Story pp. 8–9, 28–29 and 40–41

Quiet or lonely?

Ludo sometimes chooses quiet. At other times he wishes someone would come. Point to the picture that fits each moment.



An early walk alone



Under the thorn tree

When might the quiet feel good?

When does Ludo miss his friends?

Pick one picture. Draw a clue or tell someone what happened before this moment.

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Story pp. 26–31

What reached Ludo’s ears?

At the ridge Ludo can hear his friends, but he cannot see them. Try the first two boxes before you turn to Nim’s explanation.



What he heard

Point to your ear. Make the sound or write it down.

What he guessed

What did Ludo think the laughter meant?

What Nim knew

Read pp. 30–31. What had happened to Bo?

Story pp. 16–19

Make a place for Ludo

Gran makes room at the top. Ludo would like to sit lower down. Nim has an idea.



Where could Nim sit?

Draw a sandy bank. Add Ludo where he wants to sit. Add Nim where she can keep him company. You can also show your idea with two counters.

What could Nim say as she moves?

_____

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Story pp. 20–25 and 42–43

A game with room for four

Use a scrunched-up piece of paper as the seed pod. Point to or touch a name to choose whose turn comes next.

Ludo

Give the pod a nudge.

Nim

Stop it with one foot.

Bo

Dive for the pod!

Gran

Tap it from the bank.

Invent a new turn

What could someone do if they would like to watch? Draw a place for them or tell another player what to offer.

Story pp. 8–9 and 36–37

Tell Ludo’s lizard story

Tell the funny bit in your own words. Follow the three pictures with your finger, or act it out with your hand.



Slide backwards.



Take a bow.



Nim tries it too!

Who did Ludo finally get to tell?

Draw the listeners. Give one of them a sound, a face or a few words to show how they react.

Story pp. 38–43

An invitation of your own

Ludo invites his friends to the thorn tree. They each bring a pod. Plan a new meeting for two story characters.



Choose a place

Where would your characters like to meet? Draw it.

Give both characters a voice

What could one ask? What might the other choose?

You can speak, point, draw or ask someone to write for you.

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For families, teachers and group leaders

Notes for grown-ups

Print any activity on its own. Read the matching pages aloud first. Children can answer about the characters and choose how much to share.

1 Quiet or lonely?

Ludo likes an early walk on his own. Under the tree after hearing laughter, he wishes someone would call his name. Ask what the story tells us about each moment.

2 What reached Ludo’s ears?

He hears laughter and thinks the friends sound fine without him. Nim explains that Bo got stuck with his paws in the air. She turned to show Ludo and noticed he was missing.

3 Make a place for Ludo

Nim slides down the bank to where Ludo wants to sit. A gesture, space left for him or a question that gives him a choice can all show welcome.

4 A game with room for four

Take turns moving the paper pod, or let a child direct someone else. Watching, keeping score and choosing the next player are possible roles.

5 Tell Ludo’s lizard story

Nim, Bo and Gran finally hear the story. Nim copies the bow and tips into Gran. Return to p. 9 to remember why having someone to tell mattered.

6 An invitation of your own

Look for an offer and a genuine reply. Try a second round in which the friend says “later” or asks for quiet company instead.

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