



# **‘Ten Terrible Dinosaurs’ By Paul Stickland**

Activities for  
Bookbug Session Leaders



## Ten Terrible Dinosaurs

### Bookbug Activities

This resource has been developed by TechFest for use by Aberdeen City and Aberdeenshire Libraries as part of the Bookbug sessions in celebration of TechFest, Aberdeen and the North East's Festival of Science, Technology, Engineering and Mathematics 2017.

The deliverer's resource suggest themes in learning, especially science, technology, engineering and mathematics (STEM) which link to the early years setting and are developed as the young learner progresses from the Early Year Framework Birth to Three: National Guidance to the Curriculum for Excellence. As Bookbug sessions are aimed at babies to pre-school children there are resources that can be used with pre-school children where the whole family can get involved. As most of the audience will be babies and very young children you may wish to simply loosely link to the themes or add in a song linked to the theme.

A take home pack has been produced for parents; please photocopy as required (single sided so activities can be coloured and cut out). This resource will also be made available on the TechFest and Library websites.

If you require electronic copies of the above resources or would like any further information on the resource please email [lesleyweston@techfest.org.uk](mailto:lesleyweston@techfest.org.uk).

Please let us know the number of adults and children attending each of the 'Ten Terrible Dinosaurs' Bookbug sessions. We hope you enjoy the session.

### About the Book

#### **"Ten Terrible Dinosaurs" By Paul Stickland**

Ten Terrible Dinosaurs is a lively and engaging counting story about the excitable antics of some young dinosaurs. It makes a fantastic story choice for children who love dinosaurs, prehistoric reptiles or monster stories. The illustrations are of friendly and cuddly dinosaurs, so not too scary for younger children. It offers adults and children many opportunities for enjoying books together and many stimuli for learning and exploring ideas. The colourful characters go through a series of escapades with a sense of joy and happiness, with minor mishaps which young readers will identify and connect with.

Children and adults alike will enjoy the rhyming pattern of the story. Older children will enjoy joining in to make predictions about what happens next. It can also be used to help with their literacy skills by the engaging use of interesting poetic language, amusing alliteration and stimulating vocabulary.

*If used in the early years setting it would offer progression into Curriculum for Excellence Experiences and Outcomes:*

*I enjoy exploring and playing with the patterns and sounds of language, and can use what I learn. LIT 0-01a / LIT 0-11a / LIT 0-20a*

Ten Terrible Dinosaurs is an introductory counting book that focuses on subtraction from ten. Using mathematical language is essential for everyday life as children grow up. Helping children form connections to other types of maths, to their life and to the world around them helps lay a foundation for children to enjoy and feel positive about maths. Stories that use mathematical language allow learners to have exposure to lots of new maths terms at once and see how they relate to real life. For children who have already been introduced to numbers and counting, the story is an enjoyable way of relating new concepts to known concepts, subtraction in the case of this story. Young readers will be invested in the story and drawn in by the characters and the plot, making it a much more natural way to begin a discussion.

Some good words to use when you're talking about the story and the pictures with older children include:

Count  
More  
Less  
Add  
Take away  
Subtract  
How many?

*If used in the early years setting it would offer progression into Curriculum for Excellence Experiences and Outcomes:*

*I have explored numbers, understanding that they represent quantities and I can use them to count, create sequences and describe order.*

*MNU 0-02a*

*I use practical materials and can 'count on and back' to help me to understand addition and subtraction, recording my ideas and solutions in different ways.*

*MNU 0-03a*

Some of TechFest's favourite counting songs are:

- Five Fat Sausages
- Five Little Ducks
- Five Little Speckled Frogs
- One Potato, Two Potatoes
- One for Sorrow
- One Two Buckle My Shoe
- One, Two, Three, Four, Five, (Once I caught a fish alive)
- Ten Green Bottles
- Ten In a Bed
- Three Blind Mice

## Dinosaur Dice

Dinosaur Dice is a game where players role a dice and pretend to be dinosaurs. If you would like to play this game in Bookbug sessions, TechFest recommends printing on card to make the dice stronger.

Cut out the dinosaur dice template and fold so that the pictures face outwards. Either glue or tape the tabs to make the dice.

Roll the dice and see what dinosaur it lands on. Do the action for the dinosaur it lands on.

### Actions:

- Stretch like a Diplodocus: Reach up high with both arms to stretch up tall, pretending to reach leaves on the top of the tallest trees.
- Paddle like a Plesiosaurus: Walk around while “swimming” with both arms.
- Hunt like a Tyrannosaurs Rex: Stomp around swishing an imaginary tail with elbows arms bent up. T-Rex was a fearsome predator: you can even add snarls and roars.
- Stomp like a Stegosaurus: Stomp both feet to pretend to be a big dinosaur.
- Swing like an Ankylosaurus: Pretend to have large tail swinging from side to side.
- Flap like a Pterosaur: Move both arms up and down to “fly”

This drama activity allows children to practice fine and gross motor skills by rolling the dice and carrying out the actions. It’s a great way to use hand-eye coordination and requires listening and following instructions.

The game encourages creativity, adaptability, and imagination and promotes social skills and cooperation through working with others and taking turns to nurture self-esteem and self-confidence.

*If used in the early years setting it would offer progression into Curriculum for Excellence Experiences and Outcomes:*

*I have the freedom to choose and explore how I can use my voice, movement, and expression in role play and drama. EXA 0-12a*

*Inspired by a range of stimuli, I can express and communicate my ideas, thoughts and feelings through drama. EXA 0-13a*

*I am enjoying daily opportunities to participate in different kinds of energetic play, both outdoors and indoors. HWB 0-25a*

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