Learning objective
• To analyse character motivation.
• To be able to use imperatives and write instructions.

Learning outcome
• To create a set of instructions for a new medicine.

Book reference
• Pre-reading up to chapter 4: Animal Pills.

Cross-curricular link
• Literacy, Science, Maths, Food Technology.

Resources
• Empty packets or cartons of household goods, e.g. shampoo. The children could be asked prior to the lesson to bring in one example each.

Starter
• Discuss the following questions using evidence from the text:
  - What words can we use to describe Grandma Kranky?
  - Why do you think George wants to make a medicine for his Grandma?
  - In what ways do we want to change Grandma?

• The children take an empty carton each.
• In pairs the children discuss whether their ingredient would be a good addition to George’s medicine, and what it might do to Grandma. For example gloss hair shampoo will make Grandma’s tummy nice and clean.
Main teaching activity

• The children imagine they are at home with a giant saucepan and they are going to collect some ingredients for a new recipe for Grandma Kranky. They can start in the garden, then head to the kitchen, search around their living rooms, go upstairs to their bathroom and finally explore their own bedrooms.

• Draw three columns on the board.

• Elicit from the students some ingredients from each room and write a list of these ingredients in the middle column.

• The children state the quantity of each ingredient (e.g. a spoonful of, a cup of, a can of, a slice of) and write these in the first column on the board.

• The children use thesauri to give cooking terms to describe what to do, e.g. whisk, stir, mix, sieve, pour, melt, break.

• The children give reasons as to why they would give a particular ingredient to Grandma Kranky. e.g. George adds GLOSS HAIR SHAMPOO- to make Grandma’s tummy nice and clean. Write the reason for the ingredient in the third column on the board.

Development

• Modelled by the example on the board, the children create their own ‘Marvellous Medicine’ filling in the columns with around 6 ingredients in total.

• The children need to decide the order in which they will add their ingredients to the saucepan.
Plenary

- Display all the recipe sheets around the classroom, or place them on a washing line.
- The children discuss which recipe could be given to Grandma Kranky and why.

Other activities

- Give the recipe a name.
- Create a class recipe book with all the recipes, complete with illustrations.
- Decide what effect this medicine will have on Grandma Kranky.
- Create a role play showing what happens when the new medicine is given to Grandma Kranky.
- Create a storyboard showing what happens when the new medicine is given to Grandma Kranky.
- Write a new version of the story.
- Make a TV advert for the new medicine.