

PESTS

Written and illustrated by
EMER STAMP

RESOURCE PACK
FOR KS2 TEACHERS / AGES 7+

Activities:

- > creating & illustrating a PEST
 - > Acting as a PEST!
 - > Devising PEST skills
 - > PEST storyboards

Subject checklist:

- > Reading comprehension & Inference
 - > creative Writing
 - > Drama
 - > Art, Design & Technology
 - > PSHE

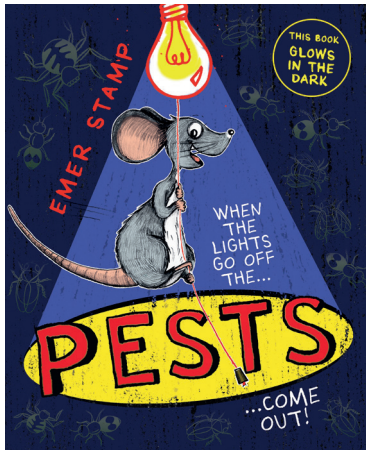


The activities included here are suitable for home learning
or in the classroom.

THE PESTS SERIES

When the lights go off, the PESTS come out! The laugh-out-loud series from the creator of the bestselling DIARY OF PIG series and DADDY FARTYPANTS

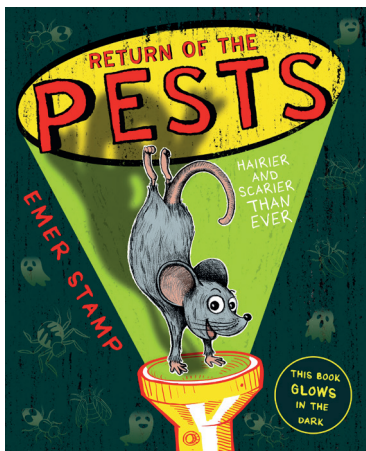
ABOUT BOOK 1: PESTS



Meet Stix, the tiny but heroic mouse who might be living behind your washing machine.

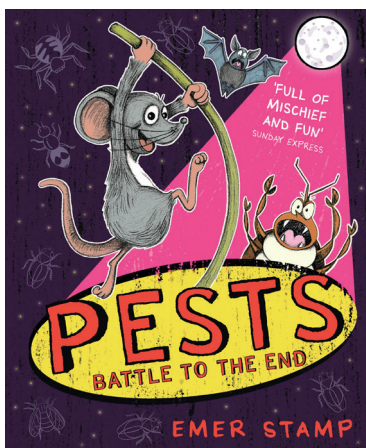
Stix's grandma taught him to always stay out of trouble and NEVER let the humans know he's there. But now Stix has stumbled across P.E.S.T.S. – the Peewit Educatorium for Seriously Terrible Scoundrels – in the basement of his building, and along with a whole host of new pesty friends (and enemies), he's about to rip up Grandma's rule book and make a REAL pest of himself...

ABOUT BOOK 2: RETURN OF THE PESTS



The Peewit Mansions has a new landlord, the evil Colin Royale and his pet pooch The Duchess, and he wants everyone out – pests included. Stix and his friends are going to have to scare them away if they want to save their home and school. Sounds like its time for the PESTS to make a nuisance of themselves once again...!

