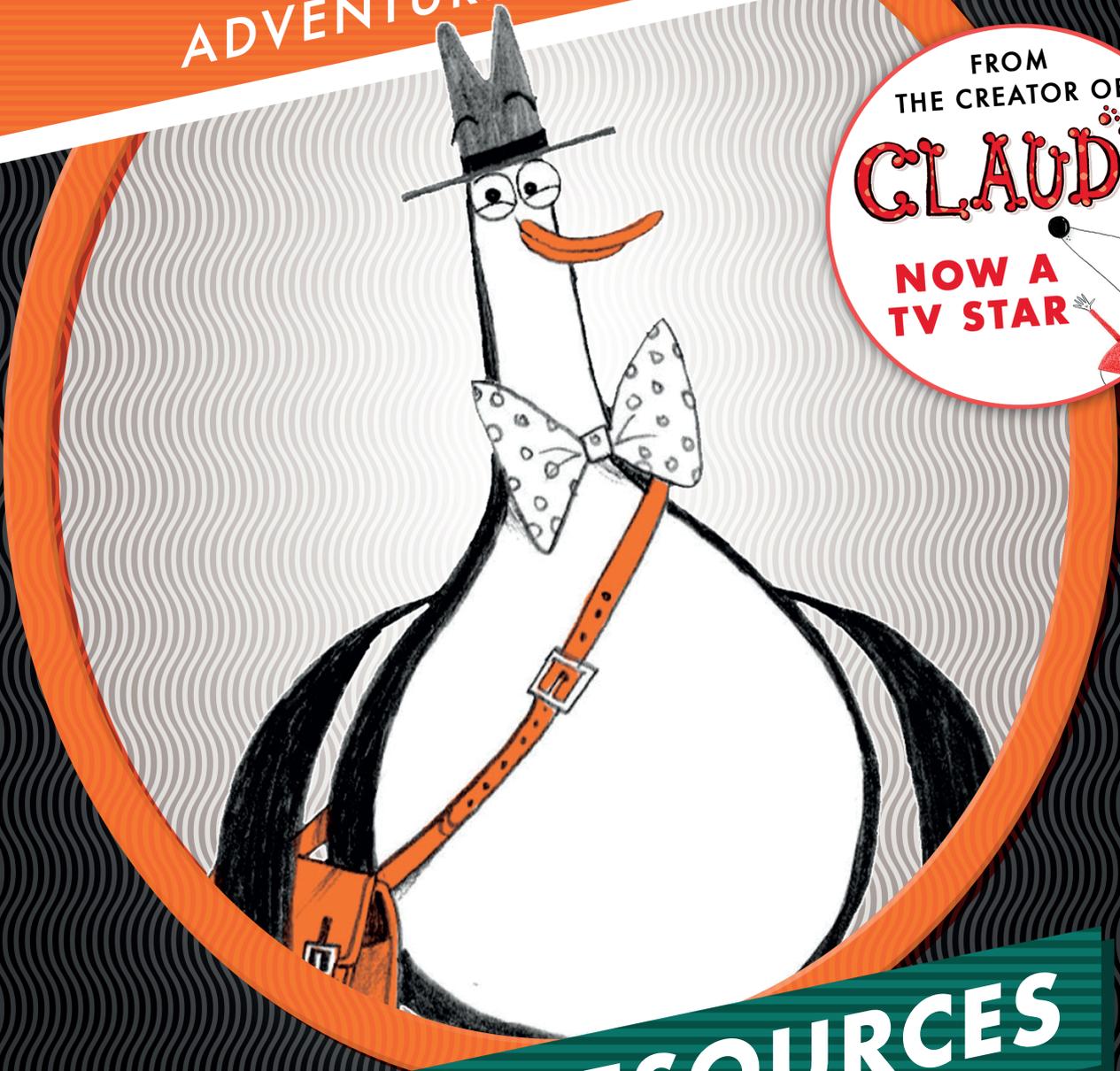


MEET
MR. PENGUIN

ADVENTURER AND PENGUIN



FROM
THE CREATOR OF
CLAUDE
NOW A
TV STAR



TEACHER RESOURCES

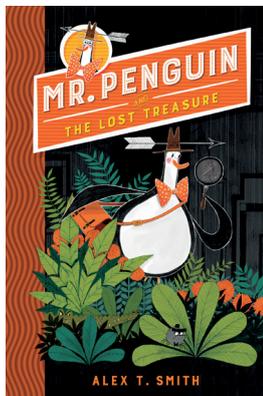
INTRODUCTION



MR. PENGUIN
TEACHER RESOURCES

The Mr Penguin series by Alex T. Smith is the perfect KS2 class reader for an introduction to comedy writing and the adventure genre, aimed at children aged 7-9. These notes include reading comprehension questions to support and elevate understanding of the text and to improve reading inference skills, as well as suggestions for classroom activities to enjoy the books across different areas of the curriculum – from creating treasure maps to writing newspaper reports and comic strips.

