

Resource Material for Pip's Island Adventure

The following is a brief description of the resource materials contained in the pack:

The Introductory Story Book is intended to be read aloud by the teacher to the children before they use Part One of the program.

The remaining resource materials are divided into three sections to accompany each of the discs. Each section contains large colouring pictures and picture and word matching cards dealing with the vocabulary used. Appropriate board games for each section are also included.

Section One

Colouring pictures of vehicles - raft, boat, hovercraft, balloon, submarine, helicopter
Colouring pictures of hazards - shark, storm, wave, octopus, pirate ship
Colouring picture of Pip
Picture and word matching cards of vehicles and hazards
Board games - Vowel Fishing game, Jumping the Waves game
Wordsquare

Section Two

Colouring pictures - island, cave, skeleton, spider, ghost, Vedra, charm
Picture and word matching cards
Board games - Build-a-Skeleton (like the traditional game of Beetle), Vedra's Maze (a dice and counter game)
Wordsquare

Section Three

Colouring pictures - map of island, volcano, bridge, marsh, crocodile, monkey, Spikes
Picture and word matching cards of hazards and gifts
Alphabet snake - to help children cross the marsh
Board game - Pip's Island Game (a dice and counter game)
Maze activity sheet
Wordsquare
"Colour the numbers " activity sheet
"Alphabet paths across the river " activity sheet

We have also included certificates to give to the children when they have completed each part.

The use to which the resource material is put is left entirely to the teachers' discretion. The large colouring pictures can be used to form the basis of individual booklets to show a child's personal progress through the adventure. The rules of the board games can be readily adapted to suit the children who are using them.

Instructions for Board Games

Vowel Fishing Game

Put all the fish cards in one pile on the table. There are five bowls so five children can take a bowl each. Take turns to take a fish card. The letter at the top of your bowl will tell you which fish to collect. The winner is the first to get three fish in his bowl.


Jumping the Waves Game

The game is best played with 2-4 players. Each player needs a counter. Take turns to throw a dice to see which square you can go on. You must go on at least one square in each wave and you can only move to a square which touches the one you are on. The winner is the first to get from the beach to the island.


Build-a-Skeleton

Each player needs a skeleton card. Take turns to throw a dice and collect parts for your skeleton. You must throw a six to start so that you have a body. The first to make a whole skeleton is the winner.

Vedra's Maze

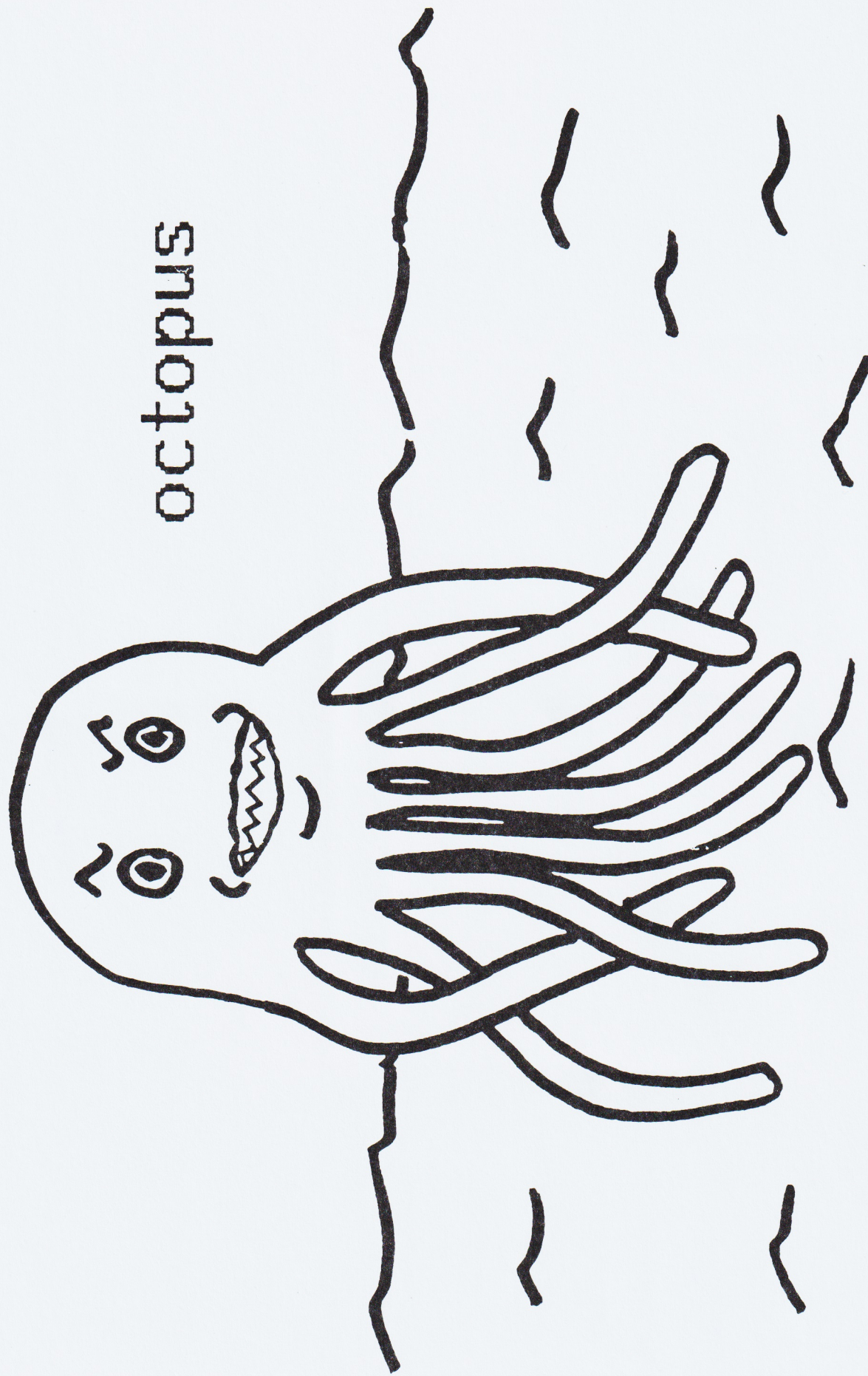
This is a game for two or more players. Take turns to throw a dice to see how far you can move. If you land on a  you must take a Chance card and do what it tells you. You cannot go past a ghost. You must find another way. The winner is the first to get to the finish.

Pip's Island Game

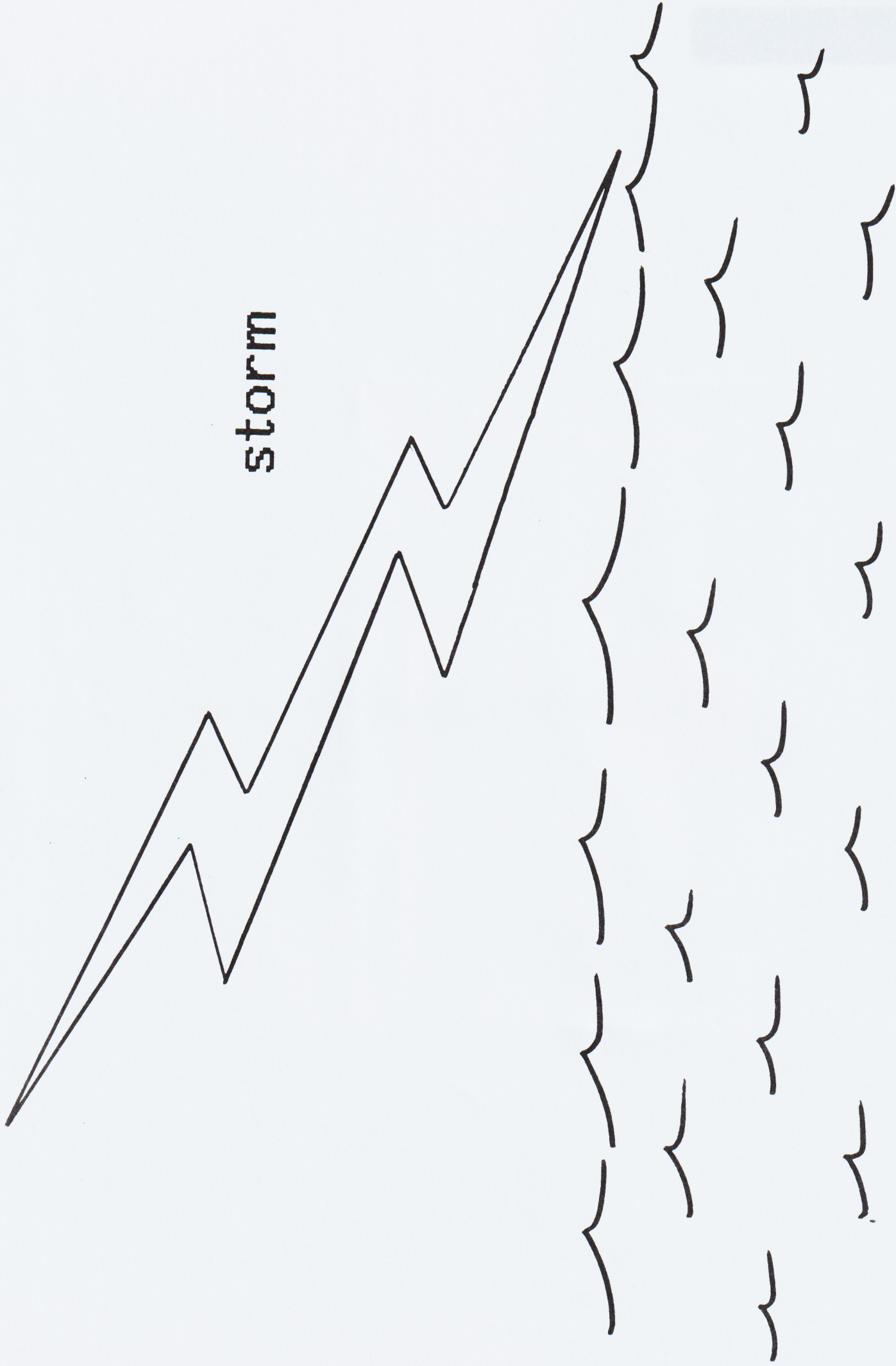
This is a game for two or three players. Each player needs a counter. Take turns to throw a dice to see how far you can move along any of the paths. If you land on a square like this  you must do what it tells you. The winner is the first to reach Pip at the finish.



