Fantastic Mr Fox Chapter 14 activity

Read/ listen to chapters 12, 13 and 14, then try out the activities below.

<https://www.youtube.com/watch?v=nJofxwa5bMo>

Activity 1

Read the extract below and consider the following questions:

* What is Mr Fox proposing?
* Does Badger agree with Mr Fox?
* Do they have different points of view about breaking into Bean’s Cider Cellar?
* What does it mean to persuade someone?
* Have you ever tried to persuade someone? (maybe to stay up a little later, to go on a trip somewhere or to buy something you really wanted?)





Activity 2

A dilemma!! What is a dilemma? Discuss this with someone at home and see if you can think of a way to explain it and if you have maybe had a dilemma.

Sometimes people solve their dilemmas by themselves and sometimes they can be persuaded to come to a conclusion by another person.

* What was Badger’s dilemma?
* Was it right that Mr Fox tried to persuade Badger to agree with him?
* What might have happened if Badger had not been persuaded?

Activity three

Use the dilemma cards with someone at home. One person has the dilemma card and the other takes the are you persuaded card (take it in turns). Read a card aloud and one person has to try to persuade the other. Who was the most persuasive person and why? What words/ language did they use?



Activity 4

This activity is to design and make a board game that is based on the dilemmas in Fantastic Mr Fox.

First, you need to think of ideas for dilemmas to include. Examples could be Mr Fox having to take risks to find food for his family, or what the fox family had to do when the farmers started to dig them out of their home.

Look at simple board games such as Snakes and Ladders, where landing on certain squares has consequences. See the resource below: consequences. You need to work out two alternative outcomes for each dilemma – one good, one bad! This will go in your game later.

Design a board game (see game ideas below to work out key features of your game). The game could include opportunities for players to take cards when they land on certain squares. These cards could be consequence or choice cards. Make your board game with different things from home (it does not have to be permanent). Once complete, make sure to send me a photo!



