

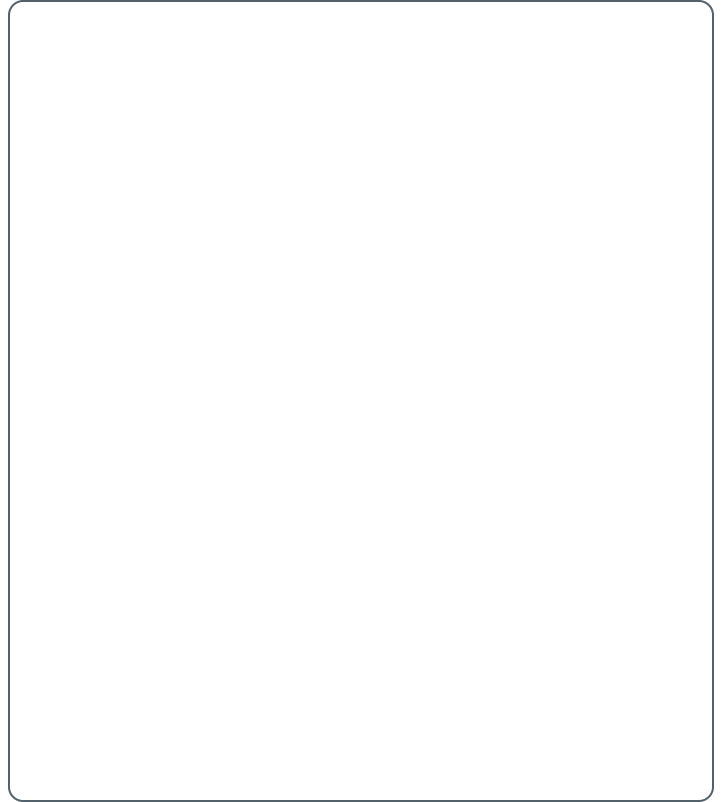
Design a Book Cover

Name / chosen name: _____

Invent an original book. Design its front and back covers.

Front cover

Back cover



1. Title

2. Author / chosen name

3. Illustrator / chosen name

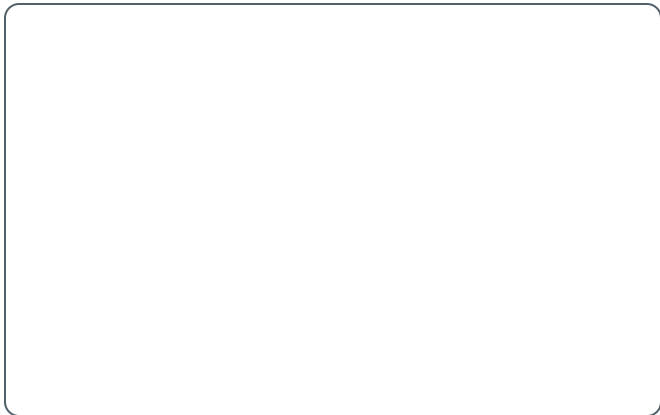
4. Back-cover description

Create Your Own Character

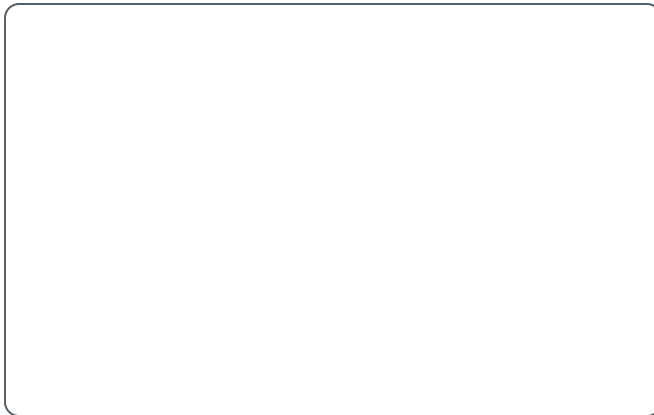
Name / chosen name: _____

Invent your own character. Use original ideas rather than copying a published character.

Draw your character



Name and special skill



1. Personality

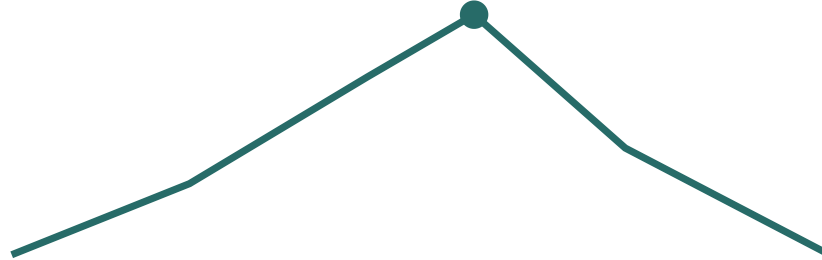
2. Biggest problem

3. How they might change

Story Mountain

Name / chosen name: _____

Plan six parts of an original story. The big moment should connect to the problem.



