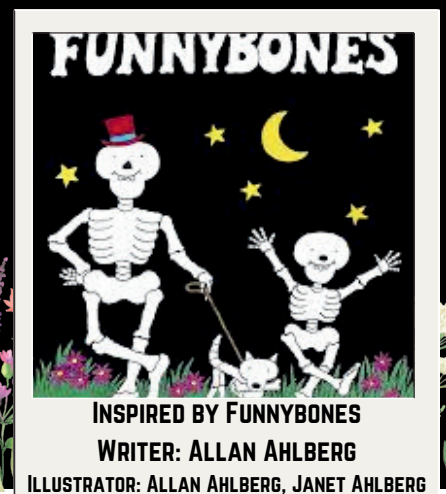


Funnybones

English



Name:

Date:

Funnybones Comprehension

First, read the book *Funnybones* by Janet and Allan Ahlberg with your child. After reading, engage them in a conversation using these questions. Make it a natural and enjoyable chat, rather than an interview.

1. Character and Plot

Who were the main characters in the book?

What did the skeletons do in the story?

Which part of the story did you enjoy the most? Why?

2. Understanding

Why do you think the skeletons wanted to go out at night?

What happened when they tried to scare people?

How did the dog skeleton get involved in the adventure?

3. Feelings and Opinions

How did the book make you feel? Was it funny, scary, or something else?

Which character did you like the most? Why?

If you were a skeleton in the story, what would you do?

4. Creativity and Imagination

Can you think of a new adventure for the skeletons? What would they do next?

How would you change the ending of the story if you could?

What other characters would you add to the story?

5. Real-World Connections

Have you ever seen a skeleton before? Where?

Do you know of any other stories or films featuring skeletons?

What do you think skeletons do when it's not Halloween?

6. Morals and Lessons

What do you think the skeletons learned from their adventure?

Can you think of a lesson or message the story might be trying to convey?

7. Comparisons and Connections

How is this story similar to or different from other stories you've read about skeletons or Halloween?

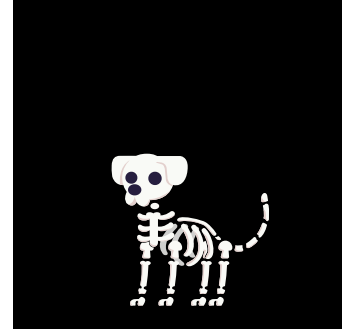
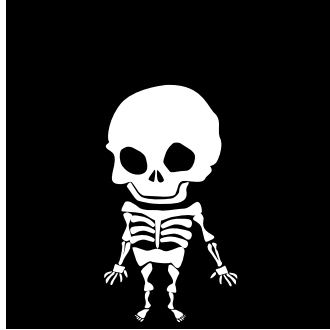
Do you think the skeletons in the book are like real skeletons? Why or why not?



Name:

Date:

Label each character and write a sentence about what each one did in the story.



Draw a line matching each word to the correct picture.



night

bones

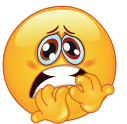
skeleton

dog

scare

arm

leg



Name:

Date:

Use the word bank to fill in the blanks with the missing words from the sentences.

dark night skeleton walked

park chased scare back

1. The Big Skeleton and the Little Skeleton lived in a _____ , dark house.
2. One _____ , they decided to go out and scare someone.
3. They took their dog _____ with them.
4. The skeletons _____ down the dark, dark street.
5. They went to the _____ and played on the swings.
6. The dog skeleton _____ a cat up a tree.
7. The skeletons tried to _____ each other, but they just ended up laughing.
8. After their adventure, they went _____ to their dark, dark house.



Name:

Date:

Read and draw a line to connect each character to their description.

Skeleton with a visible skull, spine, ribcage, and limb bones. It resembles a typical dog in skeletal form, showcasing distinct features such as a tail bone and a rounded skull. The skeleton is depicted in playful and energetic poses.

