

Enid Blyton

NOW A  
MAJOR  
MOTION  
PICTURE

THE  
MAGIC  
FARAWAY  
TREE

Activity Pack





## ABOUT THIS ACTIVITY PACK

Celebrate *The Magic Faraway Tree* series with this fun activity pack containing ideas and suggestions for running your very own Magic Faraway Tree themed in-store event.

### About *The Magic Faraway Tree* series

Discover the enchanting world of the Magic Faraway Tree in this beloved series by Enid Blyton, one of the world's best-selling and most beloved children's author.

Joe, Beth and Frannie find the Enchanted Wood on the doorstep of their new home, and when they discover the Faraway Tree they fall into all sorts of adventures! Along with their friends Moonface, The Saucepan Man and Silky the fairy they discover new lands at the top of the Faraway Tree, from the Land of Spells and the Land of Treats to the Land of Birthdays and the Land of Do-As-You-Please.

*The Magic Faraway Tree* is now a major motion picture.





## HOW TO RUN YOUR EVENT

### Here are some suggestions of how to run the event

- Ahead of time why not encourage children to dress up as their favourite character
- Why not start the event with a little picnic? People could bring Magic Faraway Tree inspired food and drink such as sandwiches, apples, toffee, lollipops, lemonade, milk or buns, just as in the books
- Share a story time with the children and read from *The Enchanted Wood*
- Photocopy the sheets in this booklet so children can complete them during the event
  - Play the themed games outlined in this booklet
  - You could display the children's Magical Lands drawings in the bookshop once the event is over
- Why not get the children to help decorate the story by making paperchains or drawing pictures of the characters?





## GAME IDEAS

### SILKY SAYS

#### How to play:

A variation on the 'Simon Says' game. The supervisor stands in front of the group of children and gives them an instruction. The children must do as they are told, but only if the supervisor says "Silky says..." first. If the supervisor doesn't say "Silky says" before the instruction, the children must not do anything at all. Anyone who does what they are told without the words "Silky says" is out. The last child left is the winner.

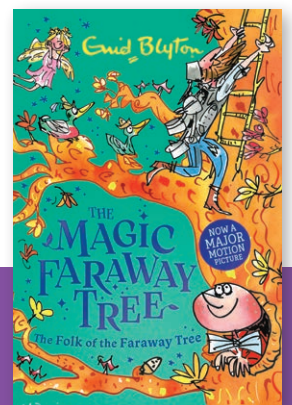
Suggestions: Jump, sit down, clap your hands, touch your toes/knees/nose, twirl around

### MOONFACE'S MEMORY GAME

#### How to play:

A variation on the 'Packed My Suitcase' game. Get the children to stand in a circle. The supervisor then says "On Moonface's holiday to The Land of Sunshine, he packed his toffee shocks". The supervisor then asks the child next to them to repeat the sentence, this time adding another item. The next child in the circle must repeat the sentence again, including the previous items and adding another. Continue until the whole room has added an item to Moonface's suitcase and he's ready for his holiday!

Suggestions: toffee shocks, skipping rope, swimming costume





## GAME IDEAS

### THE SAUCEPAN MAN'S WHISPERS

#### How to play:

A variation on the whispering game you probably played as a child. Sit all the children in a circle and pick one to start The Saucepan Man's Whisper. They will whisper to the child next to them until it has gone all the way around the circle. When it has reached the last child they must say out loud what they heard.

Suggestions: The Saucepan Man, The Enchanted Wood, The Land of Spells

### FRANNIE'S Pictionary GAME

#### How to play:

On a whiteboard or large piece of paper, take it in turns to draw the different characters or items in the different lands. Set a timer of 1 minute for each turn. The other children must guess what is being drawn before the timer runs out. The first child to guess is up next.

