



Lead your class in creating your own mythical Great Race in the classroom!
Let this inspire them to create their own written and illustrated story.

Aims*

- To nurture children's grown and motivation as readers, writers and illustrators
- To give children an exciting model for their own character development and story writing
- To stimulate character and plot development through illustration, in turn supporting the development of descriptive language
- To develop children's understanding of the relationship between words and images
- To inspire a range of creative responses to the book (for example, artwork, magazine production, television-style interviews, clay modelling)

**Aims established in consultation with Year 6 Class Teacher Claire Williams, Trust Reading Lead, UKLA East of England Regional Representative, MEd in Children's Literature*

Recommended ages

- Years 2-6 (ages 6-11) if the teacher is reading *Kevin vs. The Unicorns* out loud to the class
- Years 3-6 (ages 7-11) if the children are reading the book independently

Supplies needed for classroom

- Class copy of *Kevin vs The Unicorns* (or a copy for each child to read independently)
- Display board
- Thumbtacks or blue-tack for sticking pieces to the board
- One playing dice
- Printed display sheets (in the pack)

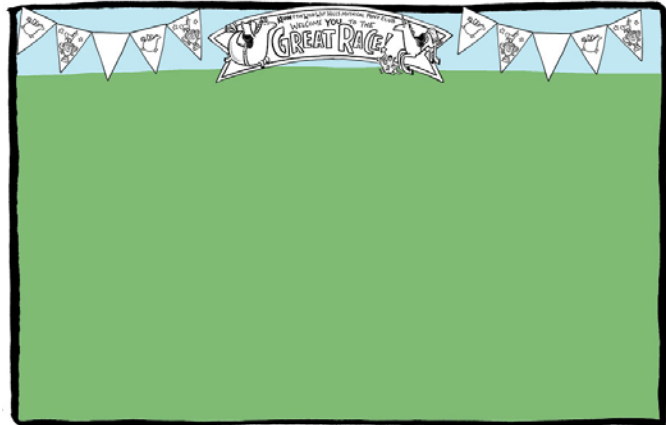
Supplies needed for children

- Printable obstacle and steed sheets (in the pack)
- Drawing and colouring supplies (optional: extra art materials/ recycled materials)
- Scissors for cutting out obstacles and game pieces (younger children will need help)

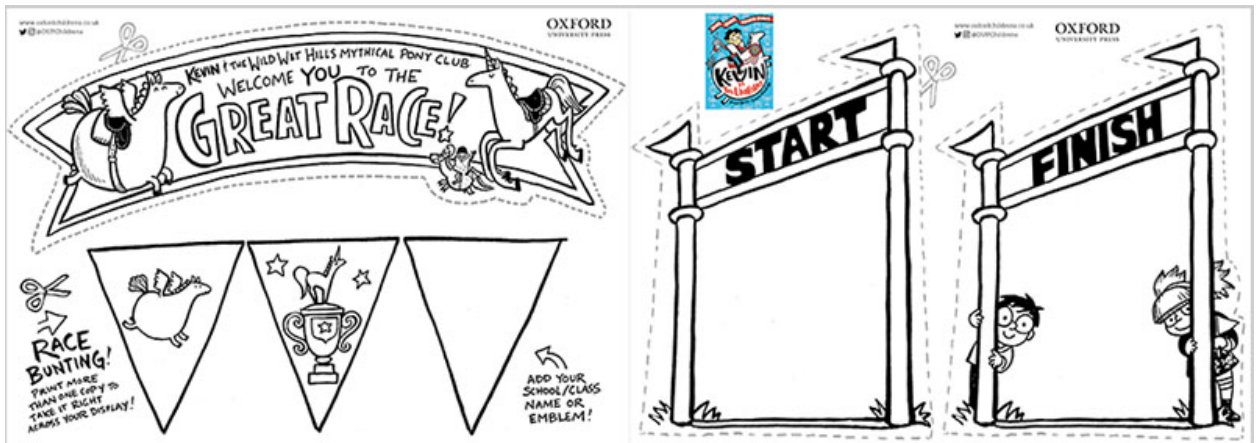
HOW TO SET UP YOUR RACE!

Step 1

Create a display board for The Great Race. This might be blank or green (for grass) with bunting along the top. (You can cut out the title and bunting provided in the pack or use your own.)



Optional: each child could decorate and/or colour one triangle of the bunting. For a large class, you could hang extra bunting triangles under the display board.

