

YOU AND ME AND THE LAND OF LOST THINGS

Illustrated by BILL HOPE

ANDY GRIFFITHS

ILLUSTRATED BY BILL HOPE

AGES 7+ ACTIVITY SHEETS FOR TEACHERS AND LIBRARIANS

These fun activity ideas can be used in lessons, library sessions or in extra-curricular clubs with children ages 7+ to explore the ideas and themes in *You and Me and The Land of Lost Things* – the first in a hilarious, action-packed new series from Andy Griffiths, the author of the bestselling *Treehouse* books.

The series is ideal for students in your class who...

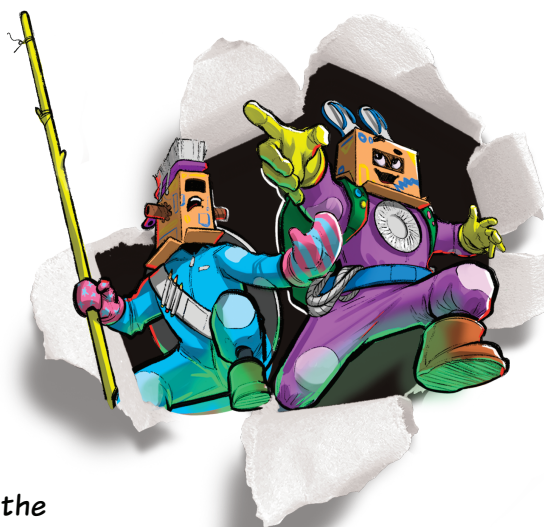
- are reluctant readers
- struggle to decode large chunks of text
- enjoy the *Treehouse* books by the same author
- enjoy illustrated books, comic books or graphic novels
- are searching for more funny books to read!

ABOUT THE BOOK:

You and Me and The Land of Lost Things is the first book in the fun and exciting illustrated series from the author behind the multi-million bestselling *Treehouse* series, Andy Griffiths, illustrated by Bill Hope.

Remember the time we flew to the moon without a rocket? And the time we went to the bottom of the ocean and fought a high-voltage octopus? And how about the time we got lost in the *Land of Lost Things*? That was one of our most exciting adventures yet! It all started like this . . .

Lose yourself in *The Land of Lost Things* – you'll never want to be found!