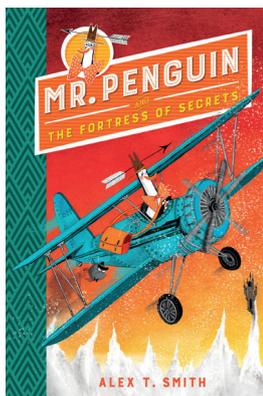
Mr Penguin is Indiana Jones meets Hercule Poirot in this illustrated series from Alex T. Smith with plenty of slapstick humour, mystery and adventure.



MR PENGUIN AND THE LOST TREASURE

It has been weeks since Mr Penguin's last adventure and he's been stuck at his desk, twiddling his flippers. That is until the phone rings!

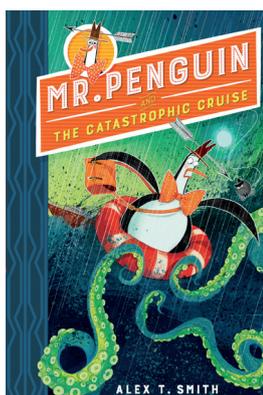
Mr Penguin and Colin (a spider and Mr Penguin's silent right-hand man) are called in to find the missing treasure somewhere in the Museum of Extraordinary Objects. The quest finds them solving secret codes, fighting ferocious beasts, eating fish finger sandwiches and travelling deep below the museum to a lost jungle . . .



MR PENGUIN AND THE FORTRESS OF SECRETS

Follow Mr Penguin and Colin as they crash-land on a snowy mountain.

Will they be able to solve the mystery of the missing pets? What are the strange noises coming from the abandoned fortress? And will Mr Penguin conquer his fear of flying?



MR PENGUIN AND THE CATASTROPHIC CRUISE

Mr Penguin is boarding a luxury cruise ship. He doesn't like water, and he can't swim, but his friend Colin is performing with the Ladies Choir on board - and anyway, Mr Penguin feels like a rest after some busy Adventuring. What's more, fish finger sandwiches are apparently available twenty-four hours a day. Heaven!

But despite the glamorous film stars and party atmosphere, Mr Penguin can't help but feel that something shifty is happening on board. And when he befriends a young stowaway with a mystery of her own to solve, he soon finds that Adventures are lying in wait after all ...

DISCUSSION QUESTIONS



QUESTIONS BASED ON MR PENGUIN AND THE LOST TREASURE

1. How would you describe Mr Penguin to someone who hasn't read the book?
2. Is Mr Penguin a good or a bad adventurer? Give reasons for your opinions by giving examples from the story.
3. Why do you think the author has chosen to illustrate a lot of the scenes in the story? How do they help you visualise what is going on between the characters? Why are they effective?
4. Who is Colin? What is Mr Penguin's relationship with Colin?
5. What do you learn about Mr Penguin from *The Cityville Times* newspaper cutting at the start of the book? Do you learn anything else about events and characters in Cityville?
6. In Chapter 1, why is Mr Penguin's first day as a 'Professional Adventurer' not going to plan? How does this change by the end of the chapter?
7. How does the author Alex T. Smith create comedy during Mr Penguin's phone call with Boudicca Bones in Chapter 2?
8. In Chapter 5, why does Mr Penguin feel 'a bit goose-pimplly' in the museum? What sort of atmosphere does the author create in this chapter? How?
9. What three things does Mr Penguin know at the beginning of Chapter 15? What do you guess might've happened to him right after finding the treasure?
10. Do you think Mr Penguin becomes braver as the story progresses? Does he have a transformation? When? What gives Mr Penguin more confidence?



SUGGESTED ACTIVITIES



LITERACY

- Choose a funny scene from one of the Mr Penguin books and create a comic strip to show the characters' actions, feelings and dialogue.
- Write an interview with Mr Penguin for the local newspaper, right after the events of the story.
- Create a description of an interesting or mysterious place that you have visited; it might be a museum or a train station, somewhere foreign – or even the school library!

DRAMA - SPEAKING AND LISTENING

- Pick one character and carry out an interview with him or her as if live on television. Consider how his or her personality can be shown through body language, facial expressions and voice. Use examples of television interviews for inspiration!

HISTORY

- The story of *Mr Penguin and the Lost Treasure* is set in the Museum of Extraordinary Objects. Choose a famous historical object and carry out some research about it before presenting to the class.

SCIENCE - BIOLOGY

- Choose an animal from the book to research and then create a fact-file including information about its usual habitat and how it has adapted to suit its environment.

GEOGRAPHY

- Create a map showing the layout of your school and school grounds. Remember to include any important landmarks and physical features of your school, using a clear key and the points on a compass (north, south, east and west). Mark an 'X' where there may be hidden treasure.
- Swap maps with someone in your class. Can you follow theirs to find the treasure?

ART & DESIGN

- Using inspiration from Alex T. Smith's illustrations in the story, create a book cover for a new Mr Penguin book. What will his next adventure be? Remember to include bold images, quotes and colours.
- Imagine one of the Mr Penguin book is being made into a film. Pick which books you'd like to use and create a persuasive film poster giving audiences reasons to go to see it at the cinema.

