Learning objective
• To be able to evaluate and analyse what makes a good crocodile trap.

Learning outcome
• A design for a new crocodile trap.

Book reference
• The Enormous Crocodile.

Cross-curricular link
• Drama, Literacy, Design and Technology, Art, Science.

Resources
• Craft materials.

Starter
• Make a list on the board of the different ways the Enormous Crocodile tries to trick children to come near him.

Main teaching activity
• Discuss in pairs which trick is the best invention and why.
• Discuss the criteria for a good invention for a child trap (for example, most lifelike camouflage).
• Pairs feedback their ideas.
• Whole class debate on which is the best trick.
• Class vote on the best invention.
Group or independent activity

• Groups discuss the criteria for a good crocodile trap.
• Groups make a design for their own crocodile trap using craft materials if necessary.

Plenary

• Share crocodile traps with the rest of the class.

Extension

• Make and present an advertising pitch for your crocodile trap.

Other activities

• Make a TV advert or design a poster for your crocodile trap.
• Make your crocodile trap from your design.
• Role play the crocodile entering the crocodile trap.
• Draw a storyboard of the crocodile entering the crocodile trap.