

IZZY the INVENTOR

and the Time-Travelling Gnome

Teachers'
Notes

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TEACHING IDEAS & ACTIVITIES FOR AGES 5+

The activities included here have been created to support reading of *'Izzy the Inventor and the Time-Travelling Gnome'* and to help young children explore the unique blend of science and magic in the story.

Themes: Famous Fairy Tales • Fairy Tale Features • The Magic of Science • Incredible Inventions

ABOUT THE BOOK

Meet Izzy the Inventor in a laugh-out-loud fiction series that brings together science, magic and a very lovable unicorn. Packed full of illustrations and easy-to-read text, this series is perfect for beginner readers.



Contains ideas for science experiments and
a QR code with links for more to try at home.

Henry the unicorn is trapped in a tall tower in Fairytale Land and it's up to Izzy to save him. She's come with all her latest inventions - water balloons, catapults, musical instruments - but this time, her inventions alone can't save Henry. She's going to have to learn how to travel through time with the help of a bad-tempered gnome!



DISCOVERING FAIRY TALES

INTRODUCTORY QUESTIONS:

- Which fairy tales do you know?
- Which fairy tales are your favourites?
- If you were visiting a place called 'Fairytale Land', who or what would you expect to find there?

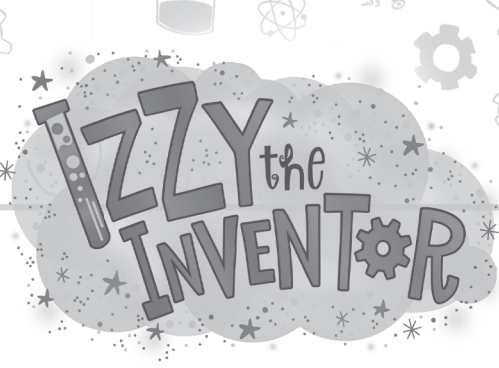
ACTIVITY: FIND THE FAIRY TALE

In the story, Izzy reads her fairy tale book to discover that Henry the Unicorn, her 'BEST friend in Fairytale Land' is in trouble:






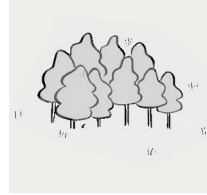
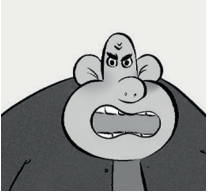
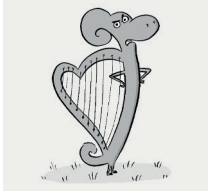
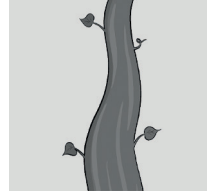



'The wicked BAD FAIRY BRENDA had locked him in a tower... and the tower was guarded by a giant, a wolf and a talking harp.' Page 9

During her adventure into Fairytale Land, Izzy comes across lots of different characters and objects from famous fairy tales. Some of Elissa Elwick's illustrations of these characters and objects are included below in the **Fairytale Land Matrix**. Can you match the characters and objects to the fairy tales they originate from?

- Little Red Riding Hood
- Jack and the Beanstalk
- The Three Little Pigs
- Rapunzel

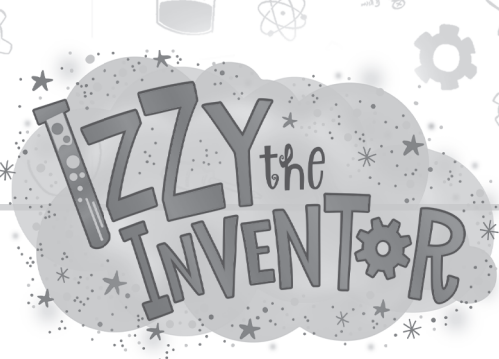


FAIRYTALE LAND MATRIX

CHARACTERS AND OBJECTS	ILLUSTRATION 1	ILLUSTRATION 2	ILLUSTRATION 3	WHICH FAIRY TALE?
Tower, hair, prince				
Wolf, red coat, woods				
Giant, harp, beanstalk				
Wolf, straw and stick houses				

Extension:

Circle the villains in the list. Which other villains might Izzy come across in Fairytale Land?