Suggestions: The Magic Faraway Tree, Silky, one of the animals they meet



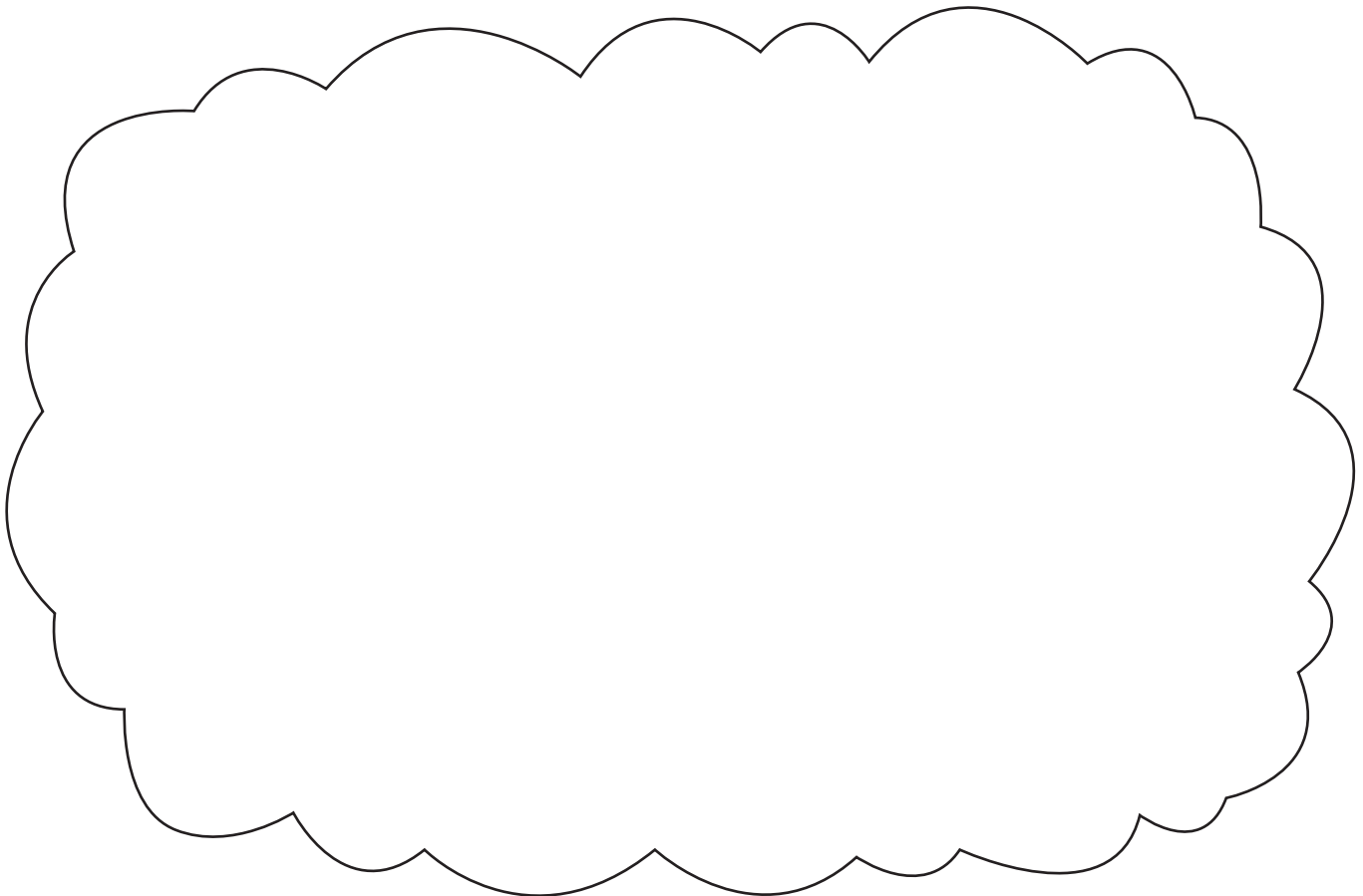


## CREATE YOUR OWN MAGICAL LAND

In *The Magic Faraway Tree* stories, the children visit the Enchanted wood, climb the enormous Faraway Tree and discover a new magical land up in the clouds each time.

Can you design your own magical land?

Make sure you give it a name and write down its unusual features.



**My magical land is called:**

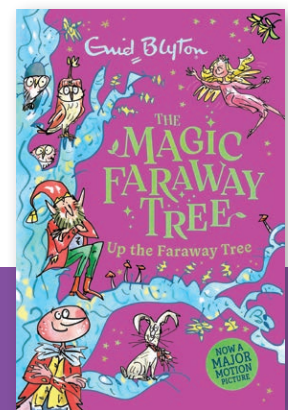
**There you will find:**

.....

.....

.....

.....





## WORDSEARCH

Can you find all these words in the grid below?

P	F	T	Y	B	W	A	I	O	S	A	U	E	R	F
S	A	U	C	E	P	A	N	M	A	N	O	N	O	A
I	R	M	O	T	N	B	A	A	Y	S	P	C	T	R
L	A	F	F	H	R	D	L	G	R	F	H	H	H	A
K	W	D	R	E	A	M	S	I	I	M	N	A	A	T
Y	A	V	W	R	D	I	E	C	L	O	G	N	U	R
C	Y	E	O	A	V	P	V	U	P	O	A	T	L	E
P	T	J	O	E	S	F	R	A	N	N	I	E	V	A
O	R	S	D	V	A	W	A	T	M	F	L	D	W	T
R	E	I	L	W	M	R	E	P	A	A	P	W	S	S
H	E	K	A	A	N	W	O	R	E	C	T	O	P	R
A	G	P	N	E	D	T	F	A	F	E	Y	O	K	O
S	H	O	D	R	E	I	L	M	O	O	U	D	S	L
L	E	R	T	O	P	S	Y	T	U	R	V	Y	A	E
I	Y	U	F	A	E	S	W	N	P	P	S	A	D	E

**Moonface**

**Beth**

**Dreams**

**Saucepan Man**

**Frannie**

**Topsy Turvy**

**Silky**

**Enchanted Wood**

**Treats**

**Joe**

**Woodland**

**Magic**

**Faraway Tree**





## DESIGN A NEW CHARACTER

While up the Faraway Tree, the children meet lots of new friends, including The Saucepan Man, Moonface and Silky the fairy.

Can you draw a new friend for the children?

Use the prompts below to describe what this character is like.

**Name:** .....

**Character description:** .....

.....

**Which magical land are they from?** .....

.....

**What are they like? Are they friendly, happy, bubbly, helpful or something else?**

.....

.....

.....

