



Read Write Count: P3 inclusive activities

Activities for the Read Write Count P3 bag, designed for children with additional support needs

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scottishbooktrust.com



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About this resource

The aim of this resource is to make the items in the Read Write Count P3 bag accessible to all. The activities can be used with pupils with a variety of needs, including additional support needs, English as an additional language or those who are disengaged from or struggle with reading.

These activities are flexible and we encourage you to adapt them, whether in school, community groups or at home.

For more sensory storytelling activities, see our [Getting started with sensory stories](#) or [Make your own sensory story resources](#) on the [Disability and neurodiversity section of the Scottish Book Trust website](#).

***There's Nothing Faster Than a Cheetah* activities**

Activity 1: Snail hunt

Find all snails in the book. Once you've found them all you could try cutting some snail shapes out of paper or card and then take it in turns hide them and search for

them. Then you could go outside and search for real snails in your garden, playground or local park!

Activity 2: The wheels on the bus

Instead of reading the text of the book sing or say an adapted version of The Wheels on the Bus as you look at the pictures. The wheels on the roller-skates, bicycle, fire-engine and so on all go round and round! Or you could add in a few other details to create a simple sensory song version of the book (just pick and choose the pages you would like to include). Here are some suggestions:

The legs of the cheetah go run, run, run

Action: "running" hands tapping fast on your knees

The wheels on the roller-skates go round and round

Action: hands going round and round

Penguins on pogo-sticks go up and down, up and down, up and down

Action: bounce or jump up and down

The lights on the buffalo go flash, flash, flash

Action: use a prop bicycle light or torch

The boxes on the lorry go shake, shake, shake

Action: use prop shakes or put some toy bricks in a box and shake it

The curtains in the camper go flap, flap, flap

Action: flap a dish cloth

The horn in the taxi goes beep, beep, beep

Action: make "beep beep" noise and mime hitting a horn

The bell on the bus goes ding, ding, ding

Action: make noise and mime ringing the bell on a bus

The bees on the bus go buzz, buzz, buzz

Action: make a buzzing noise – or use a kazoo!

The wheels on the race car go zoom, zoom, zoom

Action: hands going round and round really fast

The carrots in the rocket go up and down

Action: throw some carrots up and down!

The legs of the cheetah slow right down...

Action: “running” hands tapping fast on your knees, then getting slower and slower

The snails on the skateboard win the race...

Action: cheer! You could also make some confetti out of tissue paper or old newspaper to throw as well

Activity 3: Snail story

Using your index and middle fingers re-tell a version of the story of the snails on your child’s body. “Walk” with your fingers up their arm, over their head, down their back and so on as you tell the story of what the snails got up to: ‘First they went up here and collected a plan, then they went round here and got some wheels, then...’

At the end of the story (when they have built their steam-powered skateboard) pause before running your fingers all around your child’s back, shoulders etc. and maybe finishing with a tickle (if your child enjoys this sort of play).

Activity 4: Snail trails

Point out the snail trails in the book. You might be able to spot some real snail trails outside as well. Take it in turns to draw snail trails on paper, then the other person has to follow the trail with their finger.

Activity 5: Choose your favourite vehicle

Which vehicle would you choose to travel in? Pick your favourites together and then maybe choose vehicles for other members of the family. Granny might like to drive a rocket; the baby might like to try hang-gliding, your teachers at school might share a bus!

Activity 6: Make your own race

Try gathering together cuddly toys or any toy animals and cars you have and act out your own silly race! (Empty boxes make good cars for teddies!)

Martha Maps It Out activities

Activity 1: Bedtime solar system

Using the map of the solar system at the beginning of the book as a very rough guide gently “draw” the planets and their orbits on your child’s back with you index finger. Finishing with the Earth and your child on the Earth...

You could use this technique to draw out a map of your child’s day at bedtime as well. As above “draw” on their back with your finger – this time draw the journey of their day as you talk them through it: ‘First you went to school on the bus and went round and round the streets. Then after school we went through the park to Granny’s house...’

Activity 2: Simple sensory journey

Try making a simple sensory version of a journey – it could be a journey or walk that you often take together, or it could be an imaginary adventure. Gather together a few props and then talk your way through the journey with your child, or the children you work with.

For example, if you are telling a sensory story about going to the park you might gather together wellie boots, leaves, a fan for the breeze and then make your own sound effects for the squeak of a swing, the bark of a dog and so on.

Activity 3: Make your own map

If your child would struggle to make a map of your neighbourhood, you could do this for them – let them guide you to put all their important places on it. Then you could help them to share their map with friends, family or other children in their class. They may enjoy a tactile map with different elements to feel: a little bit of towelling for the swimming pool, some leaves for the park and so on.

Activity 4: Map folding

Maybe you have some old maps tucked away somewhere – or could you ask for donations? Have a map folding competition with your child. Make sure you use a map that isn't too precious!

Galactic Fantastic

Draw an alien

This is a nice calm game to play at bedtime. Choose two or three cards from the Galactic Fantastic pack – it's best to choose aliens which look quite different. "Draw" the outline of one of the aliens with your index finger on your child's back. They have to try and guess which alien you are drawing!

In a classroom, you could take turns to draw one of the aliens on the paper while the other person tries to guess which one you are drawing. Or, create your own!

Mindfulness cards

Breathing shapes

Try "drawing" the breathing shapes with your finger on the back of your child's hand as they practice breathing deeply.

Alternatively, you could draw larger versions of the shapes on paper for your child, or the children you work with, to trace, or make the shapes out of playdough together.

Story cards

Activity 1: Mime a character

Lay the character cards face up in front of you. Try taking it in turns to mime being one of the characters – the other person tries to guess who you are. You could do this for the setting cards as well – mime being in the setting.

Activity 2: Silly stories

Make up a silly story together. First of all write out a very simple little story leaving some blanks. For example: One day a [blank] went to a café in the [blank]. She met a [blank] and together they went to [blank].

Separate the character and setting story cards into piles. Then either let your child choose characters and settings for your mini story or pull them randomly from the pile. So your story might become: One day a unicorn went to a café in the desert. She met a robot and together they went to a swimming pool.

Some children might enjoy this activity more if you use their toys rather than the cards for the characters.

Search and See cards

Search and See walk

Choose one of the Search and See cards to take on a walk - good cards for this might be flat/bumpy, big/small, loud/quiet or heavy/light. Search together for some things that fit the categories on the card (for example, bark from a tree is bumpy, but the surface of a slide is flat).

Alternatively, you could just encourage your child to handle and explore different

objects that you find on your walk, e.g.: ‘This leaf is light. This big stone is heavy, but this little one is light...’

Measuring tape activities

Measuring tape snake

The measuring tape can be turned into a snake! Cut a snake head out of cardboard and attach it with tape to one end of the measuring tape. Your child could oversee the snake as you creep past saying:

There’s a big snake in the grass.

Do you think they’ll let me pass...

Then your child can decide whether to pounce with the snake or not!

Further resources

- For further resources to support children with additional support needs, see the [Disability and Neurodiversity section of our website](#) including our [Make your own sensory story resource](#), created by Ailie Finlay.
- For further resources to support use of the Read Write, Count bags see the [Read Write Count section of our website](#) or our [Home Activities Hub](#).
- You can find more of Ailie Finlay’s work on the [Flotsam and Jetsam](#) and [My Kind of Book](#) websites.