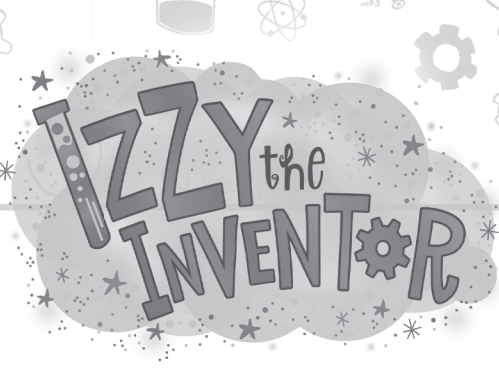
CREATING FAIRY TALES

Look at Izzy's 'magic map' of Fairytale Land on pages 46-47.



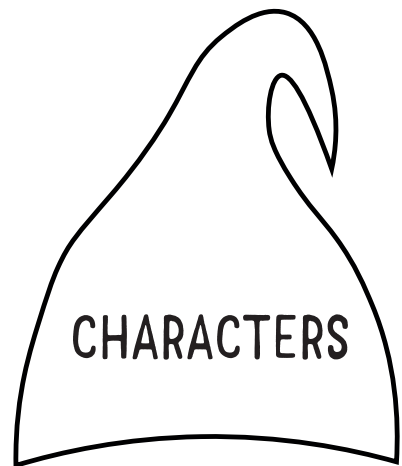
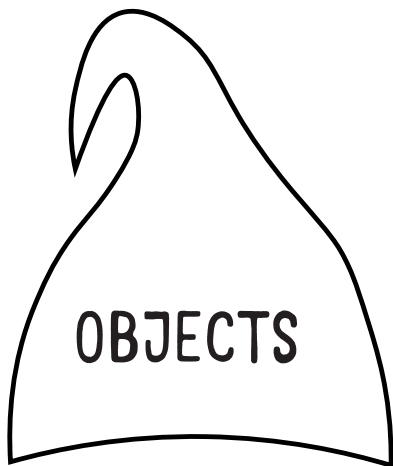
INTRODUCTORY QUESTIONS:

- What different settings can you locate in Fairytale Land?
- Where would you be most excited to travel to?
- Where would you be most scared to travel to?



ACTIVITY: STORY HATS

Come up with some new fairytale ideas with the Story Hats activity! Bring three hats (or boxes) into the classroom. Then, cut out the different Story Cards on the following pages.



- In Hat 1, put the Story Cards with objects written on them.
- In Hat 2, put the Story Cards with locations written on them.
- In Hat 3, put the Story Cards with characters written on them.

One by one, choose a Story Card from each Story Hat (one object, one location and one character). Take 5-10 minutes to come up with some initial ideas for a new and unique fairy tale story! You could even design a new magic map for your fairy tale.



STORY CARDS

Story Cards for Hat 1: Objects

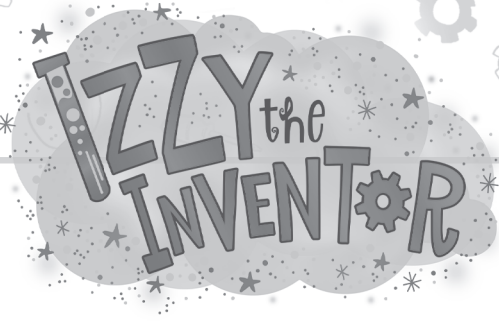
HAIR	RED COAT	HARP	NOTEBOOK
SCISSORS	CATAPULT	TELESCOPE	WATER BALLOONS
TIME MACHINE	MAGIC MAP	MEGA- PHONE	SPOONS



Story Cards for Hat 2: Locations

WOODS	STRAW HOUSE	COTTAGE	TOWER
MOUNTAINS	CAVES	SEA	FOREST
LAKE	CASTLE	BEANSTALK	WISHING WELL

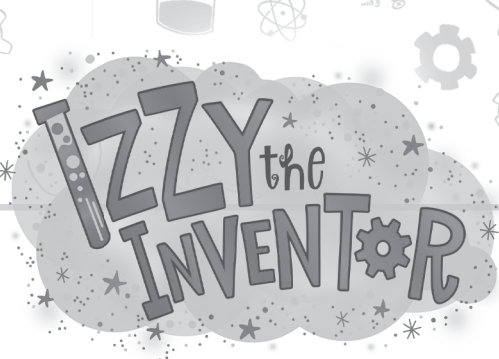




Story Cards for Hat 3: Characters

PRINCE	WOLF	GIANT	PIG
PRINCESS	FAIRY	WITCH	DRAGON
OGRE	GNOME	MERMAIDS	UNICORNS





THE MAGIC OF SCIENCE

Look at Izzy's 'scientific paper' about Science and Magic on page 12.

