

*Education Pack*

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### What is the Play About?

Hugo has to choose who to stay with while his mother's having a baby. Granny? Mrs Mariposa next door? Uncle Jack? Who will care for him, and his dog Henry, the best?

There are a lot of things to consider, such as who will allow the best TV, the deepest baths, the best food, etc. And then, most important of all, there's Henry, his dog.



### This Pack

In this Education Pack, you will find ideas for preparation and follow up activities related to the characters, themes and events of 'Care of Henry'. We hope you enjoy working through it and if you have any questions or feedback, don't hesitate to get in touch at [twpiedpiper@aol.com](mailto:twpiedpiper@aol.com)

There are activities included that are suitable for Early Years (EY), Key Stage 1 (KS1) and Key Stage 2 (KS2). Look out for the abbreviations in brackets beside each discussion and activity.

Curriculum links are also noted after each activity. Links included are: Literacy, Science, Numeracy, PSHE, Music, Drama, Art, DT, & ICT

## Characters In The Play

- Hugo** A young boy trying to decide who he should stay with when his mum goes to hospital to have his baby sister.
- Henry** A lovedble dog who enjoys spending time with his best friend, Hugo
- Mum** Hugo's mum. She is about to go to hospital to have Hugo's baby sister.
- Man** A man trying to find a new house to live in. He uses his trusty checklist to decide what he likes and doesn't like.
- Granny** Hugo's Grandma. She loves 'Songs of Praise' and 'Antiques Road Show', but also says she will look after Henry if Hugo comes to stay.
- Mrs Mariposa** Hugo's Italian neighbour. Her house is very busy, but she makes delicious pizzas.
- Uncle Jack** Hugo's uncle. He loves going to the pub and his favourite recipe book is 'Fast Food For After the Pub'
- Dad** Hugo's Dad. He is at sea with the Royal Navy and he returns in time to meet Rosie, his daughter.



### Do You Know The Story?

#### The Play

*Discussion:* Ask your class the following questions: (E4, KS1, KS2) (literacy)

- What happened in the play?
- What was your favourite part and why?
- Who was your favourite character?

#### The Book

*Activity:* Now read the book version of 'Care of Henry' with your class. You might have it in your school library. Alternatively, you can find a link to it here at <http://www.annefine.co.uk/books/henry.php> so you can purchase it online. (E4, KS1, KS2) (literacy)

*Discussion:* Ask your class the following questions: (KS1, KS2) (literacy)

- Which character was in the play but not the book?
- What other differences were there between the play and the book?
- What is the difference between a play and a book?

*Activity:* Ask each child to either draw a picture or write a sentence of their favourite moment in the play (E4). As a class, put the main events of the play in order. Then put the children into groups to create freeze frames of these events. This is a great exercise for memory and team work. (KS1 & 2) (Drama, Literacy & Art)

### Hot Seating

*Discuss* what sort of questions your class would like to ask the characters in the play if they had the chance to meet them. For example, they might want to ask Henry what his favourite food is, or Granny, why she likes 'Songs of Praise'. (KS 1 & KS2)  
(Literacy)



*Activity:* Make up categories for a survey E.g. What is your favourite food? Then write a variety of foods down. Go round the class and collect your data. Transfer the data into a chart or graph. Do this by hand or on the computer  
(KS1 & KS2) (Numeracy & ICT)

*Activity:* Your class can then take it in turns to act out the characters in the play whilst the rest of the class ask them some questions. (KS2) (Drama & Literacy)

### Pet Care

*Discussion:* Talk with your class about Hugo's relationship with his pet, Henry. Talk about how important it is to look after your pets well. Think about different things that are important when looking after pets. For Example food / exercise / hygiene / playtime / training (EY, KS1 & KS2) (PSHE)

*Activity:* Make a pet pamphlet about how to look after pets. Use headings that come out of the previous discussion. For Early Years, this could be solely a picture pamphlet.  
(EY, KS1 & KS2) (PSHE & Literacy)

Why not bring in example pamphlets from pet shops and vets to look at as examples?