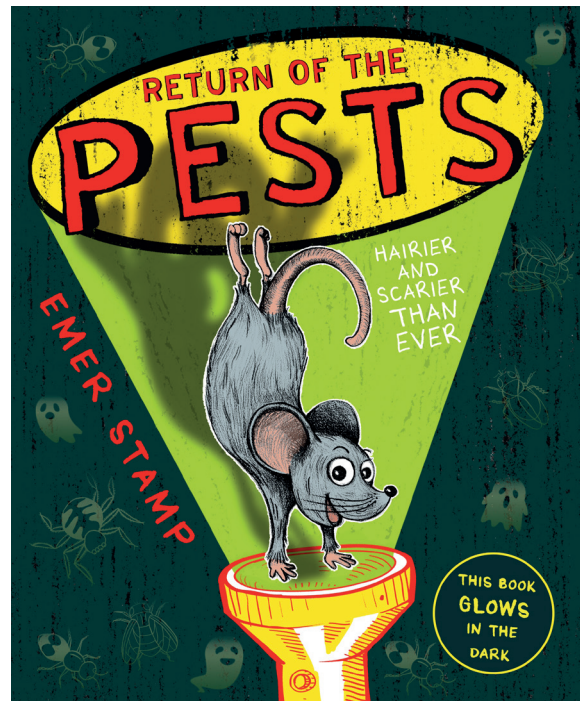
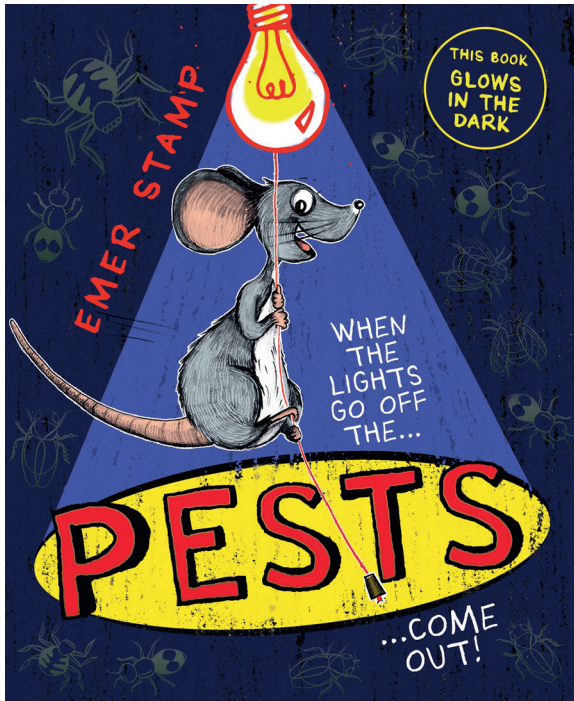
ABOUT BOOK 3: BATTLE TO THE END



It's the summer term annual 'sports night' competition with local rivals, VERMIN.

VERMIN are streetwise and in a league of their own, it's been years since PESTS have lifted the trophy. So when VERMIN suddenly lose their edge, it seems something is amiss - and it has Professor Armageddon written all over it. Can PESTS take down their old enemy and beat their rivals? It's PESTS for the win!

Activity One: Introducing PESTS



In pairs, look at the covers of 1 & 2 in the PESTS series:

What do you think of the title 'PESTS'? Why is this an intriguing title?

- What characters can you see on the covers?
- What are the characters doing?
- Who do you think the main character might be? What might they be like?
- How do you think book 2 will be different to book 1?

Activity Suggestion 1: I Spy

Look at the two covers again and note down any small details or clues that you can find about the story. See who can find the most clues in your class!

Activity Suggestion 2: Question Generator!

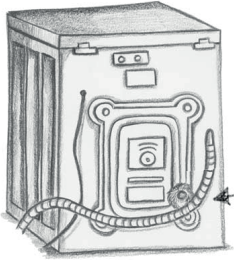
In groups, come up with as many questions as you can based on what you can see on the book covers. What would you like to find out about these stories? What would you ask the author and illustrator, Emer Stamp?

Activity Suggestion 3: Design a new cover!

Create a new title and cover for the next book in the PESTS series. What exciting new adventure can you come up with?

Activity Two: Meet Stix


This activity refers to pages 2-3 of PESTS, book 1



**Our nest.
I live here
with my
grandma.**

Grandma is VERY OLD. But we're not allowed to talk about exactly how ancient, because she says a lady mouse never lets on her age.

I did once, before I can remember, have parents. But we don't talk about them either. Whenever I ask what happened - how they died -



Grandma just shakes her head and says, 'You're not ready for that kind of information yet.'

I used to have a grandpa too. I can just about remember his face. It was old like Grandma's, only with a lot more whiskers. He died soon after my parents. Grandma said it was from a broken heart. But I don't think that's actually possible - whoever heard of a heart breaking!

