Share a Story: The Wyrmstooth Crown

School Closure Home Learning Ideas

'The Wyrmstooth Crown' is a Twinkl Originals story for Key Stage 2. It is ideally suited to years 3 and 4, and is recommended to be read with an adult in preparation for learning through the resources in this pack.

This pack includes the full eBook and selected resources.

The story is an adventure fantasy tale based around Miranda and her new unlikely acquaintance: Guster, a friendly dragon. Guster and Miranda

meet in the woods and discover that they have a lot in common. The pair educate one another on their varying lifestyles and have to hatch a plan to save Guster's home from being destroyed.

How to Use this Book with Your Child

Read this book with your child. You may wish to listen to the audiobook version instead. You could split the reading over several days. You could ask your child to read part of the story aloud.

Use the resources in this home learning pack to link the story to maths, english, art and technology activities. Some of the resources come in more than one difficulty level, shown by a string of one, two or three stars at the bottom of each sheet. Answer sheets are provided.

The printable activities included in this pack are listed below:

English

Sequencing Sentences Activity

Children put the parts of the story in the right order. There is a cut-and-stick version and a written one. Alternatively, challenge your children to write out the basic story elements from memory.

Adding the Suffix 'ly' Activity

Help Guster the dragon to sort out his suffixes! This handy worksheet will help children to add one of the most common suffixes to root words to create words like 'happily'. Children sort words into the correct spelling rule.

Past and Present Tense Activity

Use this differentiated worksheet to help your children practise changing sentences from the past tense to the present tense and vice versa. Sentences are taken from the story.

Punctuating Sentences Activity

Children are prompted to find and use full stops, commas, capital letters and other sentence punctuation. An extract of the story is included, and the most challenging version of the sheet asks children to rewrite the extract with punctuation and paragraph breaks.

Direct Speech Punctuation Activity

Children add the correct punctuation to some dialogue from the story. Ability levels range from just adding speech marks and full stops, to adding all punctuation and starting a new line for a new speaker.





Maths

A maths mosaic is a colour by numbers activity, where children must solve the maths question in each square to work out what colour it should be. When all the squares are coloured, a picture from the story will appear!

Addition Maths Mosaics

These mosaics deal with addition of 2-digit and 3-digit numbers, such as 201+58. There are three different images with increasingly larger numbers.

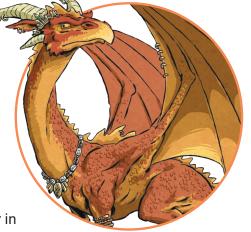
Multiplication Maths Mosaics

These mosaics deal with common times tables. There are sheets dealing with:

- 2x, 5x, 10x tables (5x and 10x tables share many numbers)
- 3x, 4x, 8x tables (4x and 8x tables share many numbers)
- 6×, 7×, 9× tables.

Maths Challenge Cards

These cards contain problems written in sentences which relate to the story and require children to add, subtract, divide and multiply. The star in the corner of each card indicates the difficulty level.



Art

Create a Crown Activity

This lovely sheet gives children a blank crown template for them to decorate in any way they like! Why not cut it out and add string to the ends to allow them to wear it?

Design a Dragon for Every Season Activity

In the story, Guster's scales change colour to match the autumn leaves. This sheet asks children to imagine what a dragon might look like during each season. Use whatever materials you have available!

Design & Technology

Lemon Drizzle Cake Recipe

Does what it says on the tin! If you have the ingredients, learn how to make Miranda's lemon drizzle cake from scratch!

PSHE & Citizenship

PSHE is Personal, Social and Health Education.

Discussion Cards

These cards are perfect for starting a discussion about the important themes in the story. Talking about decisions made by the characters will help to build empathy and inference skills.





Printing-Free Activity Ideas

If you do not have access to a printer, these resources from the pack can be used from a screen with a pencil and paper:

- · Past and Present Tense Activity
- · Direct Speech Punctuation Activity
- · Maths Challenge Cards
- · Lemon Drizzle Cake Recipe
- Discussion Cards

Other print-free ideas include:

- writing the story as though it is one of the characters' diaries;
- creating a piece of art using materials found at home;
- creating a dragon mask using cardboard and paint;
- finding out about a local quarry near you;
- giving children a selection of modern words and phrases such as 'internet' and asking them to write an explanation of the word for Guster, who doesn't understand them.



Audiobooks

Here are some quick links to The Wyrmstooth Crown audiobooks:

Chapter 1	Chapter 2	Chapter 3	Chapter 4
Chapter 5	Chapter 6	Chapter 7	

<u>Click here</u> for the full collection of The Wyrmstooth Crown teaching resources. To access the full library of Twinkl Originals stories for Key Stage 2 children, click here and refine your search to Key Stage 2.

For a science-based space story, read <u>Jazz Harper: Space Explorer</u>.

For a scary story with supporting writing activities, read <u>The Curse of Cogston House</u>.

For a fun story about the Amazon rainforest with geography and climate change links, read Rainforest Calling.