## Home Sweet Home

*Activity:* Make a home for your pet

Ask your class to bring in recycled materials from home.

*You will need:*

Scissors, glue, sellotape, old containers, tubs, cereal boxes, decorations e.g. colouring pens, coloured paper

*Discuss* what would make their pets comfortable.

E.g. if they are looking after a dog they might want to design a kennel with a blanket. If they are looking after a hamster they might like to make some wood shavings in a box. (EY & KS1)

(DT)



*Activity:* Think of an animal beginning with A, B, C.... Children could take a letter each and draw a picture of an animal starting with that letter to decorate the alphabet.

(EY) (Literacy & Art)



### It's a Dilemma

Sometimes we are faced with situations where there isn't a clear answer. Therefore we have to think about what is the best thing to do in order to solve the problem.

*Discuss* with your class what a dilemma is.

*Activity:* The cards below can be photocopied and laminated. Ask the class to discuss & act out the dilemmas in pairs. Then ask them to write down how they would solve them. (KS2) (PSHE, Literacy, Drama)

Your Mum says you must invite.....to your party but you don't want them to come because they have not been very nice to you at school. What should you do?

A new pupil arrives at school and s/he wants to be your friend, but your best friend does not like them. What should you do?

You have seen a child take a sweet from the teacher's jar. You know this child is not allowed any sweets at home. Do you tell the teacher?

You have been saving your pocket money for something special for a month. You are walking along the street and find a purse with £30 in. What should you do with the purse and £30?

Your Grandma gives you a new jumper for your birthday but you really don't like it. Should you tell her?

You go to tea at your friend's house for the first time. You don't like any of the food you are offered. What should you do?

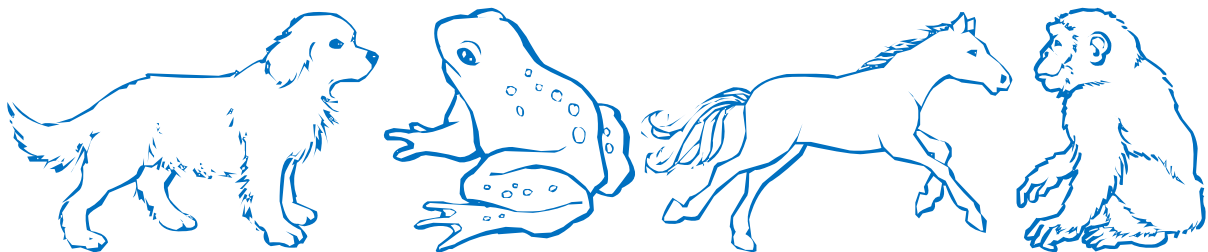


### Animal Sounds

*Discuss* the noises different animals make. Have a go at practising different noises as a class.

*Activity: (E4 & KS1) (Music)*

- Ask the class to stand in a circle and close their eyes.
- In each child's ear, whisper the name of an animal. E.g. you could use, dog, cat, pig, cow, duck, tiger, frog etc.
- Each animal should be whispered to 2 children (or 3 if you have an odd number).
- Tell the class that when you say go, they are only allowed to make the sound of their animal and they have to find their partner.
- Once they find their partner they stop making their animal noise.
- The game ends when the room is silent.



Depending on the age group you can play this game with eyes open or shut.

A way of making this game easier is by having only a few animals e.g. three and asking the children to find their group by listening to the sounds of people around them. Once they find someone who is the same animal as them they should hold on to them. The game ends when the three groups have been formed.

