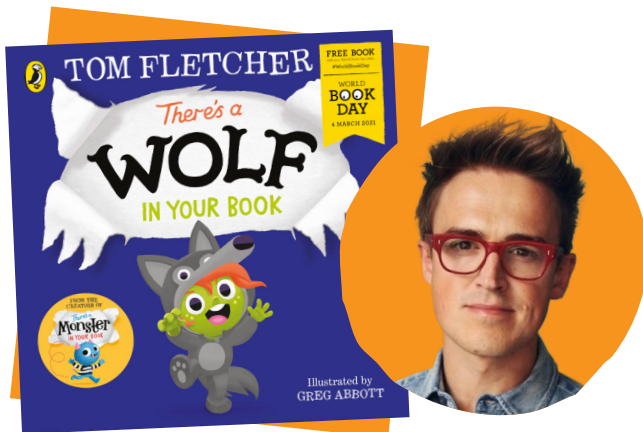


Author & Illustrator ACADEMY



TOM FLETCHER: INTERACTIVE STORIES:

NOTES FOR TEACHERS AND LIBRARIANS



GET READERS TO TAKE PART BEFORE WATCHING THE VIDEO OR READING THE EXTRACT:

How can you involve everyone in a story? For example, maybe you can get people to sing, to shout the words, or to clap! Choose one of your favourite stories and read it to your friends. Try to involve them as much as you can by asking them to use their voices and actions at certain moments in the story.

READ ALOUD TOGETHER! EXTRACT TAKEN FROM PAGES 1-6 OF *THERE'S A WOLF IN YOUR BOOK*

1. What other characters can you see on page 1? What have they made for you?
2. Read the book aloud together. Which bits make you feel involved? Why?
3. Have you heard the story of *The Three Little Pigs* before? Do you know what happens?

FIND INSPIRATION AFTER WATCHING THE VIDEO, DEVELOP TOM'S IDEAS

INSPIRATION 1: MAKING INTERACTIVE BOOKS

In the video, Tom talks about being inspired by seeing

children in restaurants and airports using ipads and wanting to bring the same interactivity into books, to make the story come to life!

- Read the extract from Tom's book again. This time, focus on raising your voice up and down in certain moments or using sound effects. How does this help you feel involved in the story?
- Then, read it again! This time, focus on doing actions to show what is happening in the story. You can even stand up and move around! How does this help you feel more involved?
- Finally: can you predict what you might need to do to get the Wolf out of your book?

INSPIRATION 2: YOUR 'WHO'S IN YOUR BOOK' CHARACTER!

Tom describes how he likes to imagine lots of different characters and what they might do in a book – for example: a dragon might set it on fire; an elf might be mischievous!

- It's time to find some inspiration for your own imaginative story character! Remember, like Tom says, ideas don't always come straight away; so don't worry if you can't think of anything at first. Here are some ideas to start with – for each of the character suggestions, try to think of what might happen in a story: a **UNICORN**, a **CROCODILE**, a **SNAKE** or a **SPIDER**!
- Come up with your own 'Who's in Your Book' character. Who are they? What do they like? What do they do in the book? Draw your character and share it with your friends and family members!

CREATIVE CHALLENGE FROM TOM FLETCHER!

Develop your 'Who's in Your Book' character by thinking about how your reader can be involved in the story. How can the story be interactive? For example, maybe your reader needs to give the book a little shake, or maybe your reader needs to use magic powers! Share your ideas at bedtime with your family!