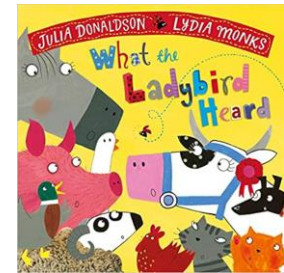


Take 5: Ideas for Independent/Home Learning What the Ladybird Heard by Julia Donaldson and Lydia Monks (Macmillan)



1. Explore it

Read the spread from the text below and look carefully at the illustration:



Talk together about what is happening here. Who can you see? How can you describe them? What are they doing or talking about? Why do you think they might have this map? Explore the map they are holding more closely and talk together about what you notice. Have you seen a place like this before? Trace your finger along the route drawn in red, following the arrows. Think about where you will start and where you will finish? What and who do you pass along the way? Who do you think the people on the map are? What makes you think this? What do you think the **X** means? Does it remind you of maps you have seen before where **X** marks the spot?

Now read the text again and think about the words you hear. Why are the characters saying these words? Trace your finger along the route as you hear it read again, listening carefully to each instructions. What do you think the characters are planning? Do you think they will be successful? Look at the animals on the front cover and read the title **What the Ladybird Heard**. What do you think will happen next?

2. Illustrate it

Look at the way the two characters are portrayed in the illustration and in the map. First, take some time to look carefully at the face of the character you can see in the bigger picture. What is he thinking? What tells you this? Look carefully at his facial expression and gaze. Now look at him drawn in the map. Which one is he? How can you tell? See if you can use the clues in the map to draw the hidden character that is holding the map. How would you describe him? How is he different to the tall, thin character? What is he wearing?

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You could watch a film of the illustrator of the book, Lydia Monks, drawing the two characters and draw along with her: <https://www.youtube.com/watch?v=TAP654O26Uc>

Now think about what would happen if their feelings changed. How might their faces look **in the dead of night** or once they find the **prize cow**? Stand in front of a mirror and see if you can show how it might look if you were feeling this way. See if you can draw the characters again feeling a different way. Show your drawing to someone else and see if they can guess how the characters are feeling.

3. Talk about it

- Who are these characters holding the map? Do you trust them? Why? Why not?
- Should they be going in to the farm **in the dead of night**? Why do you think they have chosen this time? Do you think the farmer knows?
- What do you think a **prize cow** is? Why do you think they are interested in the cow and not any of the other animals?
- Think about the title of the book – ***What the Ladybird Heard***. What do you think the ladybird might have heard? How might this fit into the story?
- If you overheard this plan, who would you tell? Have you ever heard anything that worried you? Who could you share your worries with?

4. Imagine it

Look again at the illustration of the map from the book and read the text again. Imagine that you are one of the characters and you have opened the gate **in the dead of night**. You could ask someone to be the other character. Play out the movements of your character as he sneaks from place to place around the farm; **past** various animals, **round** places and eventually through the door of the **prize cow's shed!**

How do you think your character is feeling at different times? Which moments will be exciting or scary? What might he be saying? Come up with some ideas together and think about whether these might be things the characters are thinking in their head or whether they are saying these things out loud. When you have some good ideas, write these in speech or thought bubbles yourself, or with help from someone else, and stick them to the illustration.

5. Create it

Think about the map in the story and how it shows where things are as well as how to get from one place to another. Create a map of somewhere in your neighbourhood – perhaps your local park – to show a friend where to meet you or how to get somewhere. Think about the key features you would need to show like buildings, trees, ponds or streams, green spaces, play equipment, paths and boundaries.

Can you take your map on an outing and use it to get from one place to another? You could hide an object and provide a set of clear instructions to help someone find it, like those in the story; **past...round...through...over....** Can you use your map to help you tell someone about your outing? Where did you go and what did you do there?

Look out for maps in storybooks. Can you use them to help you tell the story? You could create a map that shows the setting of your favourite story. Does the story happen in one place or does the character travel from one place to another?