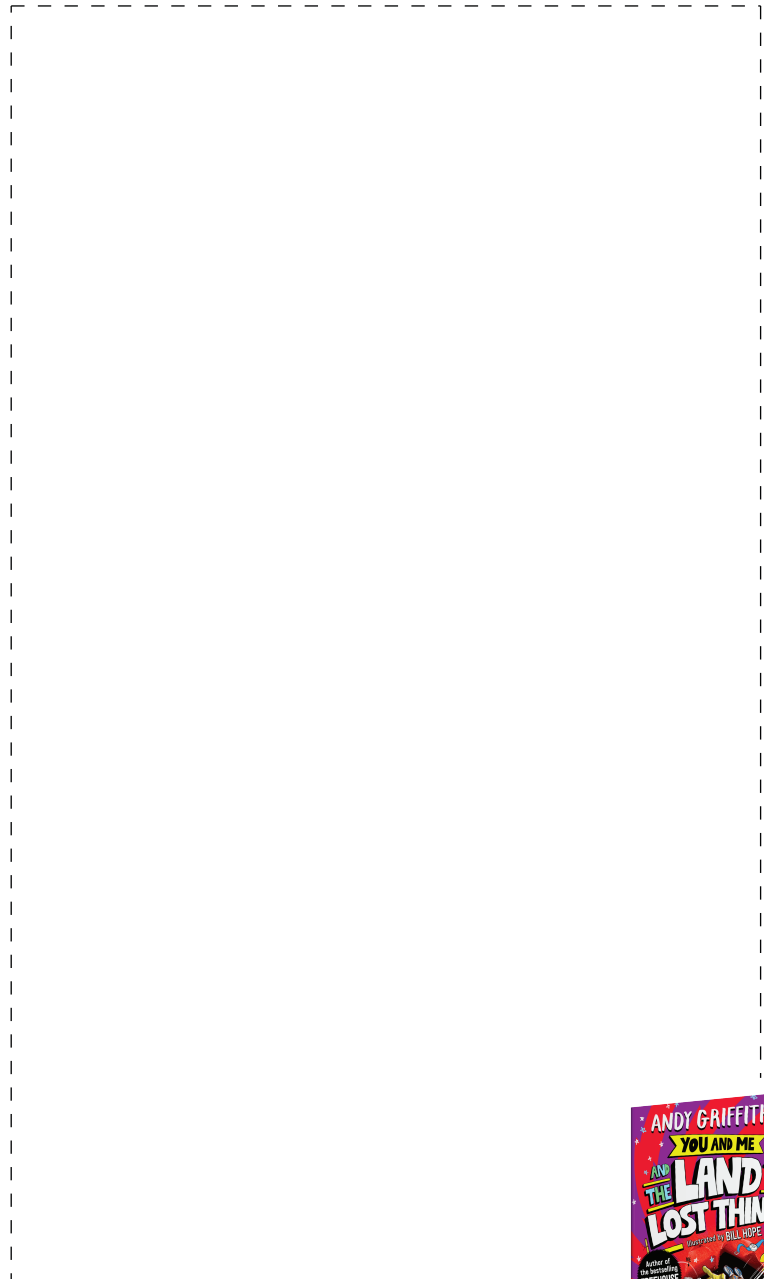
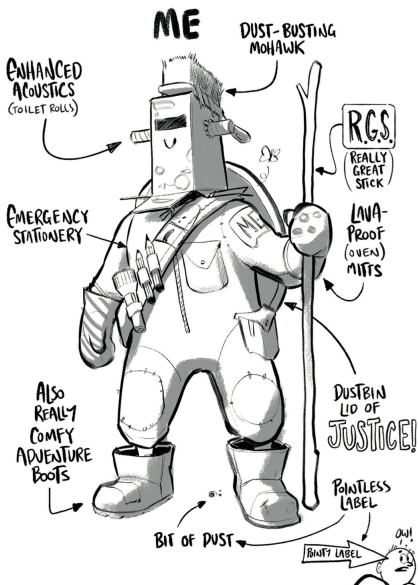
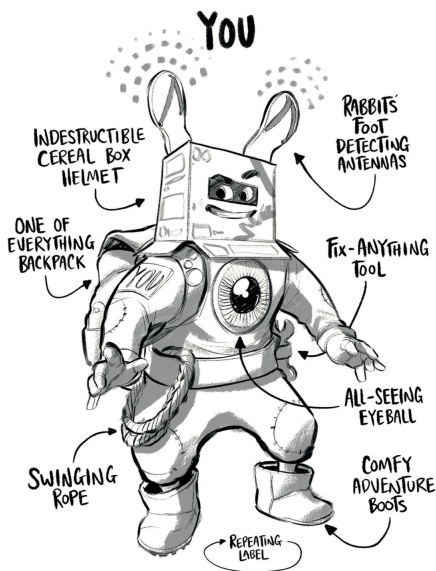


ACTIVITY SHEET 1

ADVENTURE SUITS

You are about to go on a big adventure to The Land of Lost Things! But first, you need to put your Adventure Suits on. It's time to step into the Adventure Suits Room...

Design your own Adventure Suit from day-to-day materials, like cereal boxes, toilet rolls, dustbin lids and oven gloves! First, have a look around your house, school or classroom for any useful items. Then, read pages 8–9 to get some inspiration. Make sure that you label your Adventure Suit with any special features.