Big Skeleton

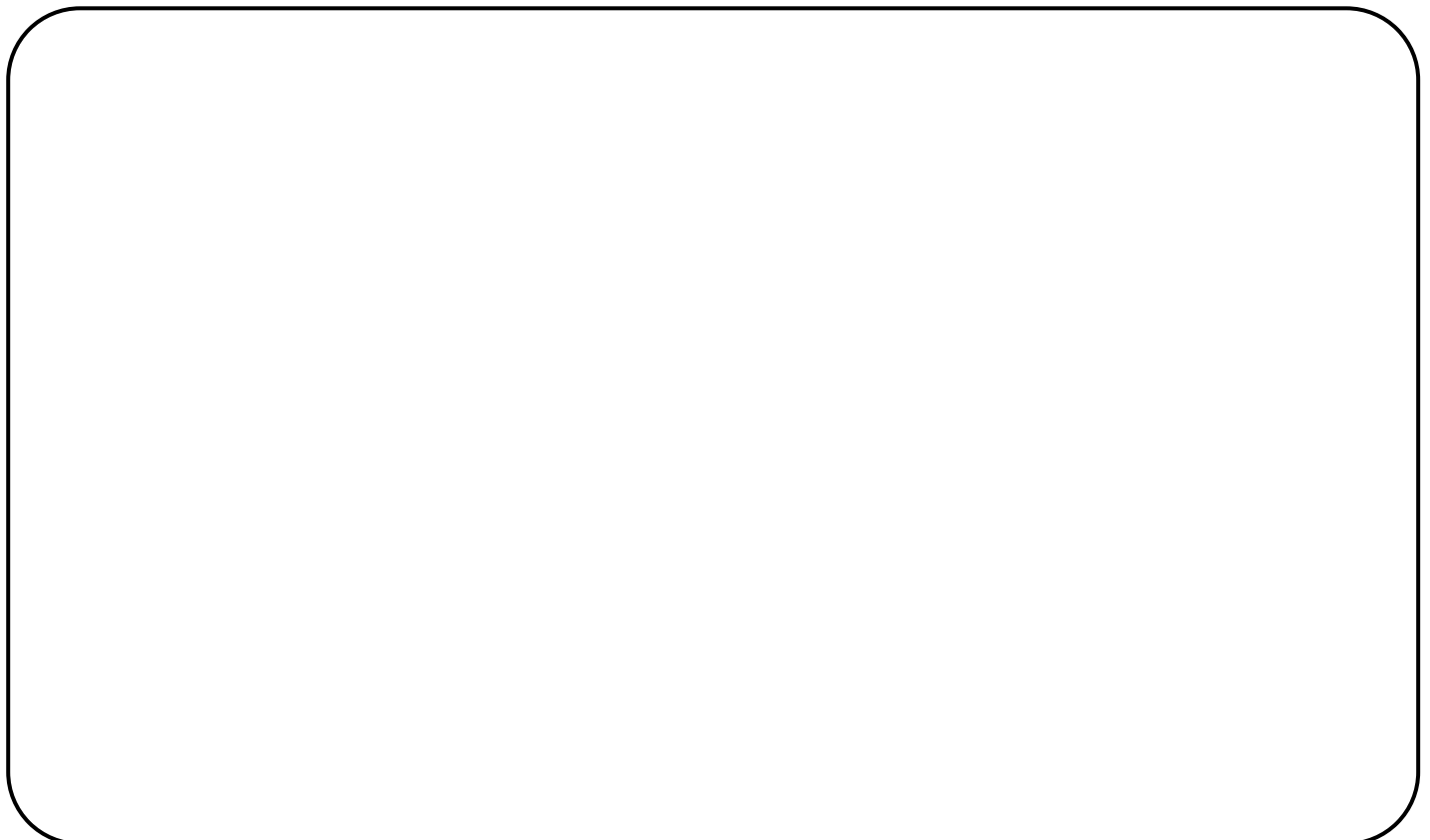
Little Skeleton

Dog Skeleton

Large bones, proportionate to a human skeleton. A classic human skeleton featuring a prominent skull, ribcage, and long limb bones, with an expressive face capable of displaying various emotions.

Smaller, compact bones. A diminutive version of the human skeleton, complete with a visible skull, ribcage, and limb bones. It features playful and curious expressions.

Draw your favorite scene.



Name: Date:

Based on the story *Funnybones*, draw a scene from the story in each section.

Beginning

Middle

End



Name:

Date:

RHYMING WORDS

Rhyming happens when two words sound the same at the end. For example, "cat" and "hat" rhyme because they end with the same sound, "at." When words rhyme, they can make poems and songs more fun to listen to. In *Funnybones*, rhyming occurs when words in the story sound alike at the end. For example, in the book, they say things like "bones" and "moans" or "dark" and "park." When words rhyme like this, it makes the story sound playful and helps us to remember the words.

Draw a line to connect each pair of rhyming words from "Funnybones."

bones

soon

dark

fright

night

moans

tree

park

town

hat

moon

me

scare

feet

cat

bear

street

down

Write down other words that rhyme with each word from the list below.

night

dark

house

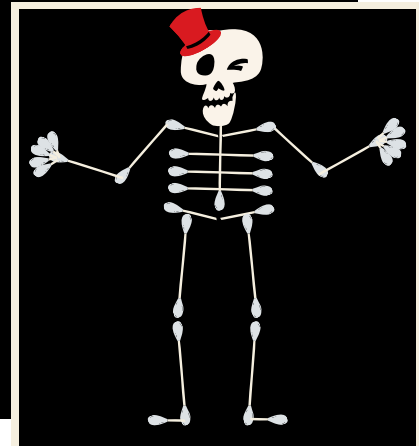
hill



Name:

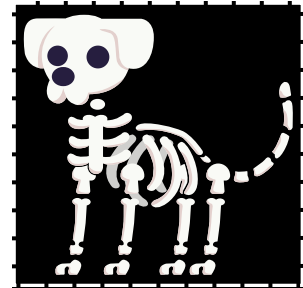
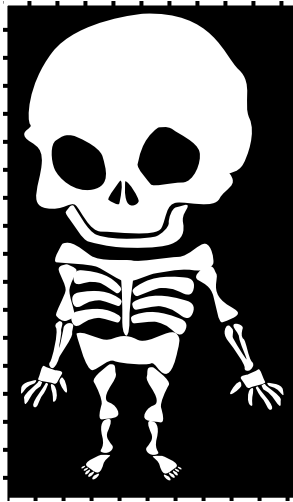
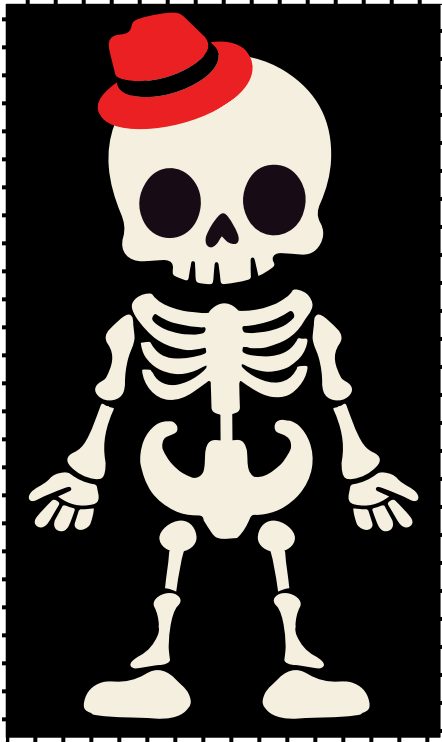
Date:

Build your skeleton using cotton buds. Look at the picture below if you need inspiration.



Ask your child to use the props to retell the story in their own words.

PROPS



Name:

Date:

Look at the word bank below. Colour each part of the picture based on the rhyming words inside it. Use the colours specified in the word bank for each rhyme.