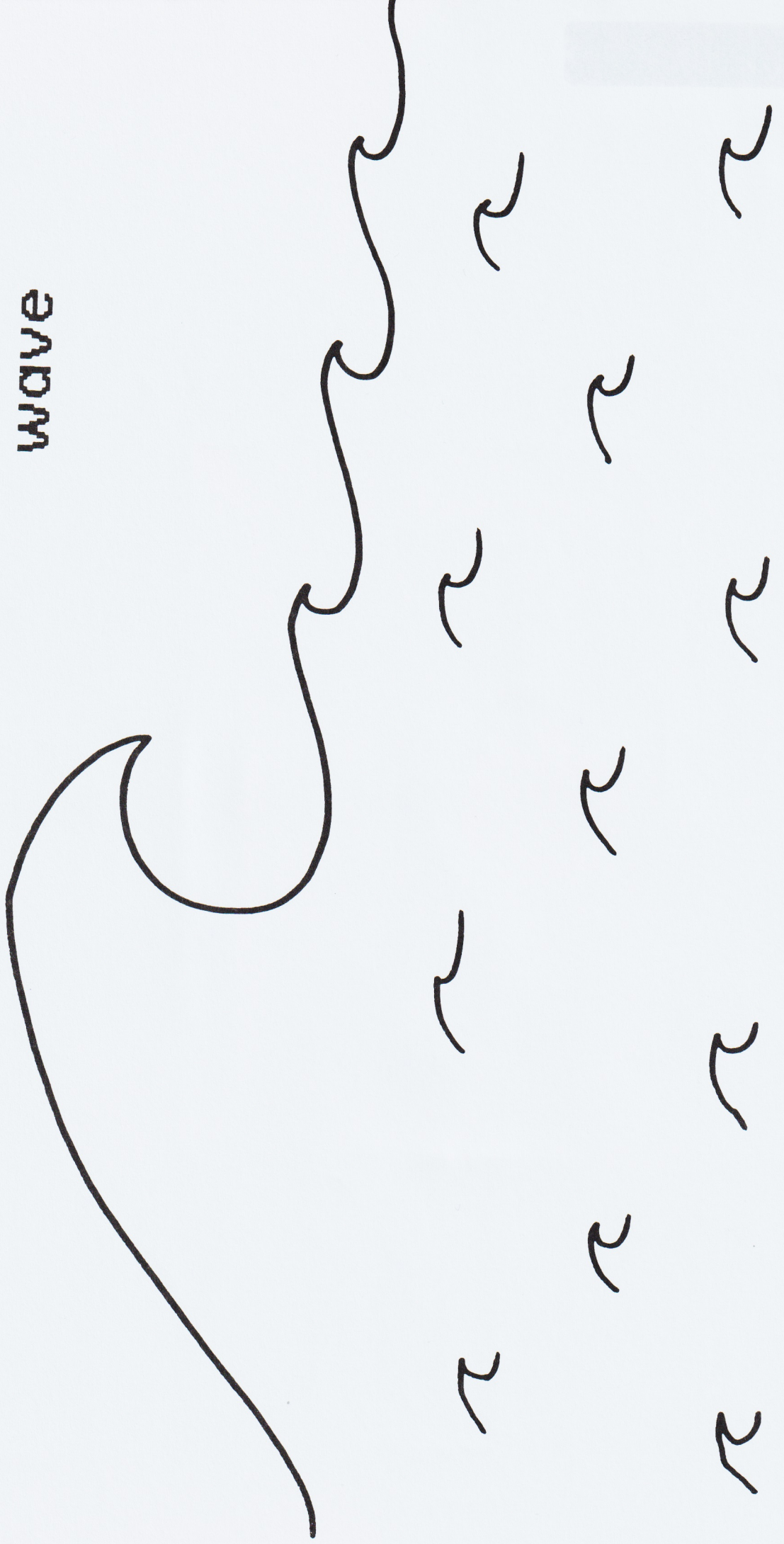
Pip

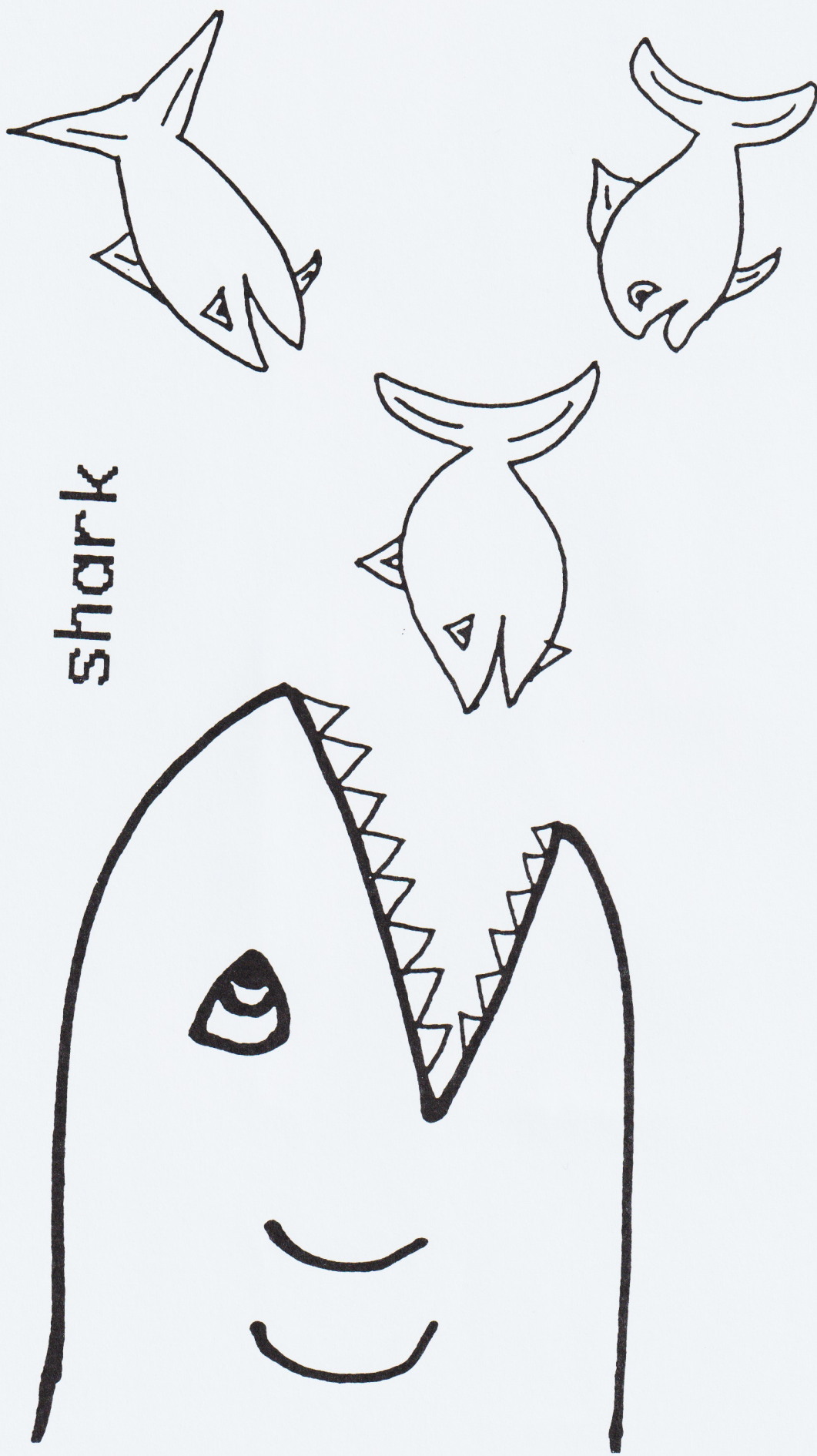


octopus

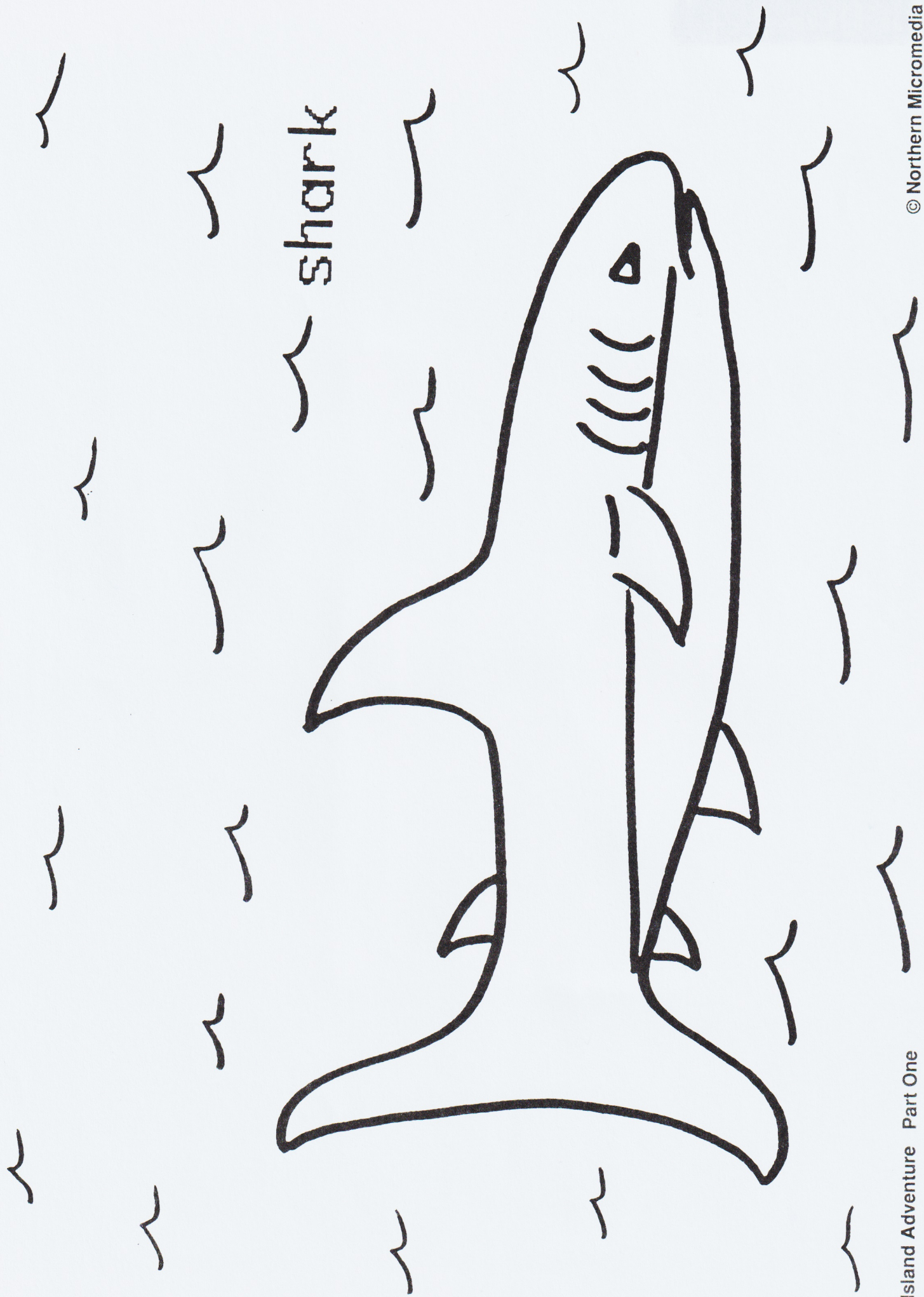


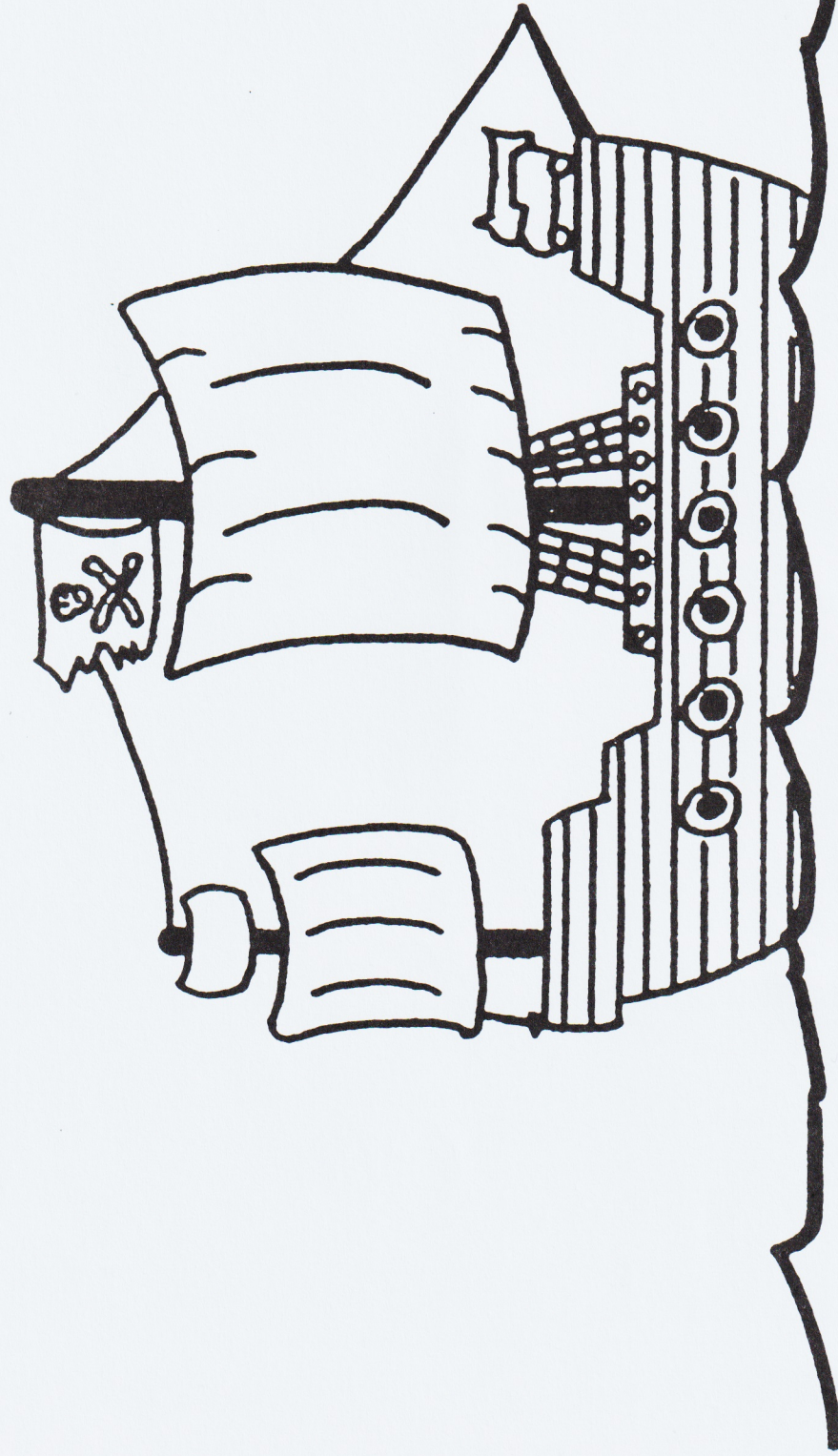
wave



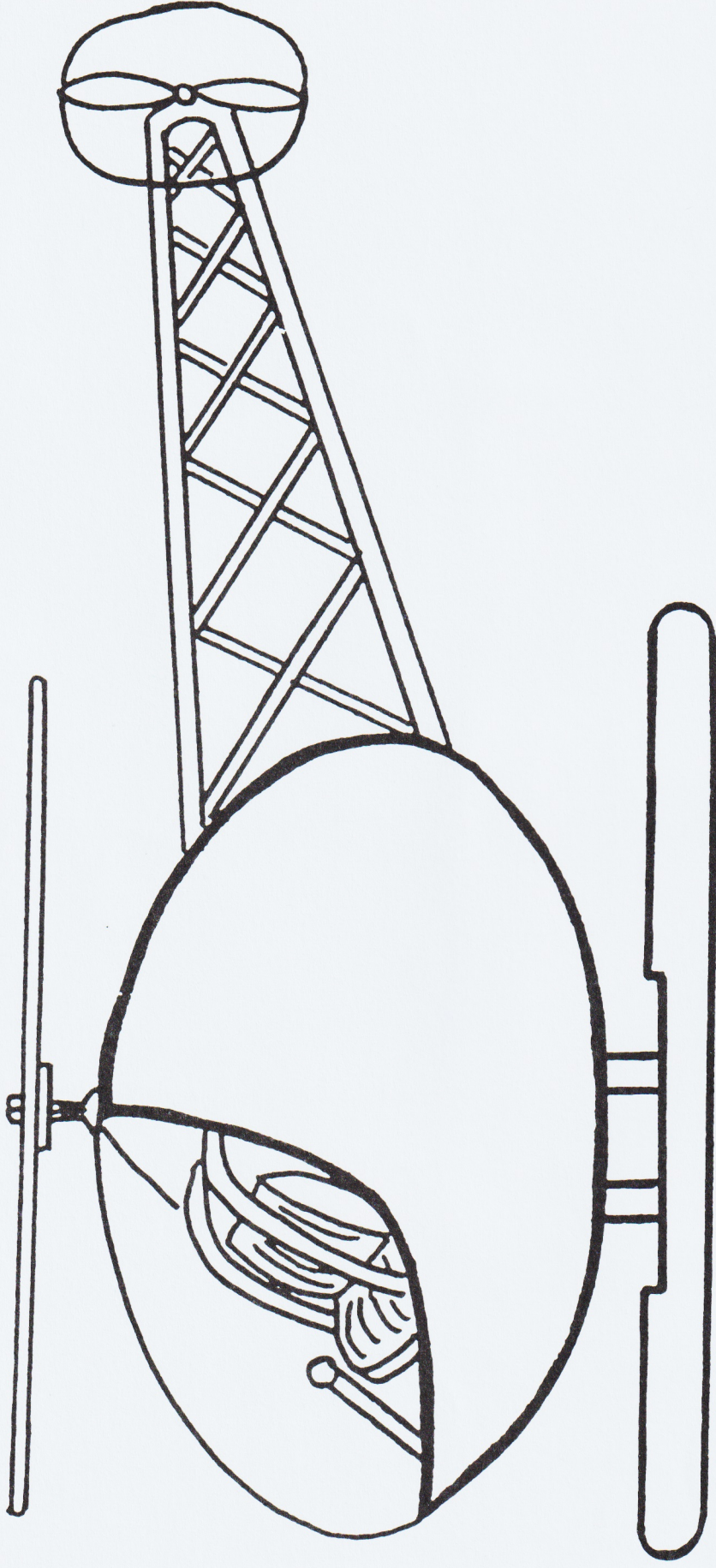


shark

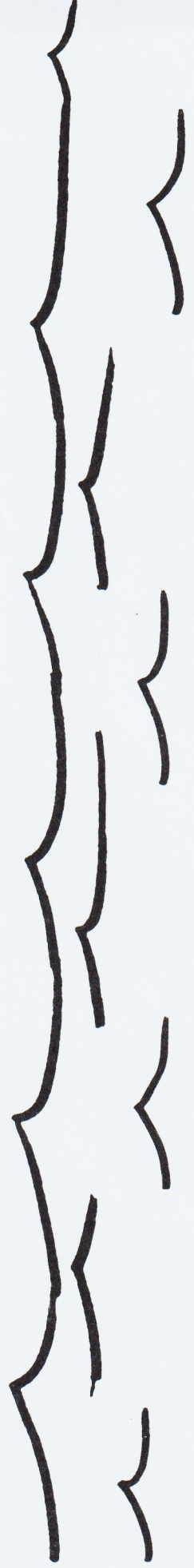


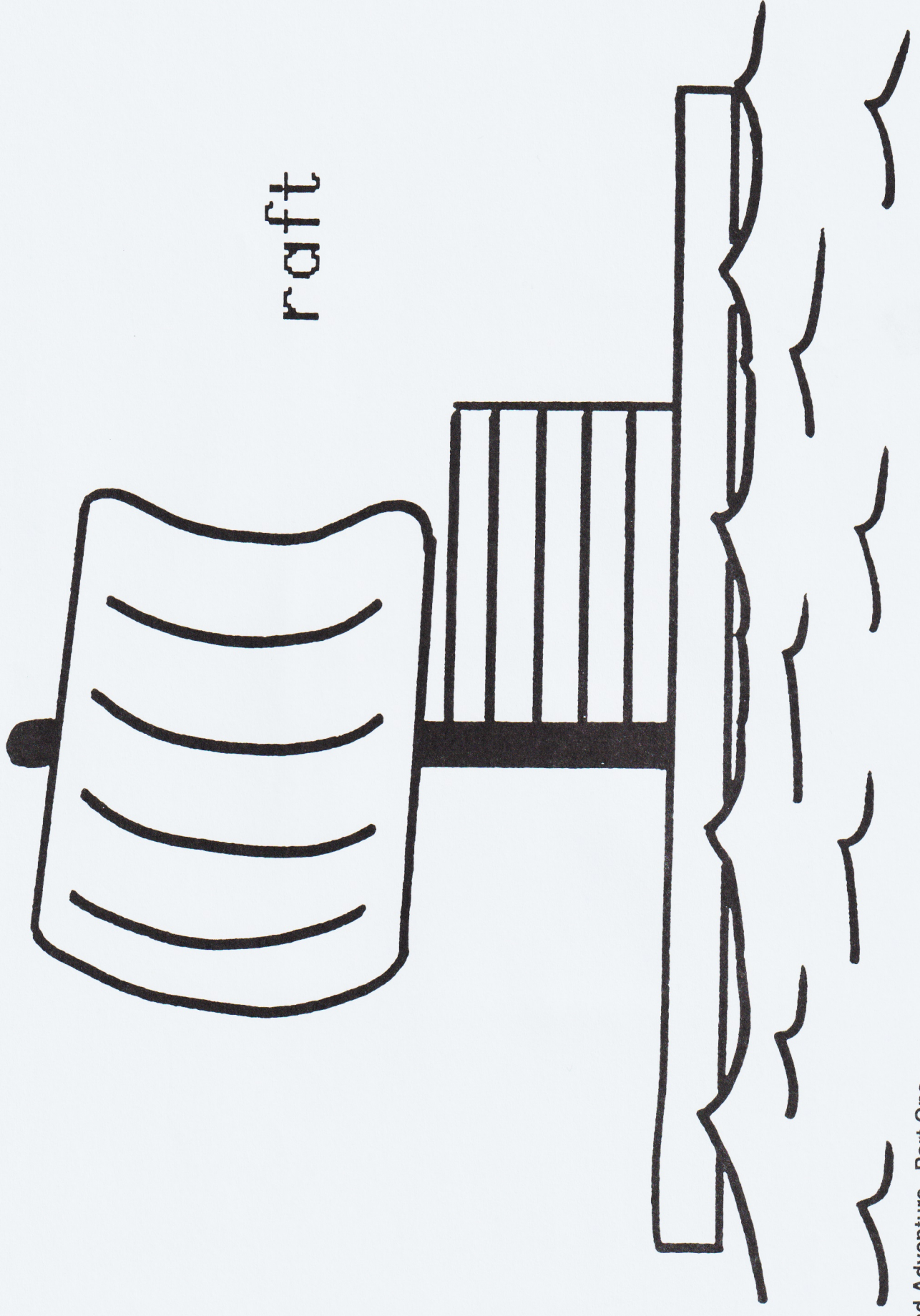


pirate ship



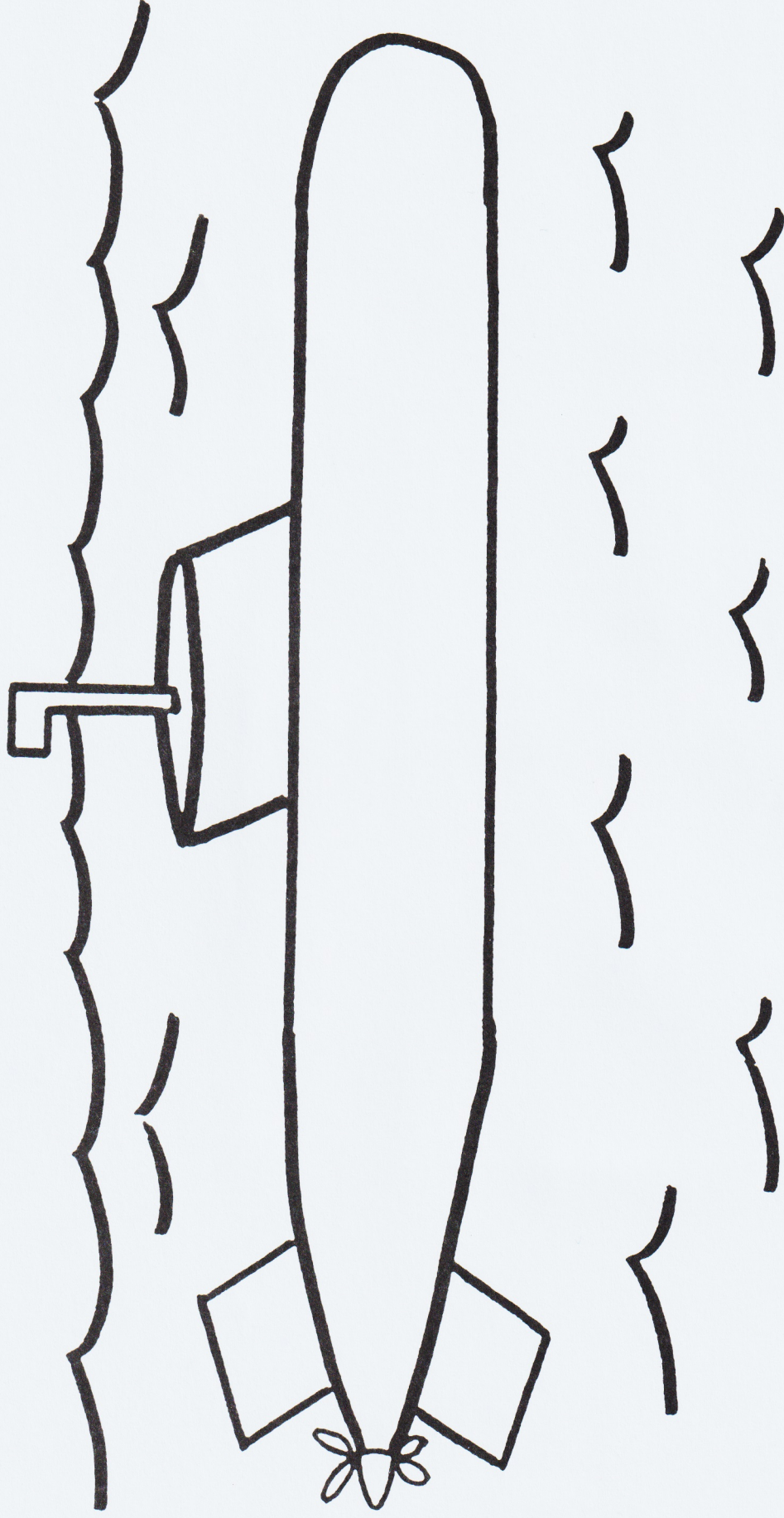
helicopter



