

# The First Match

## Book 1

### 1.1 Poster design (page 12)

- ◆ Read and discuss pages 3–5 of the story.
- ◆ Make a bullet-point list of the key information words (date, time, etc.)
- ◆ Where specific details are not given, discuss options and alternatives, and select best-fit ones. This is the information needed on the poster.
- ◆ Now use the points to design a first match poster for Eddie to display in Mrs Ford's shop. You might choose to work in draft form first, or on dry-wipe boards.

### 1.2 Riddles (page 13)

- ◆ Read and discuss pages 3–12 of the story.
- ◆ Introduce the idea of a simple riddle, such as, I am an animal, I live on a farm and I have a woolly coat. What am I? This can be played as a simple game, with the lines covered over and revealed one at a time, to see who can guess the answer first.
- ◆ Discuss how extra lines could be added to the riddle – do they make the riddle harder, or easier? (It should also be possible to discuss where specific ideas and lines can be added for effect.)
- ◆ Ask the pupils to make up their own riddles: provide ideas on cards which can be drawn as a lucky dip out of a bag – this helps to focus thinking.
- ◆ Discuss and agree how many lines should be given for the riddles.
- ◆ Introduce the worksheet and work through the given riddles.
- ◆ Make a list of characters that could be included in new riddles for Sam.
- ◆ Write the riddles.
- ◆ Try them out. Discuss and compare effectiveness, humour and degree of difficulty.