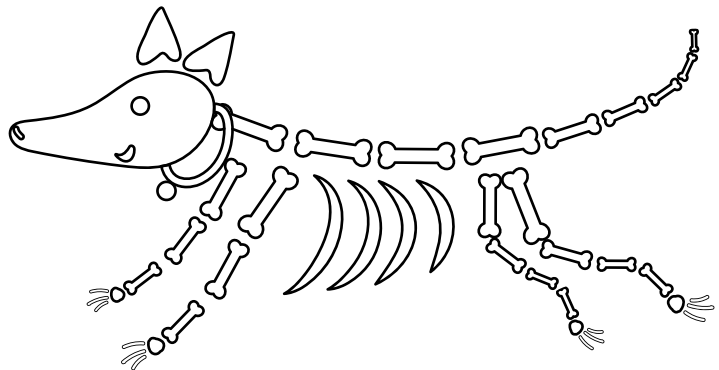
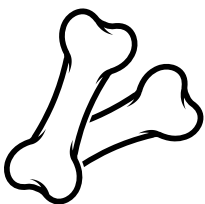
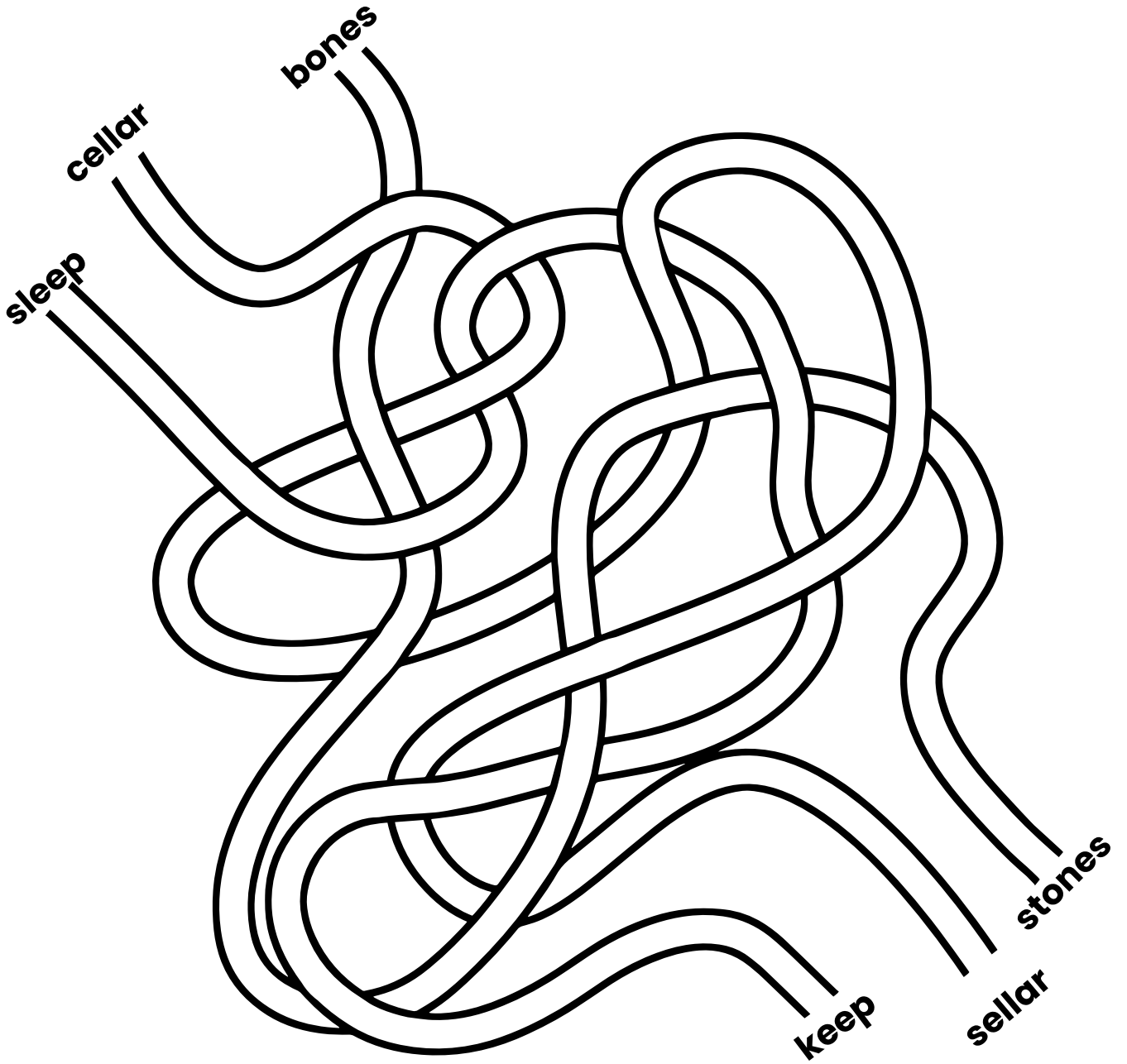
cat **light** **bone** **house** **park** **hill**

