

# Share a Story: Raider's Peril

## School Closure Home Learning Ideas

'Raider's Peril' is a Twinkl Originals story for Key Stage 2. It is ideally suited to years 5 and 6, and is recommended to be read with an adult in preparation for learning through the resources in this pack. This pack includes the full eBook and selected resources.

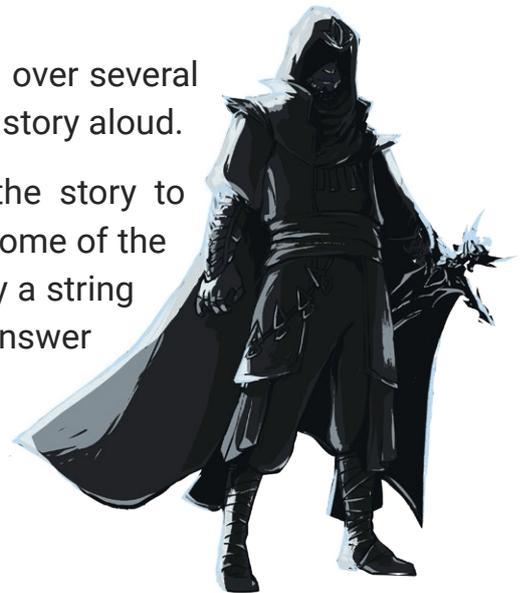
This story is a mystery and adventure story based around children playing a video game named 'Raider's Peril'. The story focuses on an eleven-year old girl, Katka. Katka spends all of her free time playing 'Raider's Peril.' She raids through her alter-ego, Catanna Brittlestar, founder of the Brittlestar guild. Katka is a sensible, responsible child who often has to look after her younger sister, Milana due to their mum's busy work schedule. The story has twists throughout, with Katka losing and gaining guild members and being faced with difficult decisions. It culminates in a lesson well learned: not everyone online is to be trusted but as long as everyone follows the rules, the Internet can be a brilliant place to be with friends.

### How to Use this Book with Your Child

Read this book with your child. You could split the reading over several days, and you could ask your child to read part or all of the story aloud.

Use the resources in this home learning pack to link the story to maths, english, art, computing and technology activities. Some of the resources come in more than one difficulty level, shown by a string of one, two or three stars at the bottom of each sheet. Answer sheets are provided.

The printable activities included in this pack are listed below:



## English

### Crossword

Follow the clues using your story knowledge to complete the crossword!

### Reading Comprehension Activity

This is a set of three reading comprehension papers. It is recommended to do no more than one of these per day. Children should read the chapter of the story and answer the questions provided, referring back to the text to help provide evidence. These questions link to the national curriculum and are perfect for SATs practice. For more papers on this story, [click here](#).

### Direct Speech Punctuation Activity

This is a set of worksheets in which children will need to add the correct punctuation to some

dialogue from the story. Ability levels range from just adding speech marks and full stops, to adding all punctuation and starting a new line for a new speaker.

### **Story Sequencing Cards**

A fabulous set of illustrations from the story which can be used for story sequencing. Challenge children to order a selection of events or use the pictures as prompts to recall parts of the story and write down what happened. You could also use the images as a prompt for children to describe what they can see using exciting vocabulary.

## **Maths**

### **Maths Challenge Cards**

These cards contain problems written in sentences which relate to the story and require children to add, subtract, divide and multiply. The star in the corner of each card indicates the difficulty level.

### **Multiplying by 100 and 1000 Bitcoin Conversions**

This fantastic resource gives maths problems presented in sentences. They will involve multiplying by 100 and 1000. For each activity, the children are asked to convert between the Raider's Peril bitcoins and pounds. There are three levels of difficulty.

### **Catanna's Coordinates**

In three levels of difficulty, this worksheet asks children to write down the map coordinates of various places in the White Desert. Challenges include giving directions for a journey from one place to another.

### **Awesome Pizzeria Fractions**

This worksheet presents problems all to do with pizza! Use Katka's 'awesome pizza' to get children talking about their favourite pizzas, then work out how many pieces of pepperoni belong on  $\frac{1}{3}$  of a pizza, for example. Three levels of difficulty and answer sheets included.

## **Art**

### **Decorative Crests**

In the story, each guild has a crest and a banner. This worksheet gives children the chance to design a crest of their own. Why not use magazines for inspiration? Decorate and make your crest with whatever materials you have available.



## **Design & Technology**

### **Awesome Pizza Recipe**

If you have the ingredients, make Katka's Awesome Pizza from scratch! Children are invited to write down their very own pizza topping ideas.

# Computing

## Awesome Avatars

Children design their own character avatar and give friendly peer feedback in this fun activity. Encourage adults in the house to have a go, too!

## Character Profiles

A great way to assess understanding of characters and their online gaming personas. This should be used after the whole story has been read. Children link the story characters' human names with their online profiles, and this makes sure that they understand how people can be different from whom they say they are online.

## The Guild Factor

In the spirit of a reality TV show, children create their own 'guild' in this activity and write down how they will convince other people to join it.

# PSHE & Citizenship

PSHE is Personal, Social and Health Education.

## Discussion Cards

These cards are perfect for starting a discussion about the important themes in the story. Talking about decisions made by the characters will help to build empathy and inference skills.

# Printing-Free Activity Ideas

If you do not have access to a printer, these resources from the pack can be used from a screen with a pencil and paper:

- Direct Speech Punctuation Activity
- Maths Challenge Cards
- Multiplying by 100 and 1000 Bitcoin Conversions
- Awesome Pizzeria Fractions
- Decorative Crests
- Awesome Pizza Recipe
- Discussion Cards

## Other print-free ideas include:

- writing the story as though it is one of the characters' diaries;
- creating a piece of art using materials found at home;
- researching the evolution of children's toys and games.



Choose a period of British history to use as a starting point (e.g. Victorians), and end with massive multiplayer online role-playing video games such as Raider's Peril;

- listening to and analysing examples of video game soundtracks. Discuss and evaluate what makes them inspiring or exciting. Invite children to compose their own game soundtrack;
- research video game mapping styles and allow the children to design their own map of the White Desert. Create symbols and a key for the various features and use 6-figure grid references and compass directions like 'north' and 'south-west'.

[Click here](#) for the full collection of Raider's Peril teaching resources. To access the full library of Twinkl Originals stories for Key Stage 2 children, [click here](#) and refine your search to Key Stage 2.

For a science-based space story, read [Jazz Harper: Space Explorer](#).

For a scary story with supporting writing activities, read [The Curse of Cogston House](#).

For a beautiful short story about a magical river spirit, with geography and climate change links, read [Sabryna and the River Spirit](#).