

***THE PREHISTORIC GAMES* (a dino fantasy)
By Janet Lawler
Illustrated by Martin Davey
Published by: Pelican Publishing Company**

LIBRARY PROGRAM

ABOUT THE BOOK:

Once every thousand years, dinosaurs from around the world fight tooth and claw to win medals at epic athletic events. Rollicking rhyme and the vibrant art of Martin Davey transport readers with dinosaur detail and humor right up until the closing march of ***THE PREHISTORIC GAMES***. Glossary and dino name pronunciation guide on picture book final page.

PROGRAM ELEMENTS:

Depending on length of program and age of participants, program elements below can be selected, expanded, or skipped. Also, number of Game Stations offered (see below) may depend on number of children registered and/or number of library staff and volunteers available to supervise.

DINO FOOTWEAR

Advance prep/materials:

Using green felt, create pairs of dinosaur feet that children can place over shoes (see attached template). Note: This could be a possible craft activity for older children; adults to cut the center “star” of slits to allow for placement on feet.

Dino feet can be turned in at end of program in return for a ***PREHISTORIC GAMES*** medal to take home.

BRIEF DISCUSSION OF OLYMPICS (optional)

Olympic facts can be shared briefly, such as:

This international athletic competition features many different events.

Many countries around the world send athletes to compete for medals.

The Olympics started in Ancient Greece (776 BC to AD 393).

Modern Olympic Games began in 1896 (Summer Games began in 1924).

Games begin with lighting of Olympic torch that burns for all days the Games are held.

The flame symbolizes the light of spirit, knowledge, and life and is the herald of peace.

Today’s summer Olympics have about 10,000 athletes representing 190 nations.

Games kick off with an opening ceremony that includes a march of all athletes.

LIGHTING THE TORCH/OPENING MARCH

Advance prep/materials:

Volcano: Wrap a 5-gallon plastic pail in green and brown sparkling ribbon. Inside, loop a string of mini white holiday light bulbs in and around red/orange sparkling wide ribbon (extending out

and above the lip of the pail; a wrapping paper tube can create a peak). Plugged in, there will be a red/orange glow; tell children to use their imaginations to pretend this is a volcano.

Torch: Use a flashlight (or a short set of sparkling lights, with on/off switch, wrapped within loops of red/orange sparkling wide ribbon (to imitate a flame) attached to a torch base (wrap flashlight or fat stick with brown paper).

Torch Activities:

Have a volunteer help you as you light the torch (by touching the “flame” of the torch to the volcano, and at the same time turning ON the flashlight (or internal mini lights switch in the flame).

Have the torch passed from child to child as part of *THE PREHISTORIC GAMES* opening ceremony, and/or play dinosaur march music as you lead the children in a march around the room. (A good song is *We Are the Dinosaurs* by Laurie Berner Band:

https://search.yahoo.com/yhs/search?p=we+are+the+dinosaurs&fr=ush-main_02&fr2=p%3Aml%2Cm%3Asb&hspart=att&hsimp=yhs-att_001&type=yahoo_pc_mail)

INTRODUCTION TO STORY

Have children all take seats and settle after march.

Share cover and names of author and illustrator, explaining what each does in creating a book.

Explain that *THE PREHISTORIC GAMES* is fantasy/make-believe—that the author has made up the story from her imagination, thinking of some of the summer Olympics events, and that the illustrator had a lot of fun imagining the world where these competitions might have taken place.

READ *THE PREHISTORIC GAMES*

OPTIONAL ADDED CONTENT KNOWLEDGE

Go over new words in Glossary.

Say names of dinosaurs mentioned in the Pronunciation Guide (while pointing out that dinosaur in book); ask children to repeat names with you.

Ask if this book is fiction or non-fiction. Discuss. (Did dinosaurs ever wear workout clothes or uniforms? Focus on make-believe element clues.)

GAME STATIONS (To be set up ahead of time):

Demonstrate/explain each game station; remind children that “fossils” must stay in Excavation Station and that they will be leaving with a *PREHISTORIC GAMES* medal (see template) and a coloring sheet they have used in the Artists Arena (see attached coloring sheet).

Bronto Bean Bag Toss

Advance prep/materials:

Using large, sturdy foam board, create a dinosaur face, creating a cut-out for gaping mouth that children can throw bean bags through. Sets up easily along a wall; use small bean bags.

Place starting line tape (of quality to stick on venue floor surface) a few feet out from set-up (so most children can succeed in throwing).

Determine number of bags thrown/tries to keep activity moving, depending on group size.

Prehistoric Artists

Advance prep/materials:

Set up table(s) with crayons, markers, and coloring sheets from *THE PREHISTORIC GAMES* (attached); optional additional dinosaur art activities can be offered such as blank sheets for creating dino scenes with stickers, crayon rubbings of textured papers/fossils, etc.

Jurassic Long Jump

Advance prep/materials:

Use tape to create a starting line and distance markers. On distance markers, write in large letters, YES!, FAR, WOW!, AWESOME, INCREDIBLE or other superlatives. Note: Have children start their jump with feet together at starting line (no running starts).

T-Rex Ring Toss

Advance prep/materials:

3–4 large cones and rings for tossing. Glue/tape/paint T-Rex dinosaur images on cones. Use tape to create line from behind which children will toss rings.

Excavation Station

Advance prep/materials:

Fill sensory tables or shallow, heavy-duty storage bins with ½ bag sterile sandbox sand. Bury plastic or other dino “fossils” (no need to be too accurate; fine to include small plastic dino toys). Provide small, hand-held sifters (tea leaf holders work well) for children to uncover items.

Stegosaurus Stomp

Advance prep/materials:

Create music “corner” set-up with CD or wi-fi access to dinosaur songs, where children can visit and stomp and dance to music that plays during all the Games.

CLOSING MARCH

Close program with a closing march to dino music and extinguish (turn off) torch. Ask children to stay in line to turn in dino feet, and as they do, place medal around each child’s neck.

THE PREHISTORIC GAMES Medal

Illustration © Martin Davey



Print medals on card stock paper, cut out, fold over, and hole-punch. Use 24" thin hemp or twine lengths for a prehistoric-looking ribbon.

Time and labor-saving alternative: Use a circle punch (craft stores will have one just about the same diameter as this medal) to punch out medals (tab will not be used). Use glue dots and/or glue to affix two sides of each medal together, with the two ends of ribbon secured between.



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