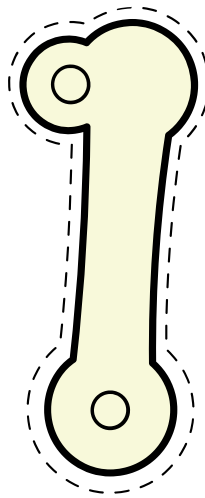
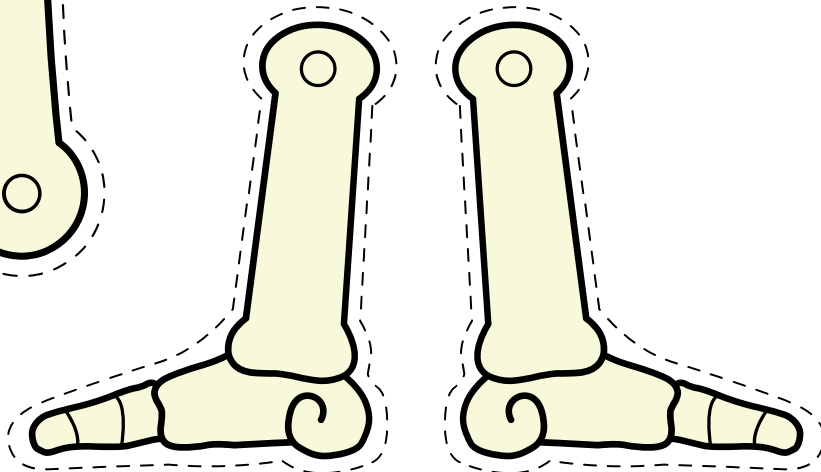
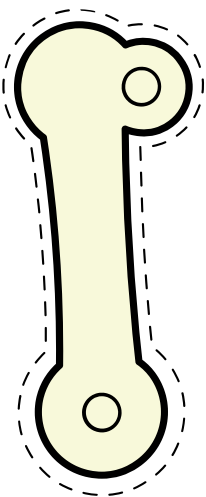
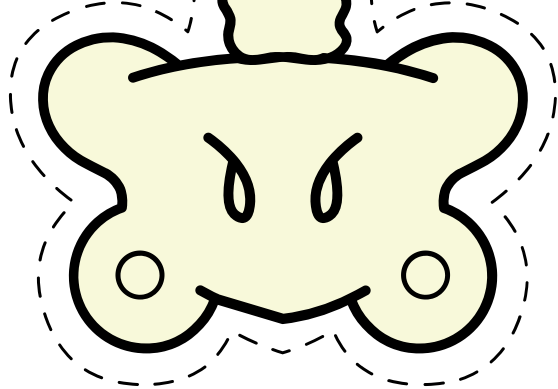
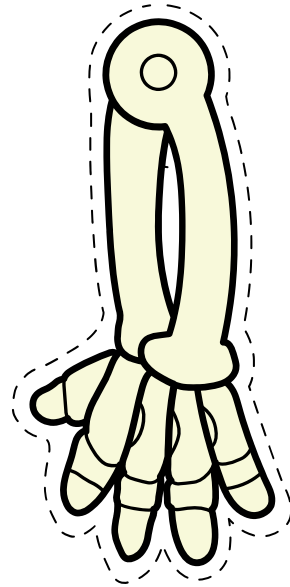
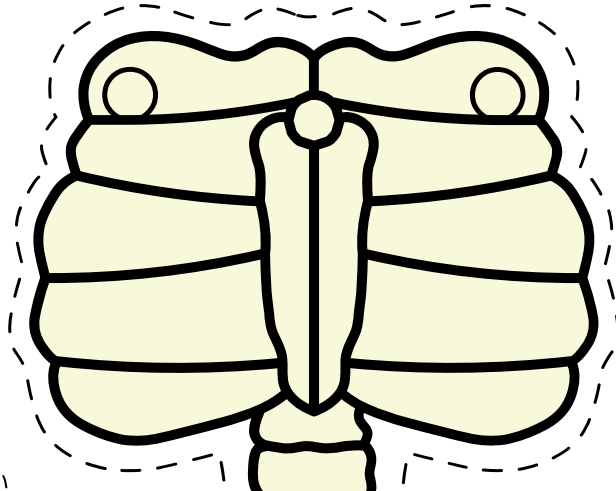
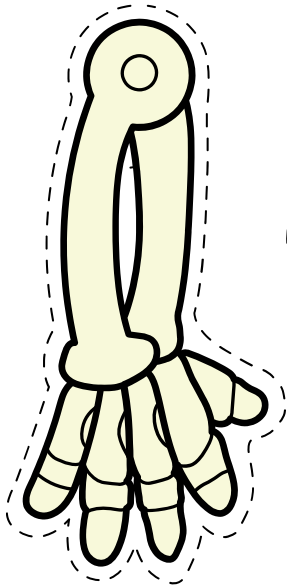
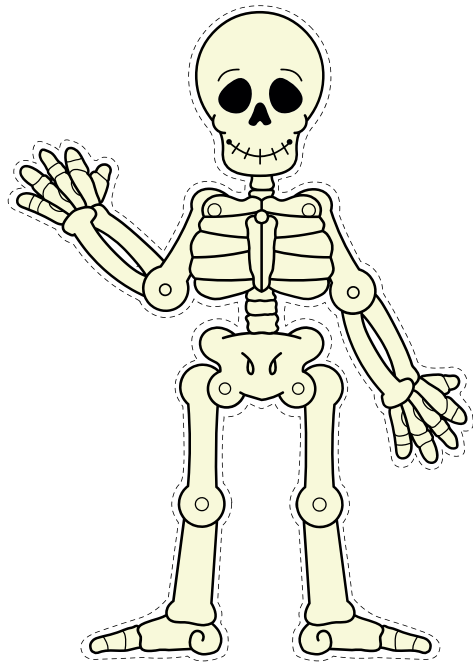
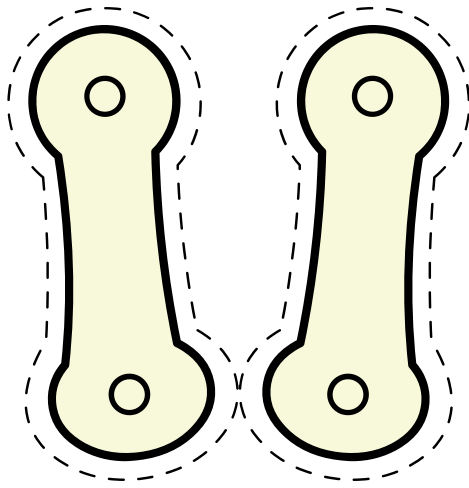
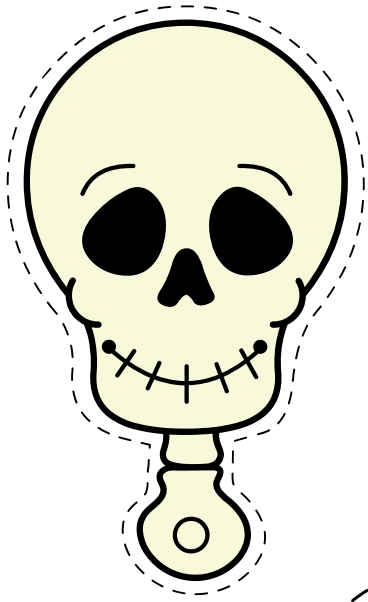