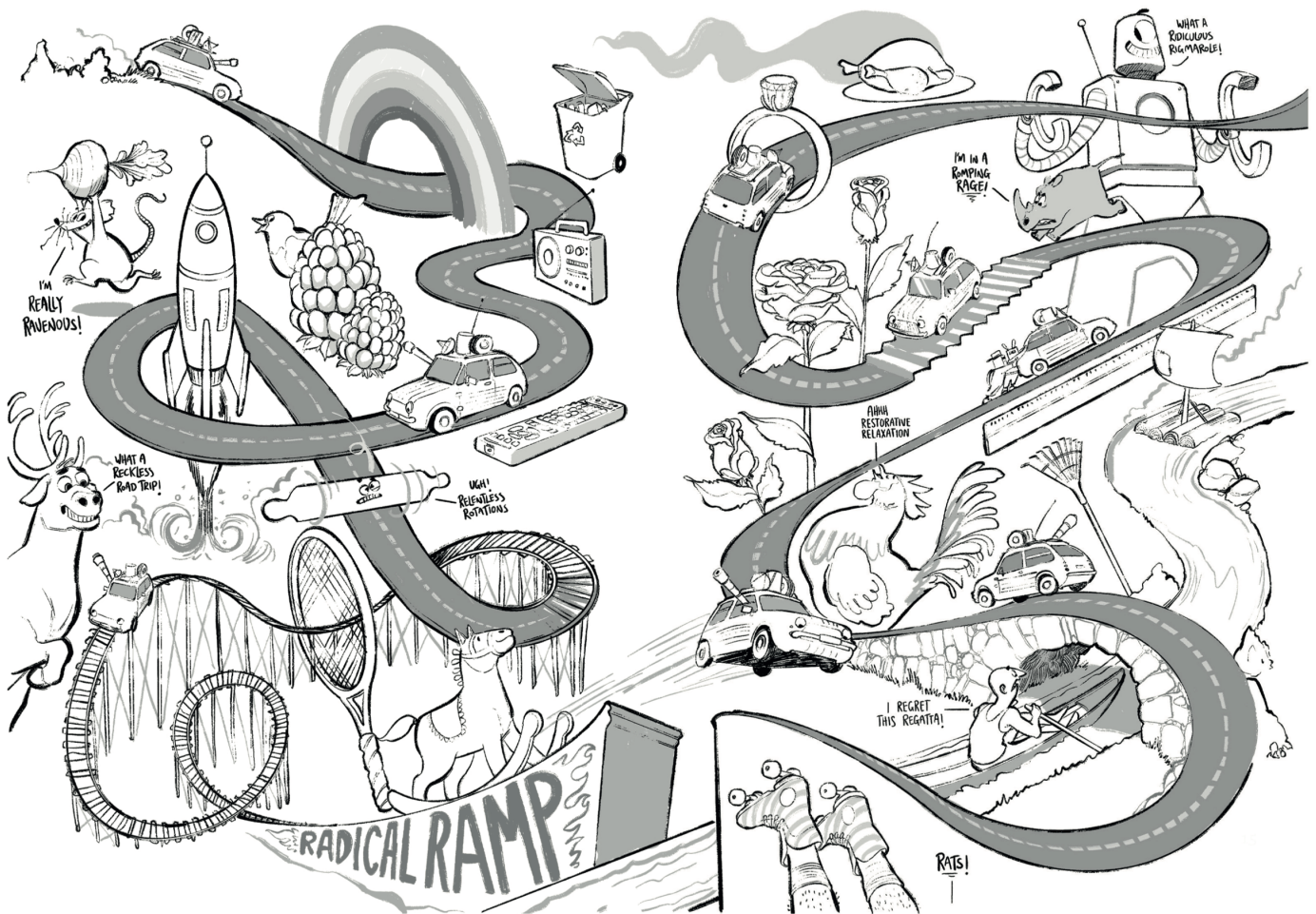


ACTIVITY SHEET 2

i SPY - THINGS BEGINNING WITH 'R'

Colour the spread taken from pages 14–15. How many things beginning with R can you find? Be as creative as you can, perhaps using the adjectives beginning with R to describe what you can see. Who can find the most things? Extra points if you can include any examples of alliteration (e.g. 'radical ramp!').

Challenge! Create your own spread for a letter of your choice.



Write your words in the space below...



ACTIVITY SHEET 3

THE LAND OF LOST THINGS MAP

Create your own map of The Land of Lost Things. First, write a list of 'lost things' you might find in your land. What objects have you lost recently? Which objects do each of the characters lose in the book?

Character:	Lost object or thing:
Me	
You	
The Bull	
The Watch	

Then consider the landscape: will there be oceans, forests, mountains, cities, towns, roads and rivers in your land? Will it be very green? Will it be mainly water? Look at the map on pages 46–47 for inspiration!



ACTIVITY SHEET 4

THE ADVENTURER'S CODE

On page 106, Johnny Knucklehead swears an oath on the Adventurer's Code. Create your own Adventurer's Code here, using the different headers to help you. What skills and values do you think you need to be a good adventurer? What pledge would you make to others on the adventure with you?

