

# Not Again Red Riding Hood Track game



This track game has been devised to encourage pupils to explore the themes, characters and plot in relation to the 'Not Again Red Riding Hood' book. The activities reinforce the learning of core words from the story.

Suitable for pupils aged 5 +

Learning Outcome: Pupils will have increased their knowledge of Not Again Red Riding Hood and the characters within it.

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# Not Again Red Riding Hood Track Game

Developed by Stuart Scott

**Theme: Characters and plot**

**Age range: 5+**

**Context:**

This track game has been devised to encourage pupils to explore the themes, characters and plot in relation to the 'Not Again Red Riding Hood' book. The activities reinforce the learning of core words from the story.

**Preparation:**

Print out the A4 sheets.

If possible, laminate the "baseboards" and cover the pages of the cards with 'clear pvc self adhesive film'. Then cut out the squares to make the cards and the counters.

**HOW TO PLAY:**

This game is for 4 players. Individual players should have a 'Bag Board' and a counter of the same colour.

To decide which player starts, all players should roll the dice, and whoever rolls the highest number will start. (If two or more players roll the same highest number, continue rolling between these players until one player rolls a high number.)

Once it is decided who is rolling first, players should take it in turns rolling the dice and moving around the board.

If players land on a character space they should place a cookie card onto their 'Bag Board'. If they land on the wolf space they lose a cookie, unless they have no cookies.

The winner is the first player to fill the bag with cookies.

**Learning Outcomes:**

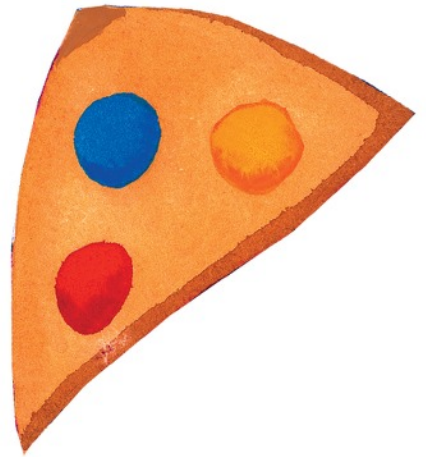
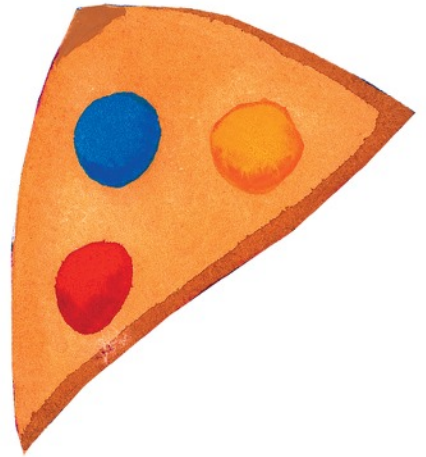
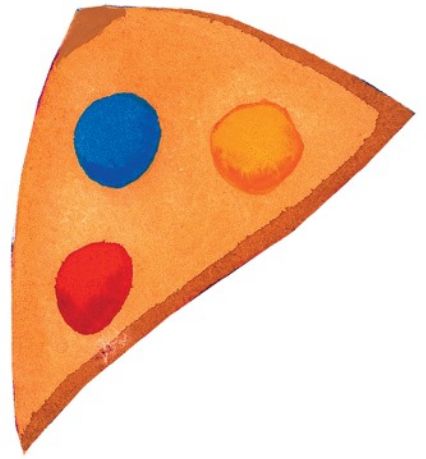
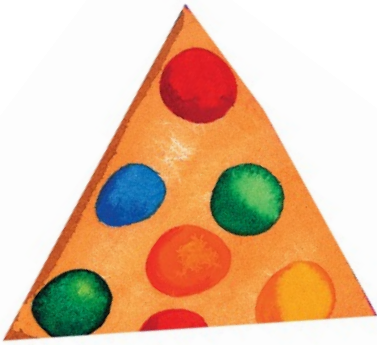
Pupils will have familiarised themselves with the key vocabulary from the story in a fun way. They will also have had the opportunity to practice language structures as outlined in the core text information. If you have found further learning outcomes please share them by emailing [collaborate@mantralingua.com](mailto:collaborate@mantralingua.com).