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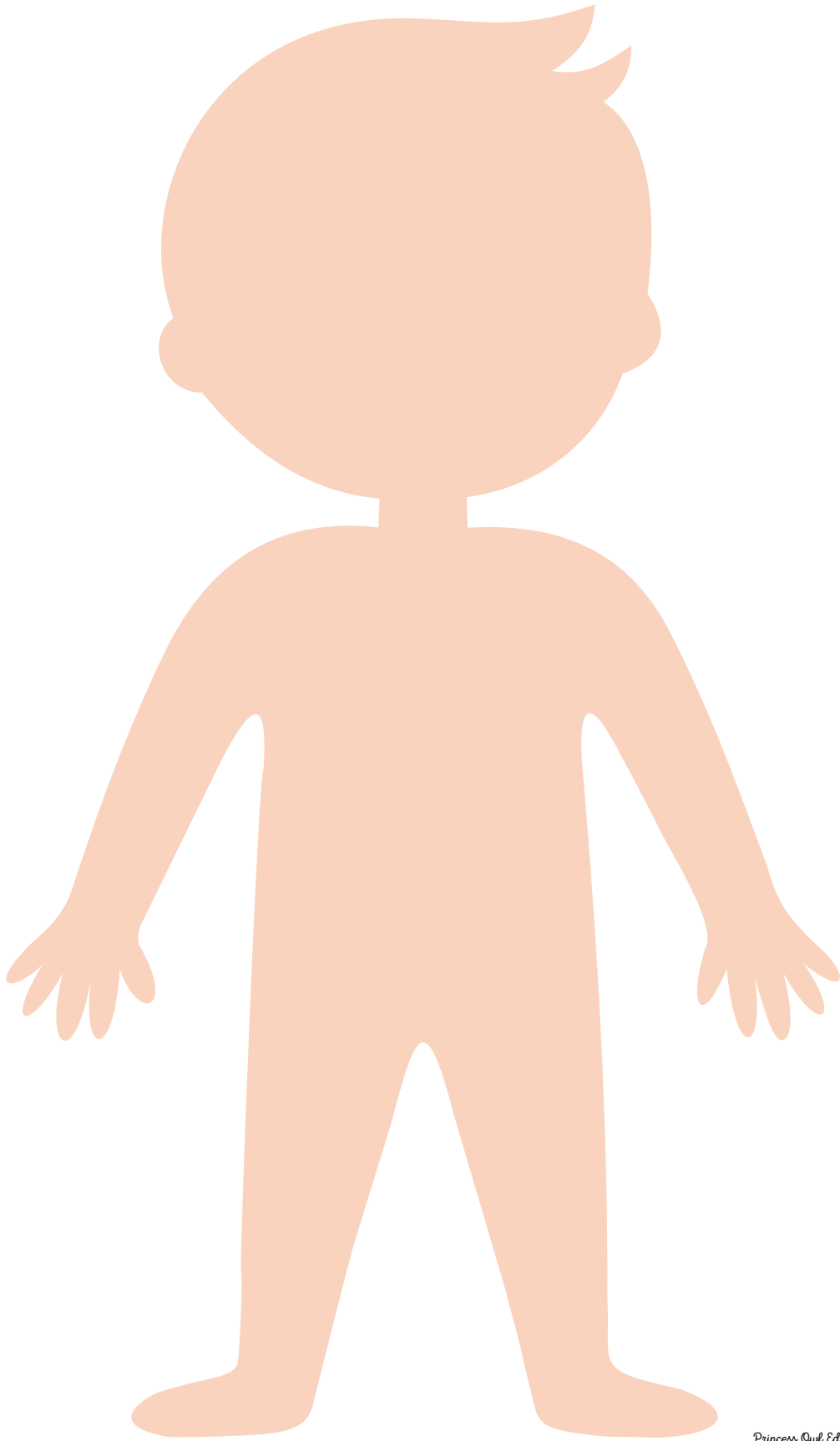
Date:

Maze.





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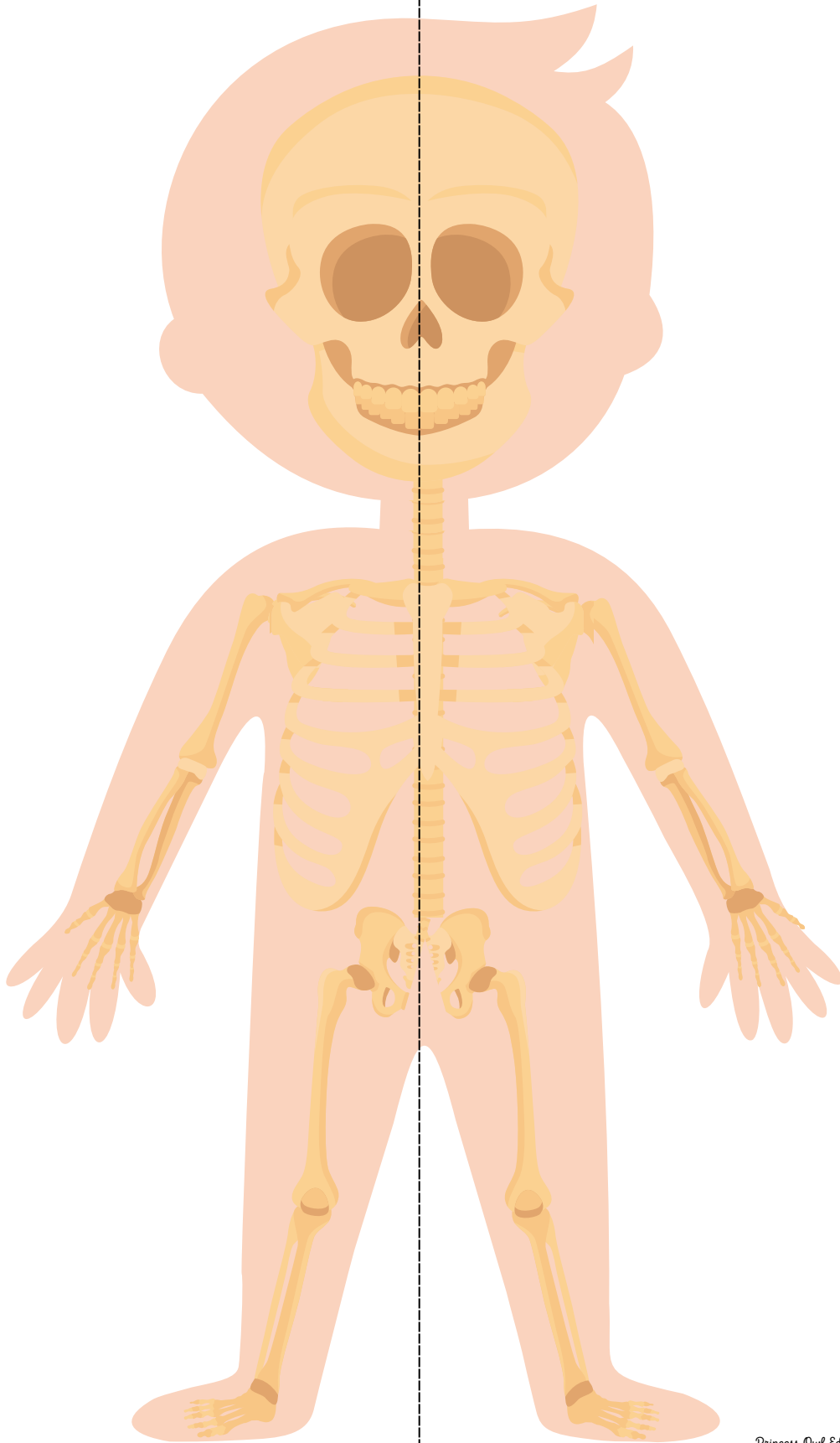