INTRODUCTORY QUESTIONS:

- How are science and magic similar, according to Izzy?
- Can you think of other scientific inventions that 'seem magical', like flying?
- What are some of your favourite scientific inventions?

ACTIVITY: SCIENTIST SKILLS

What skills do you think you need to become a great scientist? You might want to think about the skills Izzy shows in the story. Make a note of these skills on the checklist sheet below! Add as many as you like but try to come up with at least five.

A Scientist:

- 1.
- 2.
- 3.
- 4.
- 5.

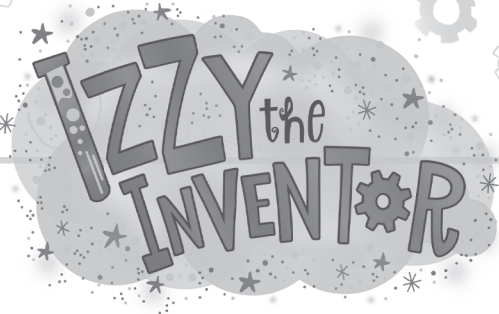
Use your list of skills to create a job advertisement for a scientist in Izzy's next adventure!



JOB ADVERT: SCIENTIST REQUIRED!

JOB DESCRIPTION: _____

SKILLS REQUIRED: _____



ACTIVITY: SOUND INVENTIONS

Izzy shares several of her 'sound inventions' in the book. These inventions help her to save Henry the Unicorn in Fairytale Land! Can you remember how?

- Make a Megaphone
- Create a Sound Tube
- Make Some Bottle Pipes
- Make a String Telephone

Make A Megaphone

A step-by-step
guide by Izzy

What you need:

- Thick paper or 3 layers of newspaper
- Sticky tape
- Scissors

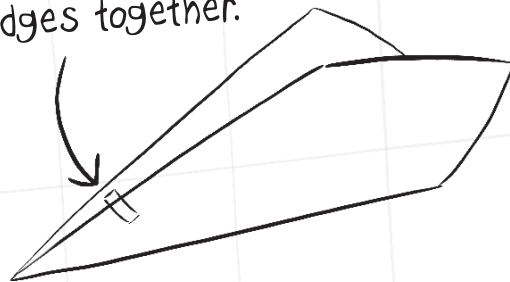


• Sticky



1. Cut a large square of thick paper or 3 layers of newspaper.

2. Roll the paper into a cone, then tape the edges together.



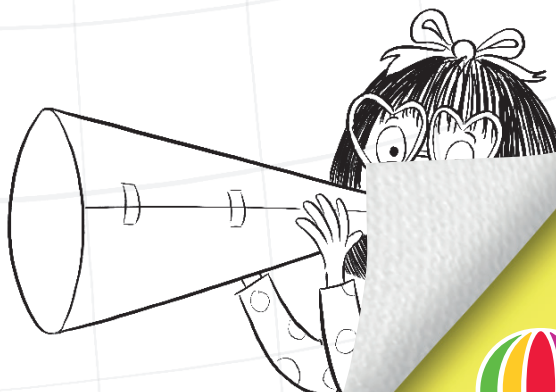
3. Snip off the small end to make a mouthpiece. Trim the large end, too, to make it even.



4. Now, speak or sing into the small end!

How it works:

Your voice (or music) echoes around the cone and makes the air inside vibrate a lot. This magnifies the sound, making it louder.