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from [www.mantralingua.com](http://www.mantralingua.com). Students can use PENpal to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

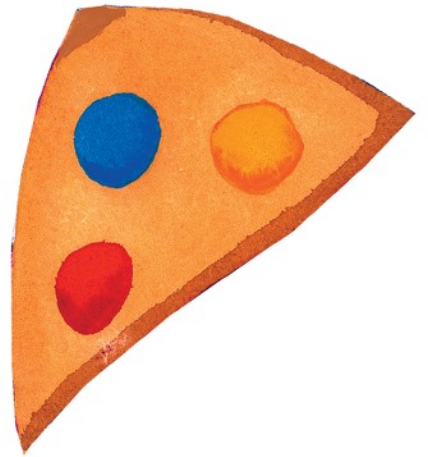
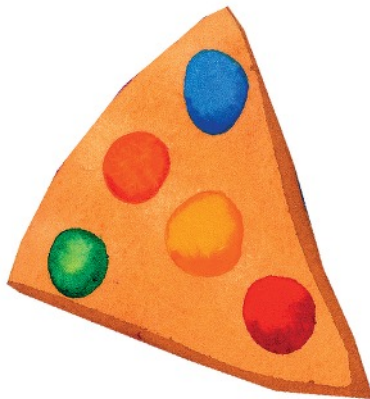
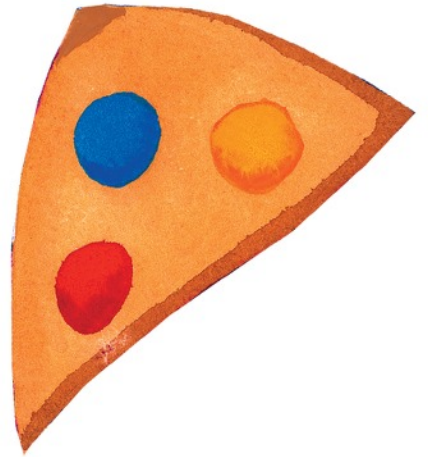
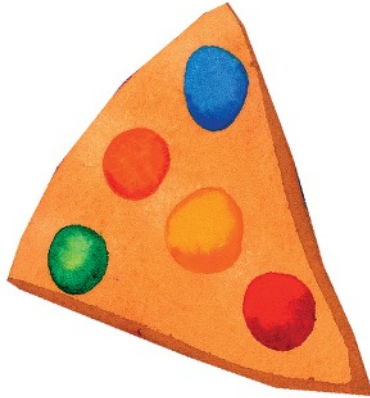
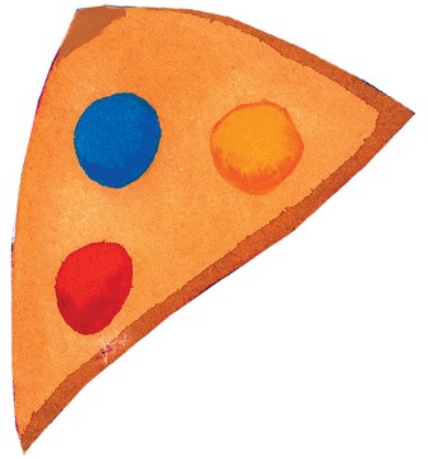
# "Not Again Red..." - Cookie Cards

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(Cut along the black dotted lines to make the cards)