Another thing Grandma says is that as a mouse you have to be smart.

A smart mouse, she says, gets to do as it pleases, gets to go where it likes and eat what it wants. A smart mouse knows how to go undetected. On the other paw, a silly mouse doesn't cover its tracks. A silly mouse gets seen. And as Grandma likes to say (often): 'a seen mouse is a dead mouse'. She also says:

A slow mouse is a dead mouse.
A greedy mouse is a dead mouse.
A noisy mouse is a dead mouse.
A stupid mouse is a dead mouse.

Sometimes I wonder how me and Grandma are still here. It seems staying alive is a hard thing for a mouse to do.

2

3

QUESTIONS TO CONSIDER:

- What impression do you get of Stix here? Why?
- Who does Stix live with? Where does he live?
- What can a 'smart mouse' do? List at least two things.

ILLUSTRATION DETECTIVE:

- How would you describe Stix's facial expression here?
- What can you tell about Stix just from the illustration?
- What is the effect of labels and drawings?
What sort of style is this?



TASK:

Draw your own picture of Stix and use the Word Bank below to annotate your drawing.
Can you add any words of your own to describe Stix?

WORD BANK

	CURIOUS		HAPPY	
FRIENDLY		KIND		FUNNY
	CHEEKY		NERVOUS	
WORRIED		DARING		BRAVE

GET CREATIVE:

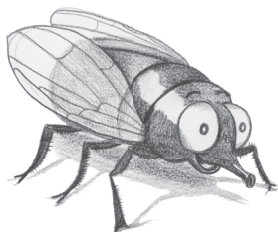
DESIGN your own PEST in the template provided. It can be based on the different characters in the story or entirely on your own imagination!

Use Emer Stamp's illustrative style as inspiration, and try to show your character's personality through the way they look – i.e. facial expressions, body language and clothing.

Make sure you annotate your drawing with different words to describe your PEST character!

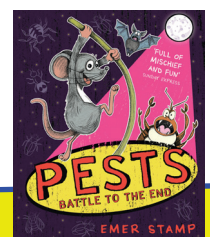
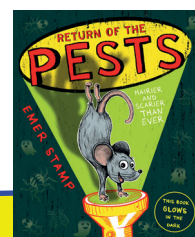
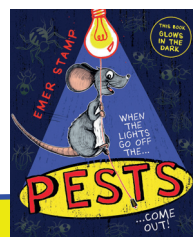
FUN EXTENSION:

When you have finished creating your PESTS, hold a 'Meet-and-Greet' in your classroom where you all act in-role as your PEST characters and introduce yourselves to each other!



