






# SCOOTER DOG by Lo Cole

## EYFS Teacher Resources

This vibrant, playful picture book is perfect for welcoming children back to school. It captures the excitement of journeys, noticing details in the world around us, and celebrating simple joys. It provides a fantastic springboard into early literacy, oracy, and personal development. Here are three fun activities to complete with your class:

### Activity 1 - Journey Map

#### Learning Objectives:

-  Understanding the World: draw information from a simple map
-  Literacy: use some of their print and letter knowledge in their early writing.
-  Communication and Language: articulate their ideas and thoughts in well-formed sentences.

1. Discuss the different things Scooter Dog spots on his journey.
2. Ask children to think about their own journey to school. Model creating a map showing the things you spot in your way to school.
3. Provide paper for children to draw their own journey map.
4. Invite children to share their maps with a partner or the class.






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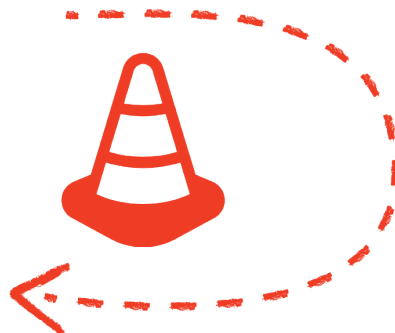


### Activity 2 - Obstacle Course

#### Learning Objectives:

-  Physical development - revise and refine the fundamental movement skills they have already acquired.
-  PSED - show resilience and perseverance in the face of challenge.
-  Communication and language - use talk to help work out problems and organise thinking and activities.

1. Set up a simple obstacle course in the hall or playground (e.g. weaving through cones, balancing along a beam, jumping into hoops, riding a scooter).
2. Explain that the children are pretending to be Scooter Dog on his journey.
3. Take turns navigating the course, encouraging children to narrate what they “see” on the way ( houses, the beach, the woods).
4. Add challenges (e.g., carry a beanbag, move like one of the characters ).





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### Activity 3 - Shape Hunt

#### Learning Objectives:

-  Mathematics - compose and decompose shapes so that children recognise a shape can have other shapes within it.
-  Expressive arts and design - explore, use and refine a variety of artistic effects to express their ideas and feelings.

1. Look closely at pages of Scooter Dog together. Spot shapes (e.g., wheels = circles, houses = rectangles, windows = squares). Ask children to spot shapes.
2. Hand out shape cards and ask children to go on a “shape hunt” around the classroom/ playground.
3. Children record or draw what they find.
4. Children to create a shape picture using printing of 2D Shapes.