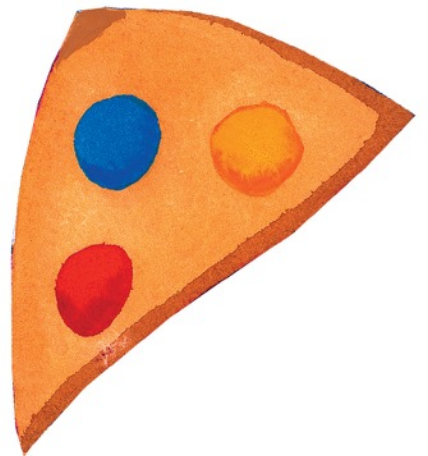
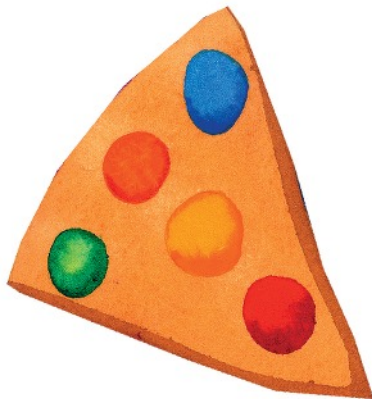
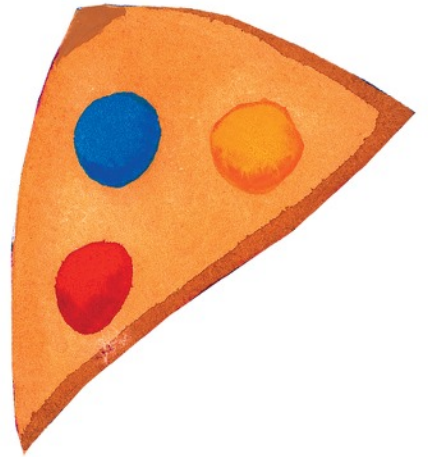
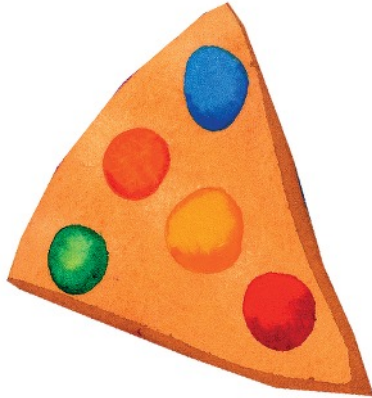
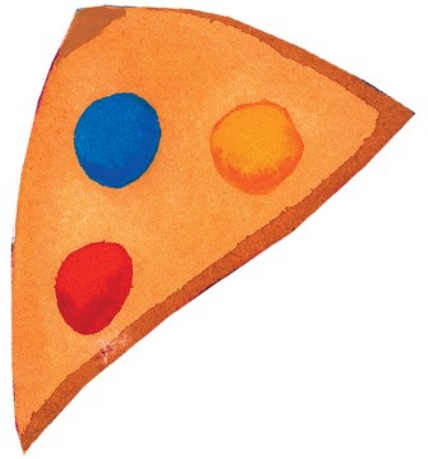
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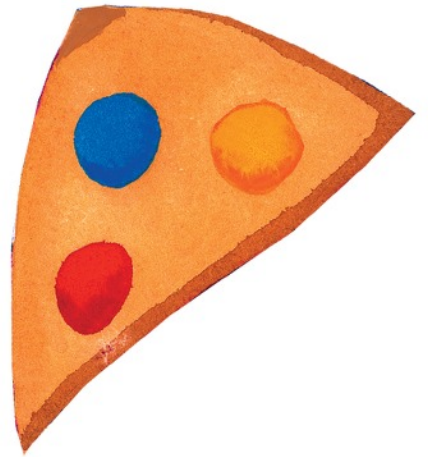
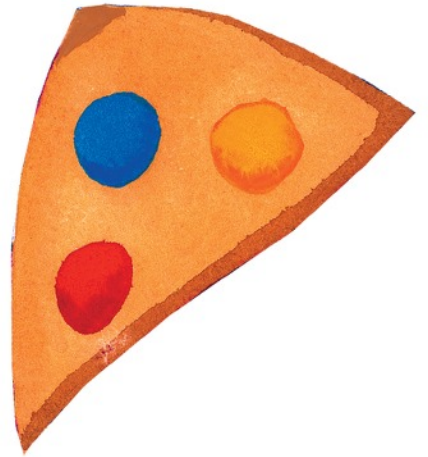
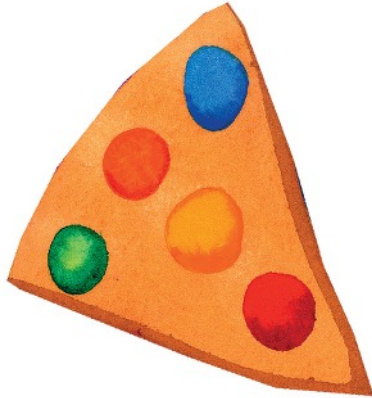
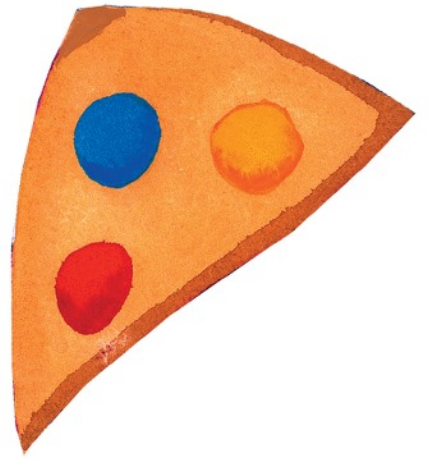
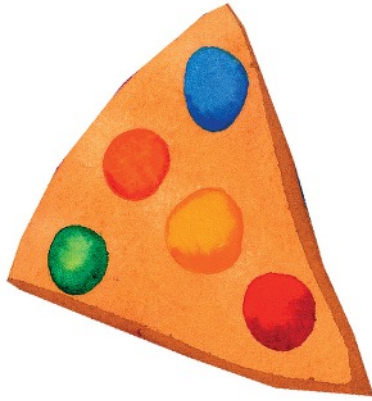
# "Not Again Red..." - Cookie Cards