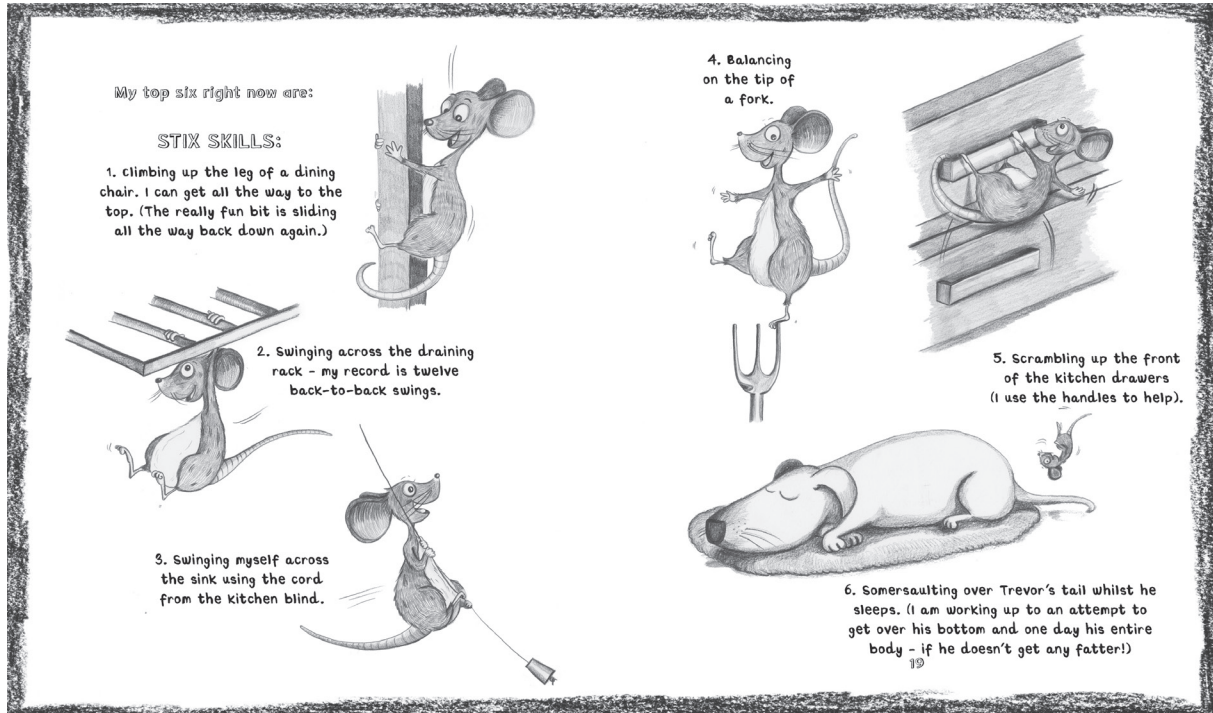
MY PEST CHARACTER

Activity based on the *PESTS* series by Emer Stamp



Activity Three: Stix Skills

This activity refers to pages 18-19 of PESTS, book 1



QUESTIONS TO CONSIDER:

- What are Stix's six skills? Which is your favourite?
- What can you tell about Stix's personality from these skills?
- Why do you think Stix somersaults over Trevor 'while he sleeps'?

ILLUSTRATION DETECTIVE:

- Can you describe each of Stix's facial expressions here?
- How does Emer Stamp make her illustrations funny?
- What is the relationship between the different pictures and the text? Why is this important?



TASK:

Come up with FOUR MORE SKILLS for your very own PEST character.

Some of them might be similar to Stix's skills, but some of them should be unique to your PEST character! Use the table to help you organise your ideas.

SKILL	ILLUSTRATION OF SKILL	DESCRIPTION OF SKILL
1		
2		
3		
4		

Activity Four: THE FIVE RULES OF P.E.S.T.S.

This activity refers to pages 84-85 of PESTS, book 1

RULES 'N' STUFF

'Now, darlinks,' says Dr Krapotkin, 'it is very important that, before we continue, Stix knows and understands the five rules of P.E.S.T.S. Who would like to tell him what they are?'

Maximus is about to shout them out, but at the same time Dug's enormous paw flies up in the air. 'Me, Miss, me!' he begs.

84

Dr Krapotkin nods, giving Maximus a warning look, and Dug proceeds to tell me that:

1. A good pest is heard but never seen.
2. A good pest is always one step ahead.
3. A good pest bothers but never harms.
4. A good pest has fun but covers its tracks.
5. A good pest never goes too far.

'Rule 5, darlink, is the most important of all,' says Dr Krapotkin. 'Being a pest is about having fun. It's about anarchy – being a **REBEL**. But it's not about doing terrible damage, or hurting the mans. Yes, the mans would squish us, trap us, do terrible things to us ... but that doesn't mean we wish the same on them. That would be foolish – mans are an important source of food and shelter. If there were no mans, we would lose all that. And if we go too far, or they realise we are here, they call **Nuke-A-Pest**, no questions asked. However, that is not to say that we accept the mans as our masters. We most definitely do **NOT**. Mans bother us and make our lives difficult, and it is our duty to pay them back. So we have **FUN**. We do a little bothering. We cause a little trouble. But we **NEVER** go

85

QUESTIONS TO CONSIDER:

- What can you tell about Dr Krapotkin, Dug and Maximus in the extract?
- Who are 'the mans'?
- What does Dr Krapotkin say is the most important rule of all? Why?

