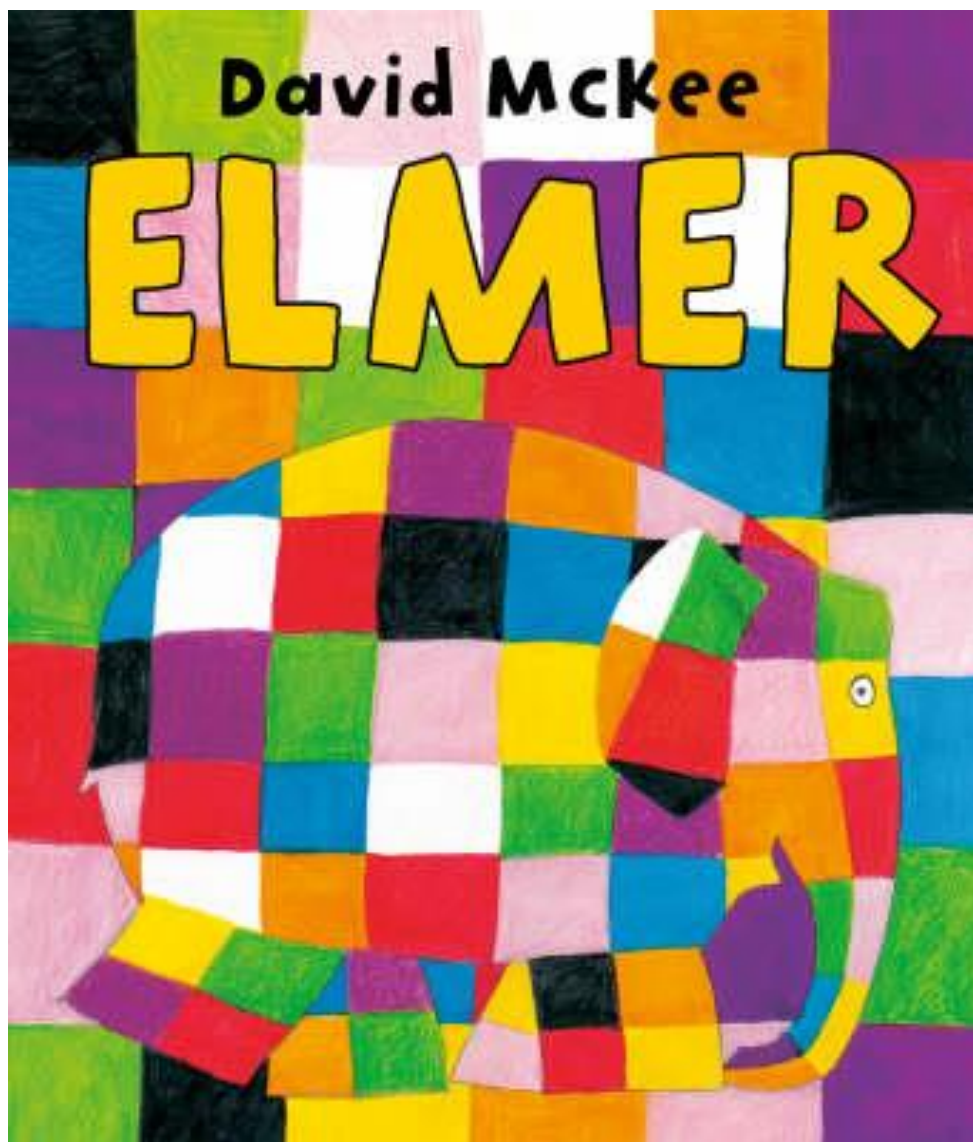# World Book Day 2021

Elmer by David McKee

Elmer is the story of an elephant that is noticeably different to the others; he is a brightly coloured patchwork elephant.