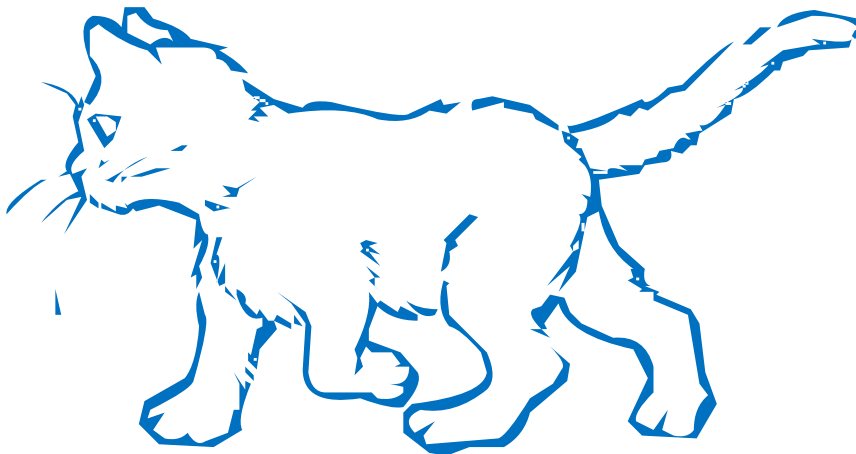
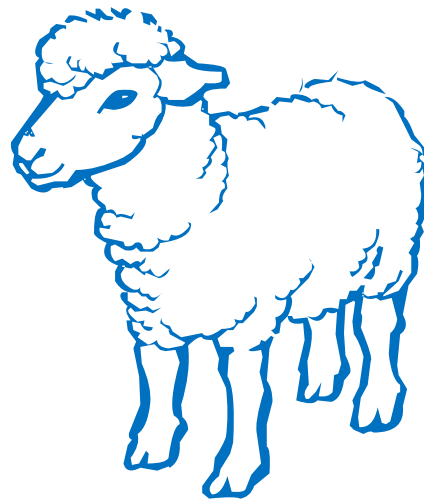
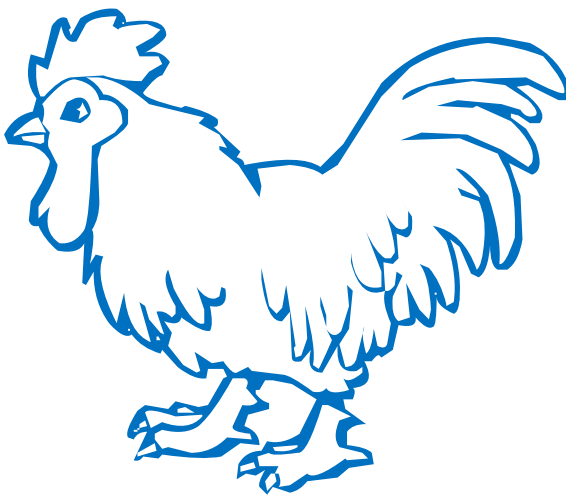
## Fantastic Furs and Feathers

This page can be photocopied for the class. Bring in some samples of fake fur, feathers, and any other animal skins. Start a treasure trove (if you don't already have one) of odd things like shed snake skins and sheep's wool.

*Discussion:* Discuss why animals have different skins. For example you could discuss their need for protection, flexibility, or to be waterproof or warm, (KS1 & KS2) (Science)

*Activity:* Look at the different coverings under a microscope or magnifying glasses. (KS1 & KS2) (Science)

*Activity:* Draw either feathers, wool or fur on each animal and write the word below. (EY & KS1) (Art & Science)



## Granny Says the Opposite

In the play Granny says the opposite of what she was going to do for Hugo and Henry. She says she will feed Hugo semolina for dinner, which he doesn't like, make him watch Songs of Praise and Antiques Road Show, and only allow him to have a shallow bath. However actually she gives him the opposite. She gives him delicious casserole and chocolate pudding for dinner, he doesn't have to watch her television programmes AND he is allowed an extra deep bath.

*Activity:* Try and match these opposites This activity can be photocopied.

(KS1 & KS2) (Literacy)

black	low
fast	fat
thin	cold
dark	white
hot	wet
high	slow
dry	light

*Activity:* Extend the game by asking a question and asking the children to respond with the opposite of what they would actually like to do.

