

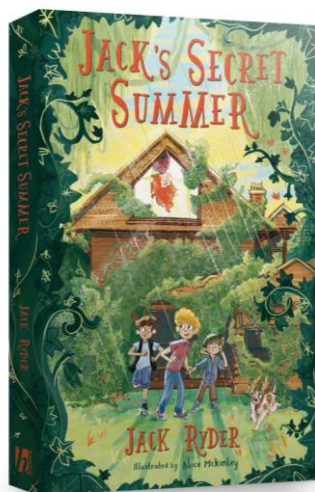
Jack's Secret Summer

By Jack Ryder

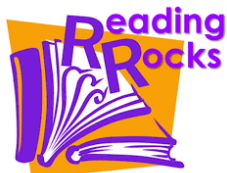
Join the Secret Summer Gang on an unforgettable magical adventure!

Jack is dreading spending the summer holidays by himself, but when his boisterous neighbours decide to pull him into an adventure and explore the old ivy-covered house on the hill, Jack's life will never be the same again...

This heartfelt adventure is perfect for fans of Roald Dahl and Famous Five aged 7+. These resources are linked to the KS2 curriculum.



9781444952971 PB £6.99



These teaching resources have been created for Hachette Schools by Reading Rocks

Activity 2: Gobstopper Creation

Watch to the video reading of the Gobstoppers chapter by Reading Rocks here.

The children in the story discovered bottles with gobstoppers inside. Each bottle had a number on that matched a page in Blossom's Animal Encyclopaedia book.

*Cheetah - for speed. 68 miles per
hour in 3 seconds.*

Tortoise - for long life (200 years+)

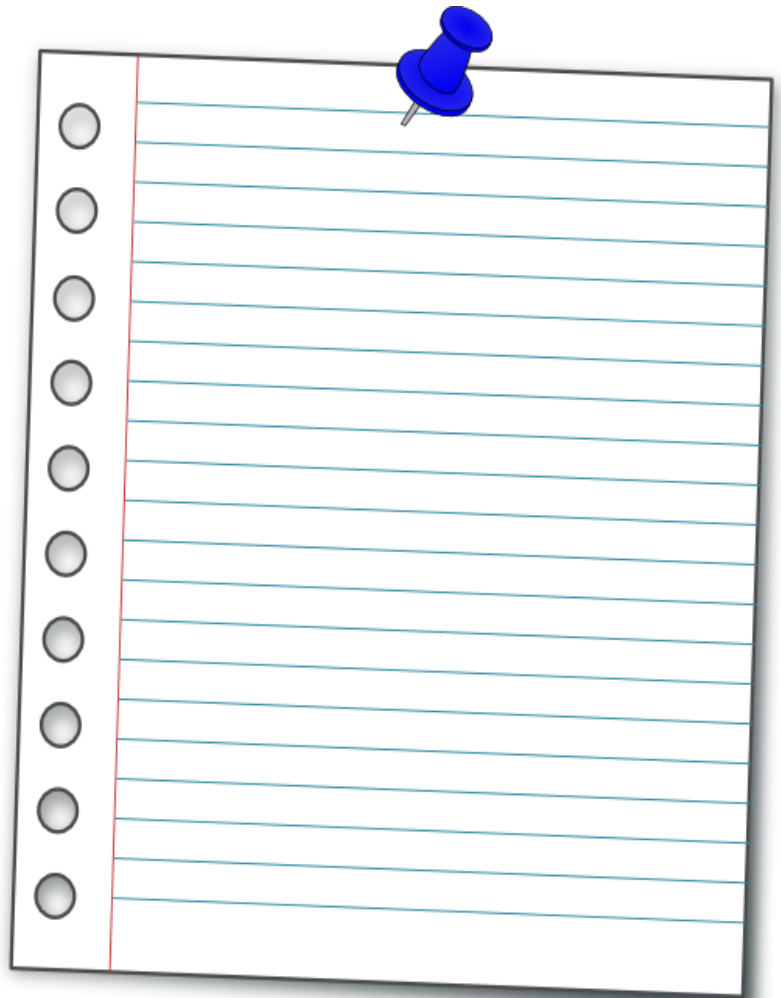
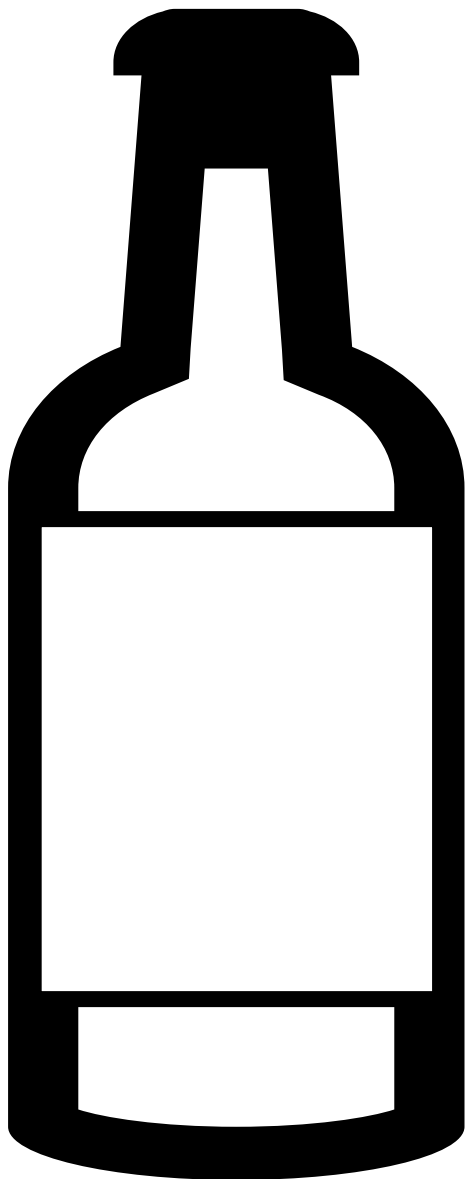
Falcon - for flying.