ILLUSTRATION DETECTIVE:

- Why do you think the list on page 85 is made to stand out?
- Which words are drawn or written in a different style on the page? Why?
- Who do you think is pictured on page 84? How do you know?



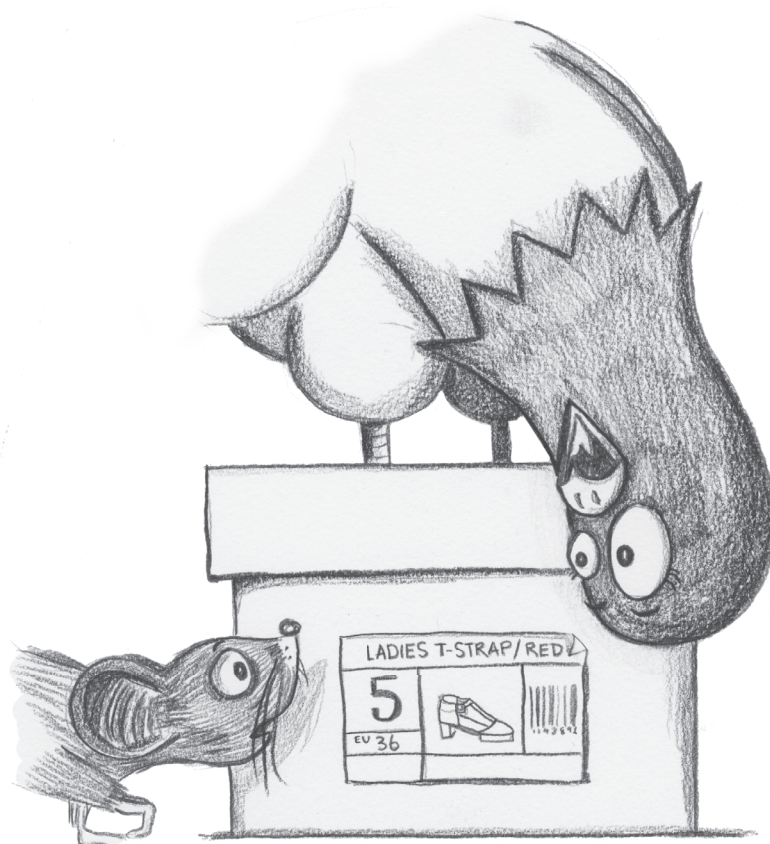
TASK:

In PESTS, Emer Stamp tells the story through words AND pictures! Emer's words and pictures complement each other to provide clues to the story.

Have a go at creating your own words and pictures for a single scene. Using an A4 sheet of paper, draw one large box in the middle of it. Inside the box, draw a picture of something that happened to you today, e.g. maybe something happened on your walk to school, or maybe something funny happened at break time.

Next to your picture, outside of the box, write one sentence that describes what is happening, e.g. 'Today my parents dropped me off at the school gate', 'Today I did a test in my maths lesson', 'Today I ate an apple'. How can they show something more in the picture that you draw? How can you provide more detail? For example, maybe you can also draw facial expressions, to show how the different people felt in the scene.

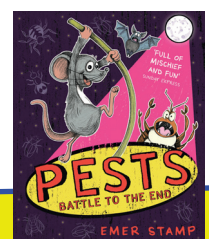
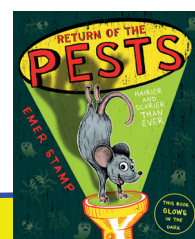
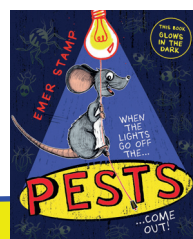
Share each other's scenes. Can your classmates list at least two details that they can see in your words and the picture?



MY PESTS STORYBOARD

When you have finished your Storyboards, you might want to share them with a partner, act them out – or turn them into a full written story without pictures!

