

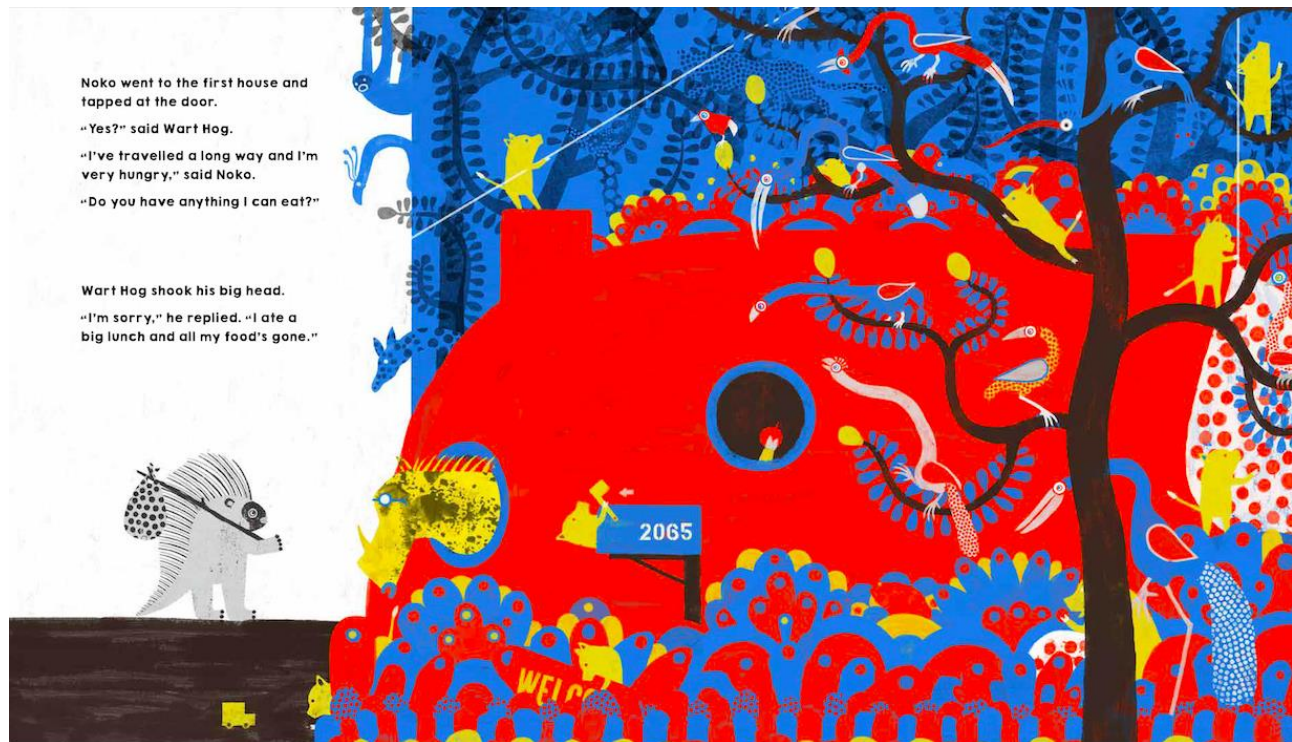
## Take 5: Ideas for Independent/Home Learning

### Quill Soup by Alan Durant, illustrated by Dale Blankenaar (Tiny Owl)



#### 1. Explore it

Read the spread from the text below and look carefully at the illustration:



Noko went to the first house and tapped at the door.  
"Yes?" said Wart Hog.  
"I've travelled a long way and I'm very hungry," said Noko.  
"Do you have anything I can eat?"

Wart Hog shook his big head.  
"I'm sorry," he replied. "I ate a big lunch and all my food's gone."

Talk together about what is happening here. What animals are these? Have you heard of a warthog before? Do you know anything about these animals already? How can you describe them? What animal do you think Noko might be? What makes you think this?

Think about what is happening in this scene. Why does Noko knock at Wart Hog's door? Look carefully at the illustration; do you really think Wart Hog is out of food? What tells you this? Why do you think he might say this to Noko?

Think about where this might be happening. Do the animals referenced or the style of the artwork give you any clues to this? What other animals might you find in this place? Can you see any other animals in this illustration? Do you know what these animals are called?

Where do you think Noko might have travelled from? Where might he be going next?

#### 2. Illustrate it

Look at the bright and vivid colours used by the illustrator Dale Blankenaar and the patterns he uses to create his illustrations. Look particularly at the long necked birds, the tree with its wavy branches and many leaves. What other animals did you see hiding within the branches?

Draw your own tree, in the style of the illustrator, with birds or other animals hiding in its branches. Look carefully at the shapes, colours and patterns used and see if you can do the same. Look at the colour palette used – the primary colours of red, yellow and blue, alongside black and white. If you have coloured pencils, felt tips, crayons or paints, use these to make your artwork as vivid as Dale Blankenaar’s. If you have coloured paper or card, scissors and glue, you may want to cut shapes out to make a collage.

See if you can hide your animals in the branches as well as Dale Blankenaar does. Give your artwork to someone else to look at and see how many creatures they can spot!

### 3. Talk about it

- What kind of book do you think this is? What makes you think this? Do you know any other stories like this?
- The story tells us that Noku **tapped** on the door. What might this tell us about Noku? How is this different to *knocked* or *banged*?
- Look at the adjectives used to describe Noko’s situation. He has travelled a **long** way and is **very** hungry. What do you think he might be thinking and feeling as he knocks at the door? How do these words make you feel about him?
- Why do you think that Wart Hog might have told Noko that he didn’t have any food? How do you think Noko feels when Wart Hog says this?
- The text begins with **Noku went to the first house and tapped at the door**. What might the use of the word **first** tell us? Where do you think this scene sits in the story? What might happen next?

### 4. Imagine it

Imagine you were Noku, having just been turned away from the first house. What would you be thinking now? What would you want to do next? If you were to knock at another house, how would you persuade the occupant to help you? What else could you say to them so that they were able to empathise with your situation? How else could you describe your journey so that they could see how challenging it was? How could you make them understand just how hungry you were? Write down your ideas and then think about how you’d use your voice to be even more persuasive. Practise this on someone else at home and see if they would share their food with you if they were another animal. Do they have any ideas of how you could make this better?

### 5. Create it

Think about a journey you have been on before. It might be a short journey like from home to school or it might have been a longer journey, like a visit to a family member in another part of the country or world or a memorable trip or a holiday, either in this country or abroad. What was the journey like? How did you feel as you went on the journey? What made you feel this way? How did you travel? Did you go on foot, in a car or by another mode of transport? What did you see on along the way? How did you feel when you reached your destination? Were you tired and hungry like Noku, or did you feel differently?

Write about your journey in as much detail as possible to describe it for someone else. Think about how you can set the scene to engage your reader at the beginning and how you can use language effectively to describe details, help them engage with how you were feeling, and to move the action on. You might want to add pictures, or photographs if you have them, to help you share details of your journey or specific parts of it.