Beginning

Problem

Build-up

Big moment

Solution

Ending

Book Character Profile

Name / chosen name: _____

Use a book you know. A quotation is optional: use only a very short one and record the page.

Draw a character



Book and character name



1. What they want

2. What they fear or worry about

3. What they learn

4. Optional short quote and page, or your own summary

Book Scavenger Hunt

Name / chosen name: _____

Look, draw or write what you find. Stay within the area agreed with an adult; do not touch unsafe objects or disturb living things.

Find or notice	My example / drawing / tick
A book about an animal	
A mystery	
A funny title	
A blue cover or a cover with a star	
A map in a book	
A character who travels	
An author from your country	
An illustration you enjoy	
A book you have never read	

1. One question I would like to explore

Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Read a mystery	Read a poem	Read in a quiet place
Read non-fiction	Notice an illustration	Read about a place
Read a funny book	Read a short story	Read a new author



Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Notice an illustration	Read a short story	Recommend a book
Find a map in a book	Read a comic	Read in a quiet place
Read non-fiction	Read a new author	Read a friend's choice



Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Read a comic	Read a new author	Read a poem
Read a short story	Read a funny book	Notice an illustration
Read non-fiction	Read about an animal	Read a picture book



Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Read a picture book	Notice an illustration	Read a friend's choice
Find a map in a book	Read about an animal	Read a funny book
Read non-fiction	Read a mystery	Read a short story



Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Read a funny book	Read a new author	Read a poem
Read non-fiction	Notice an illustration	Read a friend's choice
Recommend a book	Find a map in a book	Read about a place



Reading Bingo

Name / chosen name: _____

Notice, try or discuss a square. Mark a row of three. You may point, use a partner, invent an example or pass. Never require personal details.

Read a new author	Notice an illustration	Find a map in a book
Read non-fiction	Recommend a book	Read a funny book
Read a comic	Read a short story	Read about an animal



Reading Bingo

Name / chosen name: _____

Calling and discussion reference: read a choice aloud, pause for an optional example, then choose another. Cards have different arrangements.

1. Read a poem
2. Read a funny book
3. Read non-fiction
4. Read a comic
5. Read about an animal
6. Read with someone
7. Read in a quiet place
8. Read a friend's choice
9. Read a new author
10. Read a mystery
11. Read a short story
12. Read a picture book
13. Notice an illustration
14. Recommend a book
15. Find a map in a book
16. Read about a place

Guess the Book

Name / chosen name: _____

Choose a book. Write clues without naming the title. Invite someone to guess, then reveal the answer.



1. Clue about the setting

2. Clue about a character

3. Clue about the problem

4. Clue about the type of book

Fold or cover this answer while guessing:

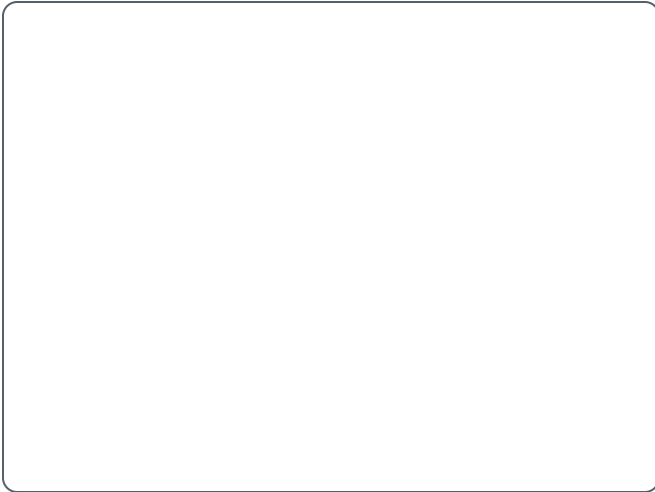
1. Book title and author

Book Character Costume Planner

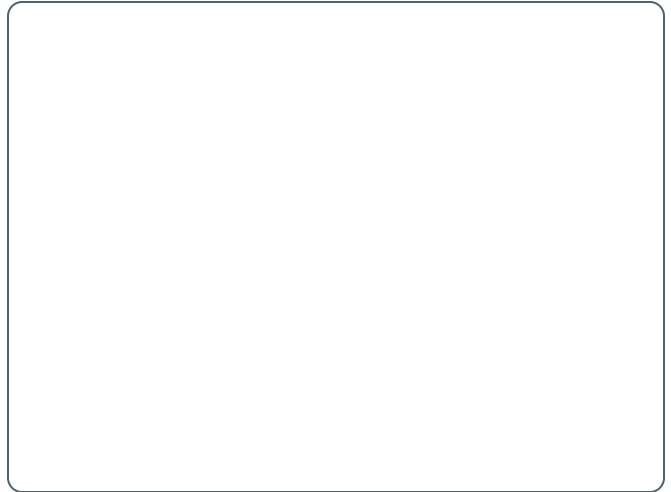
Name / chosen name: _____

Plan an optional costume or a drawing of a character. Use items you already have; buying things is not required. Check comfort and movement.

Book and character



Draw a costume or character display



1. Things I already have

2. Optional things to make or borrow

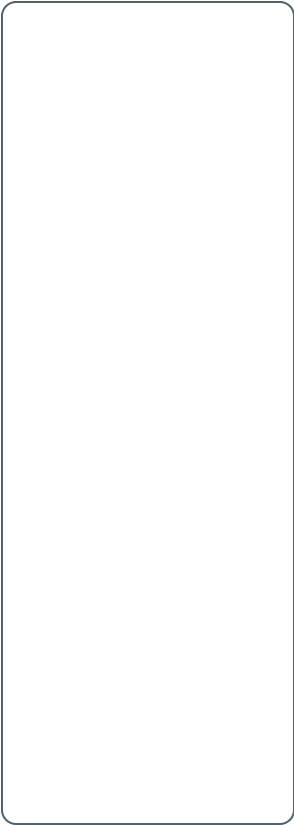
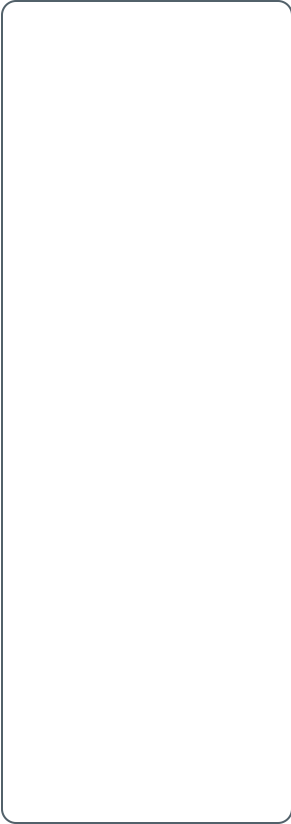
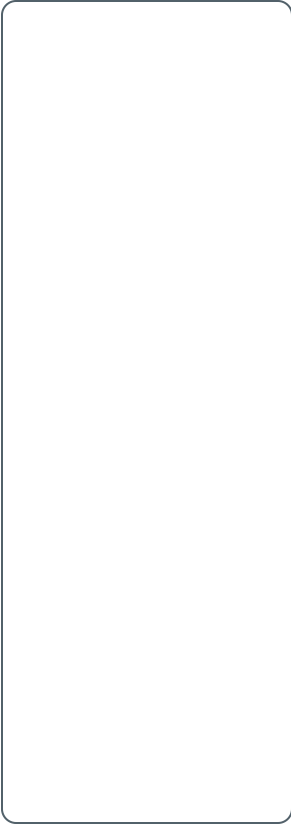
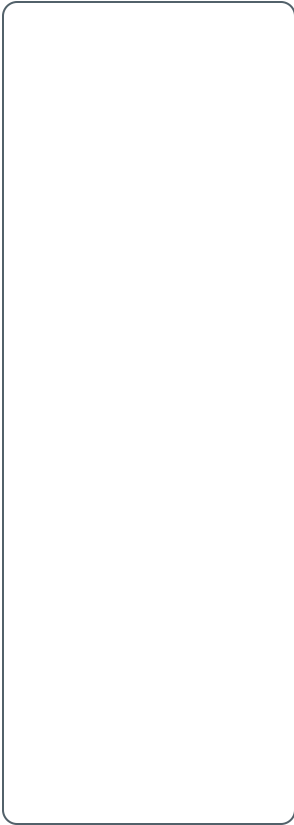
3. Colors and props

4. How I can move and see comfortably

Design a Bookmark

Name / chosen name: _____

Create four original bookmarks. Color, write or draw a small reminder about reading, then cut along the dotted edges.

A book takes me...	My next reading adventure	A question worth exploring	A story to share
			

Each bookmark is about 42 mm wide. Adult help with cutting is optional.