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# "Not Again Red..." - Cookie Cards

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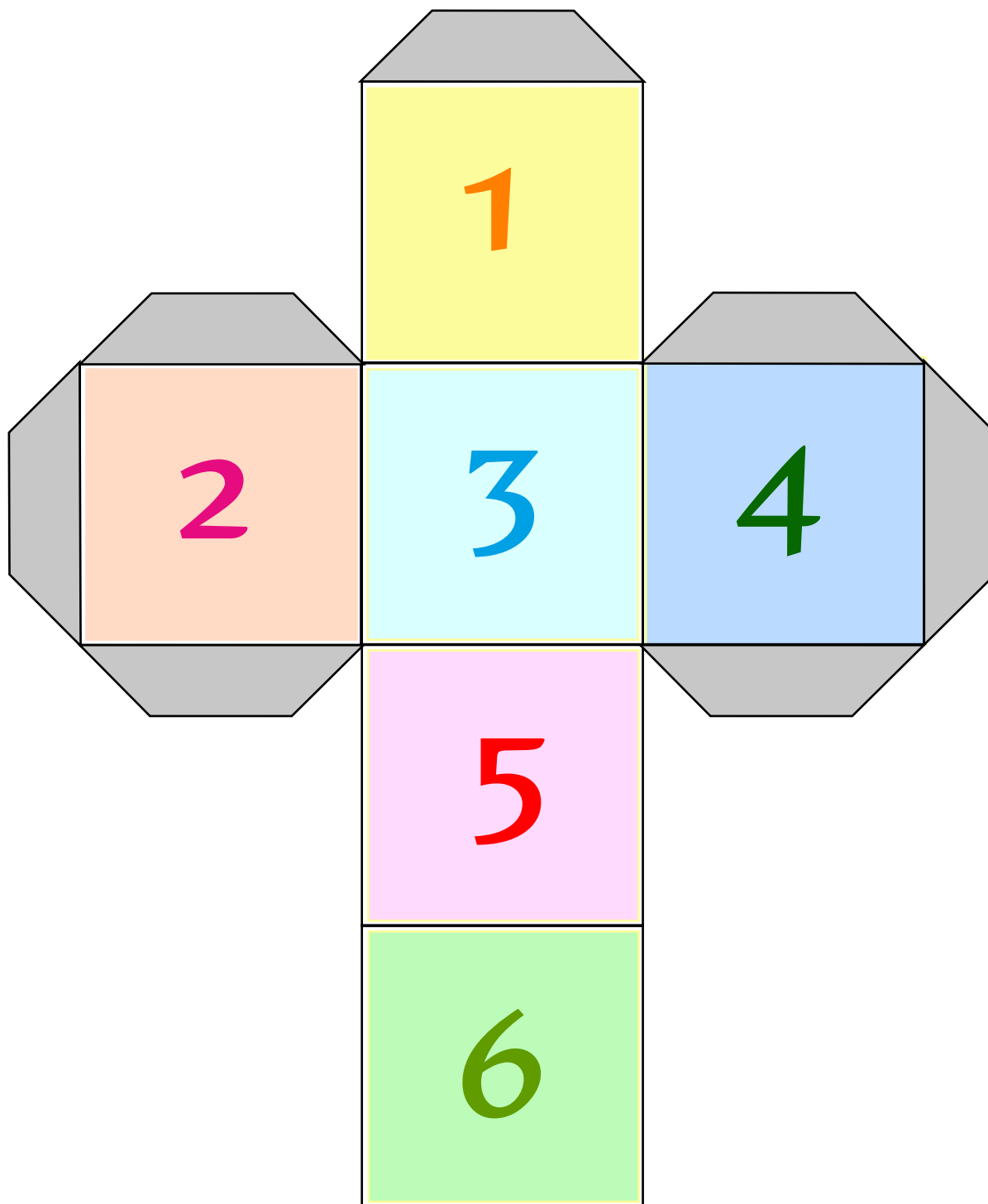
# "Not Again Red..." - Counters

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You can use this template to make up a dice.

If you place a ball of cotton wool inside your cardboard dice, it will roll better!