Activity based on the *PESTS* series by Emer Stamp



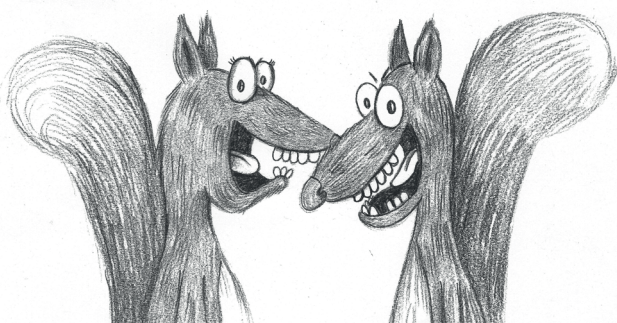
In PESTS - BATTLE TO THE END, the P.E.S.T.S. compete in a sports night against V.E.R.M.I.N. the tough school in the garden shed. V.E.R.M.I.N. are: Sir Sting-A-lot (a wasp), Shirley (a hamster), Winx (a dormouse), Ronnie and Reggie (squirrels) and Sly (a snail).

Here are some fun, real life facts about these creatures...



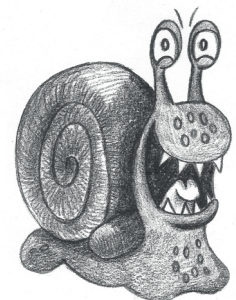
Hamsters are built for food storage. Their cheeks are like tiny shopping bags that they can fill with fruit, grains, roots, and leaves. When they find an abundant source of food, they fill their cheek pouches (they are capable of carrying their own body weight!) and return to their burrows and store it. Their cheeks also have a secondary and much more fun purpose - should they find themselves in water they can inflate them and use them as buoyancy aids.

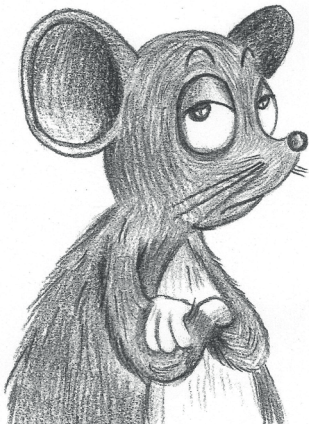
Wasps may be annoying, but they are great at pest control. Wasps chomp their way through many crop 'pests' such as aphids, caterpillars and greenfly - these are not eaten by adult wasps but are collected by female adult workers and taken back to the nest and fed to their larvae. According to the Natural History Museum in London, social wasps in the UK are estimated to capture about 14 million kilograms of insect prey annually.



Squirrels can recognise ripe nuts using their sense of smell. They are also able to tell if an acorn or hazelnut has been hollowed out by weevils by recognising that the nut is too light. In order to find their buried nuts, they use a combination of memory and smell as well as checking for disturbed patches of soil.

Snails may seem harmless, but you should think twice before you go near the cone snail. This dangerous mollusc draws in unsuspecting divers or animals with its colourful shell, releasing a venomous harpoon once its victim comes close enough. This harpoon can cut through skin, gloves - or wetsuits. To date, cone snail stings have been responsible for 27 human casualties.





Dormice go through long periods of hibernation lasting six months or more. They make their nests along the forest floor, hidden by logs and piles of leaves. Sometimes they'll use an abandoned bird's nest or build their own nest with bark and leaves. They like to hibernate at the base of well-established hedgerows. Although they may wake up during a particularly lengthy sleep to get a snack, dormice usually try to eat enough food to fatten up before hibernation begins.

1 Give two examples of food hamsters might store in their pouches.

2 What else, apart from storing food, might a hamster use its pouches for?

3 What do female wasps do with the aphids, caterpillars and greenfly they collect?

4 Wasps capture about how many kilograms of insect prey a year? (ring one)

14 Thousand 14 Million 14 Hundred

5 Add the missing words.

Squirrels can recognise ripe nuts using their _____ of _____

Squirrels use memory and smell as well as checking for _____ patches of soil to find previously buried nuts.

Squirrels are able to tell if a nut has been _____ out by weevils.

