet your unicorn?' template from the activity pack. Draw five things that make you happy. Use these ideas to draw your own unicorn. Once drawn and named, write expanded noun phrases on the picture to describe all the parts of your unicorn, including its personality. Use these expanded noun phrases to write a paragraph describing your unicorn.

Author study

Using Michelle Robinson's website, discover facts about the author. You could even record these facts in the third person using Powerpoint or similar.



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SCIENCE

Habitats

The dragons' nests and their behaviour change during the story. List what these changes are, and talk about why these change happen. Can you think of examples of real animals that change? What are these changes and why do they happen? Think about things like diet, behaviour and habitat.

Plan a fair test

In Chapter 14 Grace suggests investigating '*the effect upon dragons of eating ice-cream for breakfast.*' Create an investigation to test this. Discuss keeping the test fair by only changing one variable. How can the effect on the dragons can be measured? Come up with questions, make predictions, make a list of equipment and create a plan.



Rocks and soils

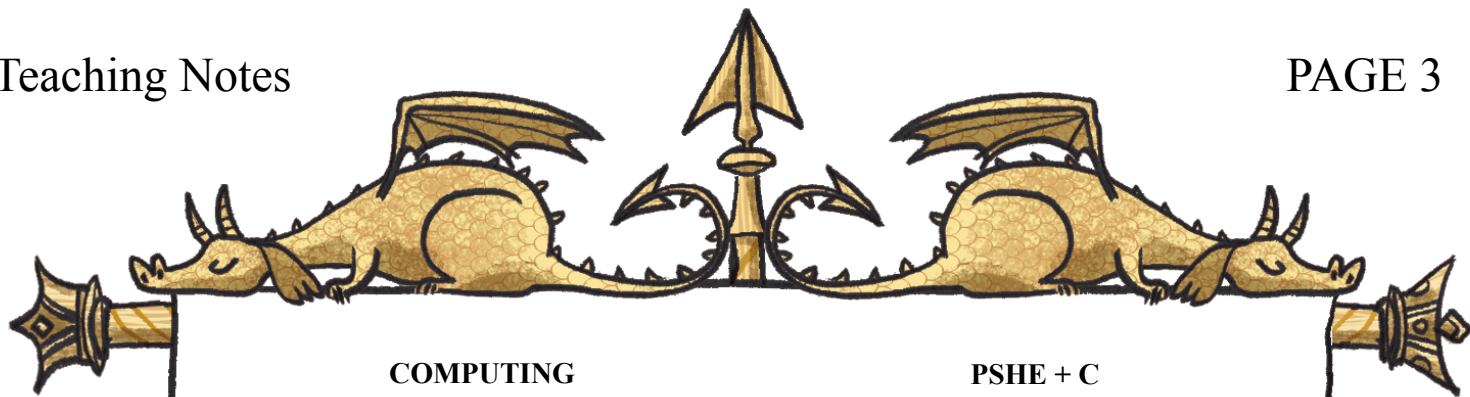
The dragon poo contains all sorts of gems and jewels. Find out some facts about precious stones see if you can discover any myths about them.

Digestion and excretion (MRS GREN)

Dragon poo is very lucky and very distinctive! Dissect pre-made 'dragon dung' (play dough with beads, sequins, coins, etc. mixed in) and record what you find. What does this tell you about the dragons' diet? Look at online clips of owl pellets to show real-world examples.



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COMPUTING

Programming

Using Scratch or similar, create a simple point-scoring game based on the story, such as collecting dragon poo or moving a character to catch a 'ball troll'.

Diorama / Stop motion animation

Design, make and evaluate a shoe-box diorama depicting a setting from the story. These could be used to create a stop motion animation.



DESIGN TECHNOLOGY

Puppets

Design, make and evaluate a hand puppet of one of the characters from the story. These could be used to act out a favourite scene from the story or your own script.

Pneumatics – Moving Monsters

Use the colouring sheet from the activity pack to help design, make and evaluate a pneumatic Wondermere dragon.

PSHE + C

Stereotypes

Explore what stereotypes are and how they appear in the story. Why should stereotypes be challenged? Discuss the role of women and girls in society, especially thinking about careers. Grace was told she could not be a knight because she was a girl. Discuss other examples of gender stereotypes.

Rules

Use the template from the activity pack to think up other silly rules for Wondermere. Discuss situations when it's difficult to know whether to obey or defy rules.