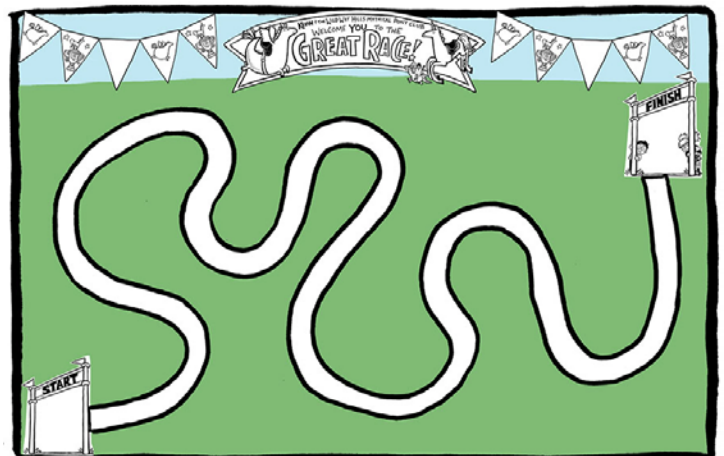


Step 2

Print out Start & Finish line markers from the pack and put the Start at the bottom left of the board and the Finish at the top right.

Step 3

Plot a course for the race, using pen or a different colour of paper to make it stand out from the background.



Step 4

Have the children create the obstacles!

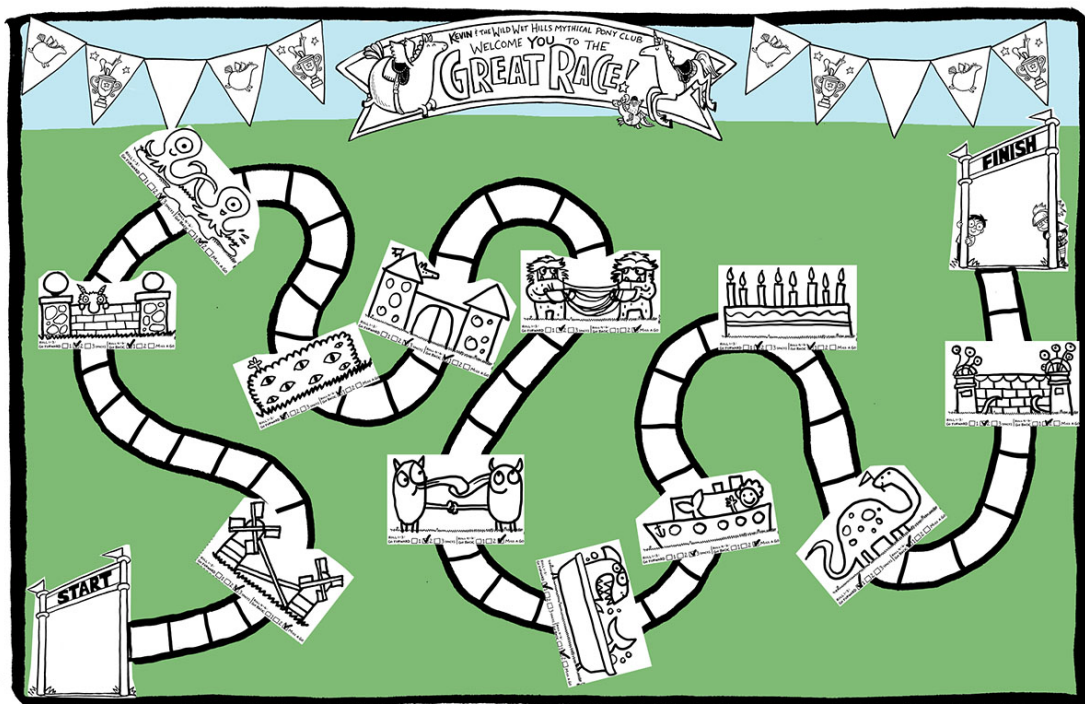
Each child can create a jump or other creative obstacle that the contestants must overcome. Print out the Obstacle Sheet for them to fill out, or have them use recycled materials to create their own. Have them cut out their obstacle on the dotted line, including the game directions at the bottom. (They may need help if they're young.)

Step 5

When they're finished, arrange the obstacles along the course on the display board. Then add lines to create game board squares.