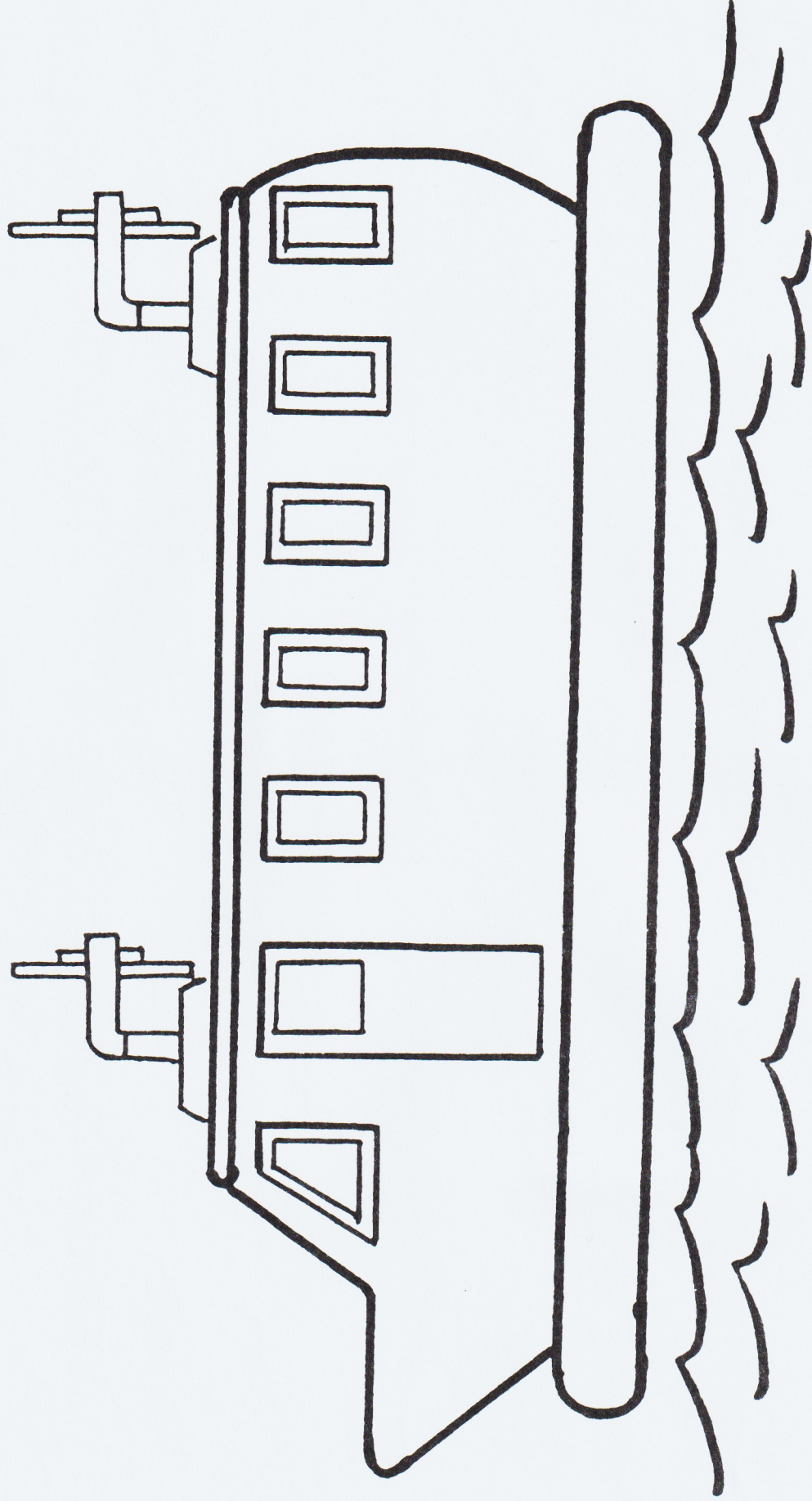


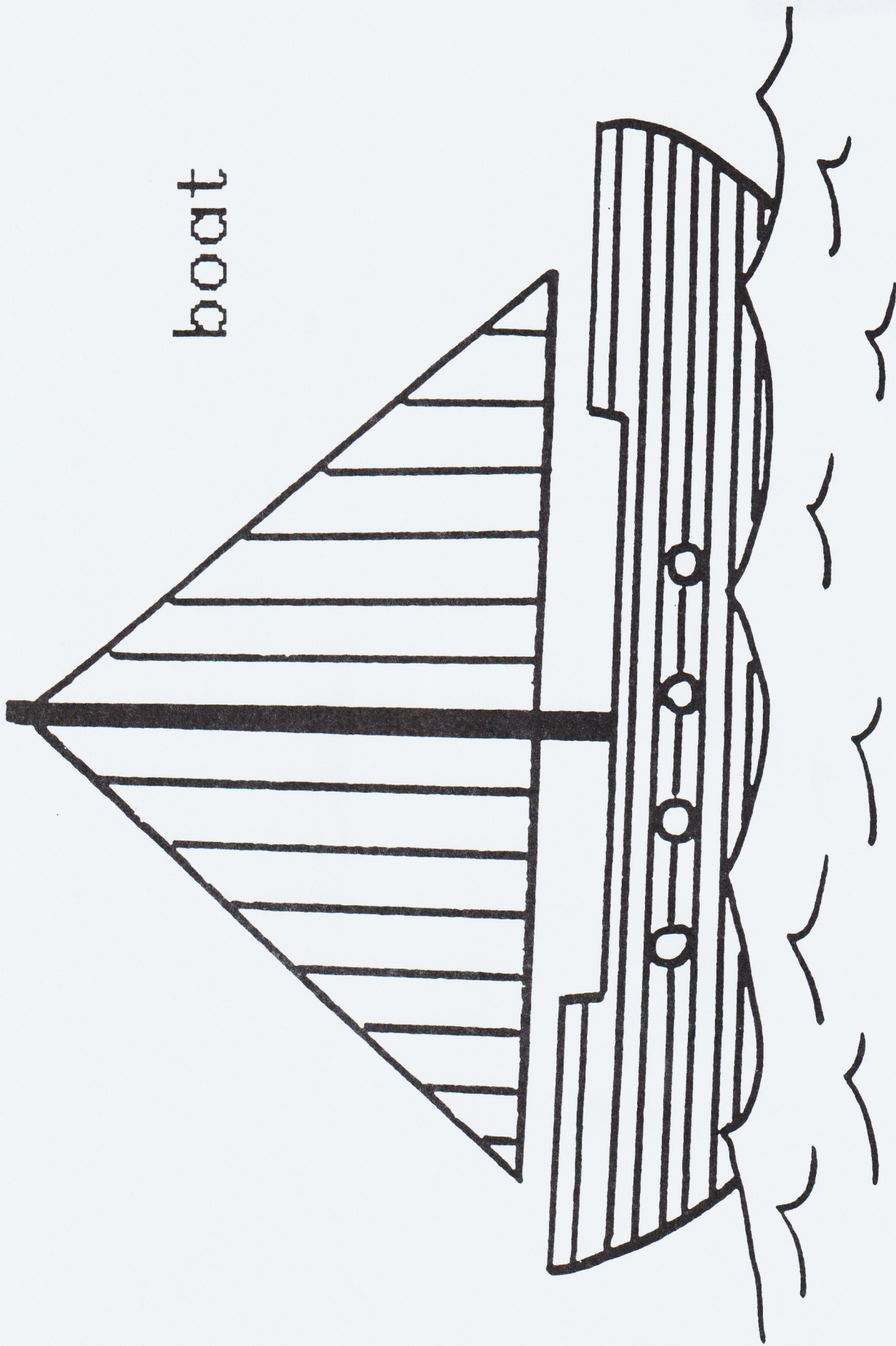
raft

submarine

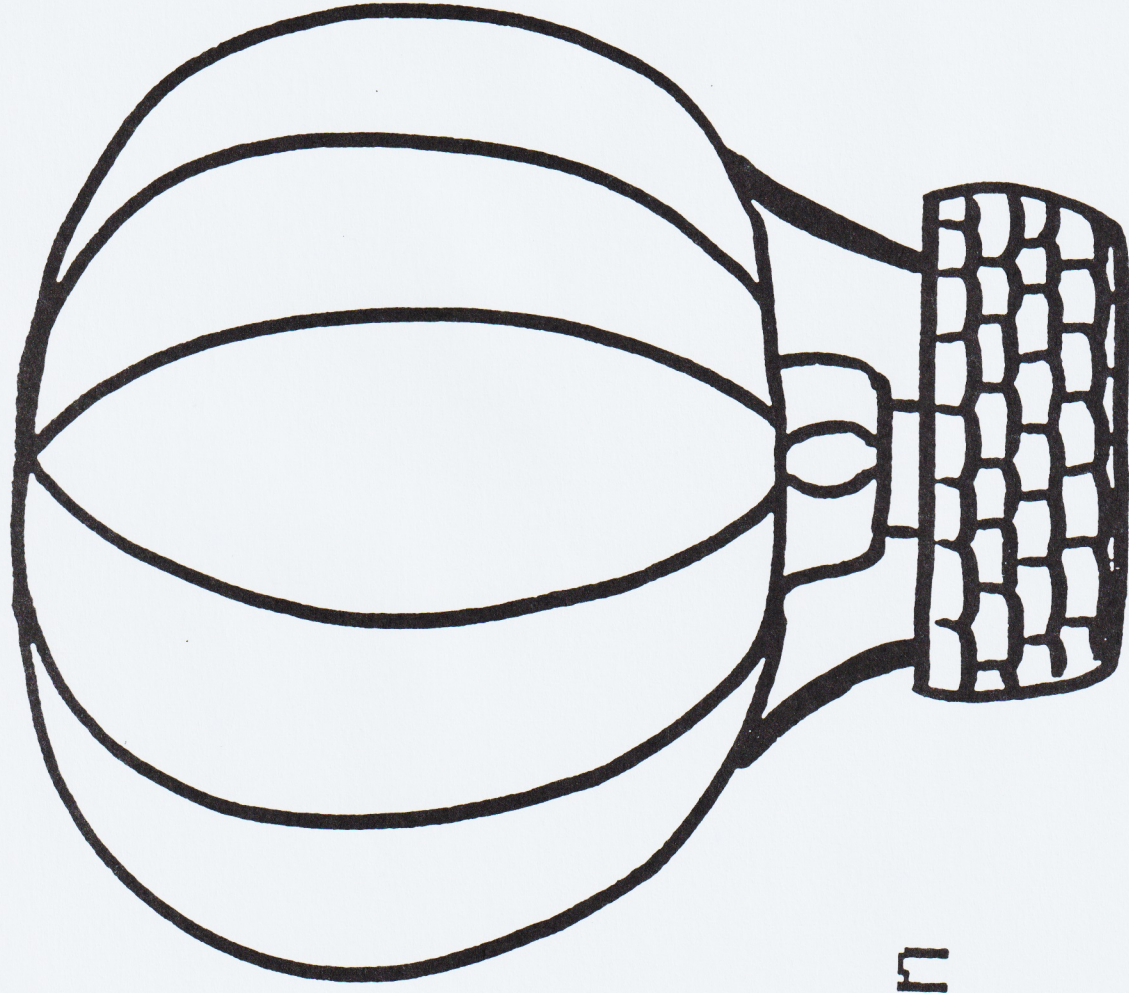


hovercraft

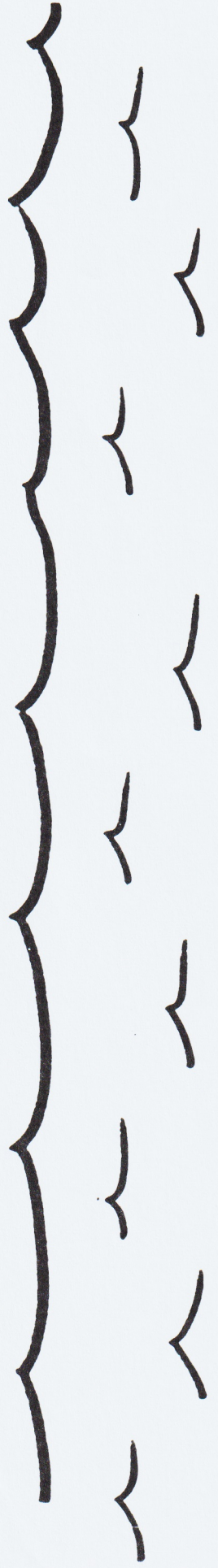




boat



balloon



Pip

pirate ship

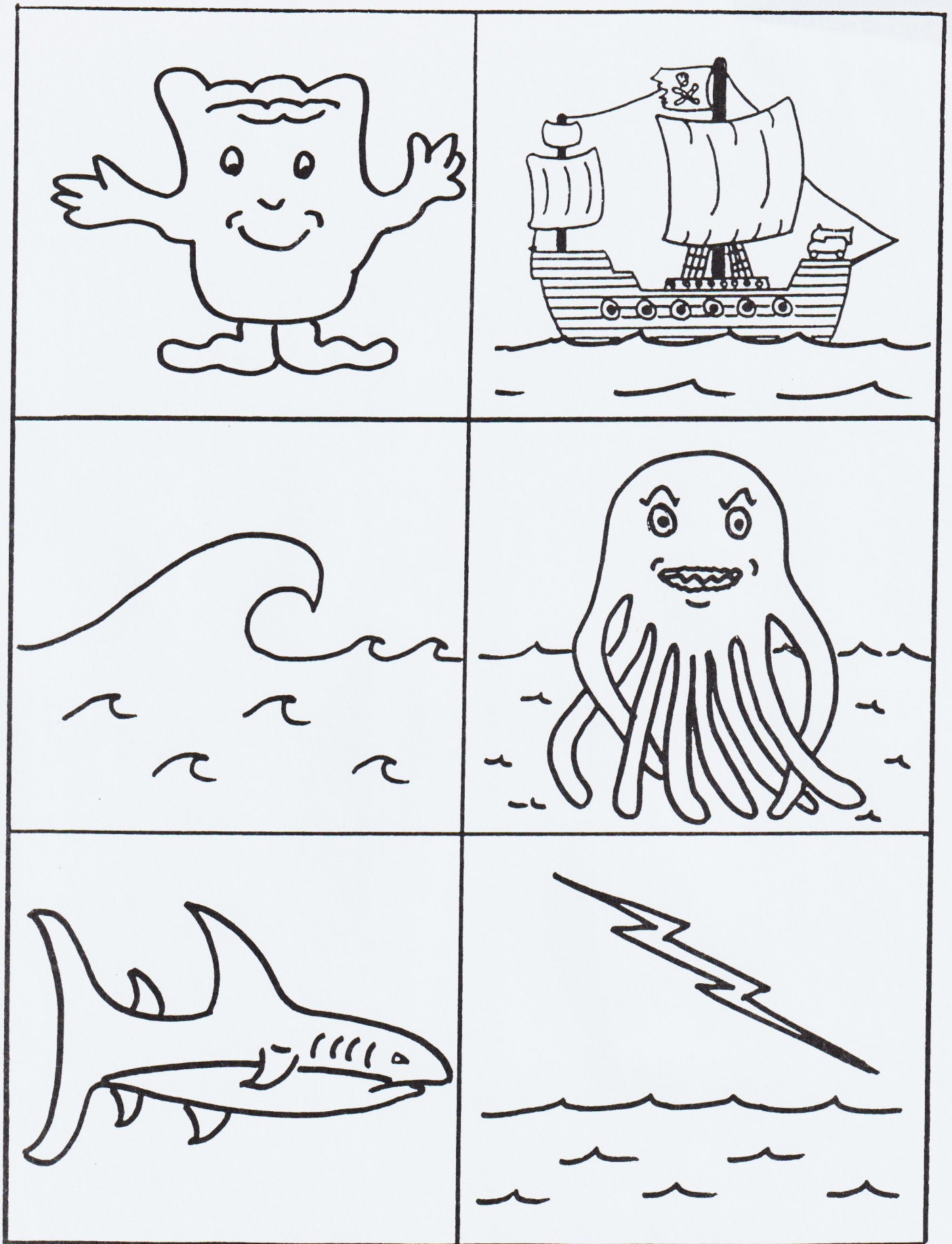
wave

octopus

shark

storm

Hazard Picture & Word Matching
(Section 1)



Hazard Picture & Word Matching
(Section 1)

balloon

submarine

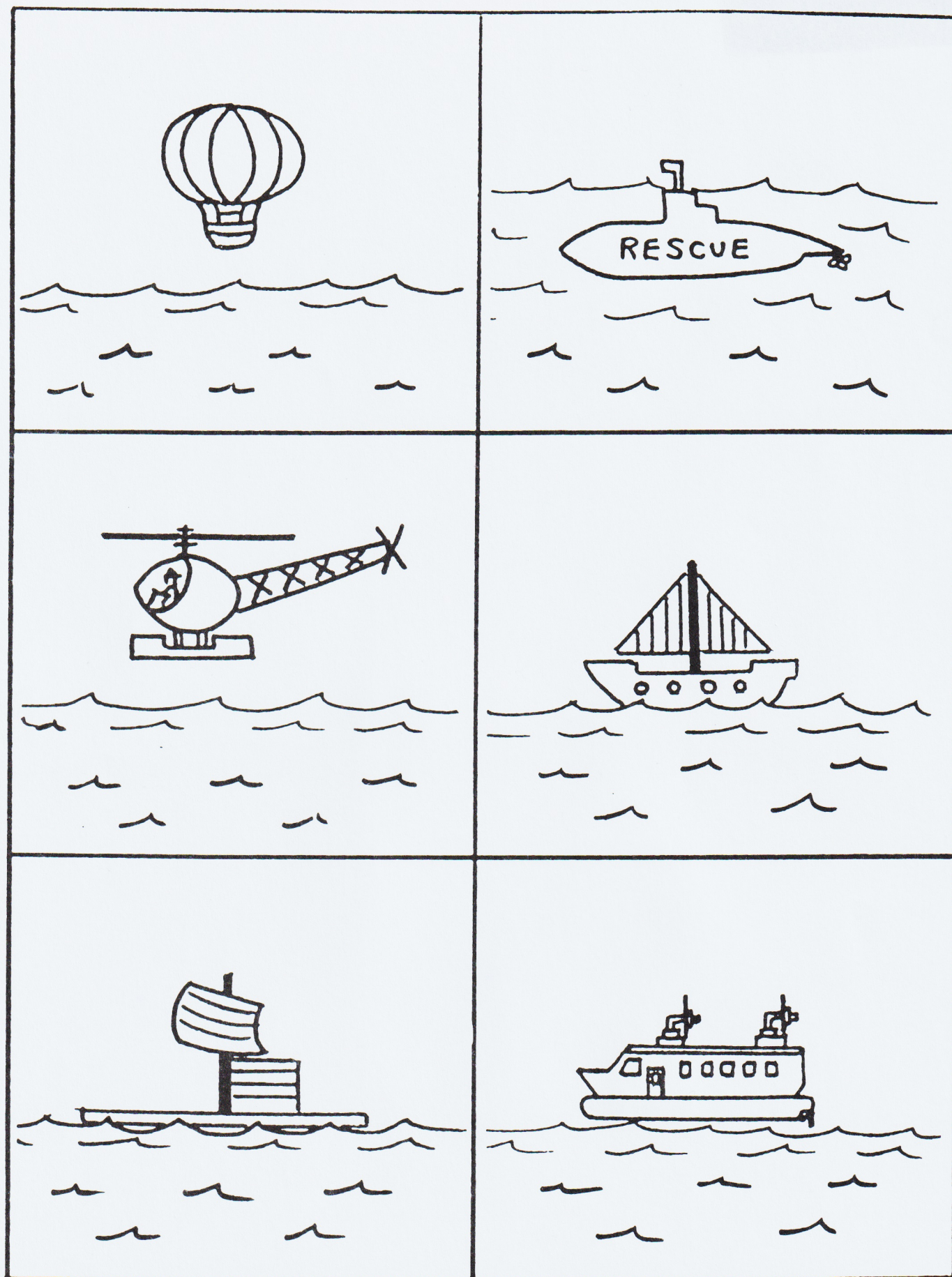
helicopter

boat

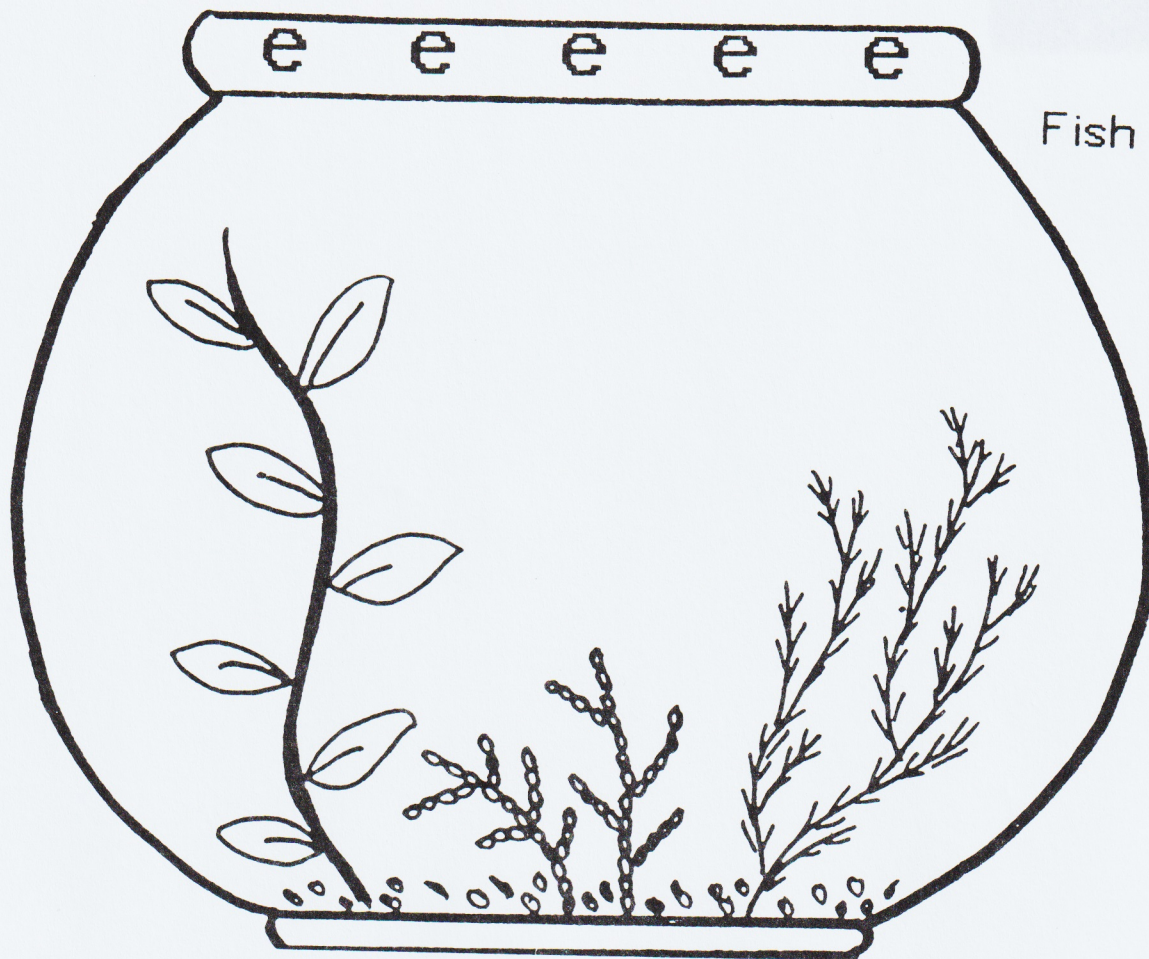
raft

hovercraft

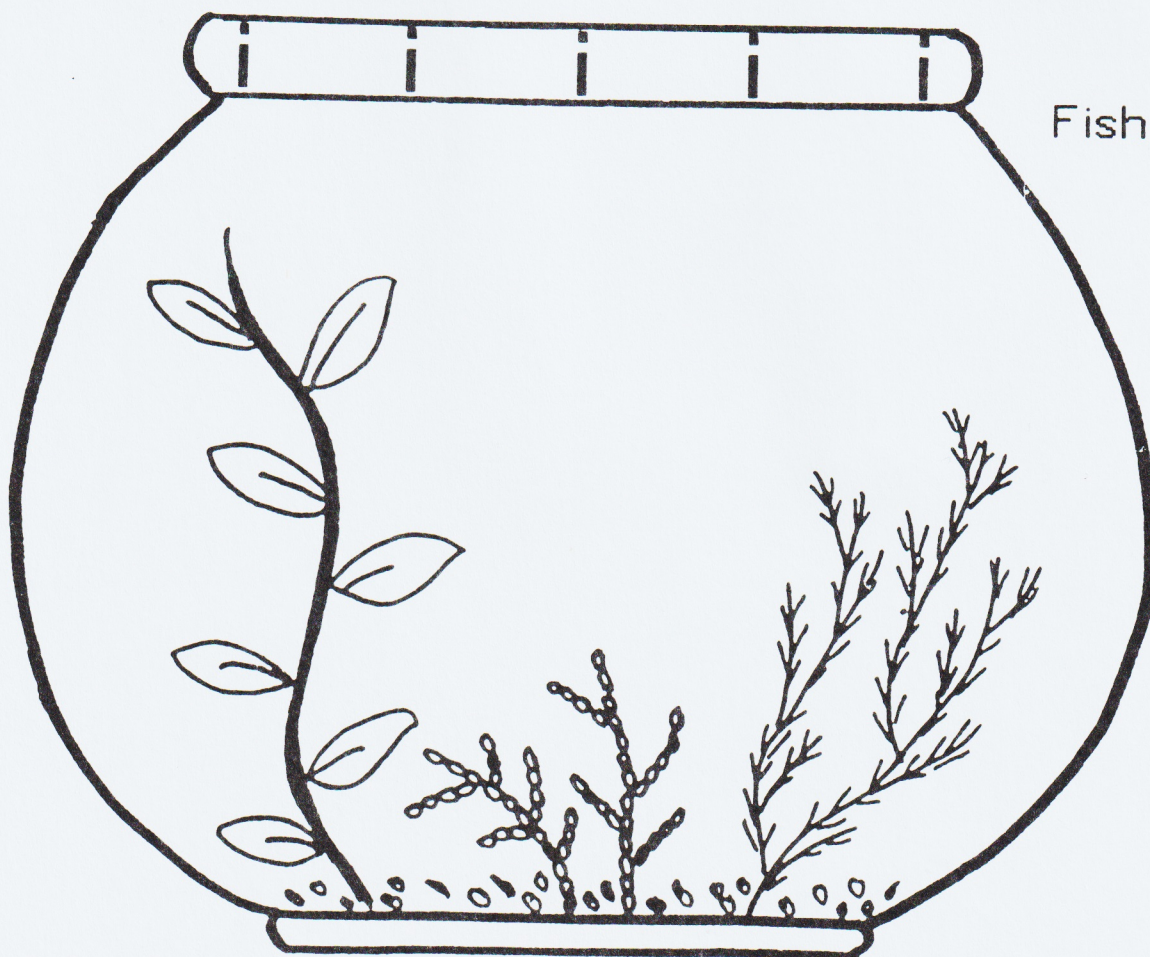
Vehicle Picture & Word Matching



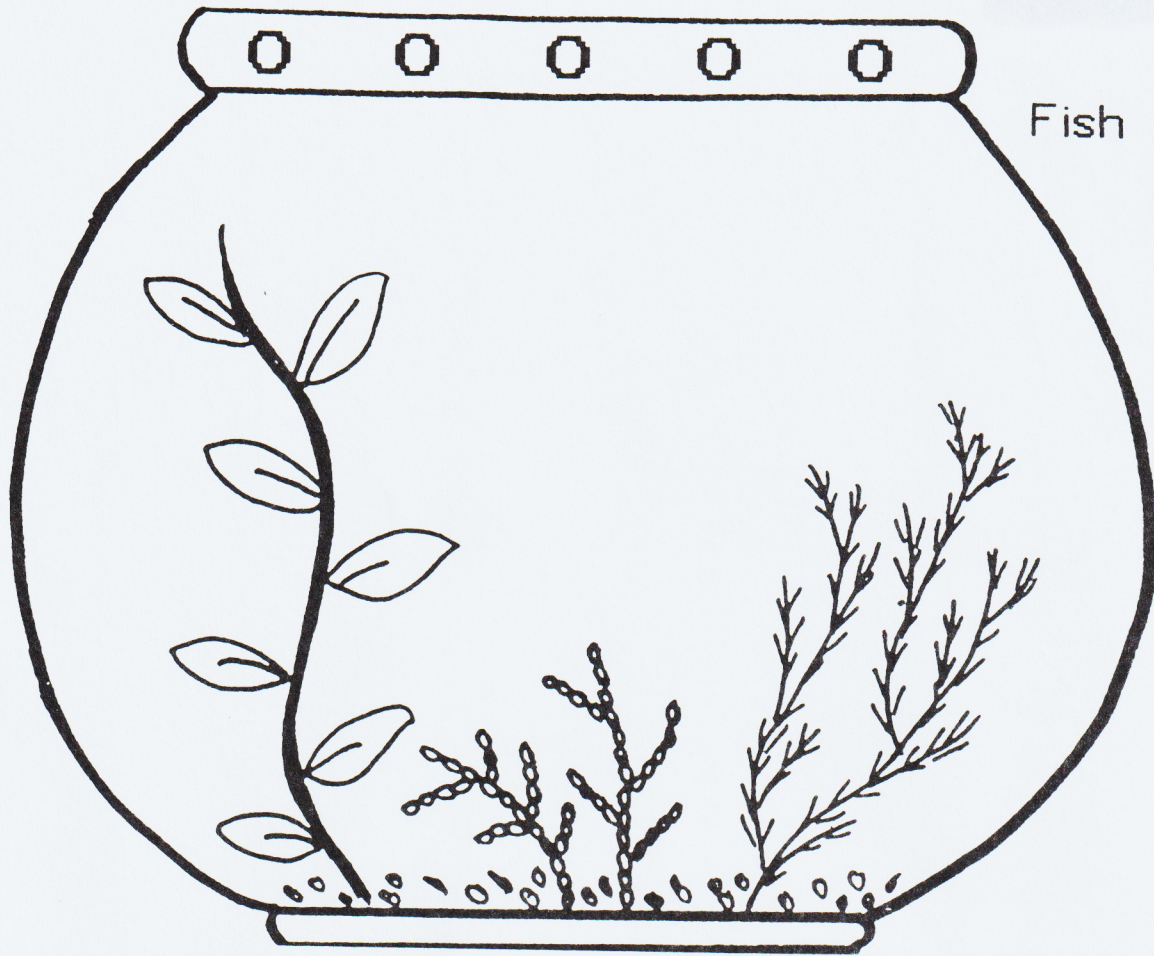
Vehicle Picture & Word Matching



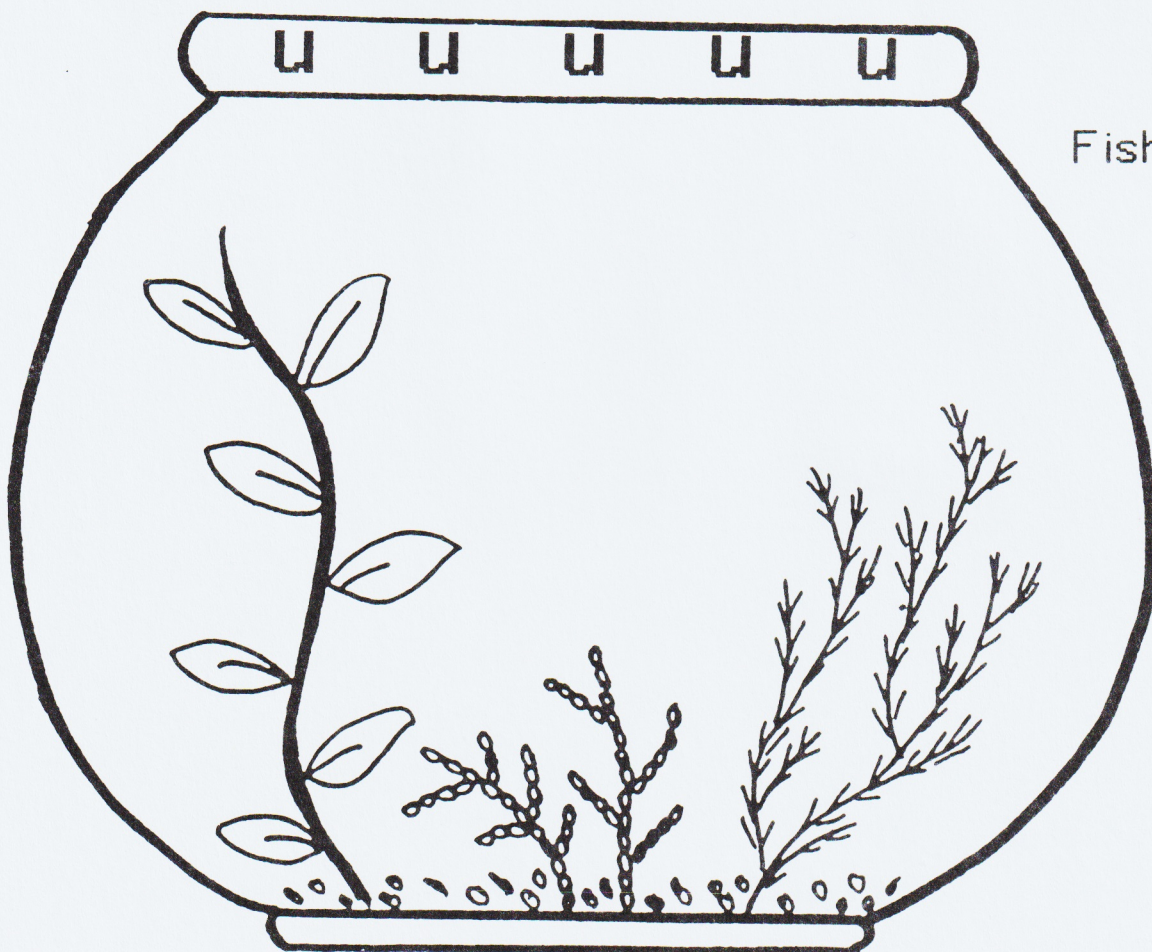
Fish Game



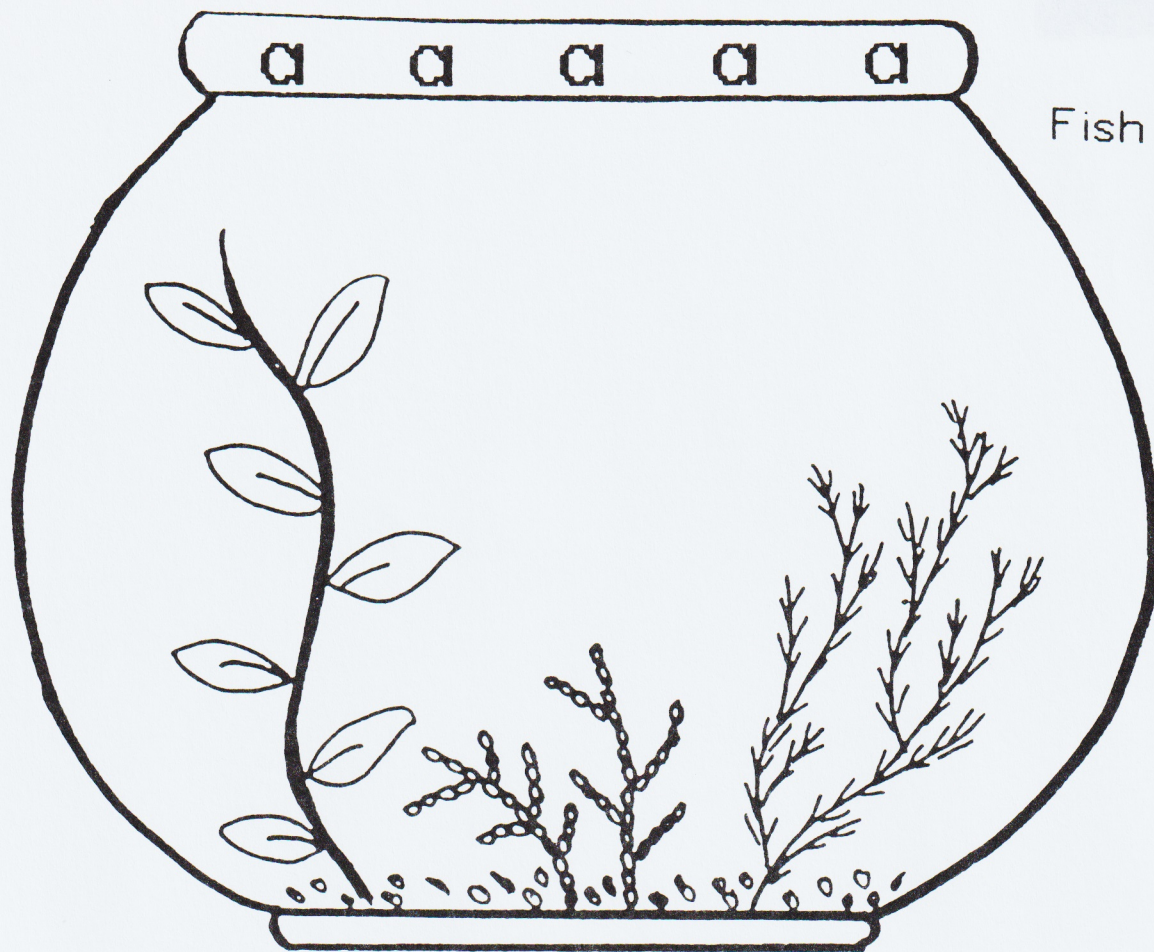
Fish Game



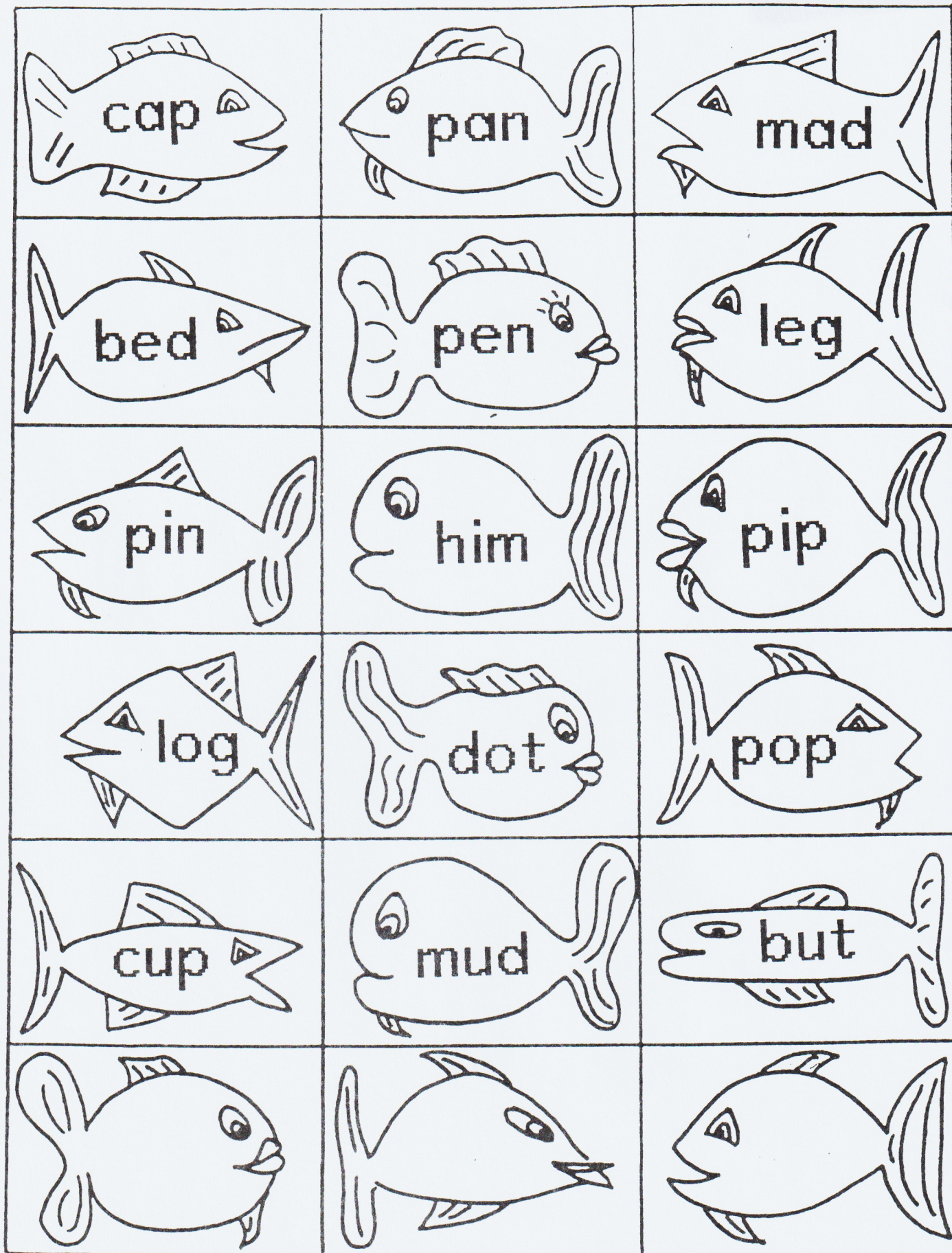
Fish Game



Fish Game



Fish Game



Fish Game

Pip's Island Adventure

Part One

s	u	b	m	a	r	i	n	e	e	u	r
q	c	m	e	h	k	s	y	j	n	r	e
c	z	q	s	p	v	l	h	k	d	e	s
e	m	l	s	f	r	a	f	t	e	j	c
f	j	d	a	c	e	n	b	m	r	g	u
s	k	y	g	w	z	d	s	r	z	o	e
t	w	n	e	z	y	d	o	n	o	n	m
t	a	c	o	d	h	r	i	x	v	q	p
i	t	r	b	s	m	i	r	s	e	e	b
h	e	l	i	c	o	p	t	e	r	b	o
t	r	o	k	h	u	v	l	x	p	l	a
j	n	h	o	v	e	r	c	r	a	f	t

submarine

hovercraft

boat

raft

helicopter

on

over

under

water

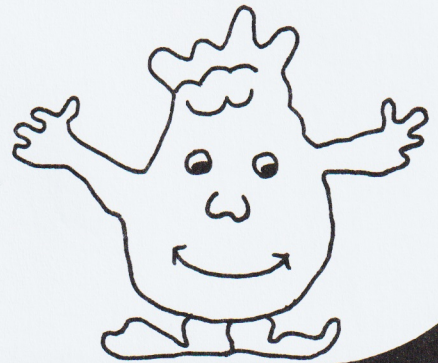
island

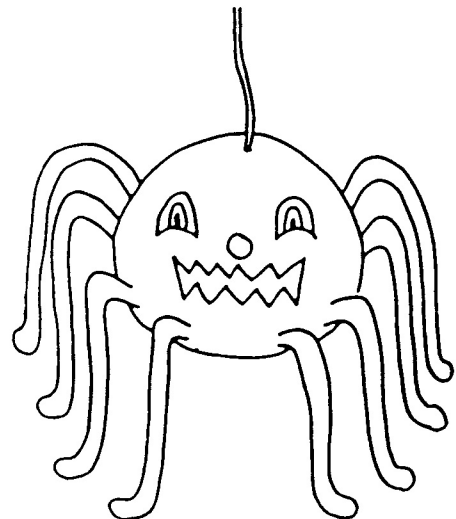
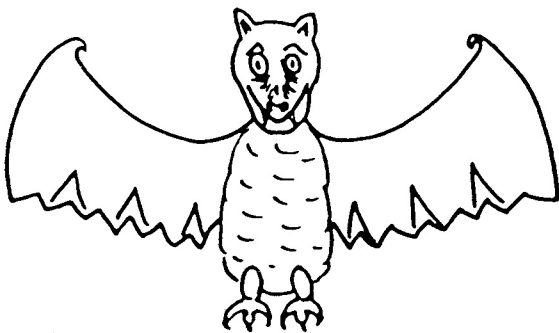
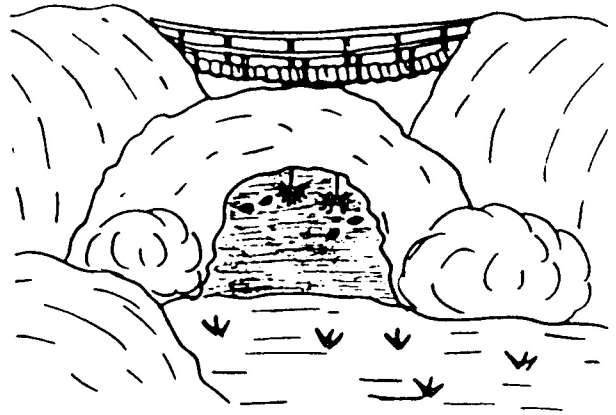
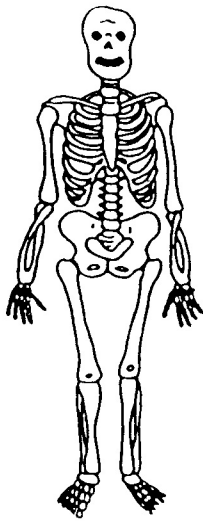
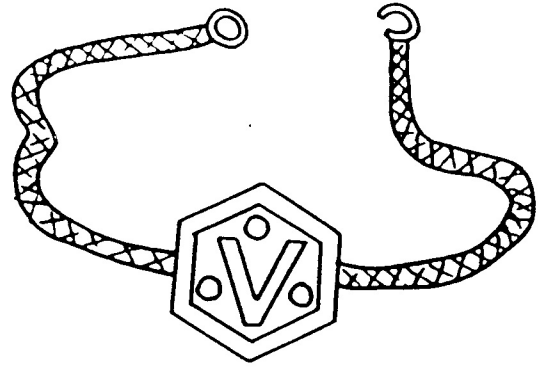
rescue

message

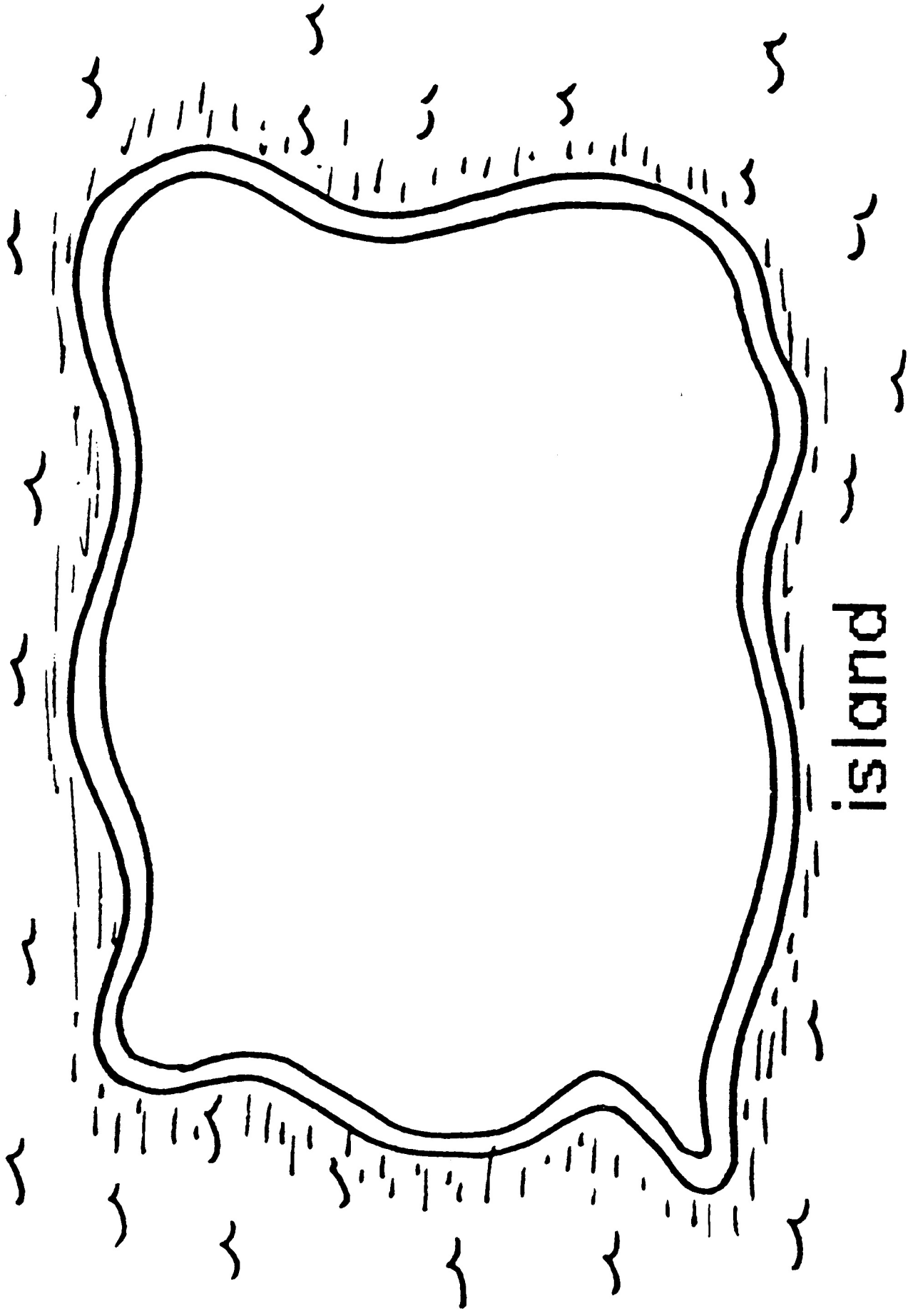
Pip says "Thank You",
to

You have completed
"Pip's Island Adventure"
Part I

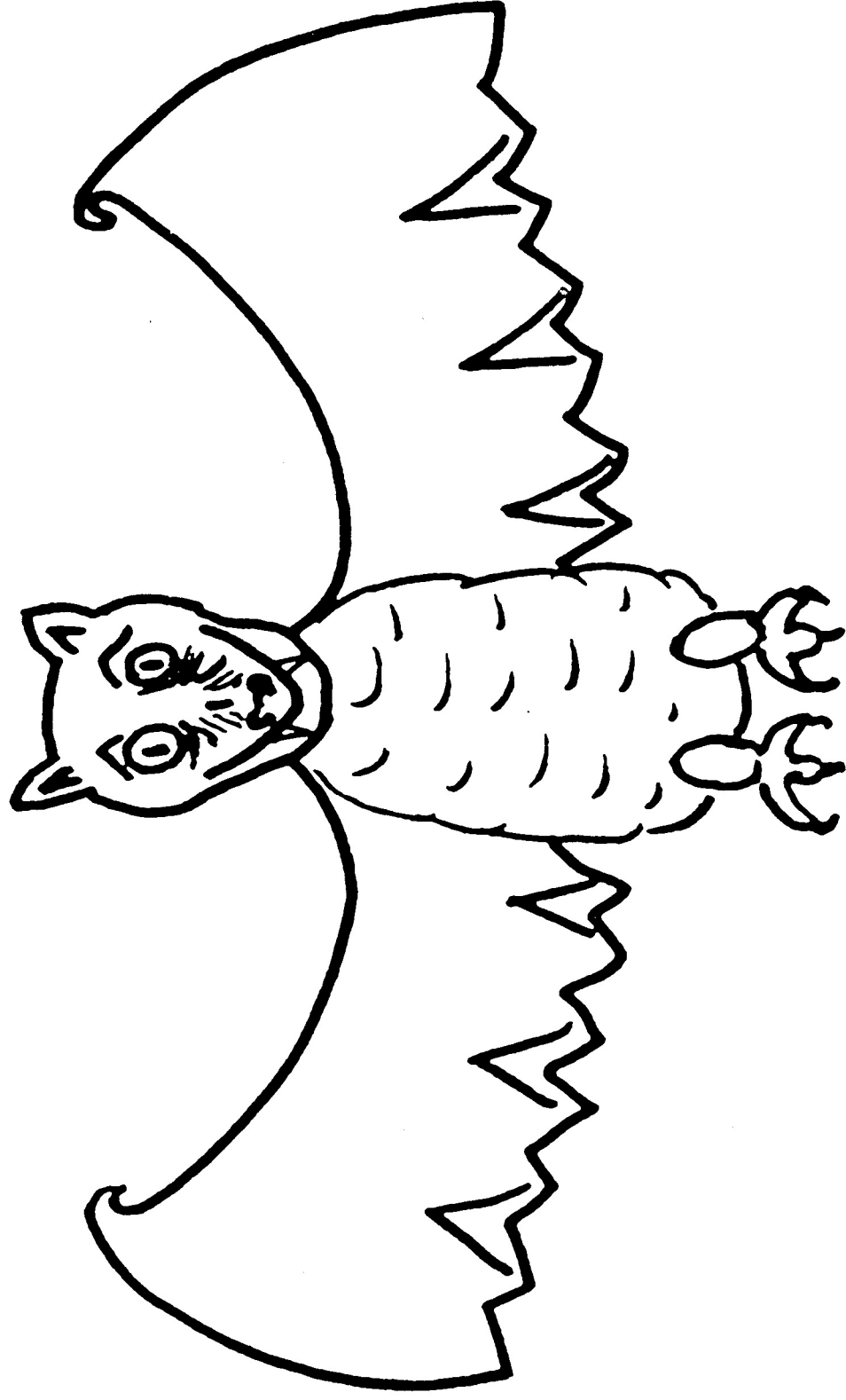




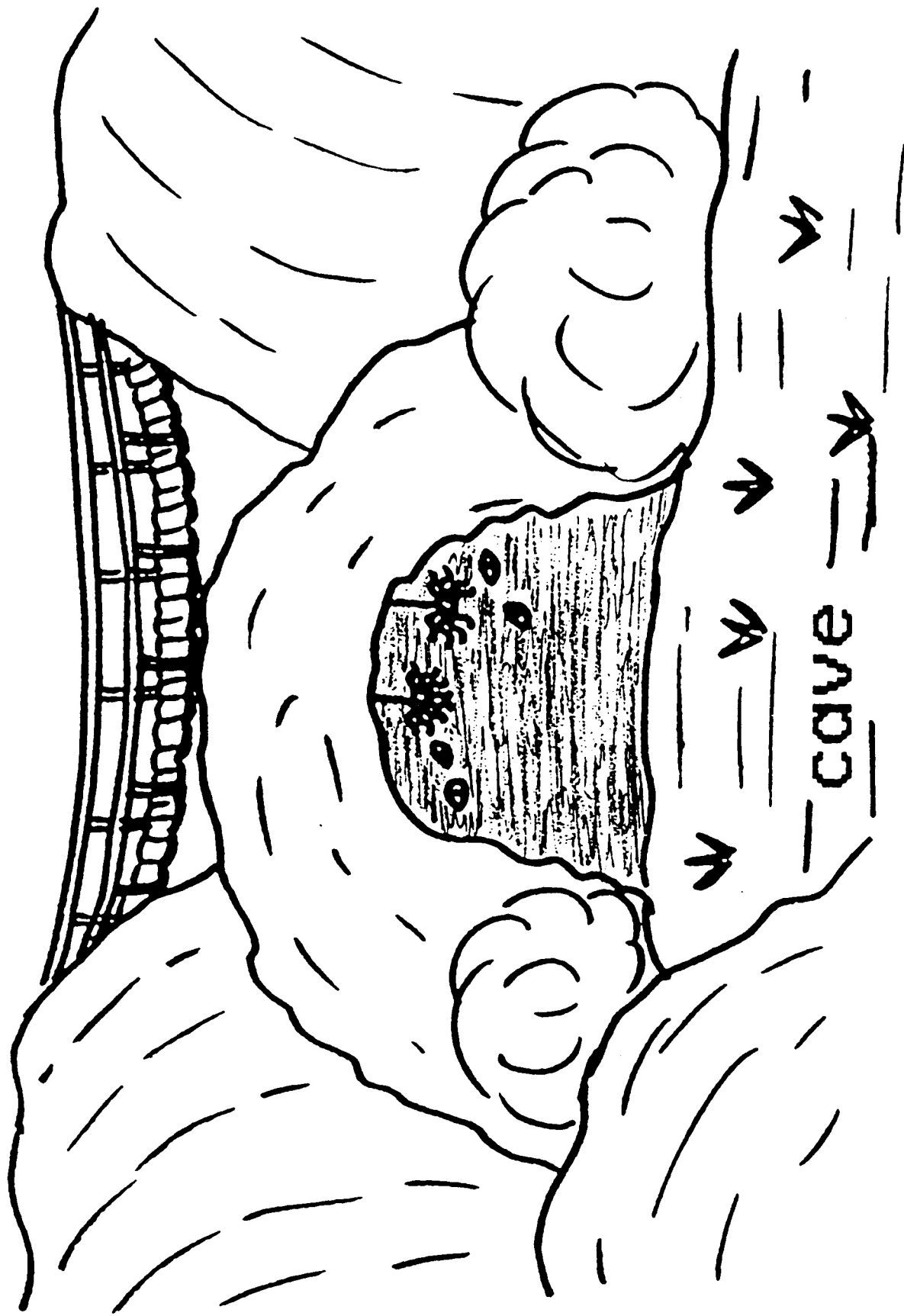
Picture & Word Matching
(Section 2)