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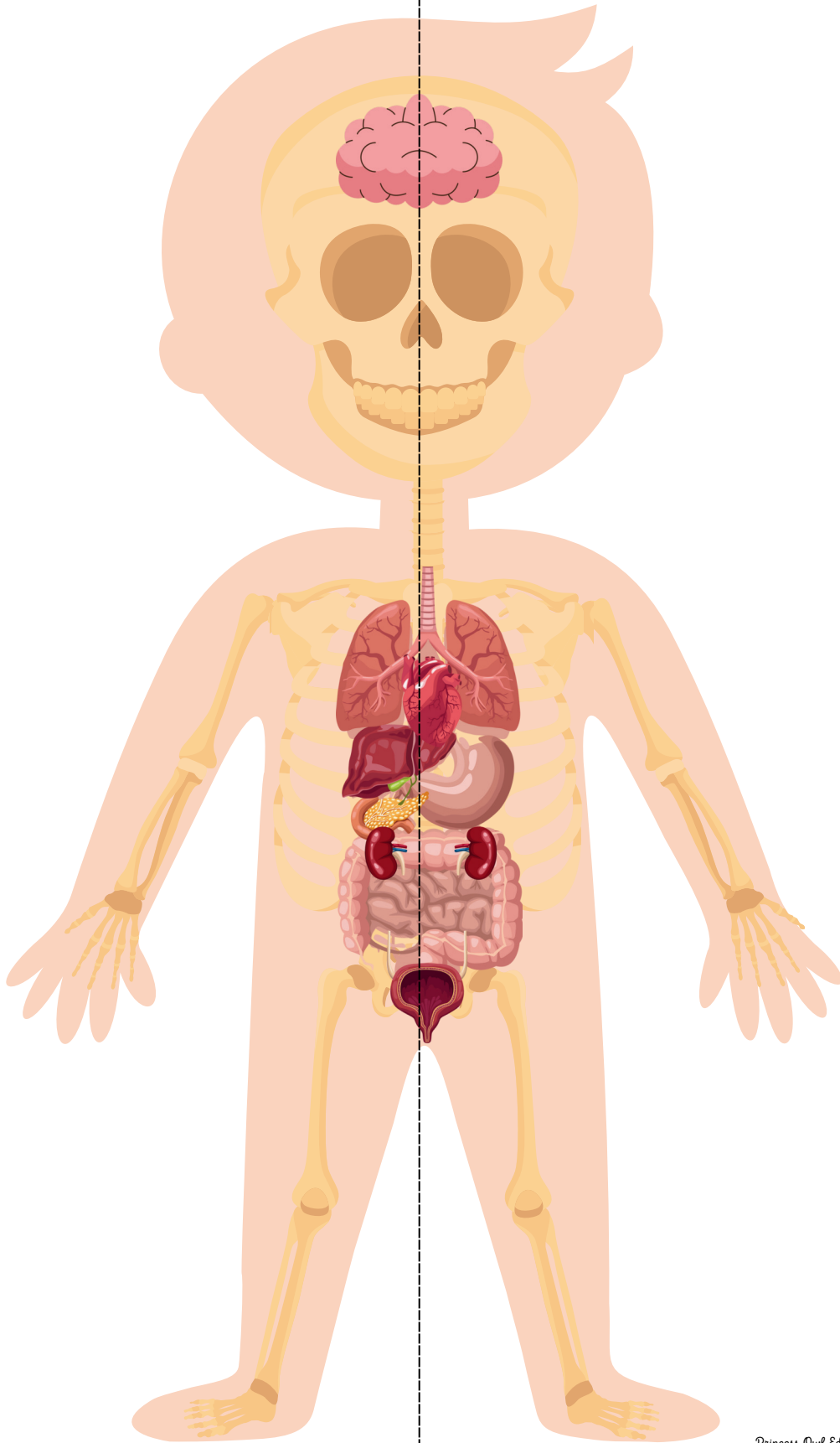