Resilience and Growth Mindset

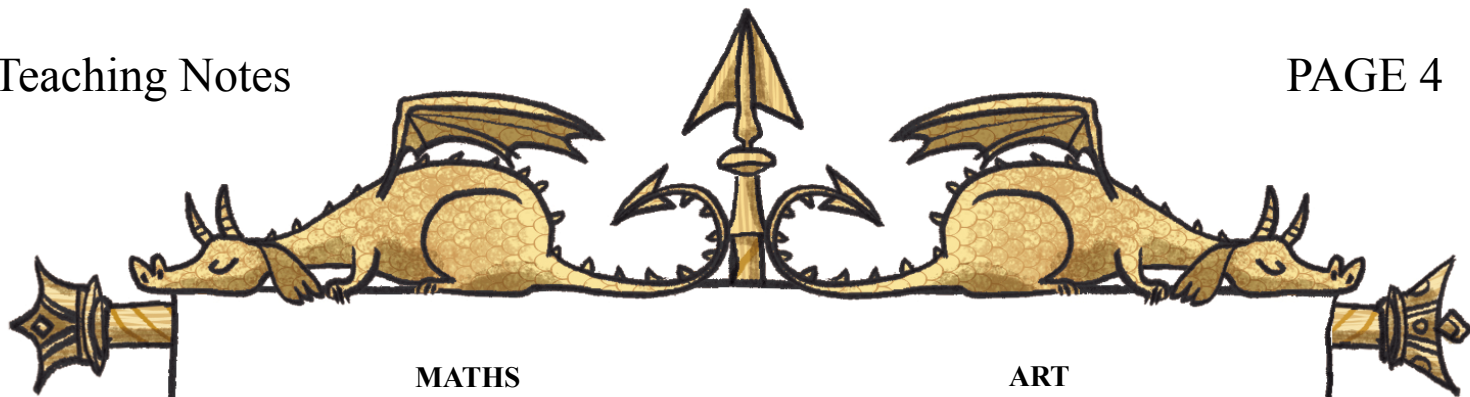
Mindmap to a point in the story when Grace and Portia were resilient and had a growth mindset. Add examples of times you've been resilient and how you could have a growth mindset in the future.

Families

Discuss how Grace's becomes part of the King's family. Explain adoption and what makes a family.



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**MATHS****Symmetry**

Using a shield template on squared paper, colour one side of a shield using the squares to create a design. Swap shield designs with a partner. Can you colour the other side of one another's shields to make them symmetrical?

Fractions of quantities

Prepare piles of coloured gems and jewels, just like those found inside the dragons' nests. Calculate the fraction of different coloured stones within the piles.

HISTORY**Castles**

Turrets and a drawbridge are mentioned in the story. What are the other key parts of a castle? Draw Wondermere castle and label the key features.

Knights

Grace wants to be a knight and has to find armour to use. Research what armour knights wore and make a list for Grace of all the armour and equipment she might need to be a knight.

**ART****Heraldry**

Think of four things that are important to you. In each quarter of a shield, draw one of these important things to create a shield all about you.

PHYSICAL EDUCATION**Dragon Poo bench ball**

Getting hit by dragon poo is lucky — if you catch the dragon poo (the ball) you get to move onto the bench!

**MATHS /
GEOGRAPHY****Coordinates and
compass points**

Using the map in the book, overlay with a numbered grid. Record co-ordinates of key places in Wondermere. Write directions, using compass points, to give directions from one place to another on the map.

Please feel free to share your work with us online.
We will gladly send you and your class an
encouraging message — have fun!

Michelle, Sharon and Katrina

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DRAGONS

Michelle Robinson

Illustrated by
Sharon Davey



Activity Pack

BLOOMSBURY

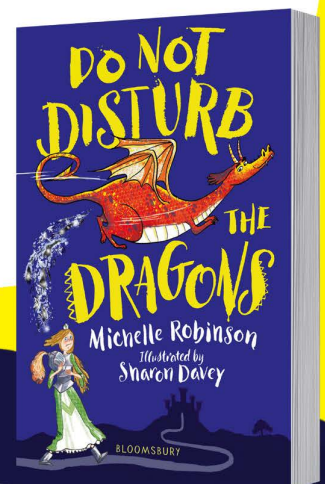


WORDSEARCH

Can you brave the quest and find all the words hidden below?

- WONDERMERE • DRAGON • KNIGHT • KINGDOM
- UNICORN • TROLLO • POOP • PRINCESS

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

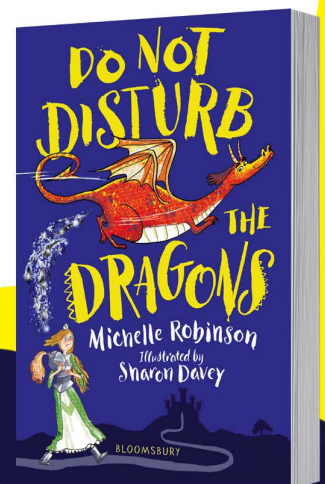


ARE YOU READY TO MEET YOUR OWN UNICORN?