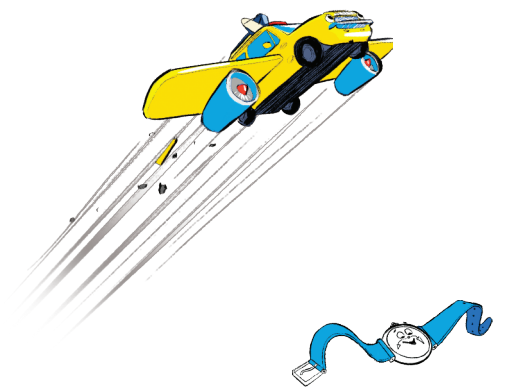
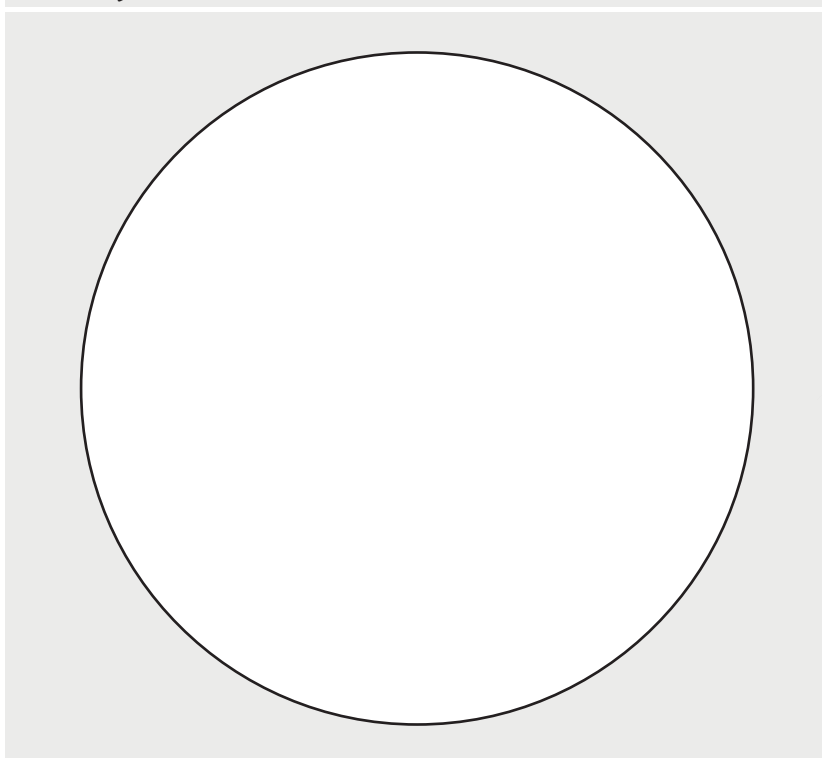
Adventurer's Profile	
My adventurer's name is...	
My preferred mode of transport is...	
My interests are...	

Adventurer's Skills	
My special skills are...	

Adventurer's Values	
My values are...	

Adventurer's Pledge	
I promise I will...	

Adventurer's ID Badge	
My unique Adventurer's ID Badge looks like...	



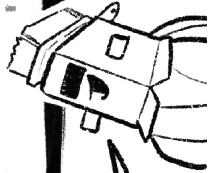
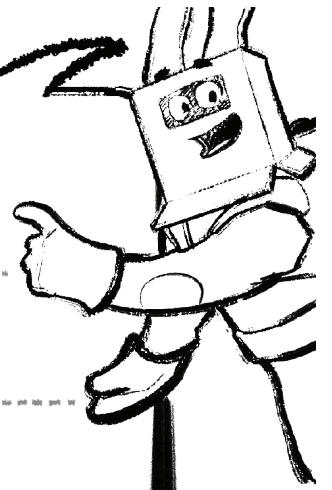
ACTIVITY SHEET 5

NOW IT'S YOUR TURN!

- 1.** Read the first chapter of *The Land of Lost Things*.
What sort of adventure would you like to have and where would you like to go if the possibilities were unlimited?
- 2.** Write a sentence.
On the sheet provided, complete the sentence, 'Hey! Remember when ...!' with a brief recollection of an ad-venture (real or imaginary!) that you had by yourself or with a friend, family member, a favourite pet (or even me!). The place you visit can be an actual place or completely made up.
- 3.** Draw a picture.
In the blank space, draw a moment from that adventure. You might show how you got there. You might show what you found there. It's your choice! Anything is possible.



Hey! Remember when...



WHO DID YOU GO WITH?



WHY DID YOU GO?

HOW DID YOU GET THERE?



WHAT DID YOU FIND THERE?

ADVENTURES UNLIMITED

DRAW A PICTURE OF YOUR ADVENTURE ABOVE

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