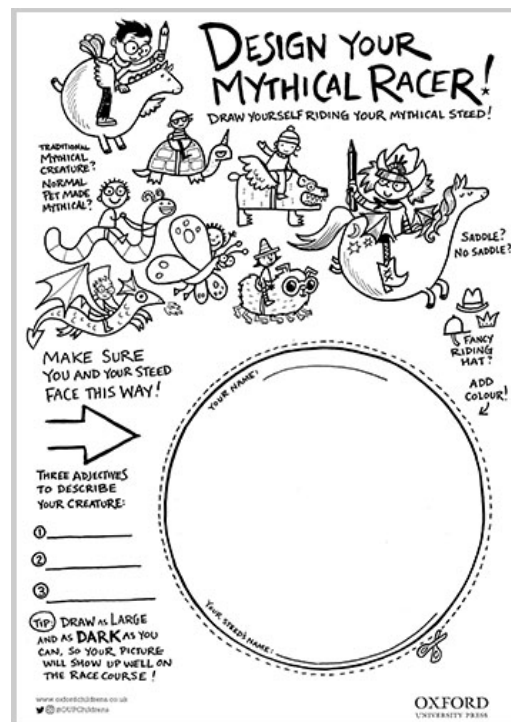
Note: When adding spaces, try to be aware of the directions the children have put for advancing or going back squares. If one jump says to advance 2 squares, try not to have the next jump be two squares forward, etc.



Step 6

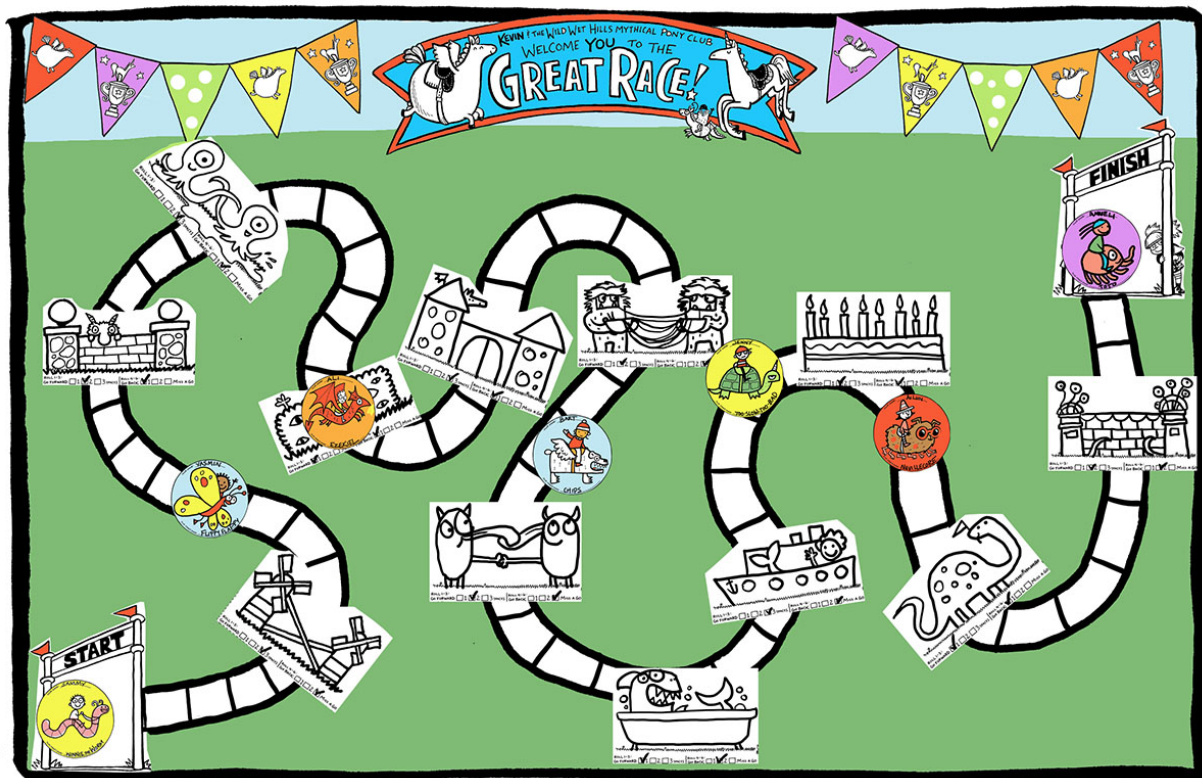
Now the children design their colourful game pieces, pictures of them riding their mythical steeds!