Shark - for breathing in water

Horse - for hearing.

Rocco discovers that if you eat the gobstopper, you gain the animal ability linked to the page number.

Now, select the animal with a favourite ability. Will you choose to fly like a falcon, roar like a lion or swim like a dolphin? So many great animal abilities to choose from! Add your page number to the bottle label and animal information on the notes page:



Persuasive writing – if you were going to convince someone to try your gobstopper, you need to use your powers of persuasion! Try practising some of these techniques. Then, put them together into a persuasive paragraph, that will read like a little advert.

1. IF sentences:

Think about what the animal ability will allow the person, who eats the gobstopper, to do. Really imagine this and what experiences they could have or activities they could get up to. Put this into the **IF clause** of the sentence:

e.g.

If you **dream** of soaring through the sky,

If you've always **wished** you could look down over the fields, ...

If you **long** to fly high, ...

Try to use different words for DREAM. You can look up synonyms in a thesaurus.

In the main clause, use a command (with an **imperative verb**), telling the consumer exactly what you want them to do:

e.g.

... then **try** these amazing gobstoppers.

...then pop **one** of these gobstoppers in your mouth.

... then **look** no further.

Now, put them together e.g If you **dream** of soaring through the sky, then **try** these amazing gobstoppers. Remember to mark the change of clause with a comma.

Practise your ideas:



2. Questions...?

Questions get your consumer/customer to think. Think of what the gobstopper will allow them to do. Get them wondering what it would be like to have those amazing experiences. This will persuade them to try the gobstopper to get the experiences.

e.g.

Have you ever wanted to ?

Do you dream of ?

Would you love to ?

Don't forget to use a question mark at the end of the sentence.

Practise your ideas:



3. Then, this... sentences

You've got them dreaming about the experiences. Now, tell the customer, that this is exactly the product for them.

e.g.

Then, this is just for you.

Then, this is you must try!

Try to use effective noun phrases to make the product sound amazing, so amazing they cannot resist trying it!

e.g.