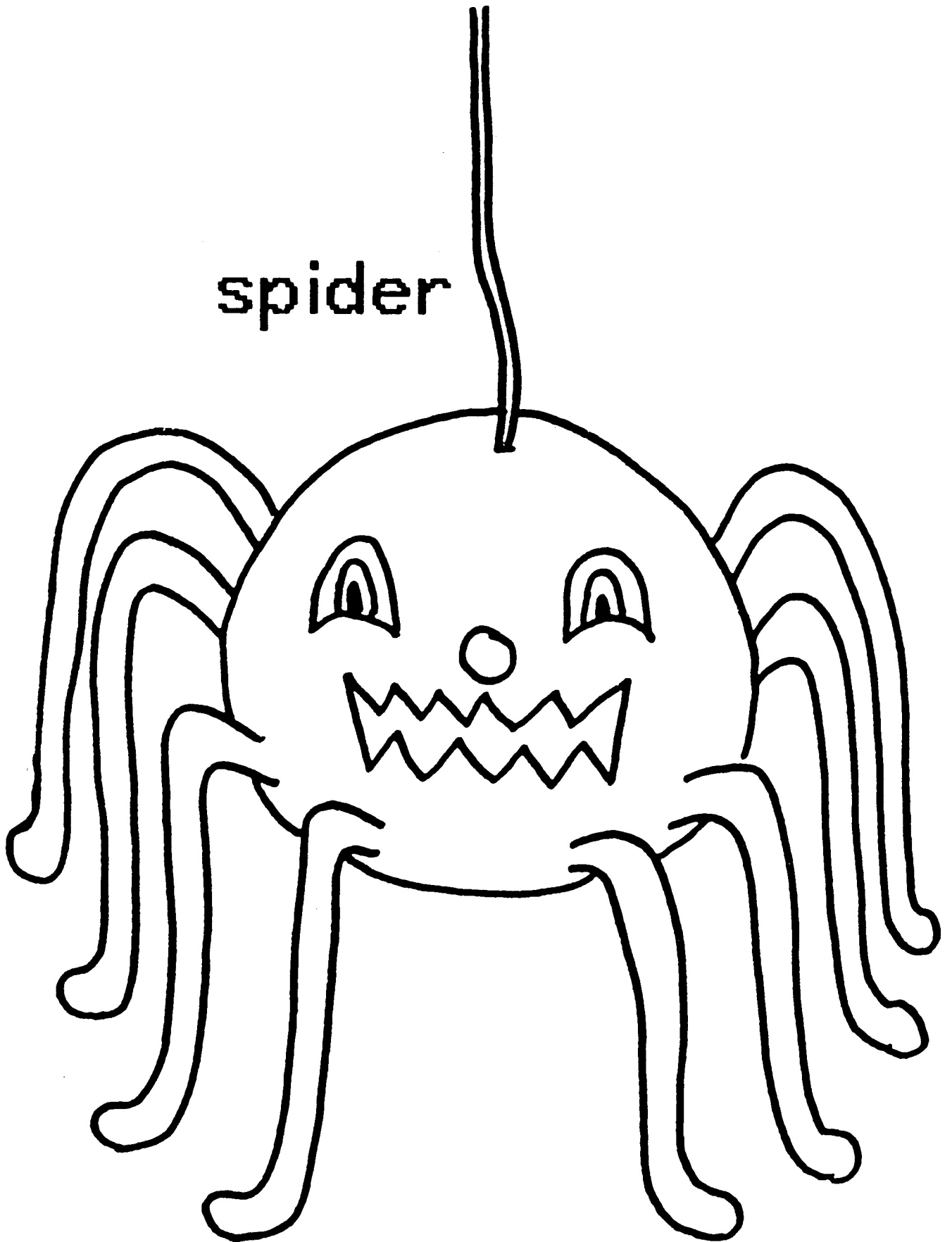
island



Vedra

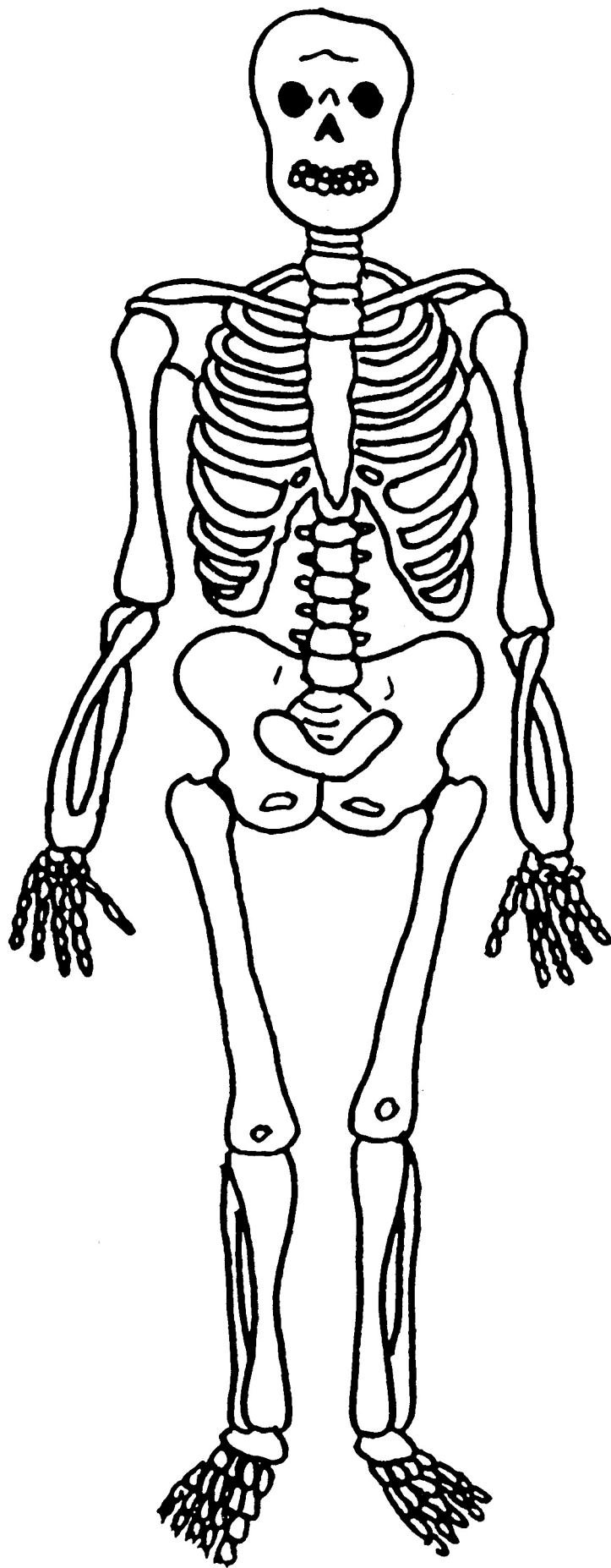


spider

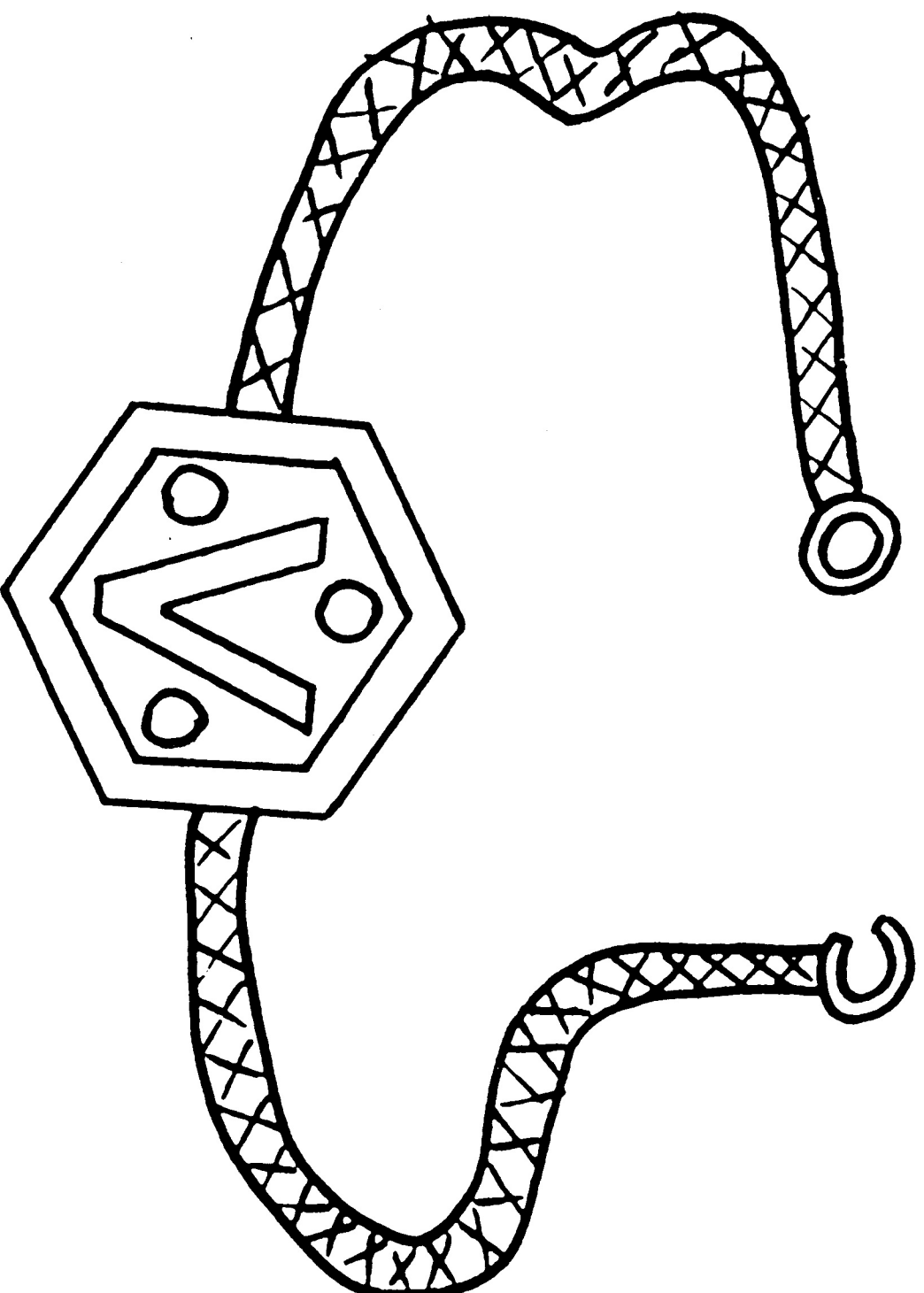


ghost





skeleton



charm

Go forward 3

Go back 4

Miss a turn

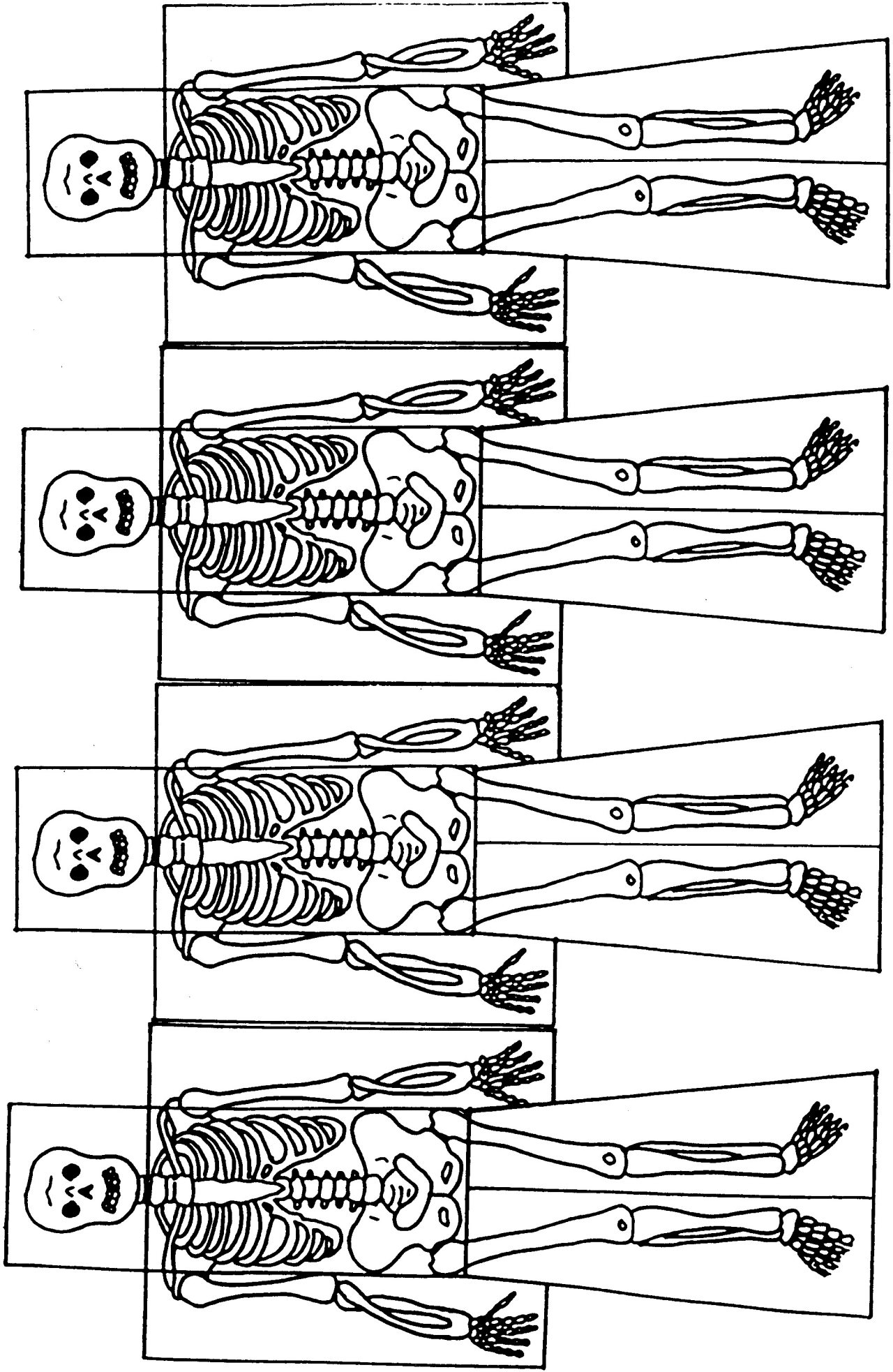
Go forward 10

Send other
players back
to the start

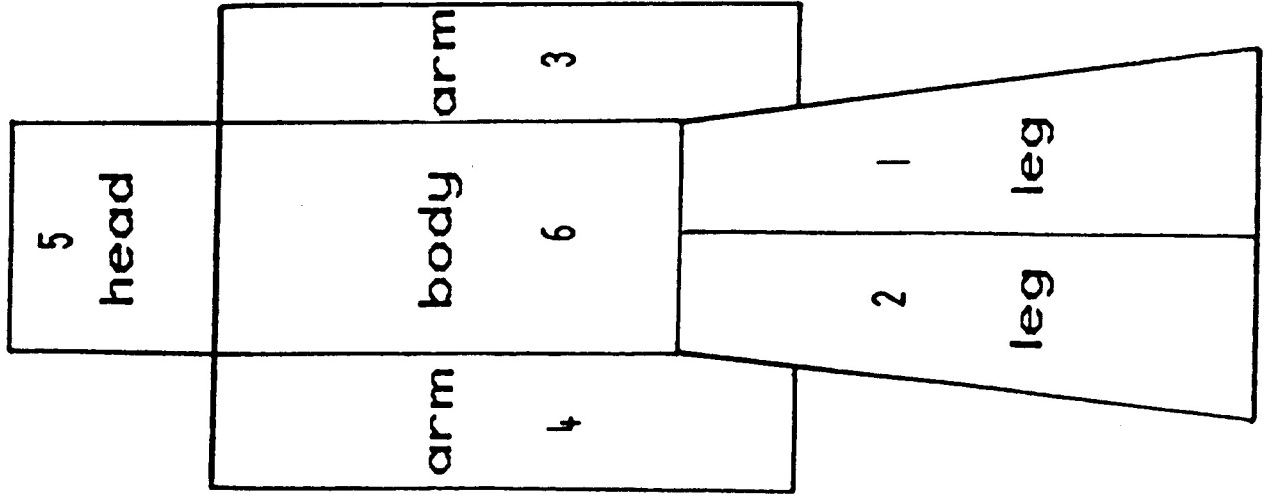
Have another
turn

Take another
Chance card

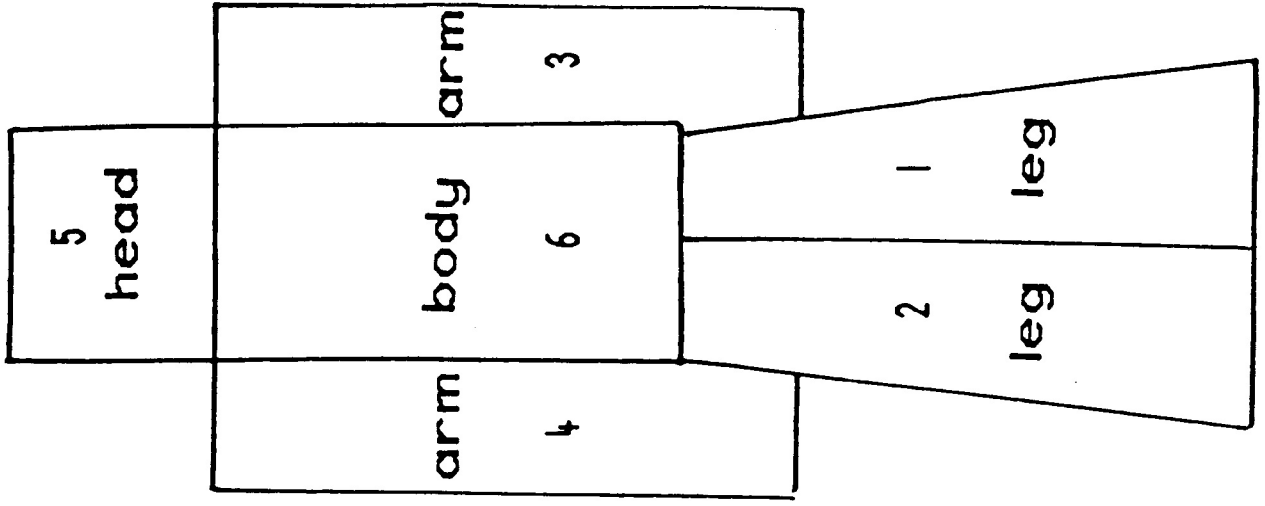
Go back to
the start



Build a Skeleton



Build a Skeleton



ghost

charm

skeleton

cave

Vedra

spider

Picture & Word Matching
(Section 2)

Pip's Island Adventure

Part Two

m	a	g	i	c	t	v	l	z	w	q	c
a	i	s	l	a	n	d	y	t	e	s	h
z	o	q	m	v	e	d	r	a	m	h	a
e	t	i	t	e	j	y	c	d	t	p	r
d	g	r	y	i	p	k	m	v	h	q	m
z	k	n	v	s	p	i	d	e	r	s	y
p	i	b	z	t	h	q	r	n	y	u	a
g	f	e	s	k	e	l	e	t	o	n	f
h	l	d	f	c	h	d	q	u	s	y	r
o	y	p	w	q	i	p	f	r	s	o	a
s	h	p	i	c	t	u	r	e	b	c	i
t	y	c	m	v	q	m	b	w	n	s	d

cave.....

vedra.....

spiders.....

skeleton.....

charm.....

ghost.....

island.....

maze.....

magic.....

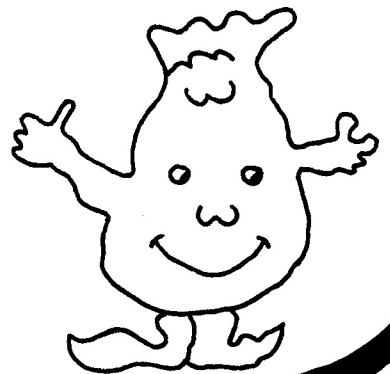
afraid.....

adventure.....

picture.....

Pip says "Thank You",
to

You have completed
"Pip's Island Adventure"
Part 2



volcano

spike

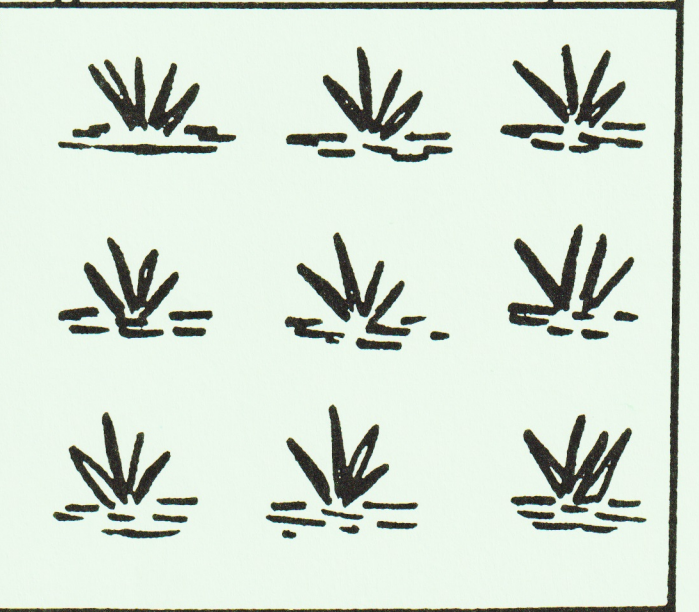
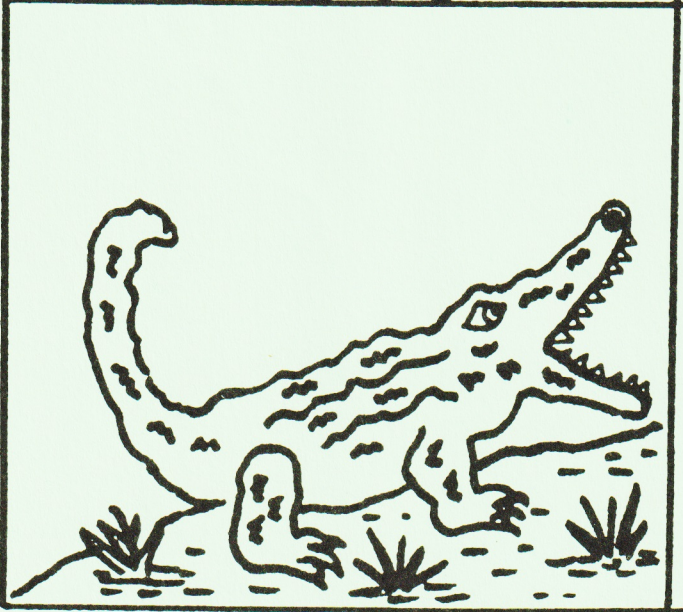
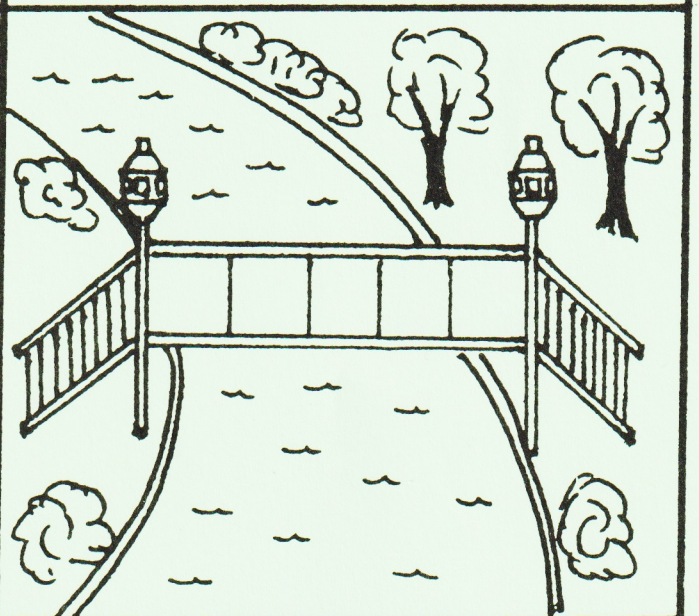
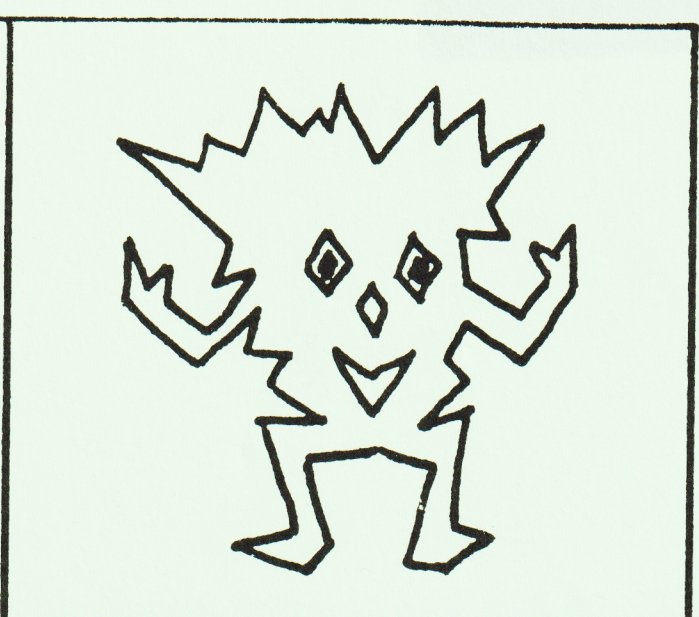
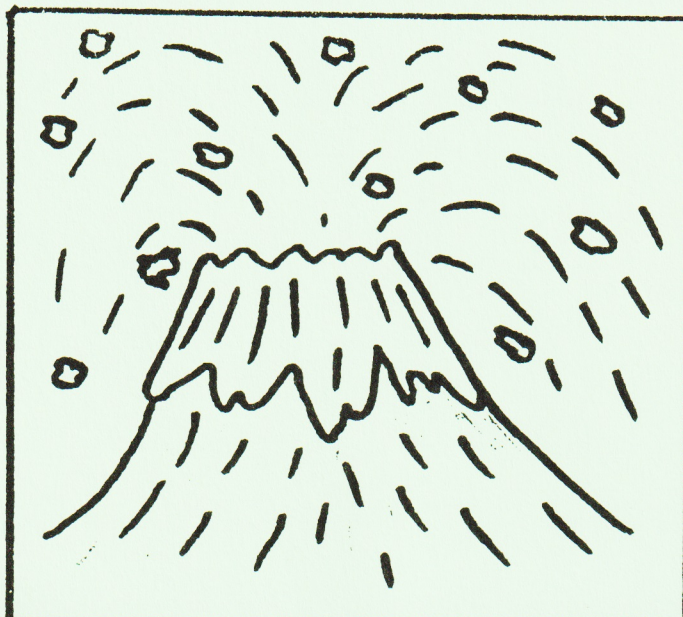
monkey