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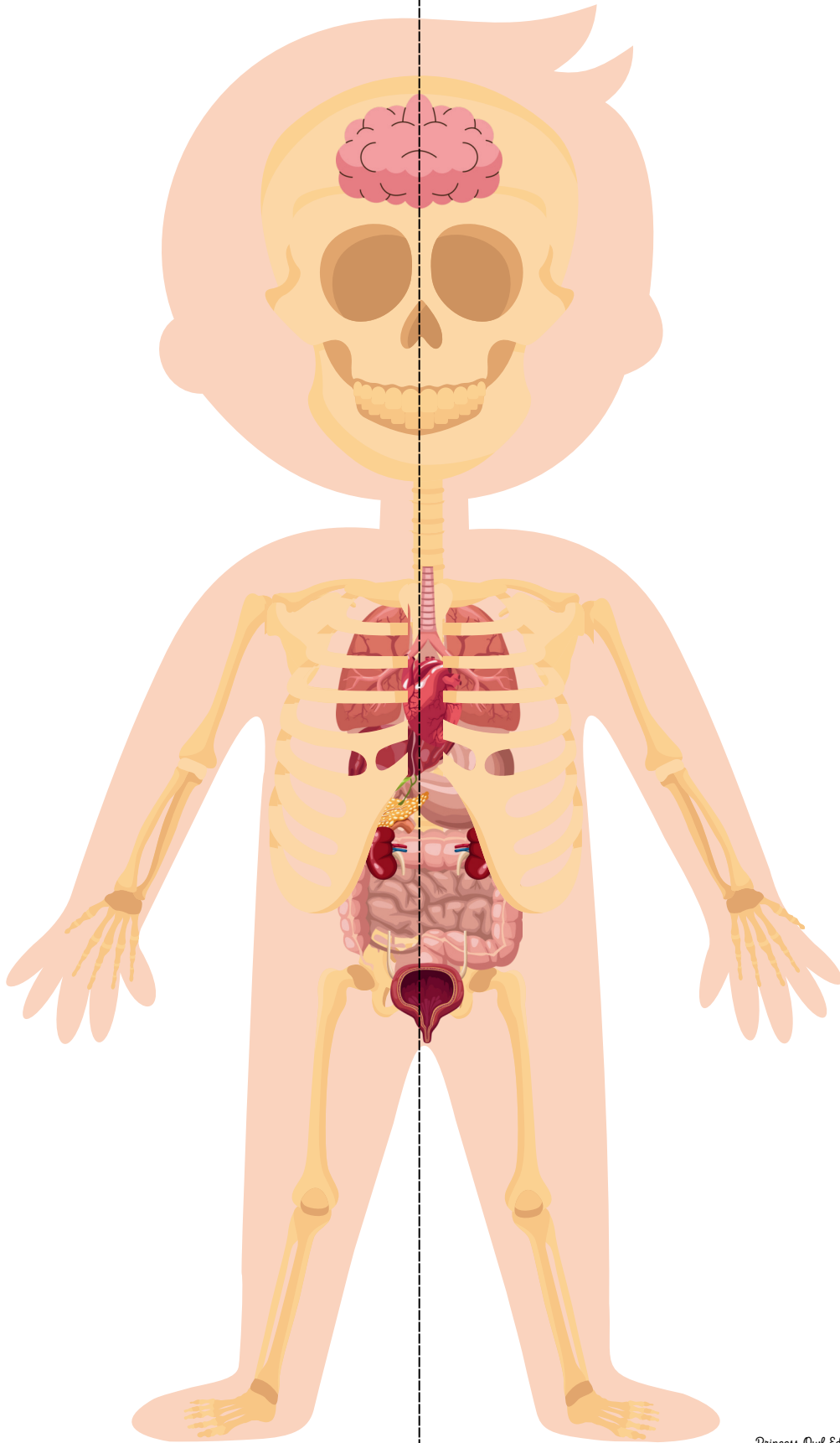


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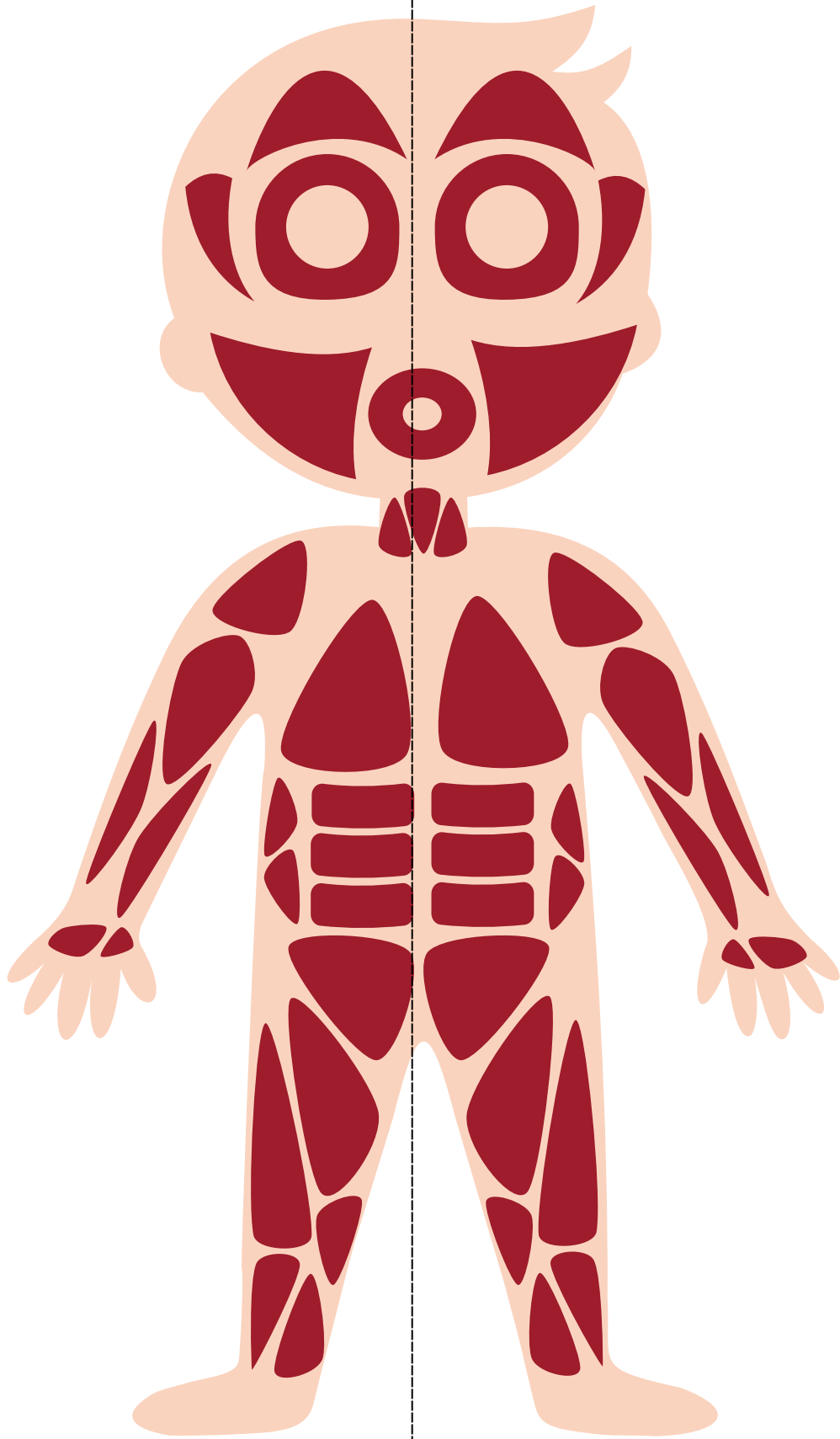