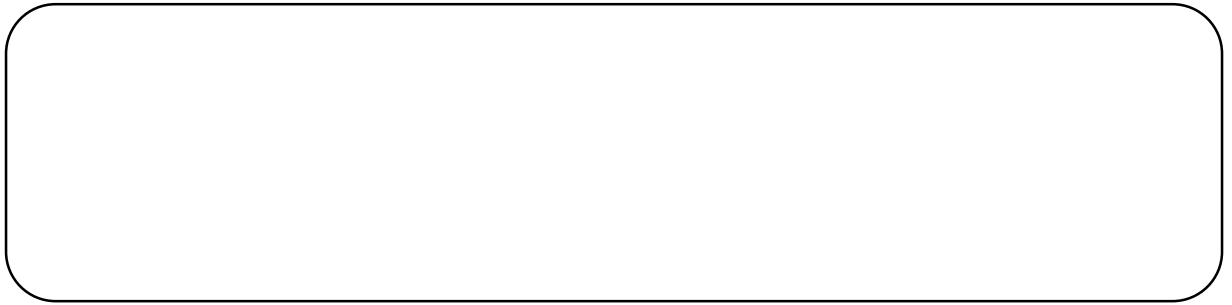
perfect, miraculous gobstopper

flawless, astonishing sweet treat

ideal, incredible candy

So together the sentence reads: *Then, this is an ideal, incredible candy you MUST try!*

Practise your ideas:



4. Just ... sentences

Finish with a sentence to command the customer and leave them with a final thought. The word 'just' makes it sound simple and easy so your consumer won't hesitate to follow the command.

e.g.

Just pop it in your mouth, then you'll effortlessly fly like a magnificent falcon.

Just drop it on your tongue, then you'll softly soar like a majestic eagle.

Practise your ideas:

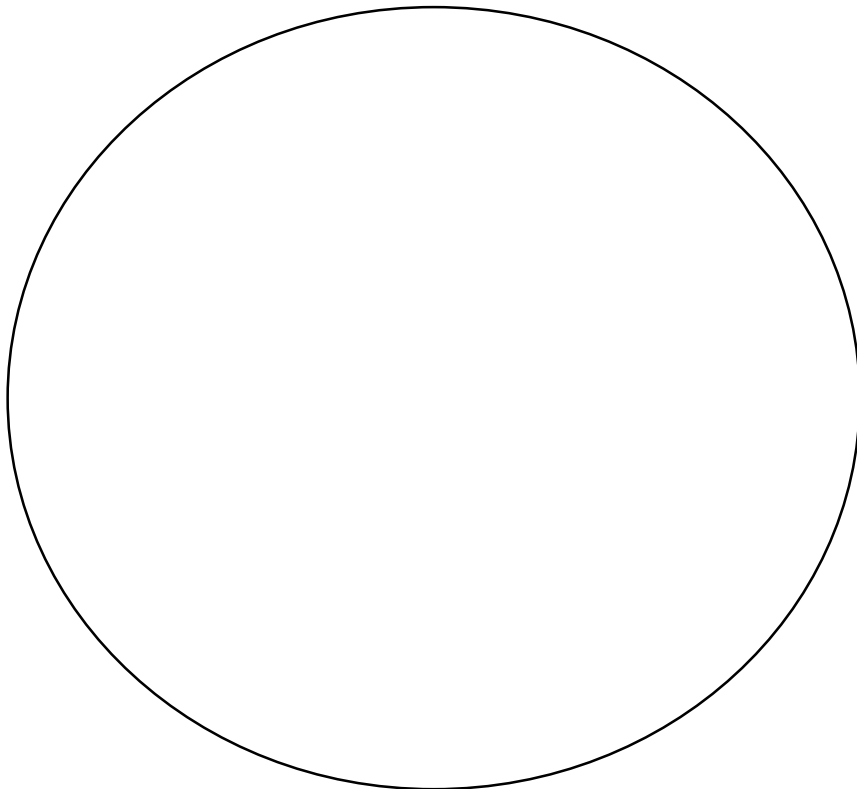


Animal patterns:

Let's think about the design of the actual gobstopper now. Can you design the pattern on the gobstopper to look like the skin of your animal? Stripes for a tiger, scales for a fish or a feathery pattern for a bird. Look up some images of the animal in an information book or on a reliable website. Try different media to see which creates the best effect before choosing your final design.

Coloured pencils:	Felt tips:

My Gobstopper Pattern Design:



Finally, create a gobstopper packaging. It could include:

- name
- abilities it gives you
- snappy slogan
- a 'peep through' window to show the pattern on the gobstopper
- some of your persuasive sentences

