

The Children's Bookshow

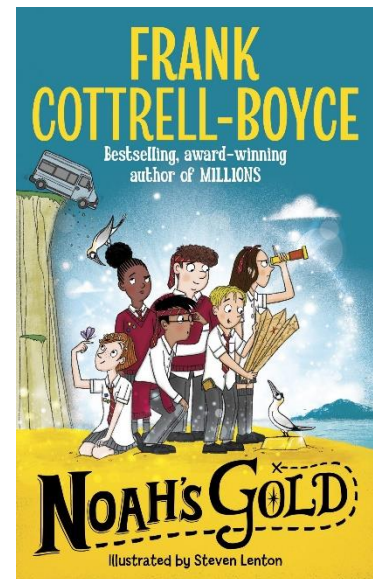
GET
CREATIVE!

Noah's Gold

Frank Cottrell-Boyce

Illustrated by

Steven Lenton



Have a go at these creative activities at home or at school. Visit our website for many more ideas and activities linked to our other featured books!

www.thechildrensbookshow.com/news

Create a Travel Poster

The Giant's Causeway



"The jewel in the crown of the fabulous coast of Antrim."

David Bellamy

Walk in the mythical footsteps of giants as you explore this spectacular geological wonder. Visit Ireland's only UNESCO World Heritage Site to experience its breathtaking beauty.

Noah's Gold is a story about a geography field trip which goes drastically wrong. Noah explains in his letters home that Mr Merriman, the geography teacher, 'wanted his geography field trip to go somewhere Geographical – such as the Giant's Causeway or the Marble Arch Caves.' (page 6)

Find out more about one of these places, or another interesting place in Ireland and create a travel poster with images and text to persuade people to visit.

Remember to make it eye-catching and to include important information which answers the following questions:

- What is the place?
- Where is it?
- Why should people go there?

Design and Create a Board Game

Design and make a board game related to the group's adventures on the Island of Aranor.



You will need:

- White card
- Scissors
- Sticky tape
- Glue
- Felt tips
- 6 small foldback bulldog clips
- A dice or a spinner

1. Make 6 playing pieces which you can move around the board. Draw each character onto the white card. Then, attach a bulldog clip to the base of each picture and fold back the clips to make a stand. Alternatively, you could cut small discs out of cardboard and write or draw the face of each character onto each one.
2. Make your game board using one or several pieces of white card. Take a look at other board games for inspiration or simply find a ready-made template on the Internet, print it off and mount it onto the card. Whichever method you choose, you need to include elements from the book onto your board, whether it be a map of the whole Island or pictures of the different features which the group named during their time there.
3. Create some challenges for the players to complete as they move around the board. You could make a set of cards for these which players will take from a pile when landing on a marked segment during the game. You could either write these by hand or use a word processor. If you do type them, decide how many you want and then create a table with that number of cells in it; that way, your cards will all be evenly sized and you will have guidelines to cut.
4. Make a set of rules and write these down, so that there are no arguments when playing the game! Think about how your pieces will move around the board - will you use a dice or a number spinner?
5. Play a trial run of the game. You may find that you have to edit or add to the rules as there may be things you have forgotten to include.

What's in the News?



As strange things begin to happen on the island, such as the passenger plane flying dangerously low over Aranor and the delivery of the shocking pink roof box, Noah questions what impact the broken Internet might be having elsewhere:

'...I couldn't help but wonder if this was another clue that something was going very wrong in the rest of the World'. (page 110)

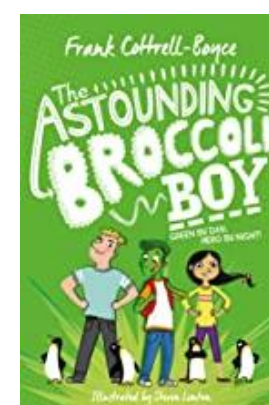
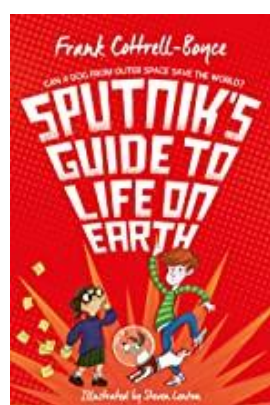
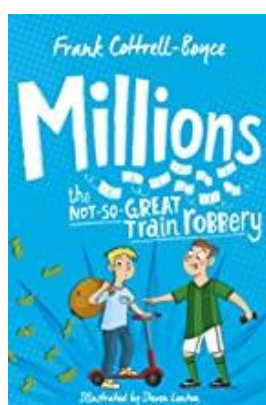
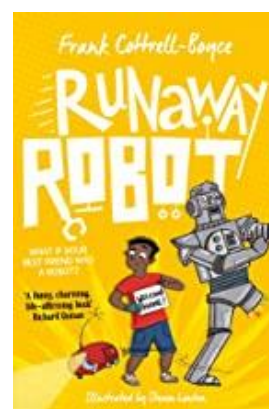
Imagine if there was suddenly no Internet - it could lead to all sorts of chaos and confusion. No doubt there would be a significant impact for you personally - imagine life without gaming, streaming and social media!

Make up some newspaper headlines to summarise the catastrophes which may occur. Report the key points of the news event in an orientation sentence.; try to include answers to the 5Ws – What? Who? Where? When? and Why?

Further Activities to Try

1. Follow Granny's Soda Bread Recipe at the end of the book and then use the bread to create your own historic sandwiches. You could even try out the combinations suggested on Friday's Breakfast Menu!
2. Imagine you have been stranded somewhere while away on a school trip and write a letter home to your parents.
3. Write part of the story from Mr Merriman's point of view. You could write about when he was separated from his group – how did he feel and what did he do next? Or perhaps you could write about what happens to him at the end of the story.
4. Make a model lighthouse.
5. Draw a map of your own remote and uninhabited island.
6. Invent your own *Desert Island Dishes Menu* using the one printed on page 276 as inspiration.

More books by Frank Cottrell-Boyce



EMAIL US TO SUBMIT YOUR WORK TO OUR GALLERY
thechildrensbookshow@gmail.com