For example. What would you like to do on Saturday? The child may want to go swimming, but they should reply with the opposite, e.g. I want to stay at home and clean the house, or I want to stay dry all weekend. (KS2) (Literacy)

## Labradoodle

*Activity:* Design your own pet! Ask your class to draw a pet from a mix of animals. They could also label their picture, giving reasons for including each part of the animal.  
(E4, KS1 & KS2) (Art)

### *Consequences.* (KS1 & KS2) (Art)

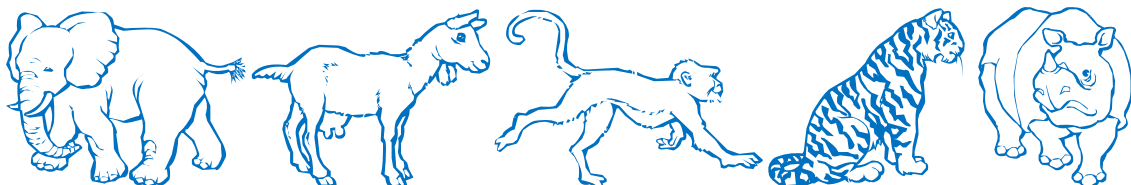
Put the children in groups of three. Give each one a piece of paper. Ask them to fold the left quarter and draw the head of an animal. They should then fold the paper back so the head cannot be seen but a little neck is shown and pass it on to the next child who draws a torso and front legs. That child then folds the paper and passes it on to the last child who draws the hind end and tail. They then pass it back to the child who started it and each child opens their animal picture.

They can then answer the following questions :

- What is the name of your animal?
- What does it look like?
- Where does it live?
- What does it eat?

## The Music of Animals

*Activity:* Provide a range of instruments for children to compose sounds that represent the way different animals move. As they play their compositions, invite the other children to move as the given animal. (E4 & KS1) (Music)



## The Veterinary Surgery

*Discussion:* Ask your class the following questions:

*(EY, KS1 & KS2) (Literacy, PSHE)*

- What is the vets?
- What happens at the vets?
- Does anyone have an animal that has been to the vets?
- Has anyone been inside a vets?



*Activity:* Welcome to the Surgery *(EY) (PSHE)*

Turn the role play area into a Veterinary Surgery. Why not invite your local vet in to talk to the children before they set it up? Children could bring in their own soft toy animals from home, and you could incorporate the earlier activity 'Home Sweet Home' with this.

Why not ask the vet to bring in some Pet Care Pamphlets to stimulate the children's own writing. They could also create an appointment book, instructions for using medical equipment and notices for the waiting room.

*Activity:* My Poorly Pet *(KS1 & KS2) (Literacy)*

Ask your class to write a story about their poorly pet.

- What breed is your pet?
- What is your pet called?
- What is wrong with your pet?
- What happens at the vets?



## Animal Prints

*Activity: Investigate those Prints (EY, KS1) (Literacy)*

Overnight, print some animal paw prints around the inside of the classroom, ready for when the children come in the following day. These could be a source of all sorts of investigations and creative development. Ask your class the following questions:

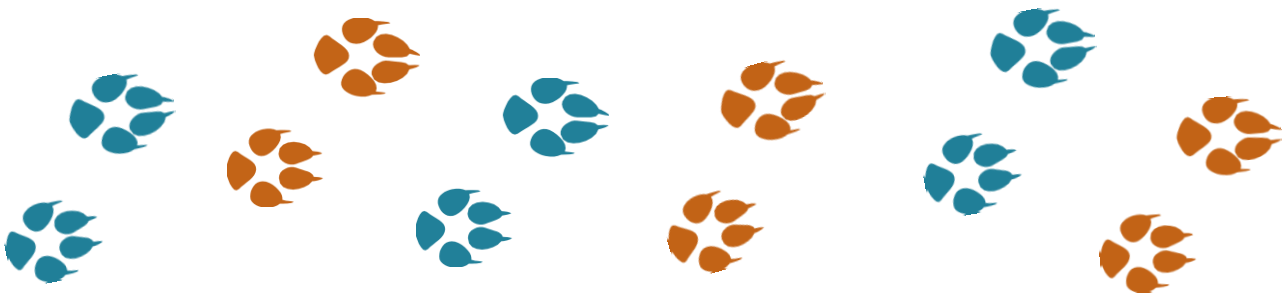
- What sort of animal was it?
- What did it want?
- What might it eat?
- Did it need shelter?



