

The Magic Finger Transformation Tales



Overview

Learning objective

- To use imaginative skills to create a transformation tale based on *The Magic Finger*.

Learning outcome

- To make a flickerbook showing students' own transformation tales.

Book reference

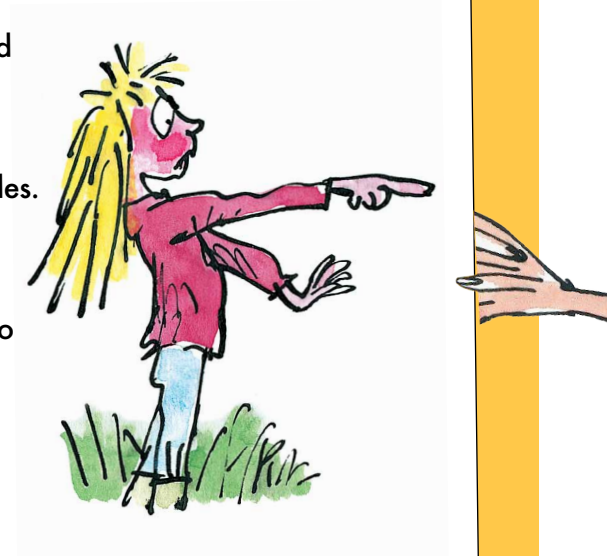
- Read the beginning of the story up to page 9: "And after that The Magic Finger is upon him or her, and things begin to happen..."

Cross-curricular link

- Art, Literacy, Design and Technology, Numeracy, History, Geography, ICT.

Resources

- Craft materials for flickerbook.



Starter

- Play Magic Finger Magic!: the children stand in a circle and one child stands in the middle of the circle as the magician.
- The student in the middle of the circle says, "I am pointing my magic finger at you and you are now all crocodiles!"
- Everyone has to pretend to be a crocodile.
- Then the child says, "And I am pointing my magic finger and the next magician is - YOU" and chooses someone to take their place in the middle of the circle. That child says, "I am pointing my magic finger at all of you and you are now all - trees!" (and so on).
- Even better - make a tin foil finger for the Magician.



The Magic Finger - Transformation Tales cont.

Main teaching activity

- Give the children this scenario: You point your magic finger at an animal, an object, a celebrity or a historical figure. What could happen to someone who is pointed at? Pairs tell each other their ideas.
- Share ideas with the class.
- Expand upon ideas using descriptive language.

Group or independent activity

- Using art or ICT skills, design a flicker book showing the transformation of the thing or person that has been pointed at.

Plenary

- Share initial designs for the flicker book with the class. Continue the flickerbook in the next lesson.

Other activities

- In groups of 4, explain each other's magic finger ideas and decide upon one. Choose this to prepare a role play.
- Make a storyboard showing the magic finger transformation.
- Produce a piece of creative writing showing what happens.
- Produce a piece of stop-frame animation showing the story.