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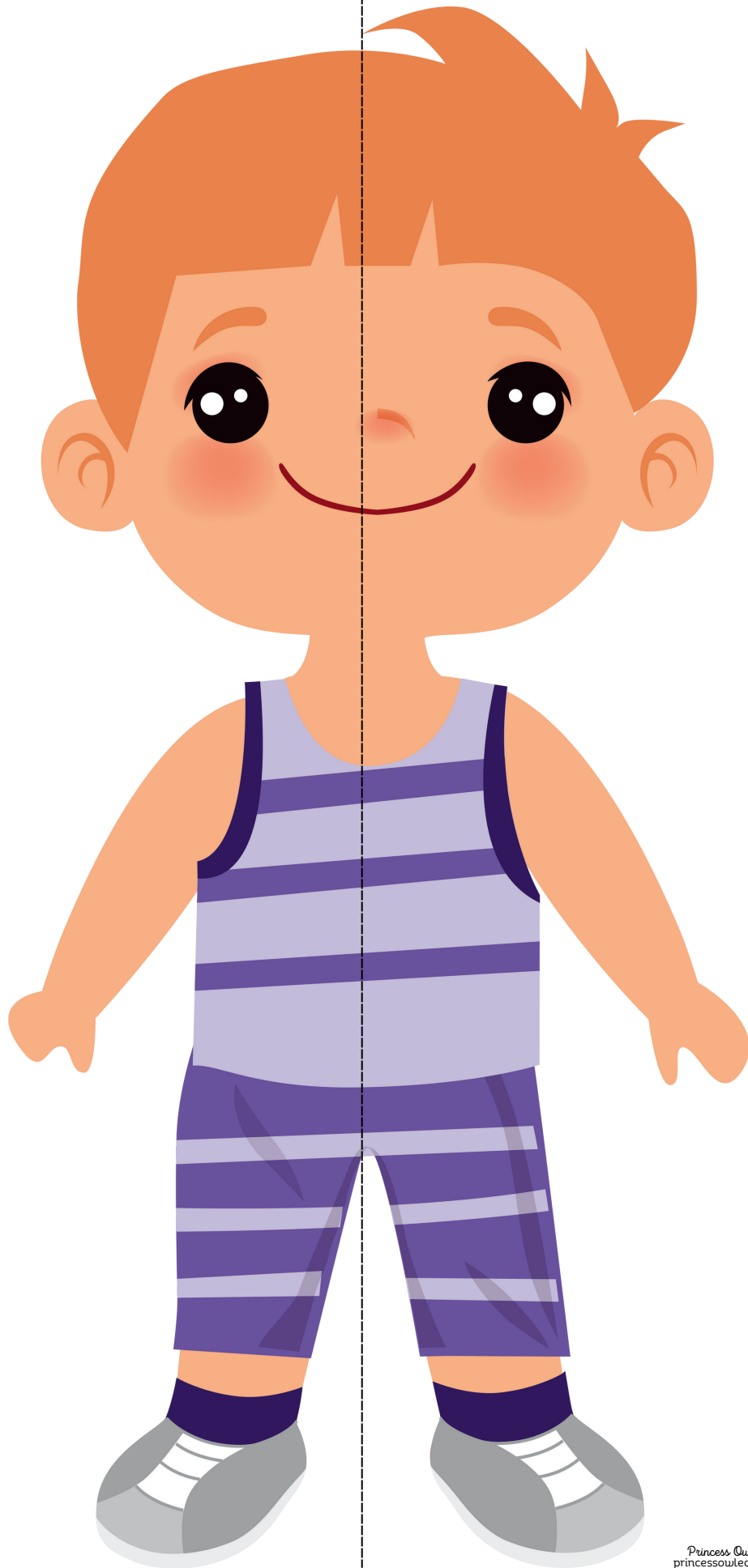
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Activity Ideas

1. Shadow Play: "Exploring Shadows"

Materials: Torch, toys or skeleton cut-outs, wall or ceiling.

Activity: After reading *Funnybones*, use a torch to create shadow plays with different objects. Ask your child to describe how the shadows change when objects are moved closer or further away. Encourage them to experiment with shapes and make up stories about the shadows.

Skills: Understanding light and shadows, storytelling, fine motor skills.

2. Night-time Storytelling: "Spooky Story Corner"

Materials: Dim lighting, blankets, cushions, or candles (safely supervised).

Activity: Create a cosy corner for night-time storytelling. Encourage your child to tell a spooky story or make up a new adventure for the *Funnybones* characters. Ask them to use their imagination to describe how the characters feel in the dark or on their adventures.

Skills: Creativity, language development, imagination.

3. Skeleton Dance Party: "Move Like a Skeleton"

Materials: Lively music, open space.

Activity: Play music and have a dance party where your child moves like a skeleton. Encourage them to explore different movements, bending and stretching their "bones." Ask them to imitate how skeletons might move slowly, and then quickly.

Skills: Physical activity, body awareness, creativity.

4. Spooky Science Experiments: "Discovering Shadows and Light"

Materials: Torch, objects, paper for drawing.

Activity: Conduct simple experiments with shadows by using a torch and different objects. Ask your child to predict how the shadow will change with different light sources or distances. Let them create shadow puppets and tell stories about the skeletons.

Skills: Scientific thinking, prediction, and observation.

5. Glow-in-the-Dark Art: "Create Glowing Skeletons"

Materials: Glow-in-the-dark paint or markers, paper.

Activity: Create glowing artwork inspired by *Funnybones*. Encourage your child to draw skeletons, stars, or spooky night-time scenes. Turn off the lights and watch the artwork glow, then ask your child to describe what they see.

Skills: Creativity, fine motor skills, imagination.

6. Cooking Skeleton Snacks: "Building Strong Bones"

Materials: Healthy snack ingredients (e.g., yoghurt, fruit, vegetables).

Activity: Make skeleton-shaped snacks together using healthy ingredients. While preparing the snacks, discuss how the food helps build strong bones, just like the skeletons in *Funnybones*. Ask your child to name different foods that keep their bones strong.

Skills: Nutrition awareness, fine motor skills, creativity.