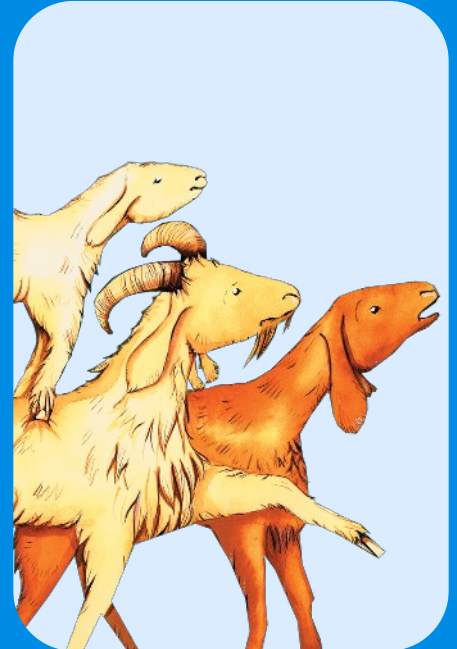
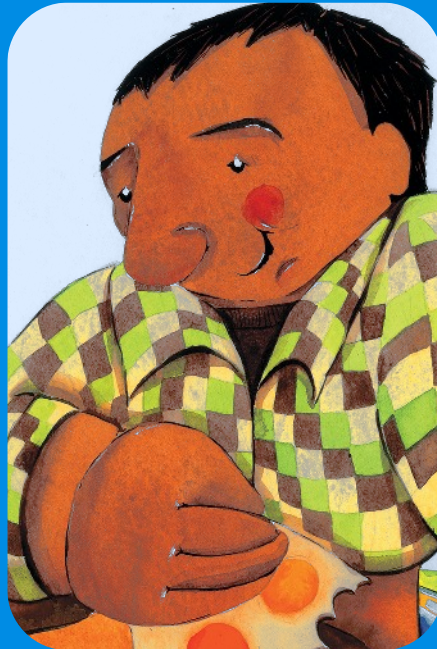






## "Blue Bag" Board

Place the cookies on this board over the character you received it from. If you are the first player to cover all of the characters you are the winner.





## "Green Bag" Board

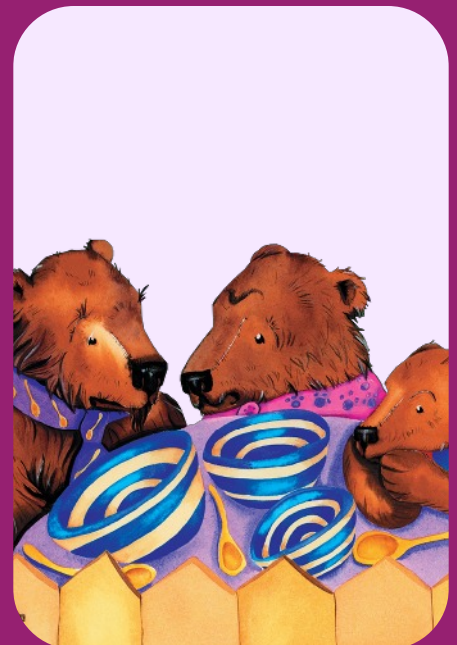
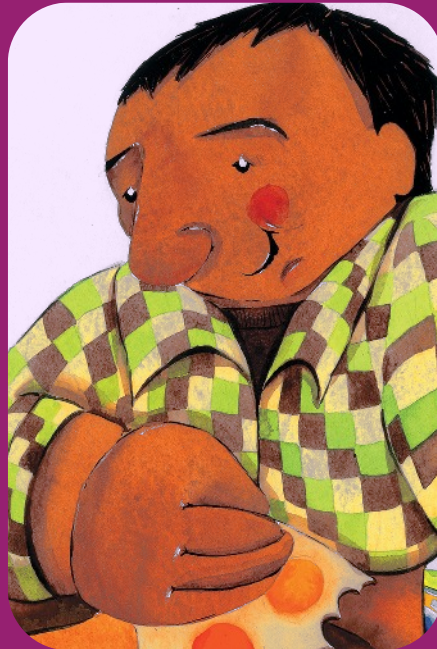
Place the cookies on this board over the character you received it from. If you are the first player to cover all of the characters you are the winner.





## "Pink Bag" Board

Place the cookies on this board over the character you received it from. If you are the first player to cover all of the characters you are the winner.





## "Red Bag" Board

Place the cookies on this board over the character you received it from. If you are the first player to cover all of the characters you are the winner.

