PIP the Dinosaur

1) Create various moveable dinosaur habitats. These can be placed on the floor in different places. This is preferable to a fixed floor map as this tends to curl and get shabby.

2) Create different dinosaur covers for PIP. Create a dinosaur world where the different dinosaurs have to move across and around the floor. Plot their movements.

   Create a factfile of information about each of the dinosaurs ie name, length, height, colour, diet, habitat. Use 'Lists' to build a datafile on these dinosaurs.

3) Design a jacket for PIP that will enable him to deliver dinosaur eggs to the nursery. This could be used for a counting game as well as problem solving. ie Deliver 4 eggs to the nursery. Take 1 egg to the Tyrannosaurus' house, how many eggs are left?

   Make assorted eggs with different sizes and colours. PIP could be a 'stork' delivery service.

4) Use PIP to carry out tasks such as going to the water areas to catch fish for fish eaters to carry grasses for the herbivores etc etc.

PIP the Pirate

1) Create various moveable islands. These can be placed on the floor in different places. This is preferable to a fixed floor map as this tends to curl and get shabby.

2) Create a pirate ship cover for PIP. Send the ship to look for treasure on different islands. Pre plot a course and see if the route works out or give a course and see whether the children can work out which island they will be sailing to. (Pupils could keep logs or diaries of journeys)

   Create a factfile of information about each of the pirates ie name, hair colour, height, scars, skills. Use 'Lists' to build a datafile on these pirates. Different pirates may be the Captain, mate etc. Links with Peter Pan and Captain Hook.

3) How would the pirate ship carry all the treasure away? Design a dingy which could be attached to PIP. Think of other problems like the weather. Is it best to attack in the dark? What approach is best? (Introduce the 4 compass points) Who would stay on board? and would the ship turn round ready for a quick get away?

   Are the pirates 'good' pirates like Robin Hood, robbing the rich and giving to the poor? If so where do they take the treasures? Can they help people on other islands by trading certain goods. What about the islands, what is made on each island?