

ROCK 'n' ROLE-PLAY!

Skill level = simple

Print out the attached sheet and choose a character or draw your own monster on another piece of paper. Cut out your character carefully and if you wish, colour it using pens or crayons.

Fasten the character to a thin length of card or a stick using rolled-over sticky tape, glue or sticky putty.

You have now made a mini-monster puppet for your Rock 'n' Role-play!

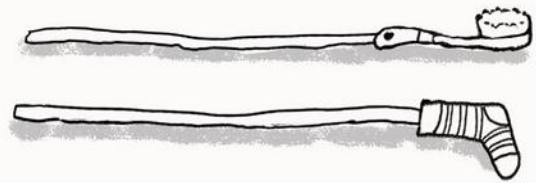
if you like, use the other sheet of objects to make a mini-tool kit in the same way.

Now see if your character or mini-tool can move a mini-red rock!

You need: Paper, scissors, sticky putty, glue or sticky tape, colouring-in stuff(optional), a thin length of strong card, wooden spoon handle or a stick (i.e. pea sticks)



Always take care when using scissors and ask an adult to help with the tricky bits.



Ways to use the Rock 'n' Role-Play templates:

Collect red clothes/cushions/blankets and pile them up to make your own big red rock. While reading out the book, pass each character or mini-tool to the child so that they can use the puppet or object to act out each encounter with your big red rock.

Boost the child's vocabulary by teaching them verbs associated with the characters and mini-tools. For example, can Bif or Bop 'persuade' or 'charm' the rock to move or can you use a spoon to 'scoop' it out of the way?

Lay out all five characters on the floor and give the child time to memorise their positions. Ask them to cover their eyes while you take one away. Can they work out who is missing? What colour was the missing character? What was their most memorable feature? To make it more difficult for older children, you could increase the number of items by adding some mini-tools.

Craft ideas for adults:

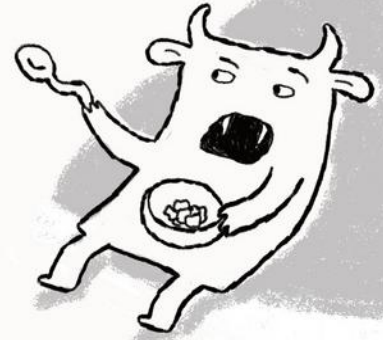
Stick the characters and/or mini-tools onto cardboard or print each page directly onto lightweight card before cutting round them.

Glue or tape a safety pin to their backs to make badges.

Add small magnets or magnetic tape to their backs to make fridge magnets. Draw a big red rock together, then attach it to the fridge by placing the fridge magnet characters and objects on and around the rock.

Tape a cocktail stick to the back of each character, then sink the other end into cakes to use them as toppers. We recommend red velvet cupcakes, or (big red) rock cakes!

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Discussion points for the book:

Who is your favourite character?

How did Bif get past the rock in the end?

What do you think Bif will do next?

If you were a monster, what would your name be? What unique ability would you have and how would you use it against the big red rock?

Does the story have a villain?

What would you say to Bif if you met him?

Concepts 'The Big Red Rock' could be used to introduce:

Creative thinking, problem-solving and play:

The big red rock represents a difficulty that seems impossible to overcome. Bif and his friends have tried their hardest to move it but nothing has worked. Sometimes the effort that goes into solving a problem can stop us thinking creatively. Playing can help us relax and be more creative and can even lead to surprising and successful solutions to a problem.

Support networks and emotional well-being:

Bif's friends help him to forget about the big red rock and have fun. They play together and improve his mood. Sometimes the best way to support someone is to acknowledge what's causing their distress and help them to think about other things.

Empathy:

Although the solution to Bif's problem is likely to be clear to the reader, from Bif's perspective the rock is a significant cause of stress. The book can help children understand that the size of problems can differ depending on your point of view. When someone they know is upset, they can empathise by trying to imagine how things appear from the other person's perspective.

