

TEACHER'S GUIDE
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Let's Go
(Lemniscaat)

A boy with a red sweater lives in a village. His house has the biggest garden in the whole world. Later, he's going swimming with his friends, but first he has to get some apples for his mum. That may sound like an easy job, but the way is very dangerous. Bravely, the boy sets out on his quest. Let's go!

LET'S GO

Start by reading the book to the children and then play the game *Let's Go*. On the way, you run into obstacles.

You enter the dark forest, where the dragon and the giant live. Be careful and quiet so that they don't see you. Then, you reach the bear's cave. Be

brave and walk past it. When you reach

the water, be careful not to row towards the crocodile or stick your hands in the water, because it's full of sharks! Pirates sail the seas, so make sure to avoid them. If you pull that off, there's still the robber's camp. Sneak past it quickly! Can you see the corner shop yet? Remember what you were supposed to get?

Give each player six counters or caps numbered 1 to 6. Each player places these in front of them. The first player rolls a die. If they roll a 1, they perform the first challenge. If they roll another number, it is the next player's turn.

The players continue until they roll a 1. Once they have rolled a 1 and have completed the challenge, they turn over the counter numbered 1 and try to roll a 2. In this manner, all numbers are rolled in order and the appropriate challenges carried out.

The first player to turn over all their counters has reached the corner shop. Can they remember what they were supposed to buy? The winner gets to treat the other players to apples.

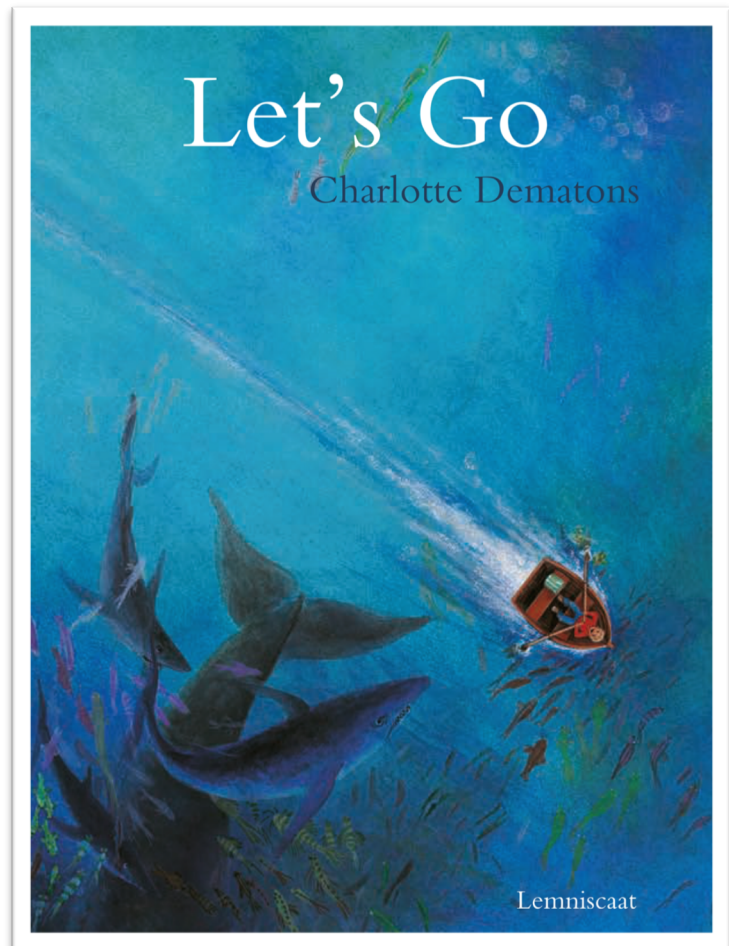
The challenges are:

Past the dragon – 1

Find the forest page in *Let's Go*. Can the children see the dragon? Show them his long tail. Careful! He can whip it around very fast!

Make sure you have a rope or jump rope. This is the dragon's tail.

The eldest player gently spins the rope across the floor. The other players jump over it. They can't touch the tail. If the player who rolled a 1 manages to jump over the tail three times, they are safe and the game continues.



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Past the giant – 2

The giant is sleeping in his forest. His snores are so loud!

Tiptoe around him and make sure that he doesn't wake up. Look at the giant in the book *Let's Go*. The player who rolled a 2 is the giant. The giant goes to sleep in a corner. Can he snore, too? After that, point at one or more players, who sneak past the giant and sit down behind him. The giant then has to guess how many players are behind him. If another 2 is rolled, another player is the giant.

At the bear's cave – 3

Hush! The grizzliest bear in the world is in his cave.

He never sleeps. Climb over the rocks so he doesn't see you.

Look in *Let's Go* to see how the boy with the red sweater does it.

Create a climbing obstacle course in the classroom or at home in the living room. You can also go outside to see if you can find a climbing frame or other climbable objects. The player who rolled a 3 stands at the beginning of the course. They must climb to the other side of the obstacle course without touching the ground. If they pull it off, the game continues. If they do touch the ground, they have to start again.

Watch out for the crocodile – 4

Find the page on which the crocodile waits in the water behind the rocks. Let the children explain how the boy with the red sweater can reach the sea without passing the crocodile.

Set up a course using cones or benches. Place a plastic or stuffed crocodile along the course.

Blindfold the player who rolled a 4. This player must crawl along the course, guided by another player. They may not touch the crocodile. The other player tries to lead them around the crocodile. If the blindfolded player does touch the crocodile, they must start over. Can they make it to the other side?

Pirate ahoy! – 5

Splash! A cannonball hits the water. It was fired by the pirates. Look at the pirate ship in the book. The pirates have spent years looking for a treasure, and shoot at everyone they see. Make sure they don't aim their cannon at you!

Tell the first player to roll a 5 that the pirates are shooting at a thing or animal, e.g. "dolphin", "squid", "mermaid", "shark", "fish", "ship" or "buoy". The player must come up with five words that rhyme with it. If they succeed, the game continues. If not, the player must roll another 5 in a following turn and receive a different word to rhyme with.

Past the robbers' camp – 6

Almost there! But... you're not quite safe yet

Look at the last challenge in *Let's Go*. It's the robbers' camp. The robbers hide their loot in their cabins. Are you a good robber?

The player who rolled a 6 is the robber. The other players close their eyes. The robber looks for an object in the room, steals it and hides it somewhere.

The other players open their eyes and ask questions to find out what was stolen. The robber may only answer the questions with "yes" or "no". Can the players guess what the robber's booty is?

Turn to the next page in the book. You have reached the corner shop. Can you still remember what you were supposed to get? Treat all players to a tasty apple.

Lesson suggestions written by Anke van Boxmeer and Els van Dijk