Create a sound tube

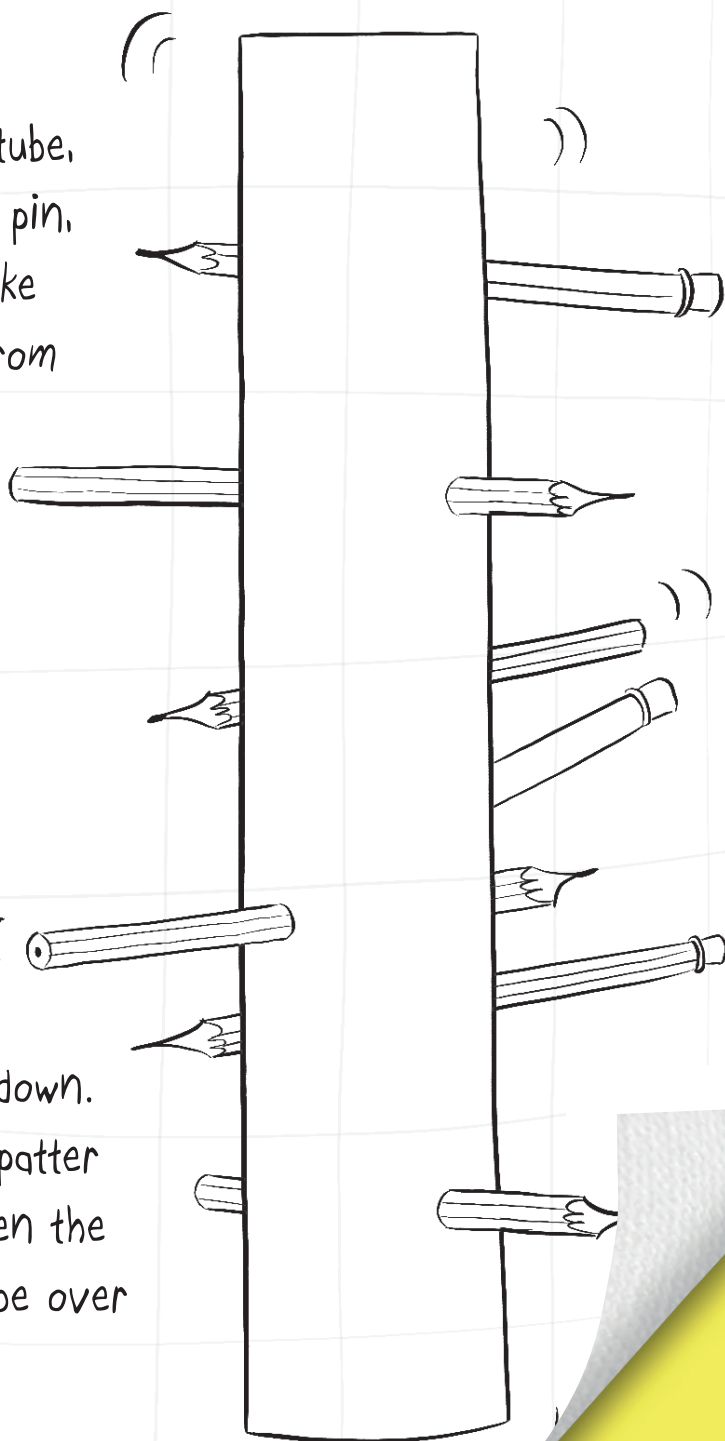
What you need:

- Cardboard tube with a bottom and a lid
- Drawing pin
- Sharp pencil
- Dried lentils or rice
- Pens or pencils

1. Find a wide cardboard tube, with a lid. Use a drawing pin, then a sharp pencil to poke holes through the tube from one side to the other.

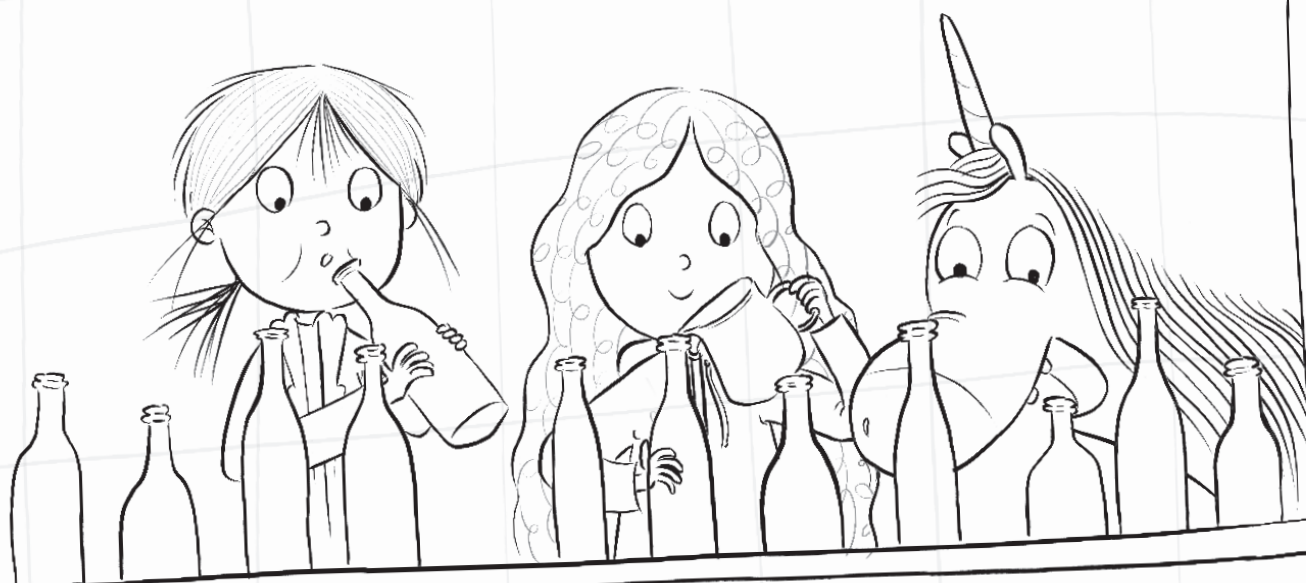
2. Slide pencils or pens into the holes, so they stick all the way through the tube. Pour some rice or lentils into the tube and put on the lid.

3. Turn the tube upside down. You should hear a pitter-patter noise like raindrops! When the sound stops, turn the tube over and listen again.



Make some bottle pipes

1. Arrange some different-shaped glass bottles in a row.
2. Pour water into them, filling them with different amounts. Blow over the mouth of each bottle.



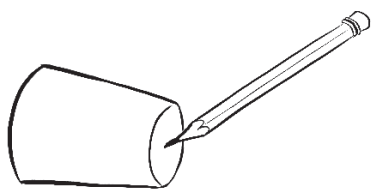
Izzy's notes:

Blowing over the bottles makes the air in them vibrate, creating sounds. The type of sound you make depends on how much air there is. A little bit of air (in the bottles with more water) makes a higher sound. Lots of air (in the bottles with less water) makes a lower sound.

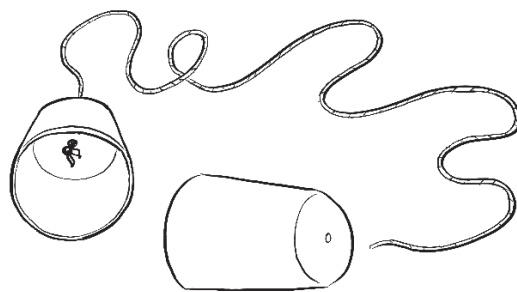
Make a string telephone

What you need:

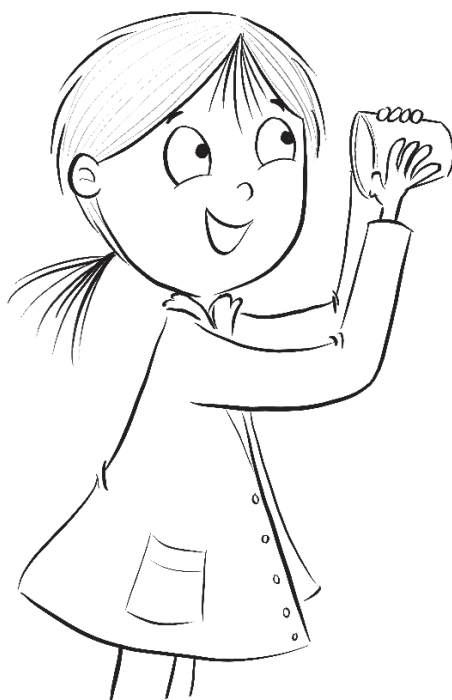
- Sharp pencil
- 2 empty plastic pots
- Long piece of string



1. Use a sharp pencil to make a small hole in the base of two plastic pots.



2. Cut a very long piece of string. Thread one end through the hole in one of the pots and make a big knot inside.



Keep the string stretched tight and don't let it touch anything.



USBORNE

3. Fix the other end of the string in the other pot in the same way. Ask someone (maybe your unicorn friend) to take that pot into another room and hold it to one ear. Speak into your pot. Can the other person or unicorn hear you?



BRRRING!
BRRRING!

Izzy's notes:

Speaking into the pot makes the air inside it vibrate. The pot picks up the vibrations, which travel along the string. The other pot passes the vibrations back into the air, so they can be heard again as sounds.

DISCOVER THE SERIES!