*Activity: Humans and Animals (EY, KS1) (Art)*

1. Make 'paw print stamps' cut out of foam.
2. Give each child a piece of paper
3. Using different coloured paints ask your class to print their hand on the piece of paper as well as a paw print.
4. Discuss the differences between their hand print and an animal's paw print.

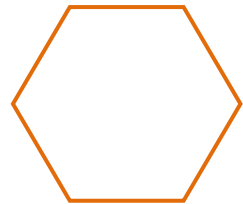
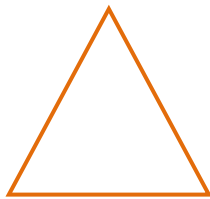
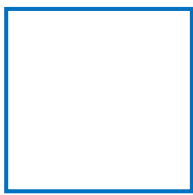
The foam 'paw print stamps' could also be used for experimenting with different patterns and colours.



## Shape work

Activity: (E4) (Art)

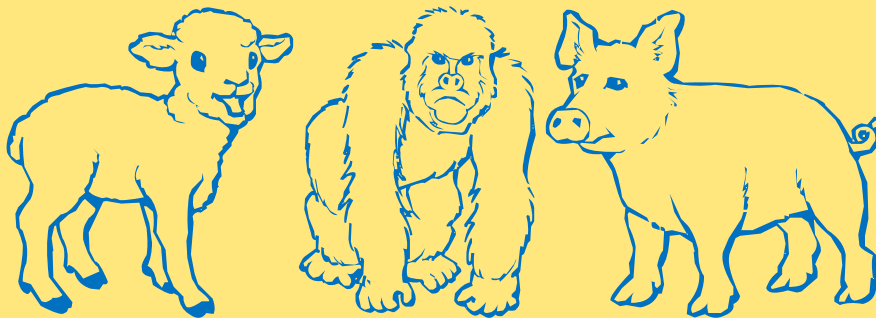
Provide your class with a range of 2d coloured paper shapes. Set them the task of making an animal out of the shapes.



## Mysterious Animal Sounds

Activity: (E4) (Music)

Stand behind a screen and make the sounds of different animals- ask your class to listen and call out the name of the animal.



## Age Group Links

### Early Years Activities

- Do you Know the Story? pg 4
- Pet Care pg 5
- Home Sweet Home pg 6
- ABC pg 6
- Animal Sounds pg 8
- Fantastic Furs and Feathers pg 9
- Labraaddoodle pg 11
- The Music of Animals pg 11
- The Veterinary Surgery pg 12
- Animal Prints pg 13
- Shape work pg 14
- Mysterious Animal Sounds pg 14

### KS1 Activities

- Do you Know the Story? pg 4
- Hot Seating pg 5
- Pet Care pg 5
- Home Sweet Home pg 6
- Animal Sounds pg 8
- Fantastic Furs and Feathers pg 9
- Granny Says the Opposite pg 10
- Labraaddoodle pg 11
- The Music of Animals pg 11
- The Veterinary Surgery pg 12
- Animal Prints pg 13

### KS2 Activities

- Do you Know the Story? pg 4
- Hot Seating pg 5
- Pet Care pg 5
- It's a Dilemma pg 7
- Fantastic Furs and Feathers pg 9
- Granny Says the Opposite pg 10
- Labraaddoodle pg 11
- The Veterinary Surgery pg 12







# Care of Henry

## Education Pack

### Credits

*Book Author:* Anne Fine

*Stage Adaptation:* Tina Williams

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### Our Supporters

