

WHERE THE WILD THINGS ARE



STORY AND PICTURES BY MAURICE SENDAK

**TITLE: Where the wild things are**

**AUTHOR: Maurice Sendak**

**INTEREST AGE: 4-7 Years**

**BOOKBAND: Purple**

**OUR REVIEW:** An all-time classic & a favourite at storytimes.

### ENGLISH

- Write a story about the kinds of 'mischief' that Max makes.
- Look at the use of connectives and punctuation within the story.
- The author uses 'terrible' repeatedly to describe the wild things. Why did he use the same word so many times? Can you think of synonyms for 'terrible'?
- Write captions for each of the illustrations in the book.
- If you were the king of the wild things, how would you feel? Can you write a diary from the point of view of the 'King of the Wild Things'?
- Write a sequel where Max returns to see the wild things. What might happen?

### ART

- Design your own 'wild things' that live in different habitats.
- Look at the illustration of the coloured leaves on the inside cover. Could you get different colours of leaves and arrange them to make a picture? Could you cut out and paint leaf shapes and arrange these?
- Imagine that a forest (or other type of landscape) 'grew' in your bedroom / classroom. Draw a picture showing what this might look like.
- Look at how Maurice Sendak used shading within the illustrations. Try creating different shades of one colour. Can you use these shading techniques in your own pictures?

### MATHS

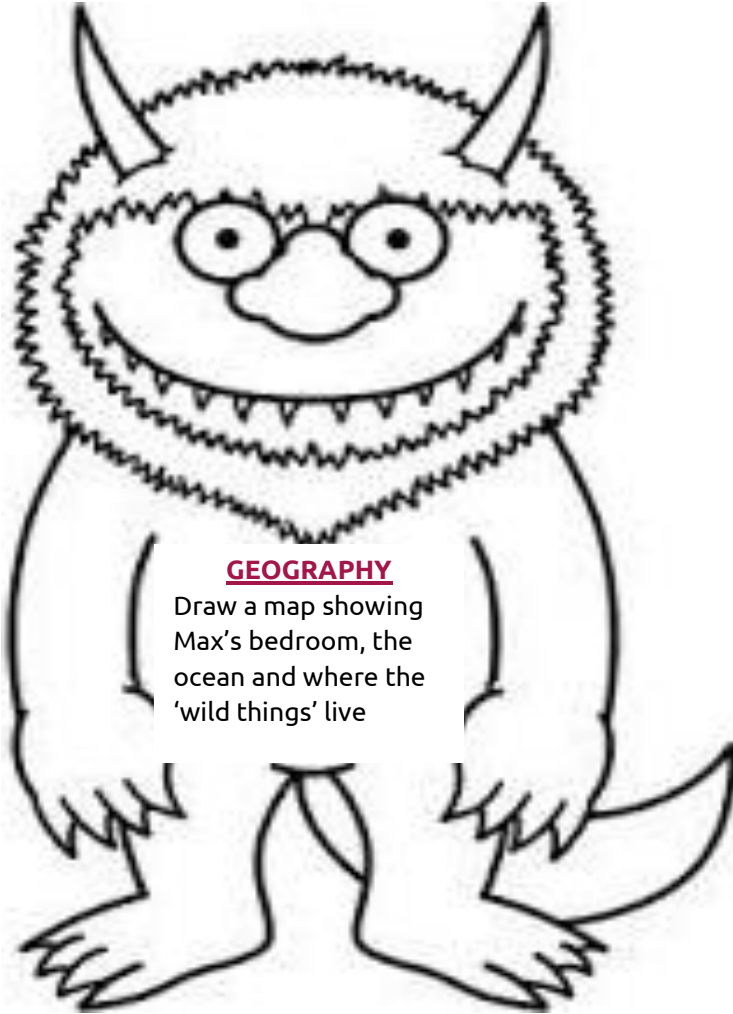
- Find the different time periods mentioned in the book. Can you convert between different lengths of time?

### SCIENCE

- Write a fact sheet about one of the wild things. What is its habitat? How is it adapted to live there? What does it eat? Does it have any special features or abilities?

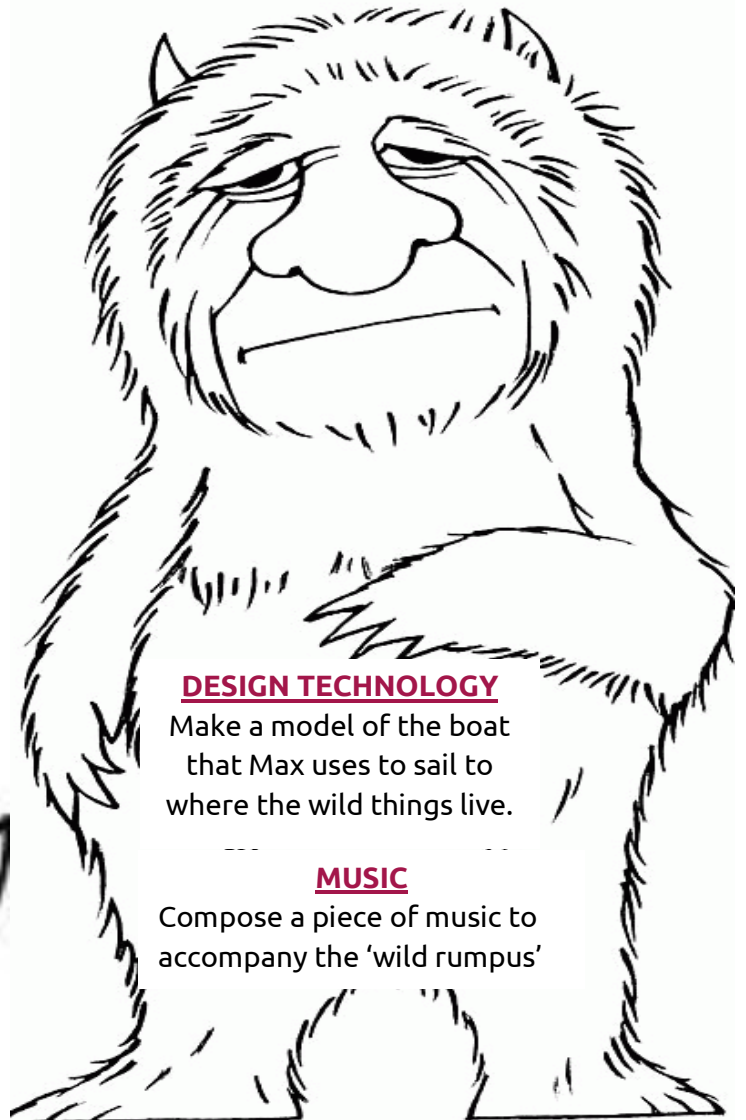
## PSHE

- Max makes 'mischief'. What does this mean?
- Look at the characters' expressions in the illustrations and discuss how they are feeling at each point in the story.
- Max gets sent to bed when he makes mischief. Discuss what consequences are and how they result from our actions.



### GEOGRAPHY

Draw a map showing Max's bedroom, the ocean and where the 'wild things' live



### DESIGN TECHNOLOGY

Make a model of the boat that Max uses to sail to where the wild things live.

### MUSIC

Compose a piece of music to accompany the 'wild rumpus'

**Other books by Maurice Sendak include...**