bridge

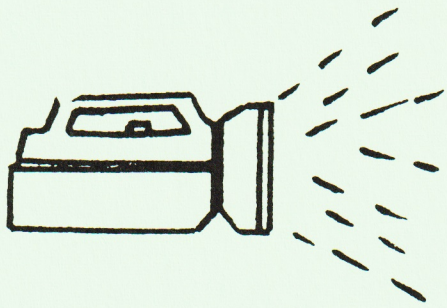
crocodile

marsh

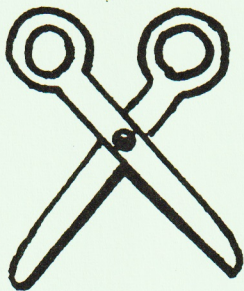
Hazard Picture & Word Matching
(Section 3)



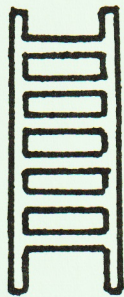
Hazard Picture & Word Matching
(Section 3)



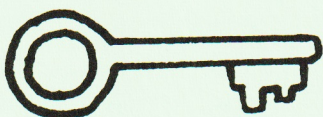
torch



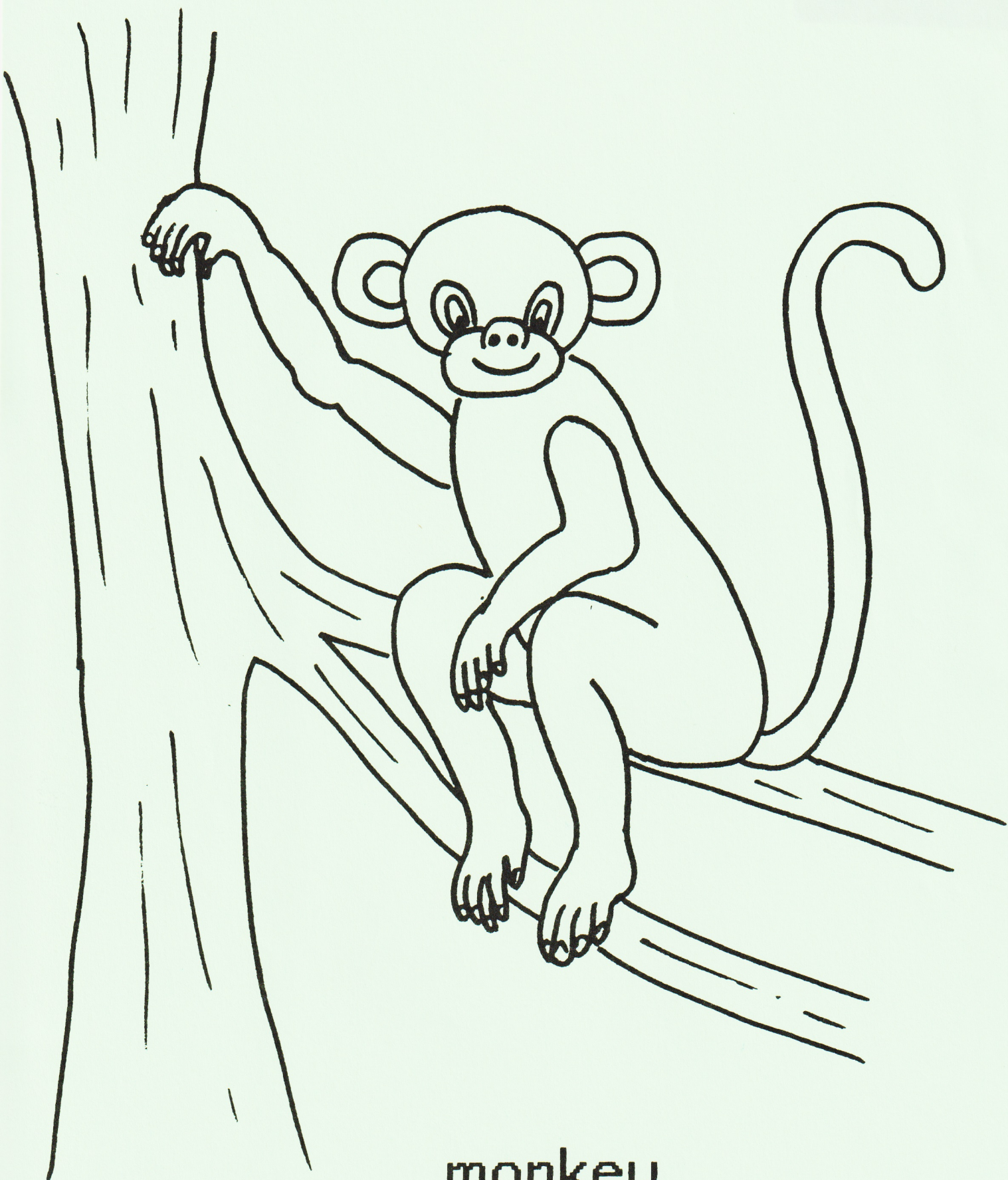
scissors



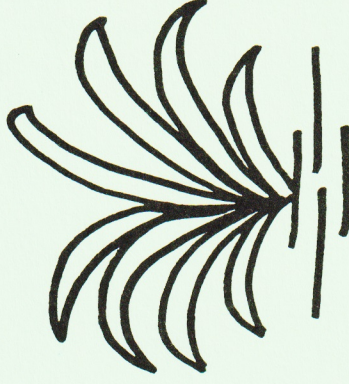
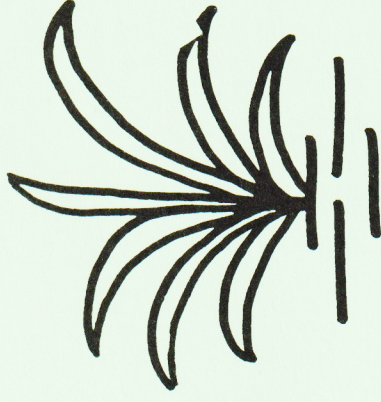
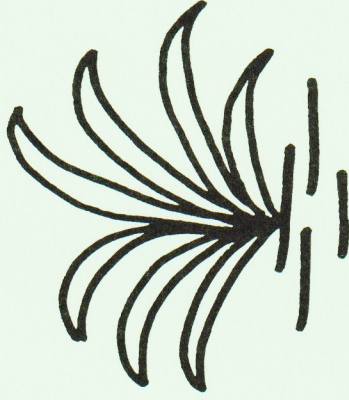
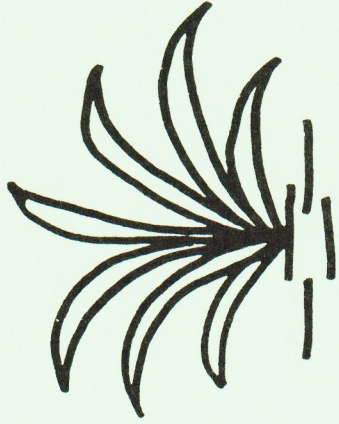
ladder



key

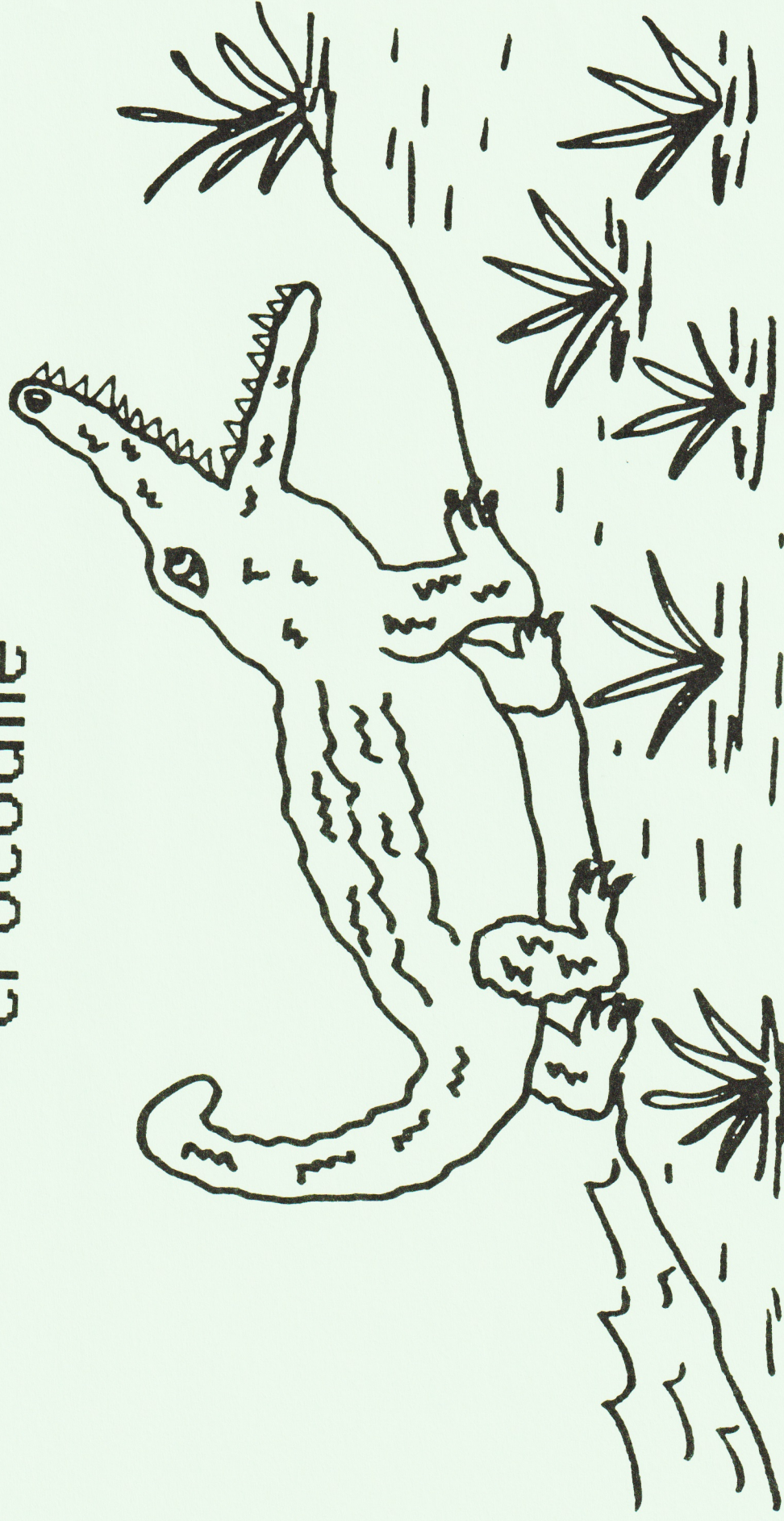


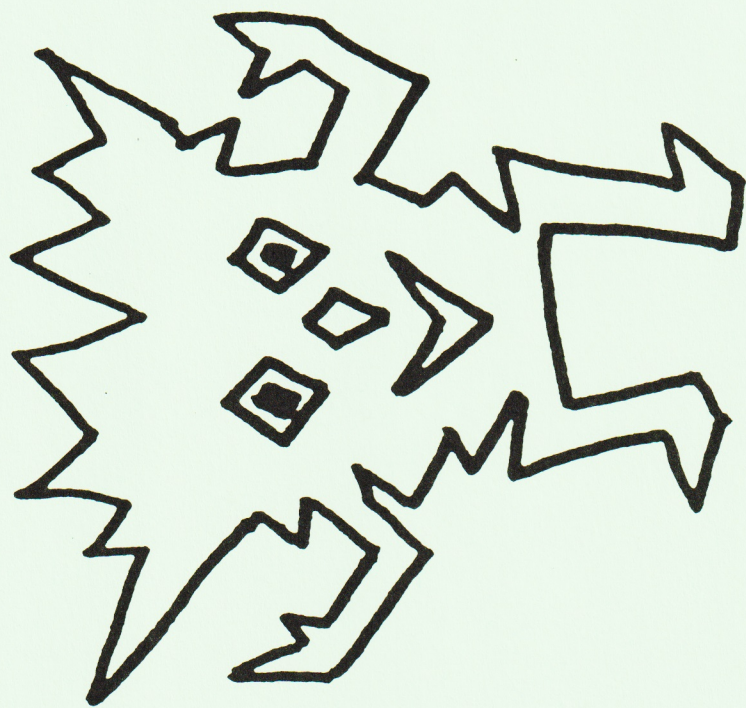
monkey



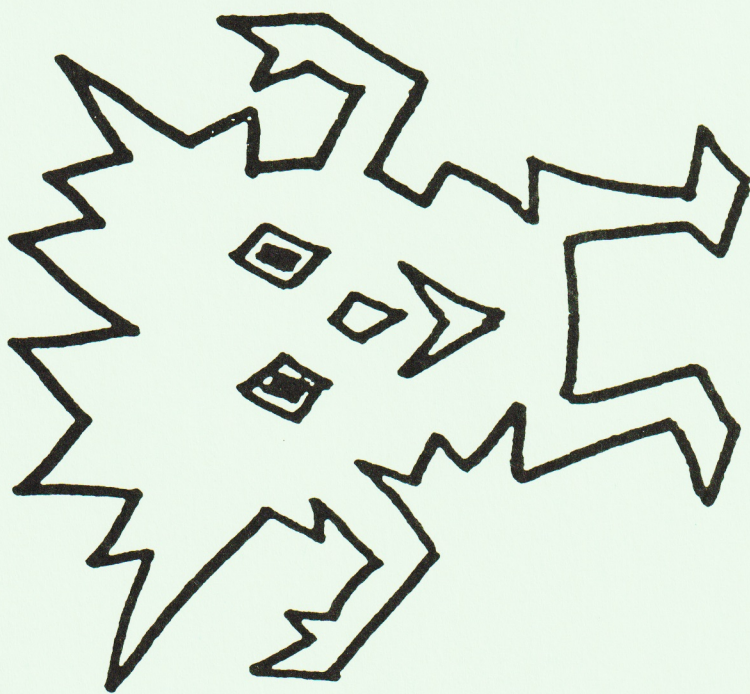
marsh

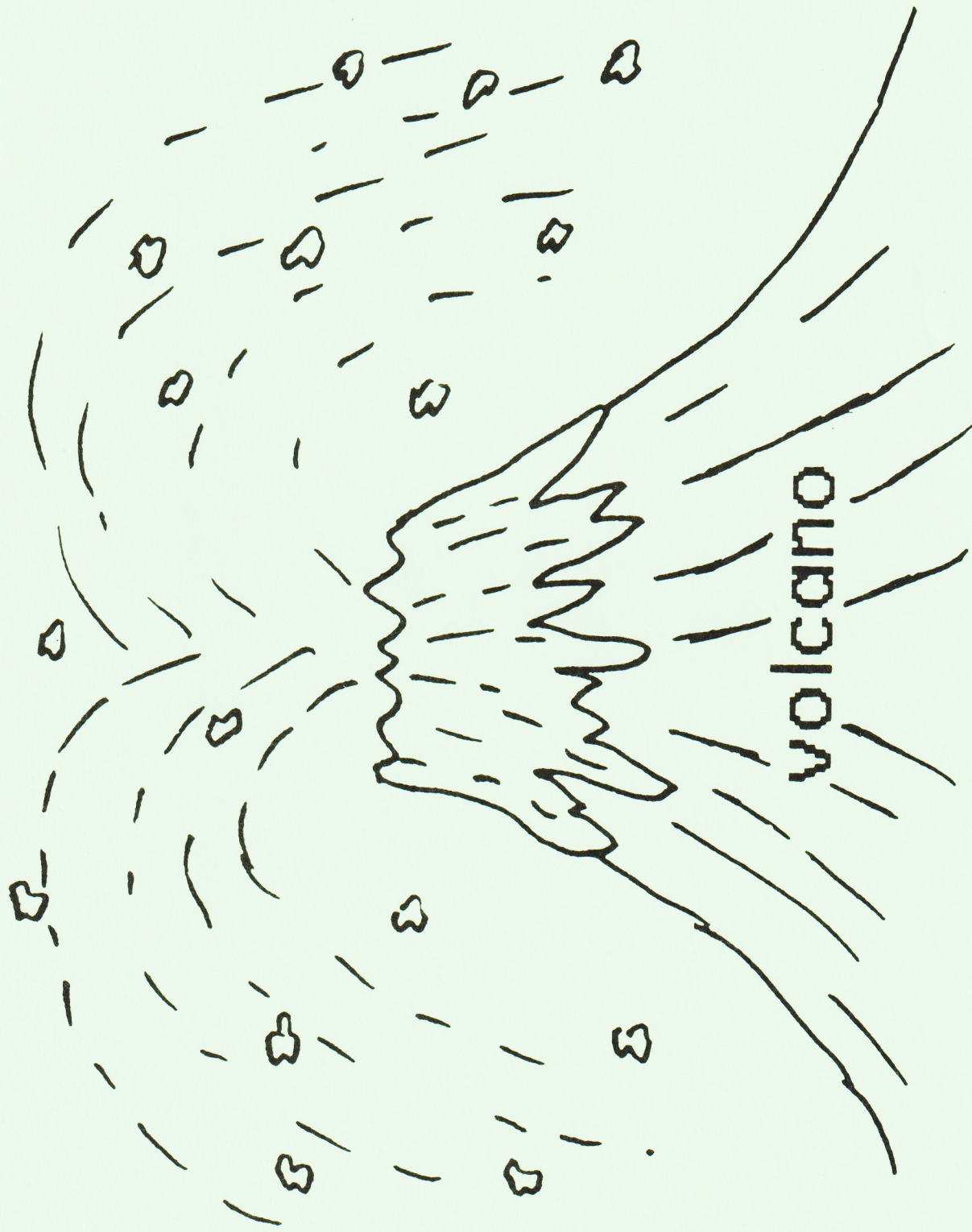
crocodile

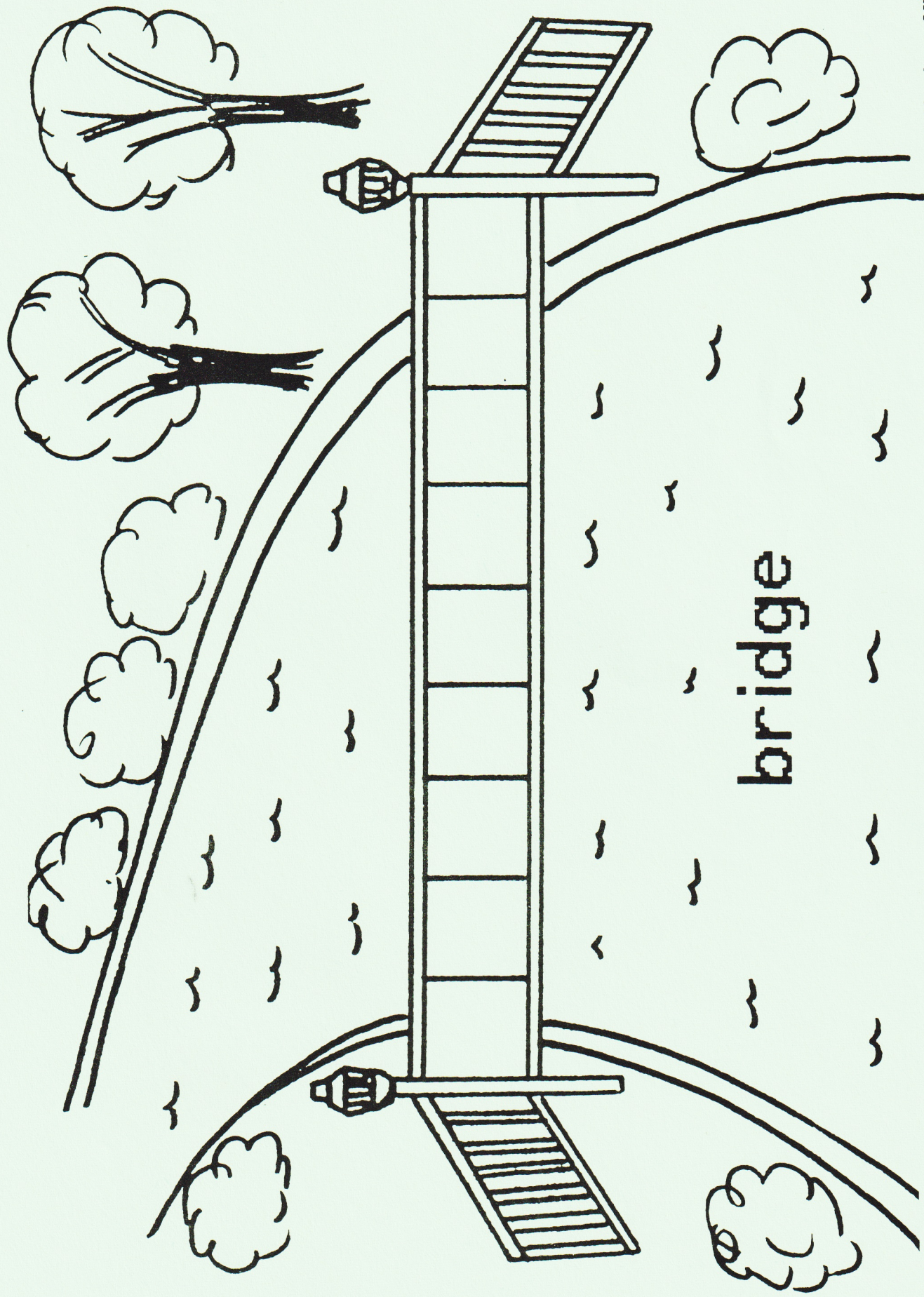


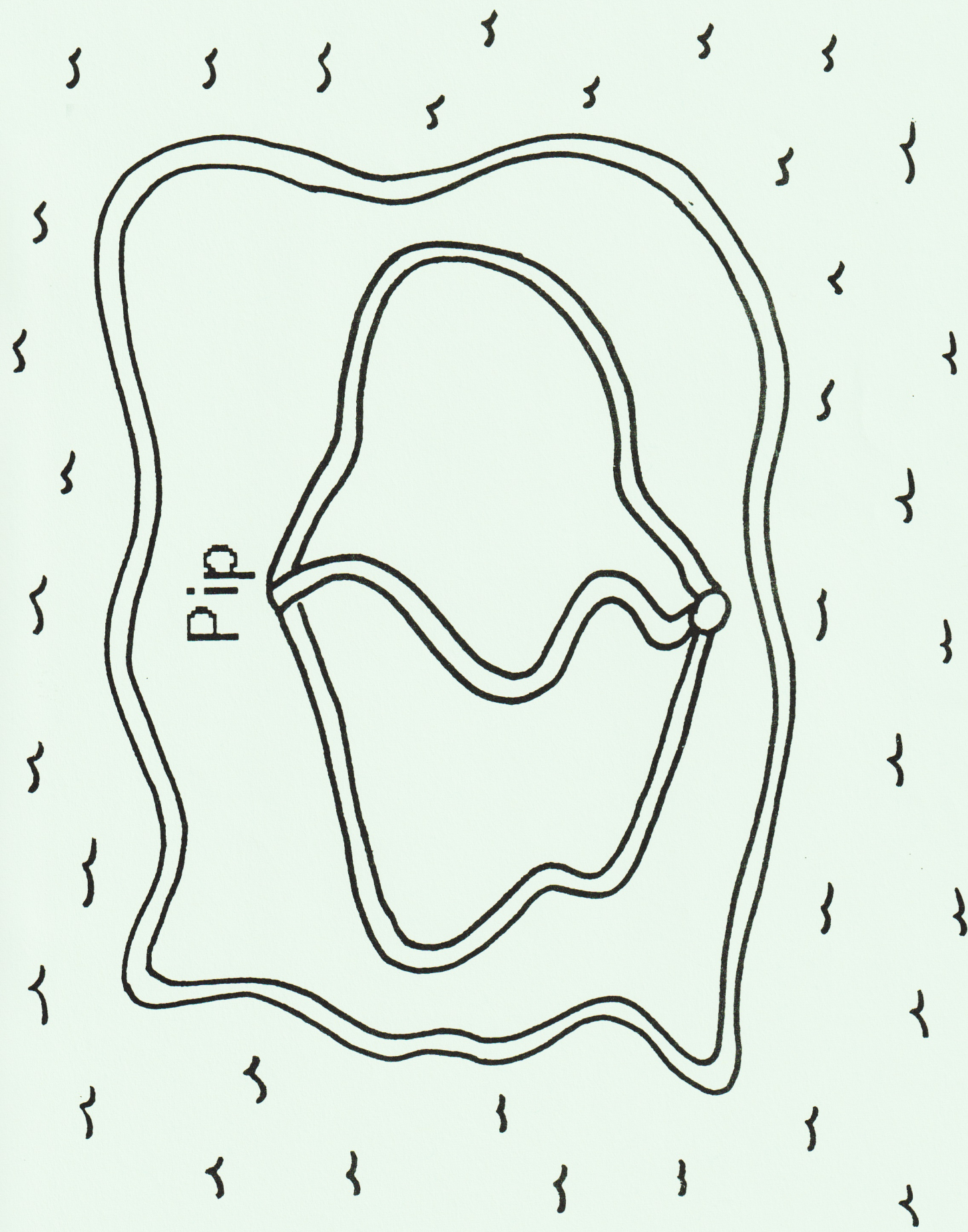


spikes

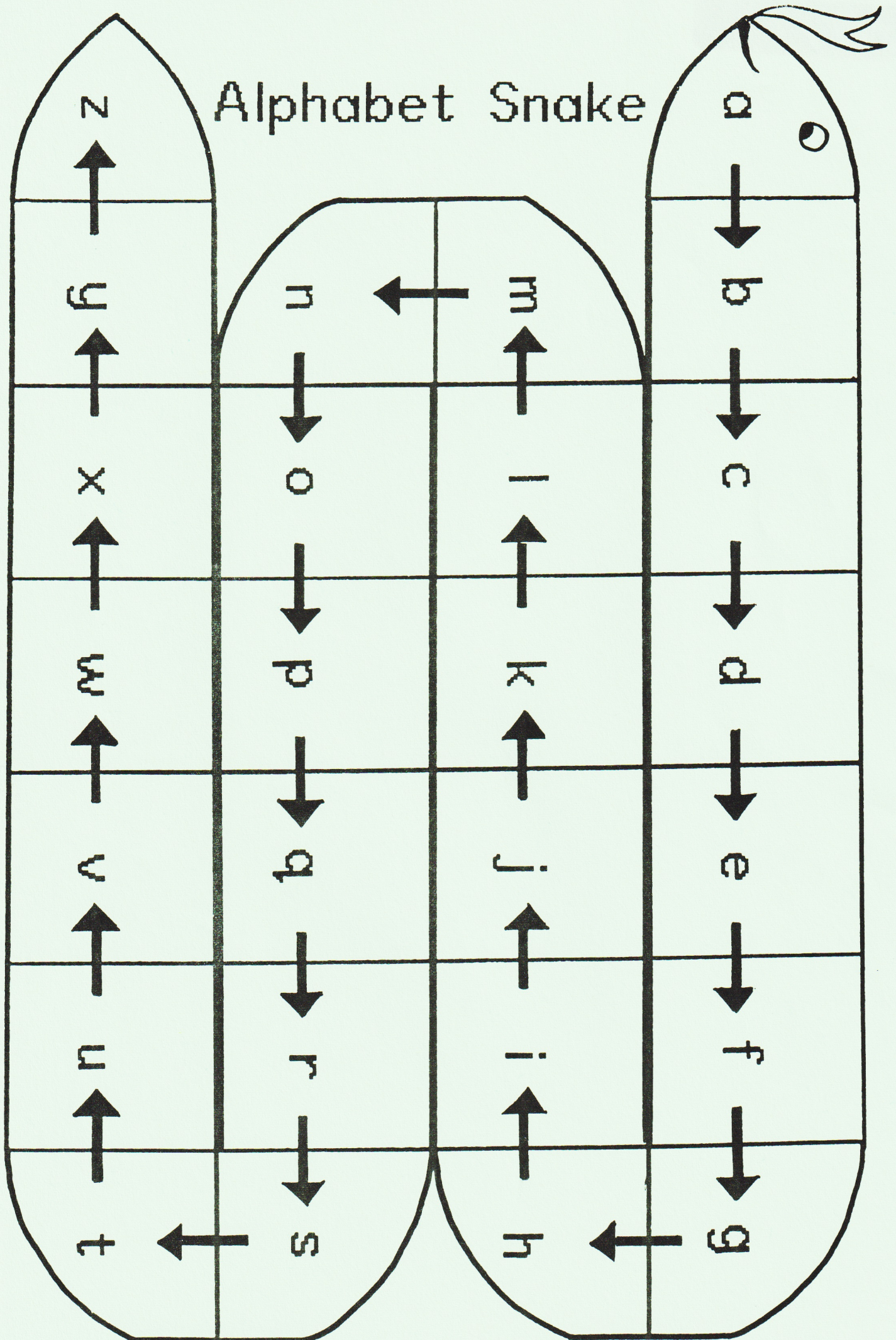








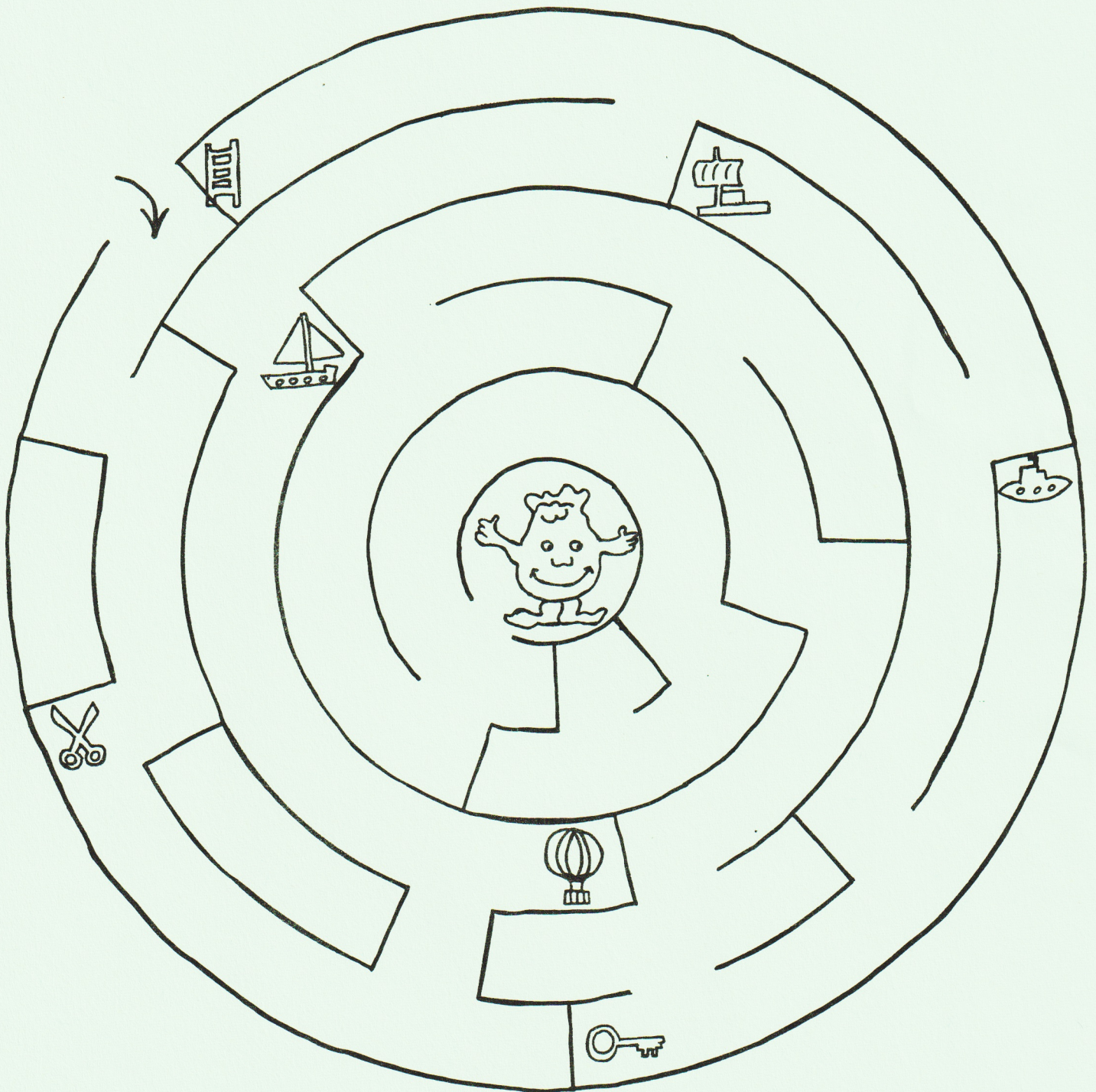
Alphabet Snake



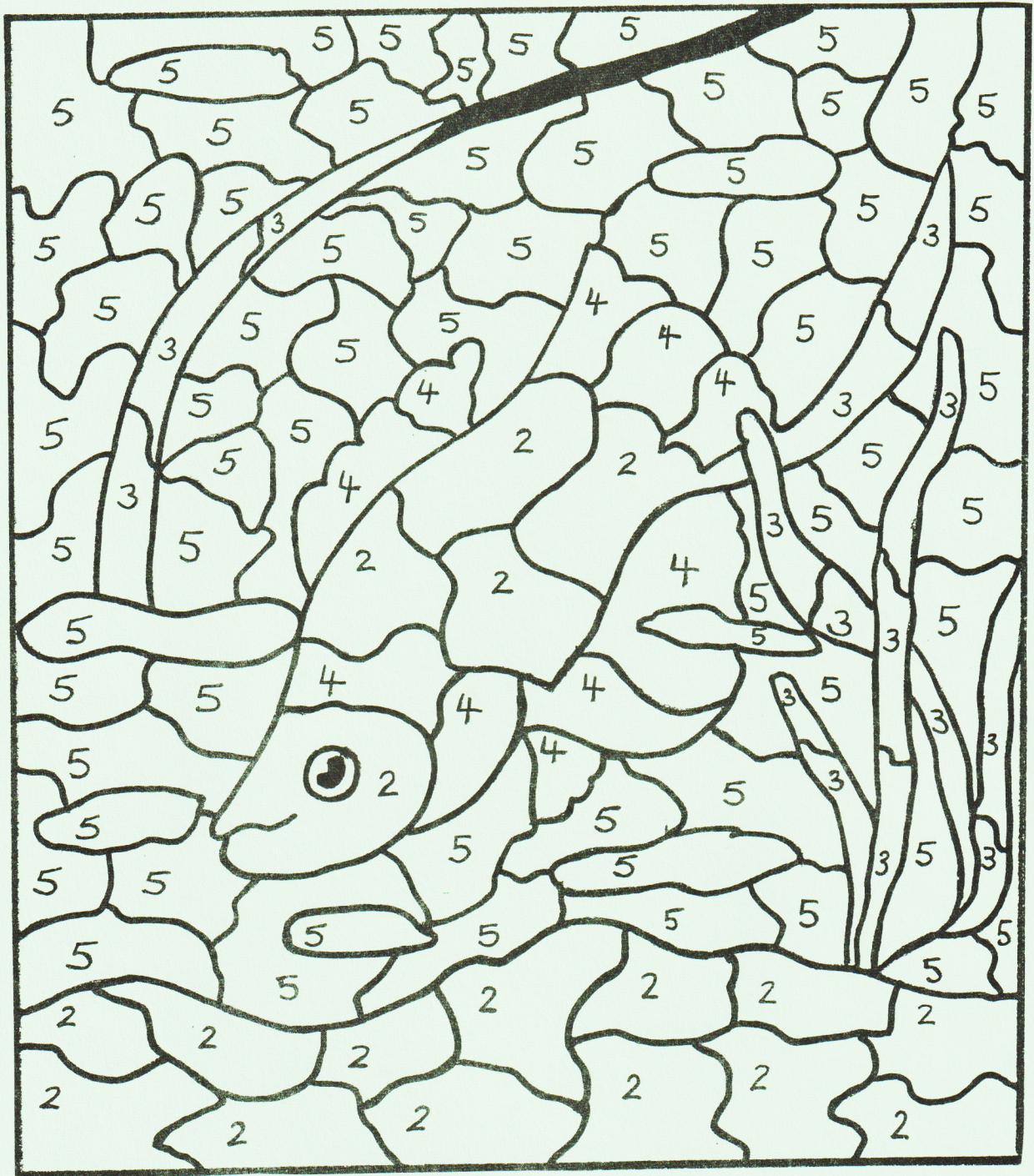
Colour the alphabet paths across
the river.



Can you rescue Pip?



Follow the maze to the centre



Colour the numbers

Colour 2 yellow

Colour 3 green

Colour 4 red

Colour 5 blue

f	i	r	e	b	t	o	p	n	t	e	c
u	v	z	w	e	m	t	g	n	m	n	o
s	c	i	s	s	o	r	s	j	o	x	c
e	g	k	r	h	q	e	z	u	n	v	o
l	g	k	y	o	l	d	q	v	k	m	n
p	o	s	p	i	f	u	q	d	e	x	u
t	o	r	c	h	c	z	k	e	y	h	t
i	g	e	i	x	n	t	i	k	t	q	s
z	y	d	s	d	b	b	p	h	r	m	z
w	r	d	m	v	o	l	c	a	n	o	d
g	i	a	o	j	u	u	v	w	f	o	p
g	j	l	u	g	y	e	l	l	o	w	u

monkey.

ladders.

key.

scissors.

red.

blue.

yellow.

coconuts.

torch.

volcano.

fire.

fuse.

Pip says "Thank You",
to

You have completed
"Pip's Island Adventure"
Part 3

