

The Twits Muggle-Wump Has An Idea



Overview

Learning objective

- To be able to write instructions.

Learning outcome

- To create a new trick for Muggle-Wump to play upon the Twits, written as instructions.

Book reference

- Chapter 22: Muggle-Wump Has An Idea.

Cross-curricular link

- Literacy, PSHE, Critical Thinking, Drama.

Resources

- Materials with which to draw a design.



Starter

- Discuss in pairs: how could the monkeys get their own back on Mr and Mrs Twit? You have two minutes to think of the silliest idea imaginable!
- Some pairs can share their ideas with the rest of the class.



Main teaching activity

- Read the following extract to the class:

“We are free!” cried the two little ones. “Where shall we go, Dad? Where shall we hide?”

“Don’t get excited,” said Muggle-Wump. “Calm down, everybody. Before we escape from this beastly place we have one very important thing to do.”

“What?” they asked him.

“We’re going to turn those terrible Twits UPSIDE DOWN!”

“We’re going to what?” they cried. “You must be joking, Dad!”

“I’m not joking,” Muggle-Wump said. “We’re going to turn Mr and Mrs Twit UPSIDE DOWN with their legs in the air!”

“Don’t be ridiculous,” the Roly-Poly Bird said. “How can we possibly turn those two maggoty old monsters upside down?”

“We can, we can!” cried Muggle-Wump. “We are going to make them stand on their heads for hours and hours! Perhaps for ever! Let them see what it feels like for a change!”

“How?” said the Roly-Poly Bird. “Just tell me how.”

Muggle-Wump laid his head on one side and a tiny twinkling little smile touched the corners of his mouth. “Now and again,” he said, “but not very often, I have a brilliant idea. This is one of them. Follow me, my friends, follow me.” He scampered off towards the house and the three other monkeys and the Roly-Poly Bird went after him.

- Discuss as a class: How could Muggle-Wump make the Twits stand on their heads for hours and hours?
- Write initial ideas on the board.

The Twits - Muggle-Wump Has An Idea cont.

- Show the students this example:

1. Spread some invisible glue on a bar of chocolate, on all sides.
2. Put the bar of chocolate on the floor.
3. Whisper in Mr Twit's ear: "There's some chocolate on the floor."
4. Wait for Mr Twit to look down and pick it up.
5. When he can't pick it up (because it's stuck down), wait for him to try to eat it from the floor.
6. Watch him get stuck!

- Discuss in pairs:
 - What are the advantages of this trick?
 - What are the disadvantages?
 - Do you think Mr Twit will fall for this trick?
- Tell the children: "I'm sure you could do better!"

Group or independent activity

- Divide the class into groups.
- Working in groups, the children discuss a possible solution to the question: How could Muggle-Wump turn The Twits upside down?
- The groups write the ideas as instructions, with pictures or diagrams if necessary.



Plenary

- Every group pitches their idea to the rest of the class.
- As a class, the children discuss the advantages and disadvantages of every trick and which one would work the best, using these questions as guidelines: Which trick would be:
 - The easiest/hardest to execute?
 - The most likely to succeed/fail?
 - The most expensive/cheapest to execute?
 - The funniest/silliest to execute?
- The class can vote on the best Muggle-Wump Trick.

Other activities

- Write a new chapter of the story in which Muggle-Wump, the monkeys and the Roly Poly Bird all try to execute your group's idea. How do the Twits react? Does the plan work? Do Mr and Mrs Twit think of a sneaky way out of your plan, or do they fall for it perfectly?
- Roleplay a dialogue Mr and Mrs Twit might have, then include the conversation in your new chapter.