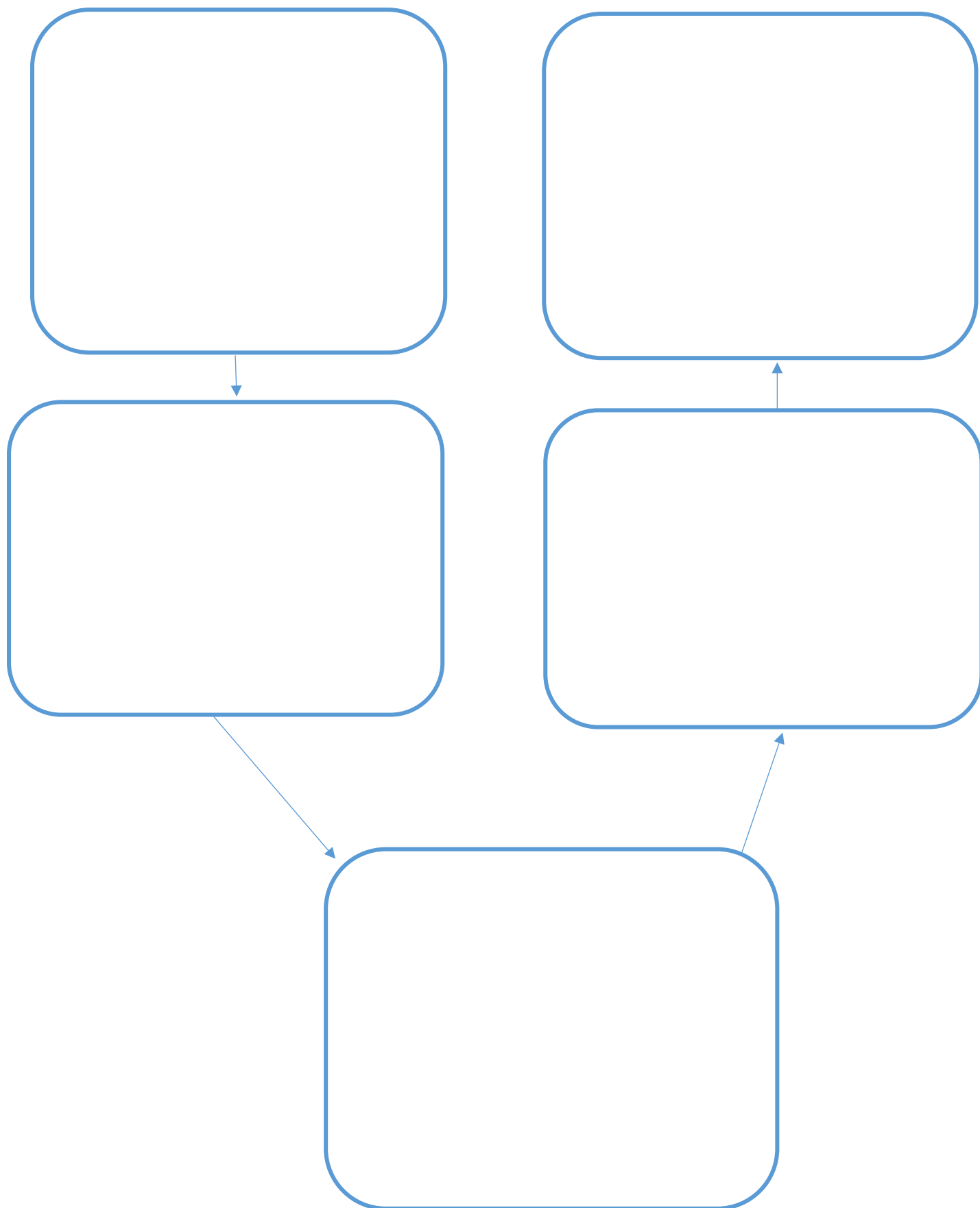https://www.youtube.com/watch?v=BSo9fQmpZs0

Activities for EYFS Children

Activity 1- Story Map	Create a Story Map of what happened in Elmer by using pictures. Discuss why she wanted to be like everybody else. What happened in the end? You can use the story map template attached.
Activity 2- Elmer Dice game	**Elmer-Dice-Game.pdf** you will need to print out the game template attached and use a dice and some coloured pencils to play with one other player.
Activity 3- Create an Elephant	Explore the decorated Elephants in the story. Do any of them have repeating patterns or colours? Explore different colours and patterns by creating your own Elephant.This could be done using resources such as tissue paper, paint, coloured pencils.
Activity 4- What makes you unique?	Discuss why Elmer wanted to be the same as the other elephants. Explore how Elmer was actually valued for being different. Look at the cloud worksheet below and discuss, what makes you happy? What do you find funny? What do you enjoy playing? Then draw picture in each cloud. Add some more unique things about you in the spare clouds. E.g. you might want to include your favourite food!
Activity 5- Colour counting	Which colour do you think Elmer has the most of? Can you count up each individual colour to find out the answer?
Activity 6- Eye spy an elephant game	Play eye spy by looking at the book with someone else and describing the elephant you are looking at to see if the other person can guess which one. Start by saying 'eye spy an elephant...' each time and then add the description e.g. 'eye spy an elephant that is tall and is smiling.'

Activities for KS1 Children

Activity 1- Story map	Create a Story Map of what happened in Elmer by using pictures and a description of what was happened. Discuss why she wanted to be like everybody else. What happened in the end? You can use the story map template attached.
Activity 2- Elmer dice game	Elmer-Dice-Game.pdf you will need to print out the game template attached and use a dice and some coloured pencils to play with one other player. To make it more challenging you could use adding, subtracting. E.g. you have two rolls. If it is a six and a two. It then becomes 6-2=4 so you will find the number 4.
Activity 3- Create an Elephant	Look at the shapes and patterns on the decorated elephants in the story. Do any of them have repeating patterns or symmetry? Can you create an elephant using patterns or symmetry? This could be done using resources such as tissue paper, paint, coloured pencils. Then, create a description of what makes your elephant unique. E.g. My elephant has yellow and blue spots.
Activity 4- What makes you unique?	Discuss why Elmer wanted to be the same as the other elephants. Explore how Elmer was actually valued for being different. Look at the cloud worksheet below and discuss, what makes you happy? What do you find funny? What do you enjoy playing? Then write and draw picture of what they are in the clouds. Add some more unique things about you in the spare clouds. E.g. you might want to include your favourite food!
Activity 5- Book review	Can you complete a book review of the Story? Describe what you liked most about the story and if you would recommend it to somebody else. Include your favourite character by describing the elephant you liked the most and include a drawing of them. Use the template below.
Activity 6- I spy an elephant game	Play eye spy by looking at the book with someone else and describing the elephant you are looking at to see if the other person can guess which one. Start by saying 'eye spy an elephant…' each time and then add the description e.g. 'eye spy an elephant that is tall and is smiling.'

Story Map

What makes me unique?

I am happy when…

I enjoy playing…

I find funny….

Book Review

Book Title: _____

What I liked about this story...

_____

_____

_____

My favourite character was...

_____

_____

_____

Would you recommend this story to somebody else? _____

My Favourite Character: