EDUCATIONAL ACTIVITIES FOR

My Colourful Kite: Nick's Story

BY BEN-JAN VAN HOFFEN AND MARG ROGERS

ISBN: 978-1-922639-03-5

This booklet contains a number of activities and materials to enhance children's learning.

Page 2-3: Hand Puppets

These pages can be used to make hand puppets as shown in the video below.
https://ecdefenceprograms.com/modules/mod/page/view.php?id=144

Page 4: Paddle Pop Stick Puppets

Cut out these faces and glue them onto paddle pop sticks or actual sticks from the ground to create puppets to act out scenes from the book.

Page 5-6: Kite

This game requires the board on page 5, the cards and playing pieces on page 6.
https://ecdefenceprograms.com/modules/mod/page/view.php?id=144

Page 7: Mathematical Games

https://ecdefenceprograms.com/modules/mod/page/view.php?id=141

Page 8-11 Puzzles

These puzzles can be printed onto cardboard and cut out.
https://ecdefenceprograms.com/modules/mod/page/view.php?id=138

Page 12-15: Memory Games

This game can be combined with the characters from the other booklets to increase difficulty.
https://ecdefenceprograms.com/modules/mod/page/view.php?id=140
These cards can be used to make paddle-pop puppets.
https://ecdefenceprograms.com/modules/mod/page/view.php?id=139

Page 16-19: Playing Cards

Cut these cards out to play games like 'Go Fish' or 'Snap'.
More games can be found here: https://www.kidspot.com.au/things-to-do/kids-games/indoor-play/snap-12-classic-card-games-to-teach-the-kids/news-story/1d153893aee53908749c1377c588928c

Page 20-21: Matching Game

Cut out these cards to play a matching game.

Page 22: Board Game

Using the pieces from page 6, play this game, following the instructions printed on the board.
If you don't know what magpies are and how they sweep, google: "Magpies Swooping"

Page 23: Strengths Cards:

Find out more about each strength here: https://www.viacharacter.org/downloads/IconsClassifications-2021.zip
Children can match the strength to characters in the book as the story progresses. Use the cards as badges when a child shows that strength by adding Velcro or using safety pins.

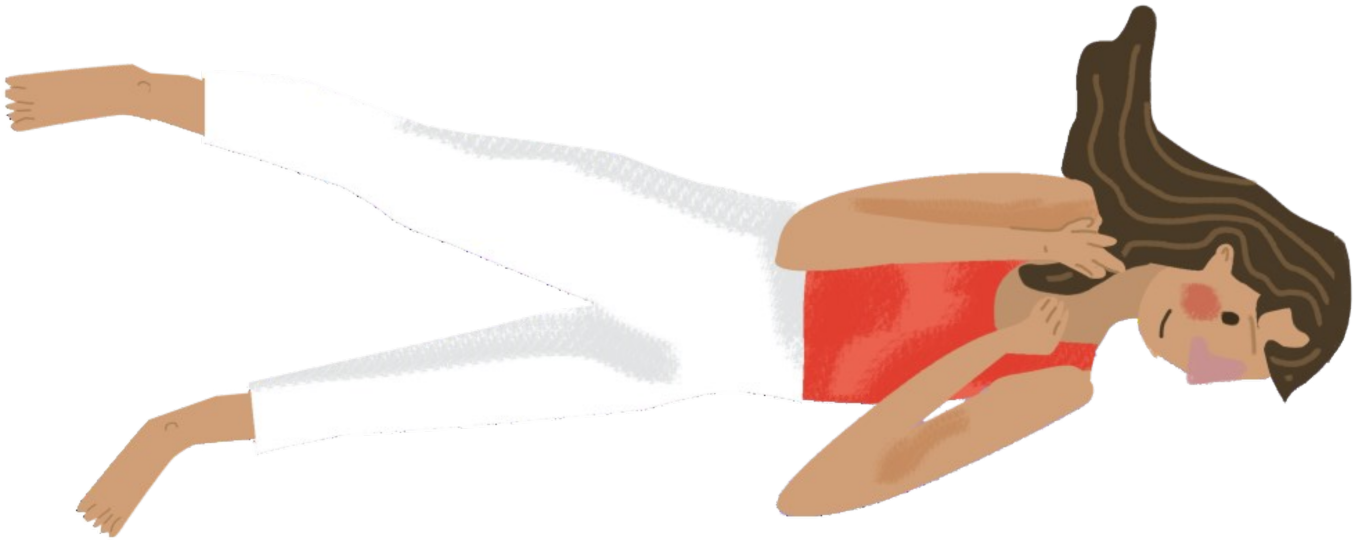
Page 24-29: Ordering Activity

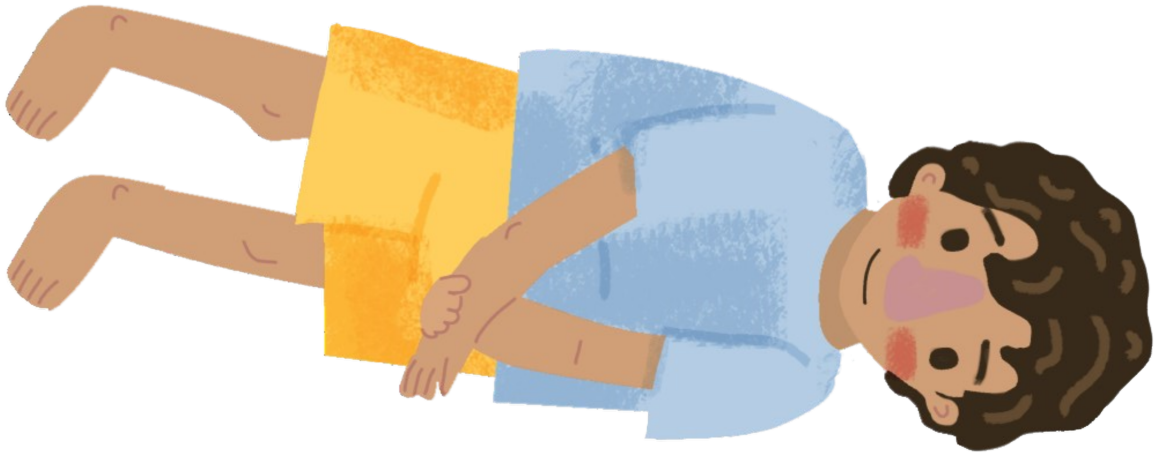
Print out each page and play a game where the child needs to place the pages in chronological order.
For groups of children, have each child or group of children take one page. Place cards on the floor as the children take turns to re-tell the story.

Page 30-36 & throughout: Sight Words (for primary school aged children only)

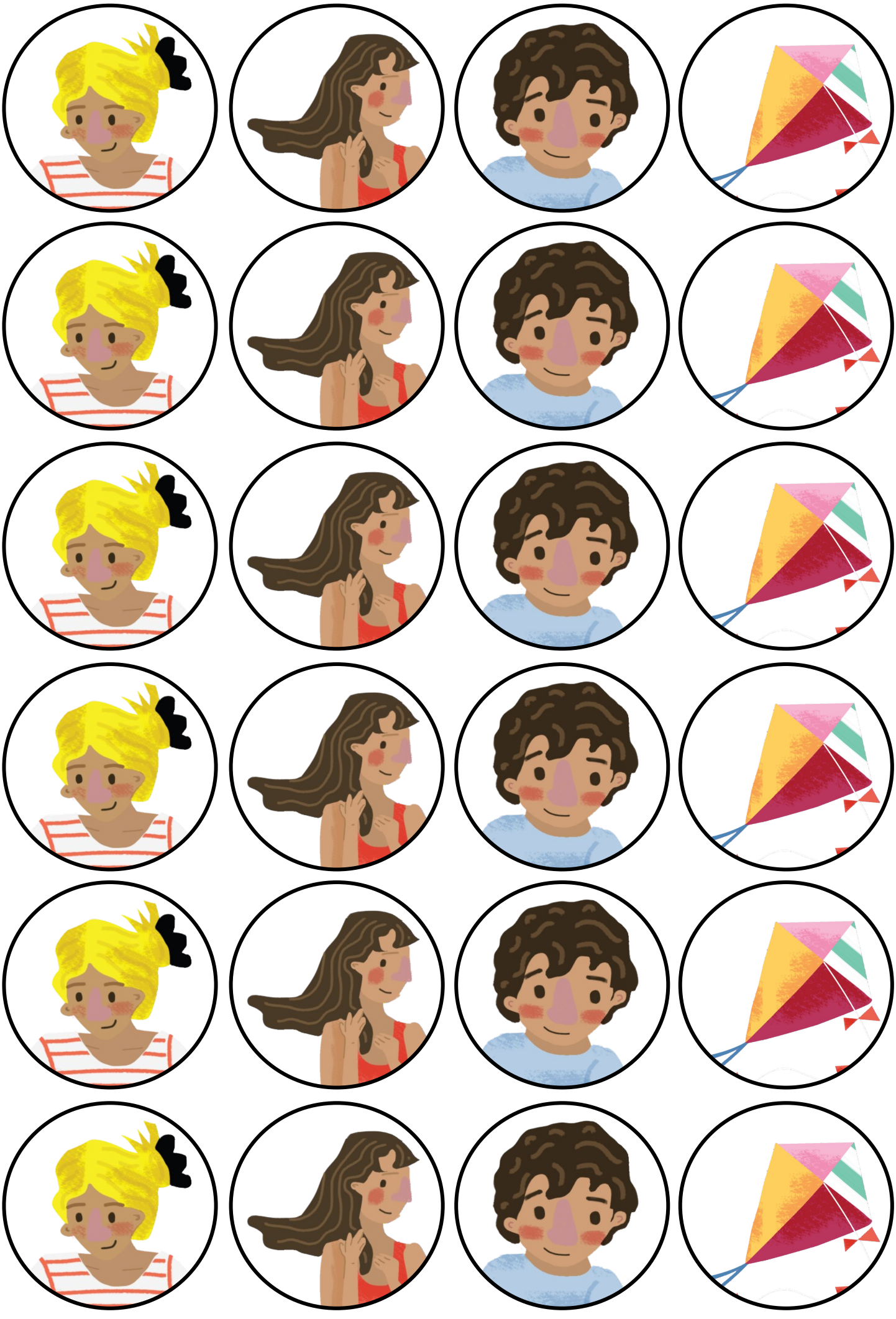
In order to save space, sight words are scattered throughout the document printed in **Navy Blue**. These can be used for language learning, making sentences, and finding words in the book.
On the last page, there are also some blank sight word cards so that you can make your own.
https://ecdefenceprograms.com/modules/mod/resource/view.php?id=891







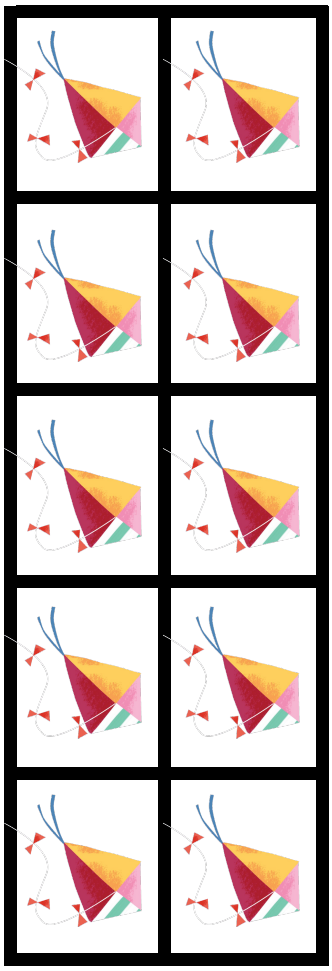


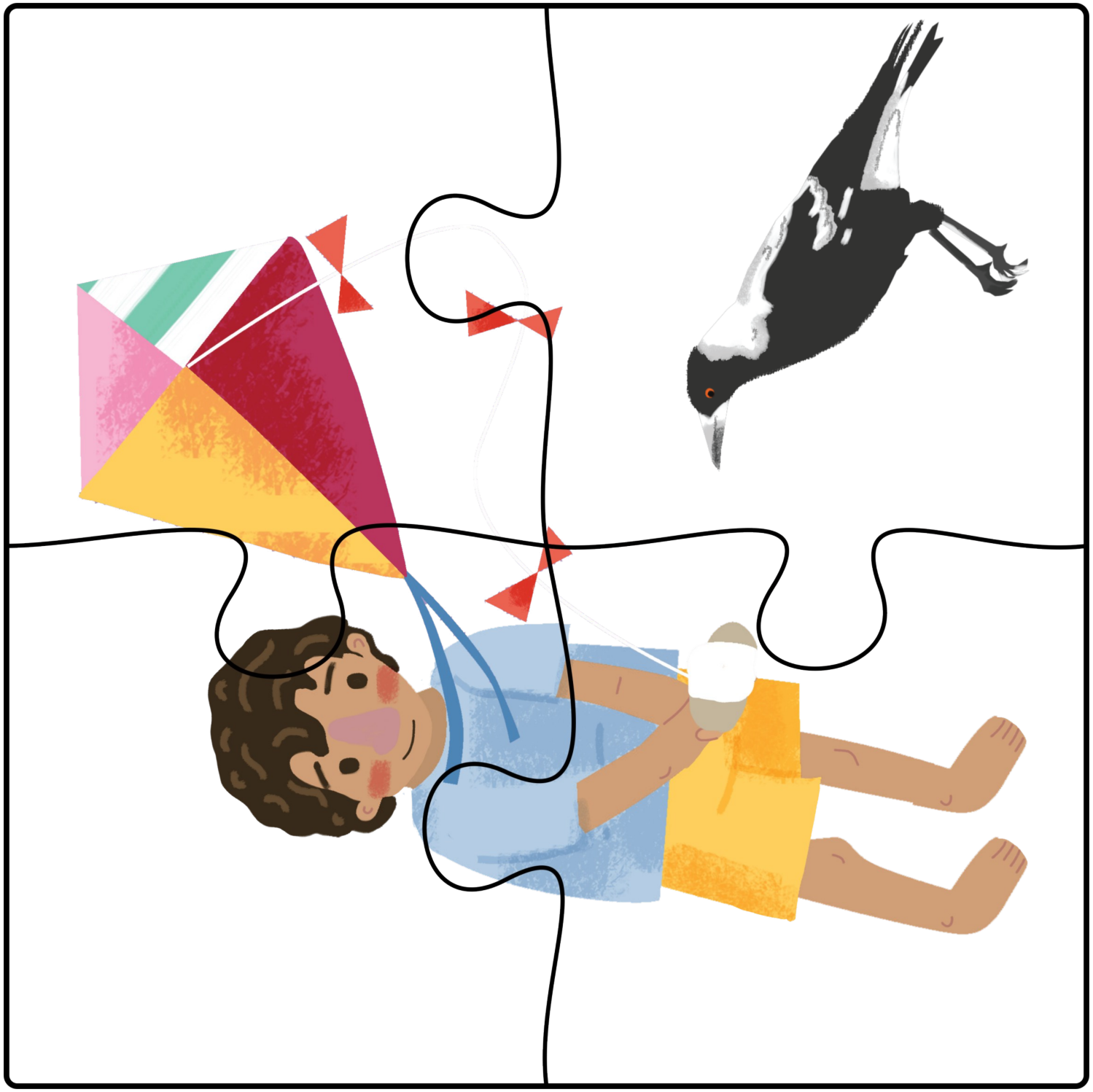


START	Red	Orange	Yellow	Green	Blue	Purple	Red
Rainbow	The Kite Game Each person places their token on START. Starting with the oldest player and moving clockwise, roll a dice and move that many squares. Use the colour on the square you land on to colour in one section of your kite print-out. If you land on rainbow, you can use any colour you want. Once someone lands on START again or once everyone has coloured in their kites, the game is over, and everyone votes to decide which kite is the best. You can't vote for your own kite!						Orange
Rainbow							Yellow
Rainbow							Green
Rainbow							Blue
Purple							Purple
Blue							Red
Green	Yellow	Red	Purple	Blue	Green	Yellow	Orange



1	2	1	2
3	4	3	4
5	5	5	5
6	7	6	7
8	9	8	9
10	+	10	+
-	=	-	=
×	÷	×	÷



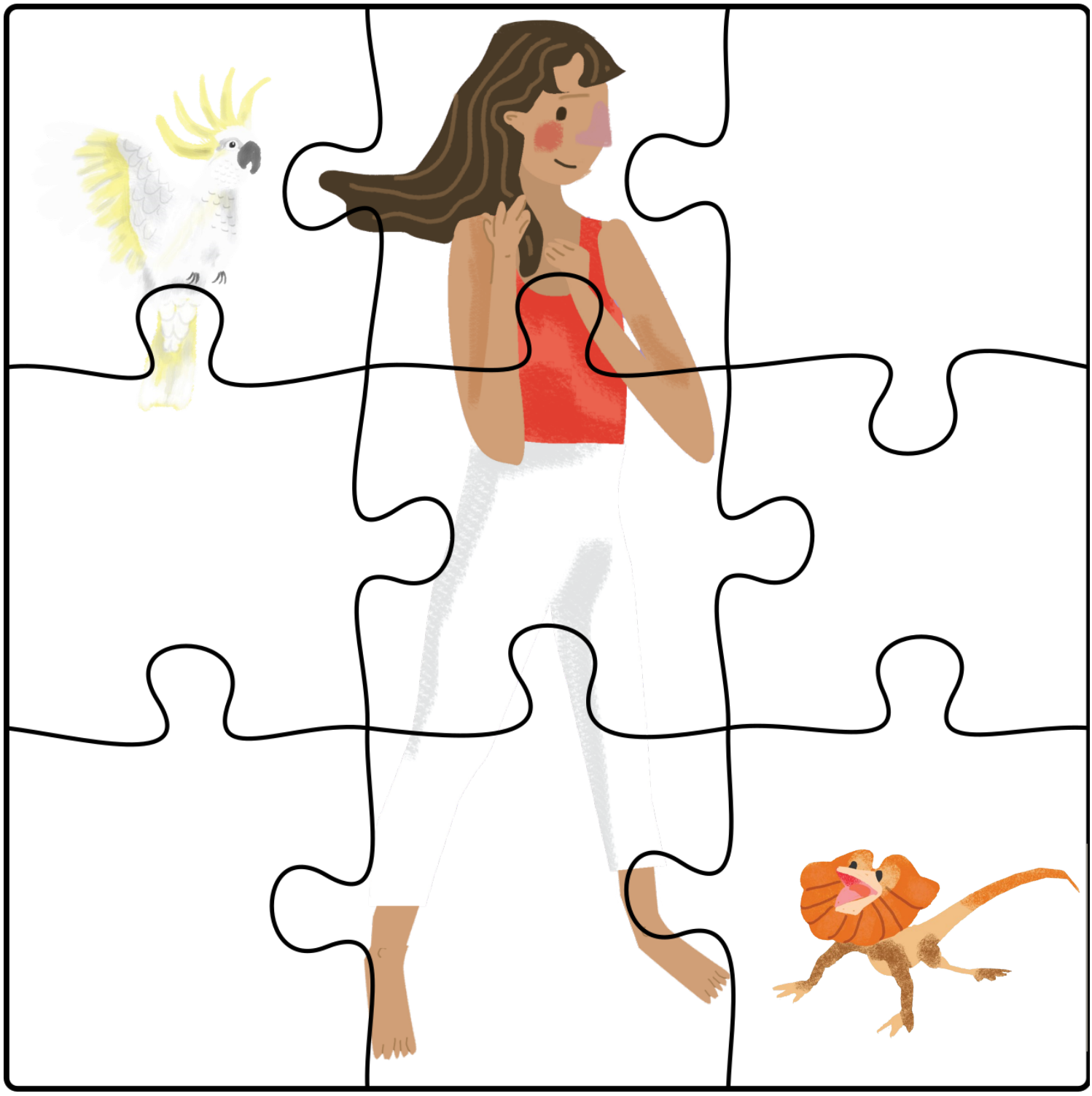


love

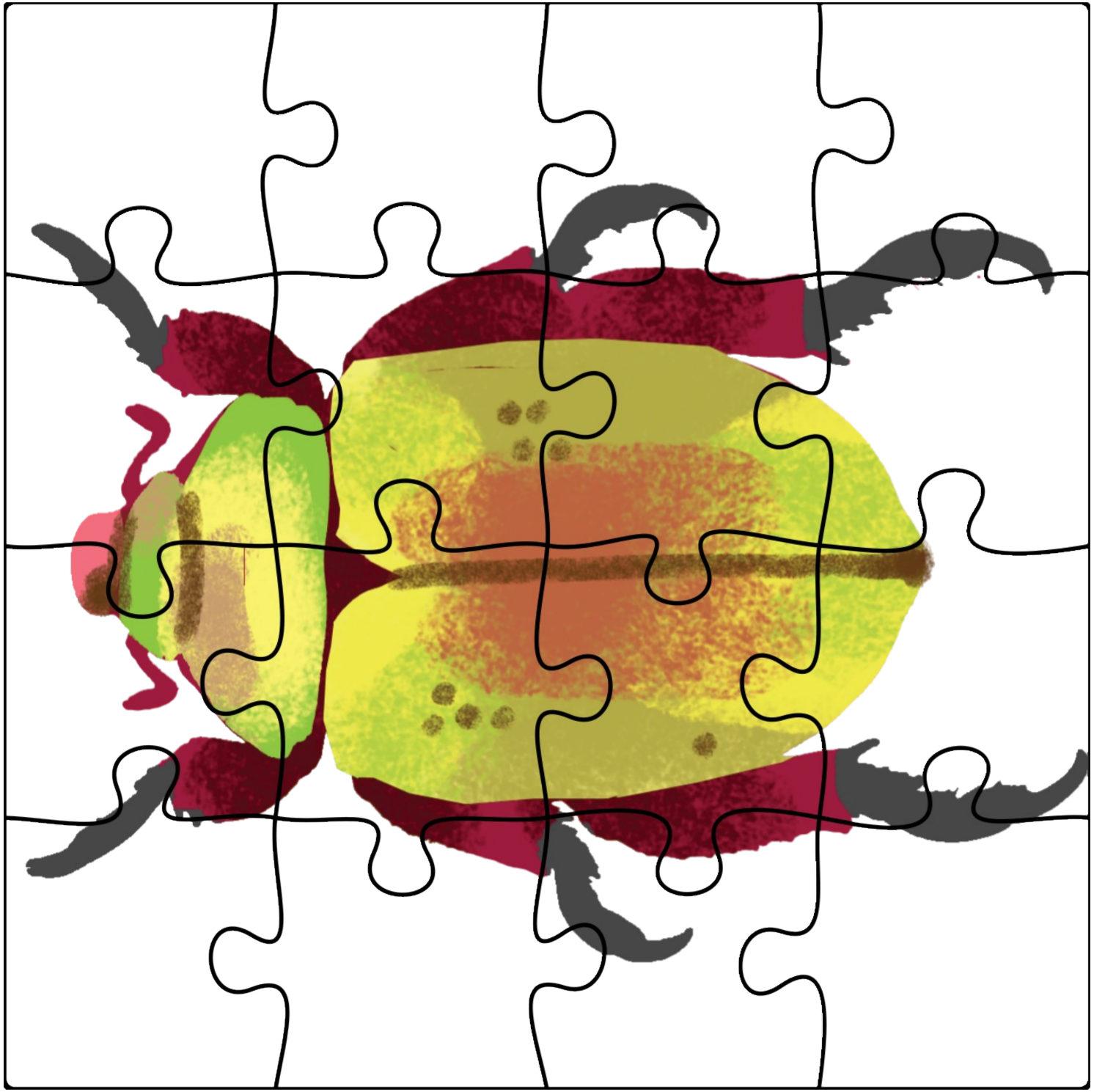
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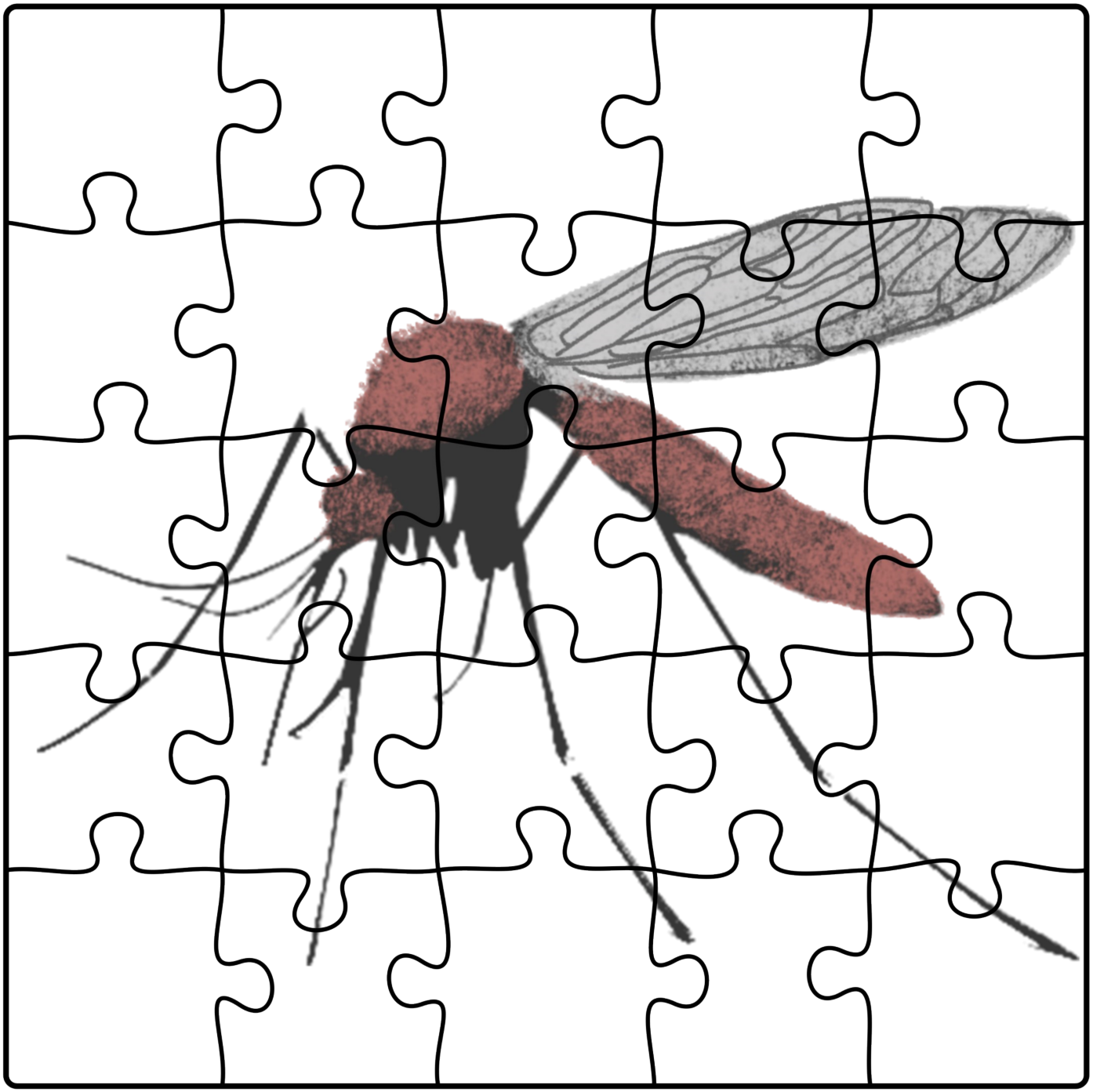


its

bright

colourful

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wings	are	made	of

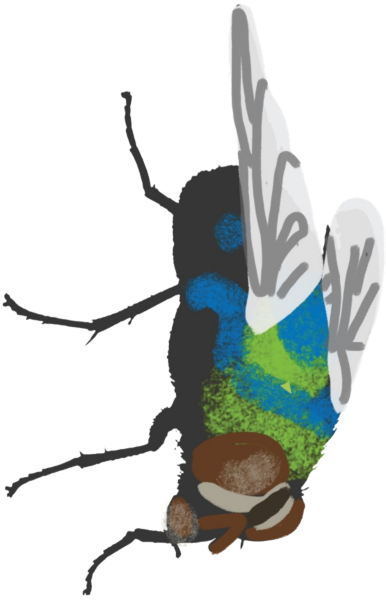




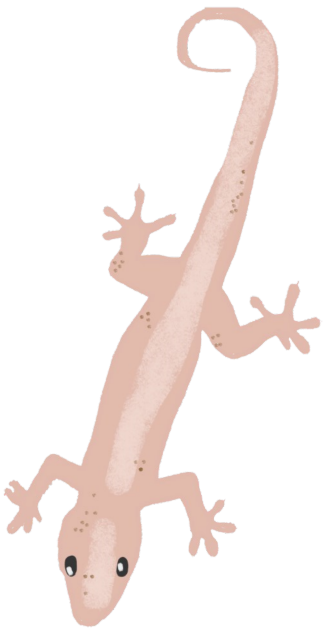














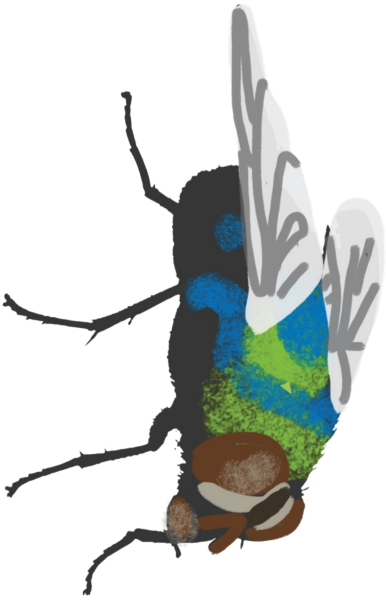




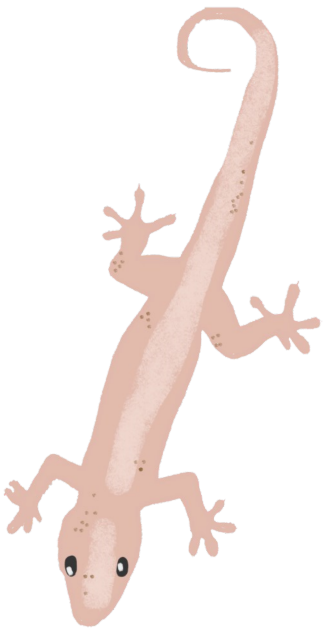




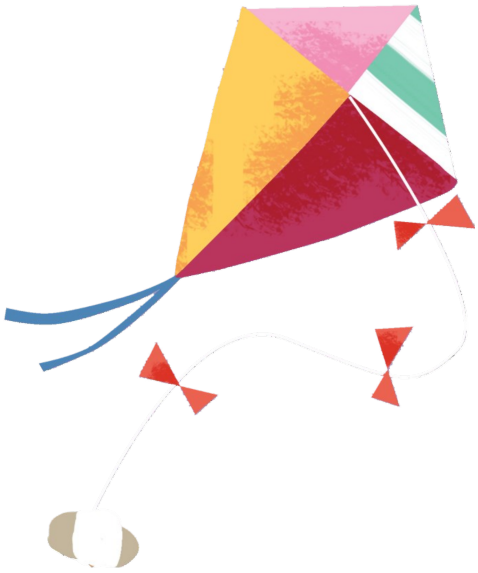


















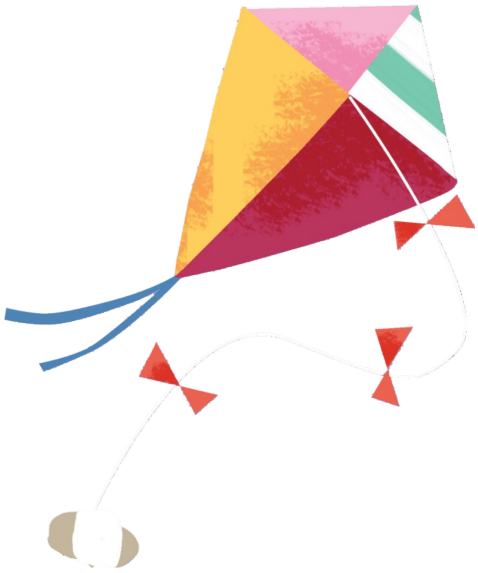




























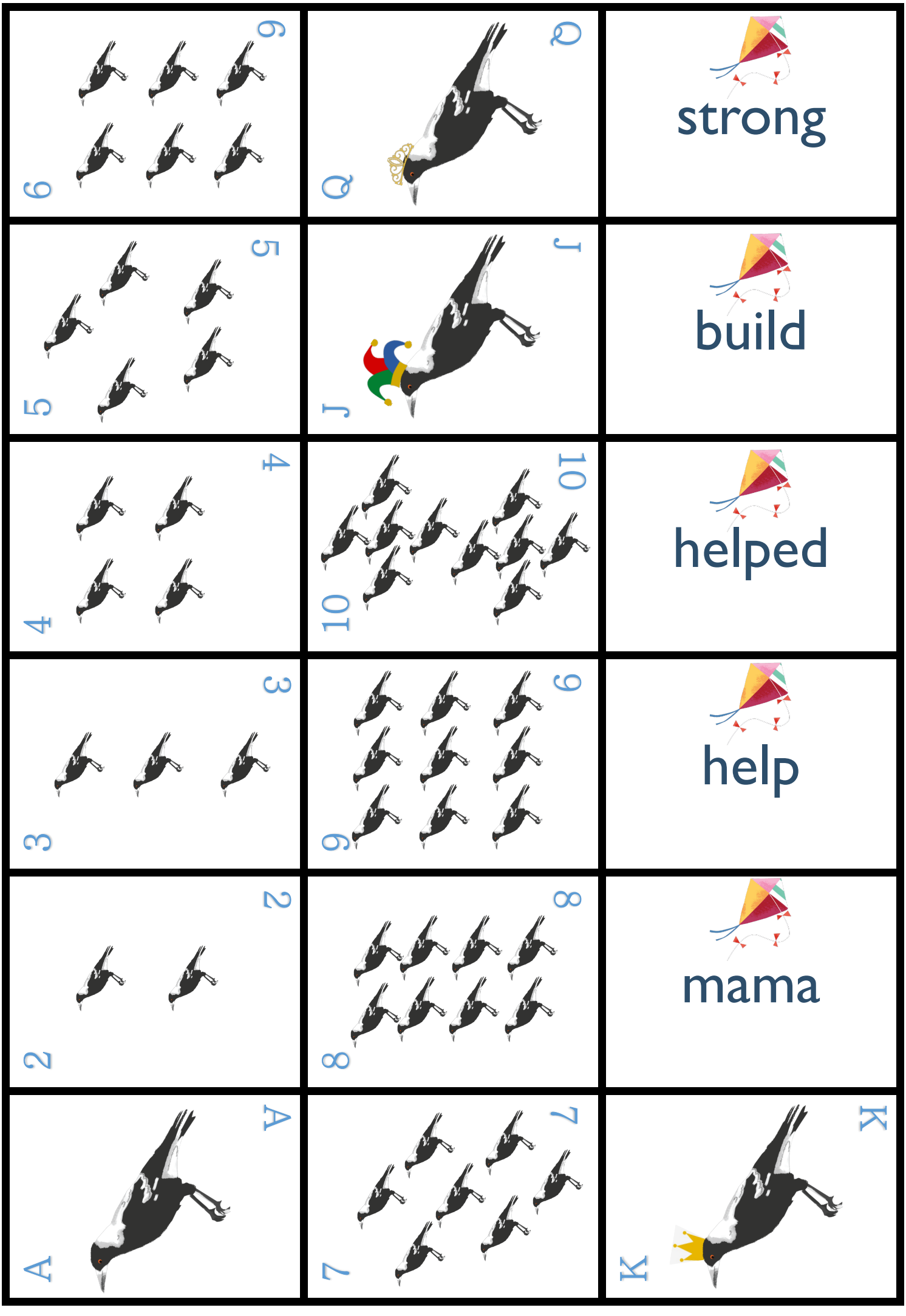
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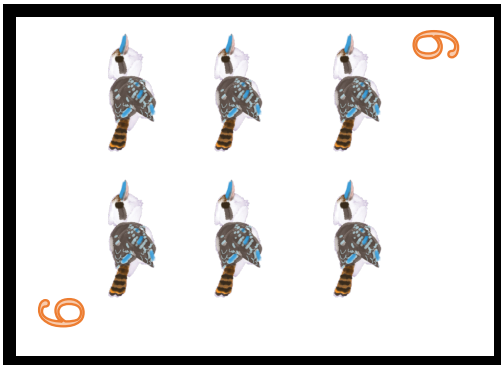
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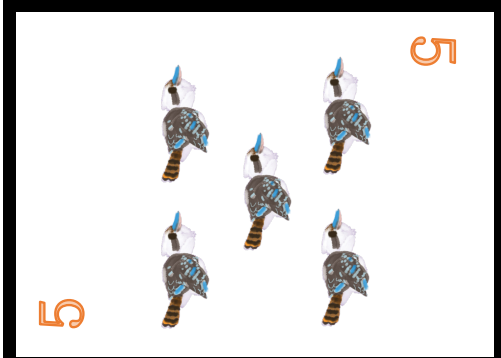

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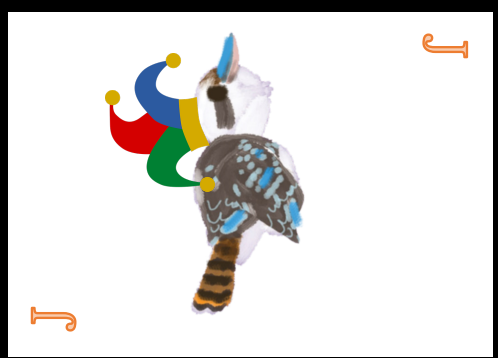






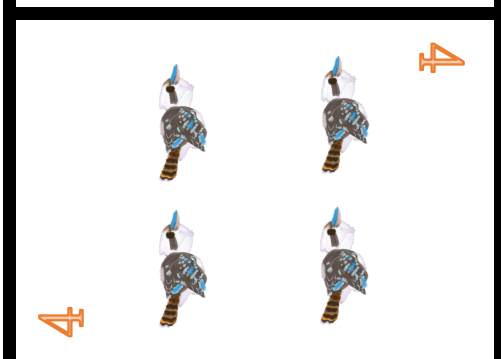
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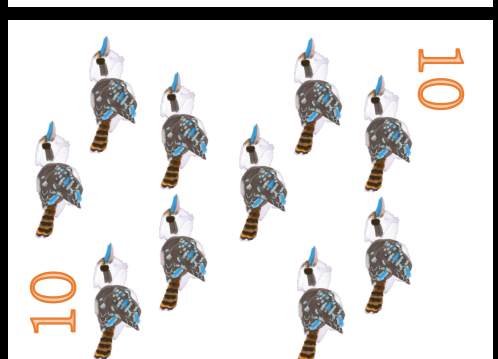






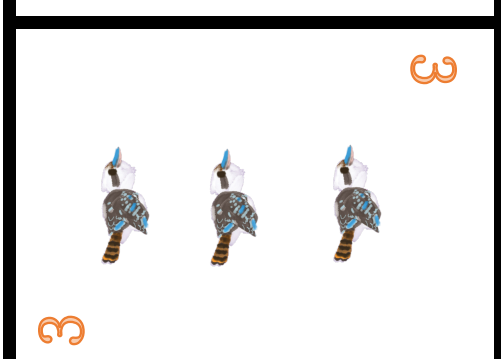
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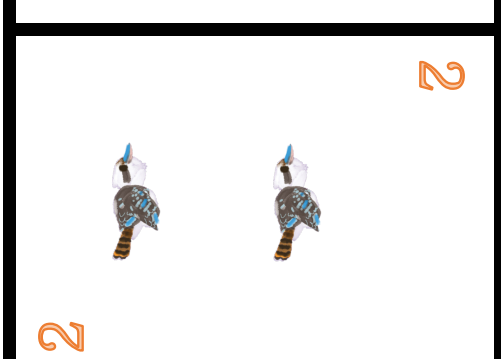
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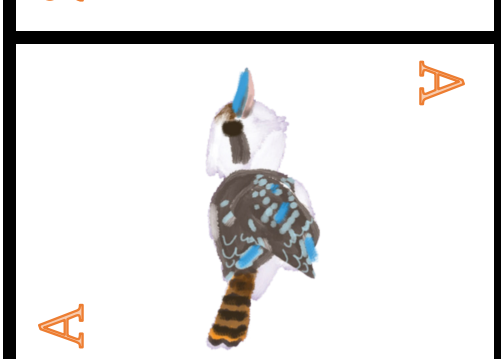
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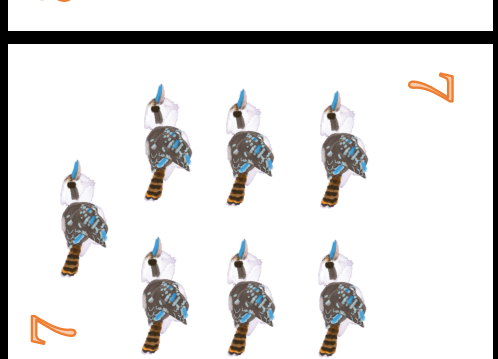






before







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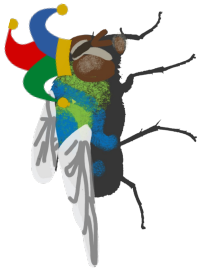
Q Q



we

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J J



together

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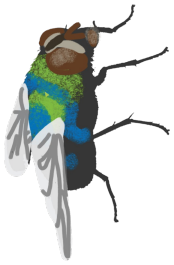
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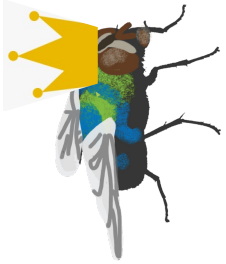
work

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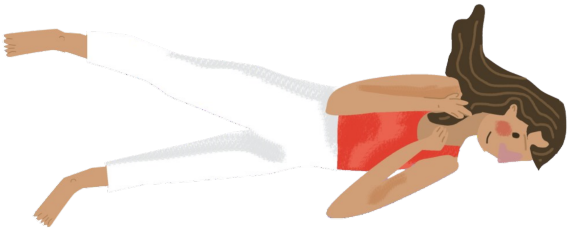
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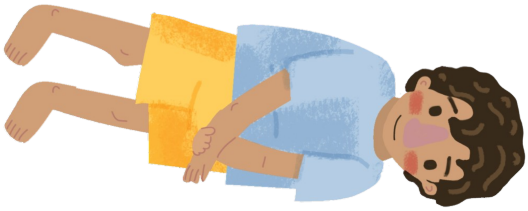




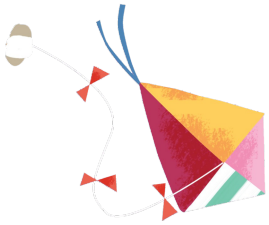
Aunty Theresa



Mama



Nick



Kite



frill necked lizard



kookaburra



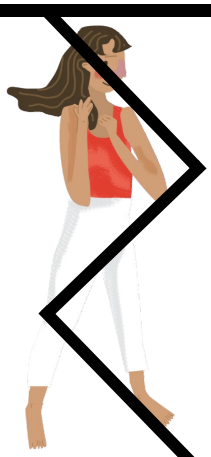
tree frog



gecko



Aunty Theresa



Mama



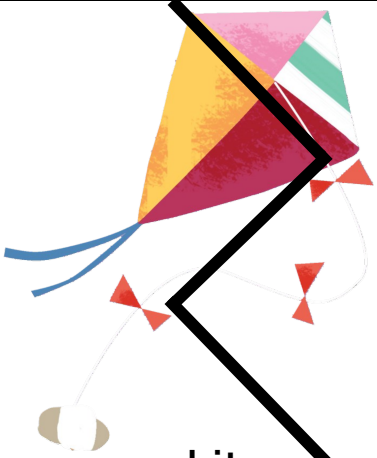
Christmas beetle



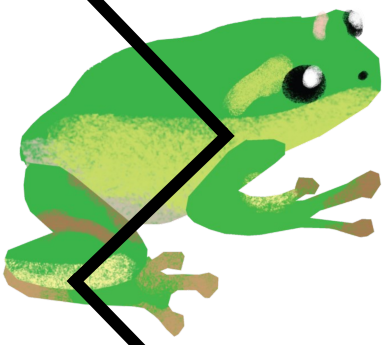
Nick



cicada shell



kite

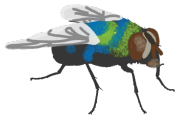


tree frog



kookaburra

START



HAT
You have a hat to protect your head. Ignore the next time you are swooped by the magpie.





Give another player an extra turn.



HOME SAFE

Give another player a bike. They can roll two dice next turn.



Give another player a kite. They are immune to the magpie forever.



Tell another player how cool they are. They get an extra turn.



Catch the magpie in a net. The magpie misses its next turn.

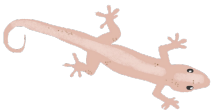


Give another player a high five. They can move three spaces for free.





Helmet
Pretend to have a helmet to protect your head. Ignore the next time you are swooped by the magpie.



Start on START

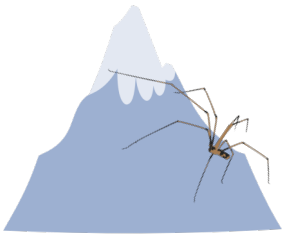
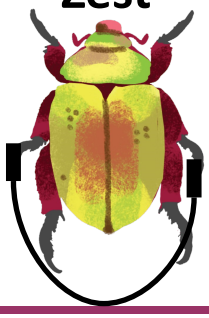
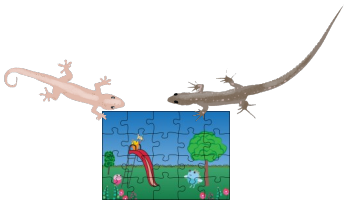
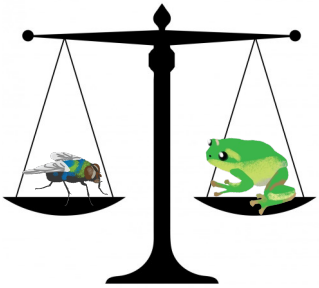
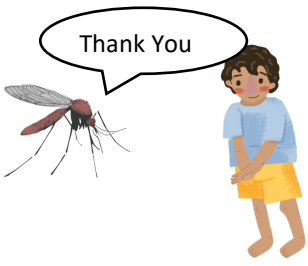
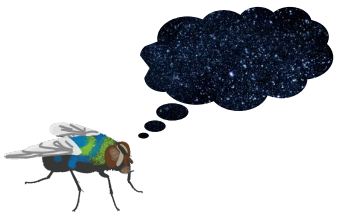
One player is the magpie  and everyone else is a player. (Note: the kite is not a player, it is for the kite space.

The youngest player goes first, and then the next person counter clockwise goes.

On a player turn, they roll a dice and move forward that many spaces. When they land on an animal space, they need to make the noise of that animal, otherwise, follow any instructions on the square.

On the magpies turn, they can roll two dice, and pick which one they want to use. They can move forwards, or backwards that many spaces, and if they land on another player, that player Is swooped by the magpie and needs to go back 3 spaces. The magpie can ignore the instructions on the square.

If two players are on the same square, they are safe from the magpie. The players win when everyone has got to the HOME square.

Creativity 	**Curiosity** 	**Judgement** 	**Love of Learning** 
Bravery 	**Perseverance** 	**Honesty** 	**Zest** 
Love 	**Kindness** 	**Social Intelligence** 	**Teamwork** 
Fairness 	**Leadership** 	**Forgiveness** 	**Humility** 
Prudence 	**Self-regulation** 	**Appreciation of Beauty & Excellence** 	**Gratitude** 
Hope 	**Humour** 	**Spirituality** 	**Perspective** 


Aunt Theresa came in
'To check we're
okay' with
tea and cakes,
'You've been
working so long'.


Mama packed and left.
I felt myself cry,
deep inside
but no tears fell
down.


"Mama
can't be
here,
but I'll tell you
what;
let's fly the kite,
that will cheer us
up."


Mama
came back
home
just like Aunt said;
smiles and laughs,
lots of stories to tell.


Last week my Mama
helped build my kite,
sturdy and strong,
before she went away
for work.

 talk	 short	 are
 laughed	 so	 check
 worked	 long	 in
 sing	 told	 came
 sang	 string	 along
 and	 talked	 all

been	no	now
you've	inside	that
have	deep	feel
you	felt	house
with	left	down
we're	working	fell

 miss	 not	 want
 I	 just	 good
 will	 warm	 remember
 how	 here	 tonight
 week	 much	 phone
 gone	 so	 day

 me	 flies	 it
 tell	 us	 more
 safe	 fly	 holding
 up	 let's	 hold
 see	 let	 too
 her	 what	 high

give	back	boy
need	bring	should
you	can	dancing
oh	can’t	dance
far	bird	carefully
go	like	some

coming	laugh	ever
come	smiles	where
finally	smiled	follower
man	said	follow
young	them	stories
I'm	fall	lot

hard		
gave		
leave	space	
might	give	
went	best	
wherever	know	