6 Name two things the cone snail's venomous harpoon can cut through?

7 What other word could you use for venomous? (ring one)

bright deadly safe healthy large

8 Dormice can spend more than six months of a year doing what? (ring one)

collecting food having a poo sleeping building a nest

9 What might a dormouse build its nest from?

10 Where do dormice like to hibernate?

11 Read these statements. Each is either 'true' or 'false'. Put a tick in the correct box.

Tick one box for each statement	True	False
A) Hamsters use their pouches like shopping bags.		
B) Male adult wasps feed the larvae.		
C) The cone snail has killed 28 humans.		
d) Dormice sometimes make their homes in old bird's nests.		

P.E.S.T.S. VERSUS V.E.R.M.I.N.

It's sports night and PESTS are competing with VERMIN (their rival school in the garden shed). To win they must be the best at doing the worst things. Here they are trying to work out how to win the second challenge.

'OK, darlinks, challenge number two,' says Dr Krapotkin, 'WHOOOP-DI- POOP. The winner of this challenge will be the team that poops in the most inappropriate place, and just for added difficulty, you can NOT leave the garden. Points will be given for both size and cunningness of placing.'

This time V.E.R.M.I.N. don't run off, but instead immediately huddle together and begin discussing options. 'OK, then,' whispers Batz, as we too gather in a circle. 'First up, who's the biggest pooper? And I'm afraid you'll have to count me out ... I've already been tonight.'

'It'z not me, zzzatz for sure,' says Blue.

'NotMeEither,' Underlay adds.

'It's got to be between Maximus and Dug, right?' says Webbo. 'I mean, they've got the biggest bottoms.'

'My bottom might be large, but my poop is rather small,' Dug whispers, apologetically.

'Well, mine are massive,' Maximus declares loudly. 'I'm the poo king.'

'OK, OK, keep your voice down! We don't want to give anything away.' Batz tuts. 'Now, next up, we need to decide where King Poop here is gonna go, suggestions ...?'

From the sound of the excited voices coming from V.E.R.M.I.N.'s huddle it's clear their planning is going well. 'It's hard to see what options we have from down here,' I say, staring out at the tall grass. I look at Batz. 'How about you and Blue have a quick look around?'

'Plan.' She nods.

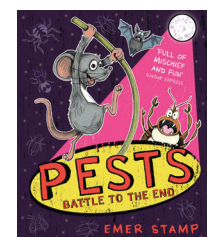
Within less than a minute they're back. 'We got a rotten bench hidden in the ivy,' she pants.

'A ruzzzty table,' adds Blue.

'A couple of old plastic chairs, a tired-looking trampoline and a BBQ,' Batz concludes.

'Got to be the BBQ,' says Maximus. 'No mans wants to open up the cover and find poop on their grill.'

'Hate to say it, but he's got a point,' Batz agrees.



Extract from PESTS: BATTLE TO THE END (P72-73) By Emer Stamp

1 What two things does Dr Krapokin say the teams will be awarded points for?

2 What reason does Batz give for not being able to poop?

3 Who does Webbo think have the biggest bottoms ?

4 Dug tells his classmates that his poop is rather small. How does he feel about this?
(ring one)

Happy Embarrassed Ecstatic Indifferent

5 Fill in the missing words.

'Well, mine are _____,' Maximus declares _____. 'I'm the _____ King.'

6 V.E.R.M.I.N. sound excited, why does Stix think this is?

7 Why does Maximus think the BBQ is the best place to poop?

8 What challenge would you set the teams? Remember they have to do something bad and it must be a competition.

Writing Task.

create a new classmate for the PESTS.

Think of a new pesty creature to join stix and the gang. You could pick one from the pictures below or chose your own*. Your task is to give your character a name and describe what they are like, and why they are such a good pest.



earwig



woodlouse



fox



caterpillar



rabbit

Before you start writing think about:

- A good name for your character.
- your characters temperament - are they nice or nasty, happy or sad?
- What pesty thing is your character good at? (pooping, eating clothes, spinning webs etc)

*you are also welcome to pick a creature that is already in class: mole, mouse, rat, spider, beetle, bat or pigeon.

MY PEST

Remember:

- Write in sentences.
- Use correct punctuation.
- Have fun!