Either distribute the printed sheet from the pack, or have them use their own art materials or recycled materials to create the mythical creatures. They could be unicorns or flying ponies, but they might be something else entirely: mythical creatures such as dragons or even funny things like a mermaid in a wheelbarrow, or altered real-life pets, such as a giant winged hamsters or horned cat. Have the children cut out their pieces (or get help cutting if they're younger.)



Step 7

Use blue-tack or thumb tacks to attach the game pieces at the starting line, or if space is a problem, they can hold on to them until it is their first turn to roll the dice.



Step 8

Have the children take turns rolling the dice to advance their pieces. Comment as they pass the various obstacles, imagining what it would be like for that creature to go over them. (A magical slug would take a jump very differently to Godzilla on a pogo stick.)

Step 9

When one child wins the race, congratulate them and give their animal the place of honour at the finish line. (You could do second and third place, too.) Congratulate all the children on their drawings, and how they've helped make a colourful display for the classroom.

Step 10

Arrange the mythical creatures along the course so that they make an attractive display and show off each children's drawing to best advantage.

Step 11

Explain to the children how a board game race is very much like a story: it has a beginning, and end, with interesting obstacles and perils in the middle that can be lots of fun to think up.

Have the children write a short story or create a tiny book to talk about how they and their creature tackled the race.

Step 12

Have the children read out their stories to the class, or for a video, or read them out to the children yourself, so each child's drawings and story is read and appreciated.

CREATE YOUR OWN GREAT RACE MINI BOOK!

PRO TIP DESIGNING A BOARD GAME IS MUCH LIKE PLOTTING A STORY!
YOU HAVE A BEGINNING, AN END, AND INTERESTING OBSTACLES IN THE MIDDLE.

START → WHAT? → HELP! → AIEEE!!! → THE END

TO MAKE AN 8-PAGE BOOK, YOU NEED ONE SHEET OF PAPER:

FRONT COVER 1 2 3 4 5 6 7 BACK COVER 8

HERE'S THE SPACE YOUR BOOK GIVES YOU TO TELL A STORY.

PLOT YOUR STORYBOOK!

PAGE 1 FRONT COVER: TITLE + WRITER/ILLUSTRATOR NAME + PICTURE
BY (YOUR NAME): _____

PAGES 2-3: FIRST OBSTACLE: _____
HOW DO YOU AND YOUR STEED FAIL? _____

PAGES 4-5: SECOND OBSTACLE: _____
HOW DO YOU BOTH FAIL EVEN WORSE? _____

PAGES 6-7: THIRD OBSTACLE: _____
HOW DO YOU EVEN MORE SPECTACULARLY FAIL?! _____

PAGE 8: SAD OR HAPPY ENDING? YOUR CHOICE!

Now... PUT IT IN YOUR BOOK! ADD PICTURES TO MAKE THINGS MORE DRAMATIC / MORE TRAGIC / MORE SILLY / MORE FUN!

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EXTRA IDEAS!

Different media: The racecourse could also be created 3D on a tabletop, with 3D clay mythical creatures, or modelled with computer software.

Video: Interview the contestants. Have them create a persona for themselves, give themselves a racing name, and use adjectives to describe their character (ambitious, glamorous, shifty, forgetful, sleepy, over-caffeinated, crafty, easily distracted, inventive) and the character of their mythical steed. Create television-style interviews and have them answer the interview questions as their character would answer.

Sample questions:

1. Tell us a bit about your mythical steed, what kind of animal is it, and why did you give it that name?
2. Let our readers know about the care and feeding of your racer, how do you keep it so well-groomed and healthy?
3. What's your best strategy for winning the upcoming race?
4. Do you have any particular rival you're hoping to beat in the race?
5. What do you plan to do with the trophy and all the fame that comes with it?

Magazine: Like the video (above), have the children imagine their character and interview themselves, as their character, for a glossy racing magazine, including a picture of themselves in heroic (or dastardly, embarrassing, etc) pose.

Alternatively, create a whole magazine: assign each child a style of article to create in the persona of their character: an interview, an agony-aunt column, a lonely hearts page, a personality quiz, adverts for the care & feeding of mythical creatures, lost & found page, short story page, a funny poem page, a drawn 'photo' round-up of a particular invented race.

Award: Included in the pack, a Kevin-themed certificate for all forms of excellent work!



Huge thanks to our teacher consultant, Claire Williams!

Kevin vs The Unicorns by Philip Reeve & Sarah McIntyre
published by Oxford University Press in 2021
Activity sheets ©2021 by Sarah McIntyre
Find more activities on her website: jabberworks.co.uk