Close your eyes, think happy thoughts and imagine your favourite things. Time to give your unicorn a name ...

Name: _____

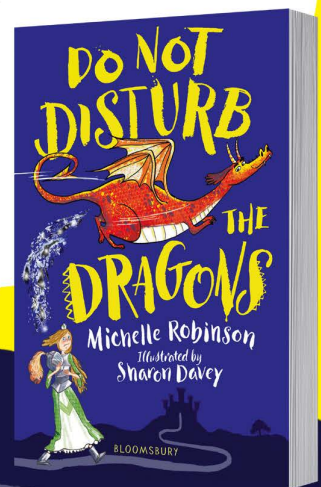
Draw what it looks like below



Wondermere is a kingdom full of rules, but Princess Grace thinks most of them are a load of old swamp rot. Can you think up some more silly rules for Grace to break? The sillier the better!

1. Do NOT disturb the dragons
2. Do NOT eat ice cream for breakfast
3. NEVER stand at the wrong end of a unicorn
4. If you're a girl, DON'T even think of becoming a knight
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

*RULES were made
to be broken!*

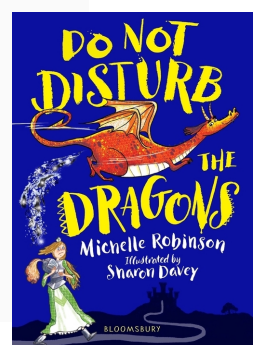


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DO NOT distract the knights
who *guard* the dragons,

DO NOT dilly-dally beneath the
castle turrets

and DEFINITELY DO NOT
attempt to climb them. Seriously.
Don't even think about it –
especially you, Princess Grace.

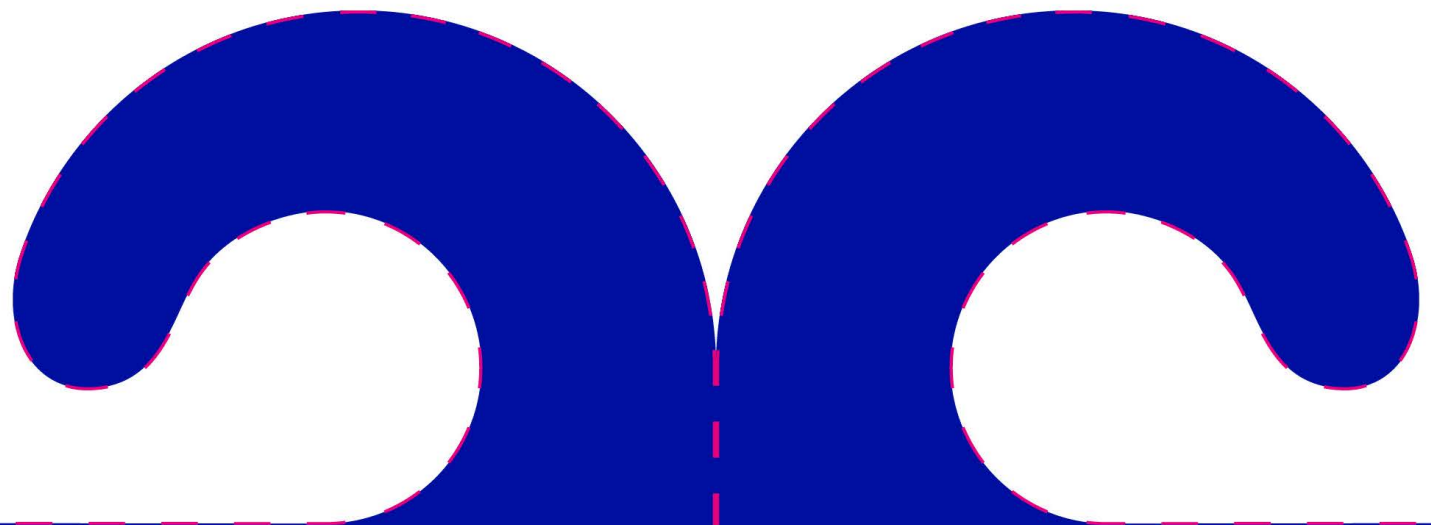


'DO NOT DISTURB THE DRAGONS'

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DO NOT DISTURB THE READER ...

Cut out and stick your own door hanger



DO NOT
DISTURB THE
READER



KNIGHT
IN TRAINING -
ENTER AT YOUR
OWN PERIL



THIS IS TO CERTIFY THAT



HAS ACHIEVED



AWESOME READING

Michelle
Robinson

DATE

AUTHOR

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