BOOKS ALIVE!

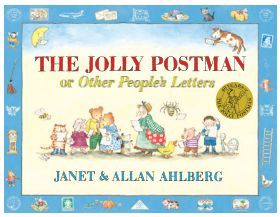
EDUCATION PACK



KS1

2026 SOUTHPORT
Elegantly eccentric

BOOKS ALIVE! KS1 RESOURCE PACK



This resource pack uses the inspiring and interactive book The Jolly Postman: Or Other People's Letters written by Janet and Allan Ahlberg to help foster a love of reading through oracy, reading aloud and drama games in Key Stage 1 children. The primary objective is to inspire reading for pleasure, facilitate connections to classic fairytales, and empower children to understand that stories can be found anywhere and they have all the skills to be able to create their own tales.

OUR AIMS

- Build excitement for the Books Alive! installation trail.
- Celebrate the National Year of Reading with engaging activities.
- Inspire a love for reading and shared storytelling among children and families.
- Highlight Southport as a vibrant, family-friendly cultural destination.

ABOUT BOOKS ALIVE!

Books Alive! is a free, family-oriented literature festival that brings stories to life through art installations, performances, and author talks. The event runs daily from 11:00 AM, October 24th to 31st, 2026.

RESOURCE PACK CURRICULUM OBJECTIVES

To develop pleasure in reading, motivation to read, vocabulary and understanding by:

- listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently.
- being encouraged to link what they read or hear to their own experiences.
- becoming familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics.
- recognising and joining in with predictable phrases.
- discussing word meanings, linking new meanings to those already known.
- participate in discussions, presentations, performances, role play/ improvisations and debates.
- making inferences on the basis of what is being said and done.
- answering and asking questions.

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LESSONS AND OUTCOMES

This resource pack includes 6 lesson plans, each including a quick finisher task, cross curriculum tip and optional homework resource.

ADAPTATION TIPS

Please note that these lessons are not prescriptive. We know that children learn in different ways and have varying needs. We encourage you to adapt them creatively to meet the individual needs of your students. The tips below provide a starting point for making these adaptations. Consider adjusting the level of support, pace, or expected outcomes to ensure each learner can participate meaningfully.

LESSON	TITLE	OUTCOME
1	The Jolly Postman's Letter Hunt	To create freeze frames based on inferences made from the story.
2	The Jolly Postman's Neighbourhood	To create a map illustrating the Postman's route and the residences of fairytale characters.
3	The Jolly Postman's Interview	To understand a characters' thoughts and feelings through a hot seat drama game.
4	The Jolly Postman's Cookbook	To be inspired by the Wicked Witch and create a recipe card.
5	The Jolly Postman's Other Route	To use a 6-box storytelling technique to create a new story about the Postman's alternative route.
6	The Jolly Postman's Forgotten Letter	To write a letter from the perspective of a fairytale character the Postman forgot to deliver.

LESSON 1: THE JOLLY POSTMAN'S LETTER HUNT

OBJECTIVES:
TO CREATE FREEZE FRAMES BASED ON INFERENCES MADE FROM THE STORY.

PREPARATION:
Print out lesson 1 resources:

- 6 Fairytale letters
- Quick finisher task
- Optional homework exercise

TASK 1: READ THE STORY

Read The Jolly Postman and discuss the various fairytale characters visited.

TASK 2: LETTER HUNT

Explain that 6 letters are hidden in the classroom. Encourage the children to find them and bring them to their teacher. Once all the letters are found, open them up in front of the class and discuss each character and what story they come from. Each letter will have an image of a popular fairytale character, ex.) Big Bad Wolf.

TASK 3: EXPLAIN FREEZE FRAME

Introduce freeze frames as a still picture made with their bodies. Like pressing pause on a television show. There is no moving or talking but you are creating a scene. Divide the class into six groups, assign each a character from the letter, and instruct them to create a freeze frame depicting the character or scene from their story. Visit each group to help them choose an idea and understand their roles.

Ex.) For the Big Bad Wolf the children could create a scene where Little Red Riding Hood is in the forest. Students could freeze as the Wolf, Little Red Riding Hood, trees or the basket of goodies for Grandma. Encourage groups to share each other's freeze frames with the class.

AMENDMENT:
For limited space, ask students to stand up by their desks and have them show you the character individually as a freeze frame. Ex.) If the Big Bad Wolf is shown, students can freeze in the position with their mouths open and "claws out".

ADAPTATION TIPS

- Should a student be too anxious to act, you can ask them to draw a scene on a piece of paper.
- Offer flexible roles such as a narrator or director.

CROSS CURRICULUM ACTIVITY TIP:

Maths: Present class with different cardboard boxes (packages) or letters and weigh them. Organize them by weight or size.

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Big Bad Wolf

URGENT

BIG BAD WOLF

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Three Little Bears

THREE LITTLE BEARS

Copyright © Janet and Allan Ahlberg, 1986

Wicked Witch

WICKED WITCH

OPEN NOW — DON'T DELAY
This could be your lucky day!

Copyright © Janet and Allan Ahlberg, 1986

Jack

JACK

Copyright © Janet and Allan Ahlberg, 1986

Cinderella

CINDERELLA

Copyright © Janet and Allan Ahlberg, 1986

Goldilocks

PLEASE DO NOT BEND

GOLDILOCKS

QUICK FINISHER TASK: THE POSTMAN'S STAMP

Do you know why we put stamps on letters? It is how we pay for them to move from one place to another. Look at the stamps below and create a stamp that your character would want to use.



THIS STAMP BELONGS TO: _____

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OPTIONAL HOMEWORK EXERCISE: POSTMAN'S CHALLENGE

Do you know where your closest post box is to your house? Can you find it?



The closest post box is ____ minutes from my house.

My post box is the colour _____.

What day is your post picked up? _____.

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LESSON 2: THE POSTMAN'S NEIGHBOURHOOD

OUTCOME: TO CREATE A MAP BASED ON WHERE THE JOLLY POSTMAN VISITS.

PREPARATION:
Print out lesson 2 resources:

- Postman's neighbourhood map outline
- Quick finisher task
- Optional homework exercise

TASK 1: REVISIT AND PLAN

Revisit The Jolly Postman and discuss all the places he visits on his journey. Explain to the students that you are going to plan a class map of the Postman's neighbourhood showing where all the fairytale characters live. Start by creating a class list of locations. Ex.) The post office, The Three Bears house, The Giant's castle etc.)

TASK 2: DRAW THE MAP

Hand each student a map from the lesson 2 print list. Allow the students to decide where each home goes. There is no need for accuracy, just logical layout. Encourage the use of symbols and use their imagination to add other things they find in their neighbourhood, such as a grocery store, cinema, corner store etc.

TASK 3: ADD DIRECTIONS

Students can decorate, add simple labels to each place and arrows to show the Postman's route. Share and discuss the maps with the class.

ADAPTATION TIPS

- For more tactile learners, you can provide a student with different coloured objects, such as counters, that represent locations on their map.
- For students that would appreciate the opportunity to move around, allow them to treat the classroom as their "map". They can choose areas of the room to represent landmarks from the story and they can label them with sticky notes.

CROSS CURRICULUM ACTIVITY TIP:

Geography: Go through the maps of children and have them write directions by using words like left, right, straight, turn etc.

QUICK FINISHER TASK:

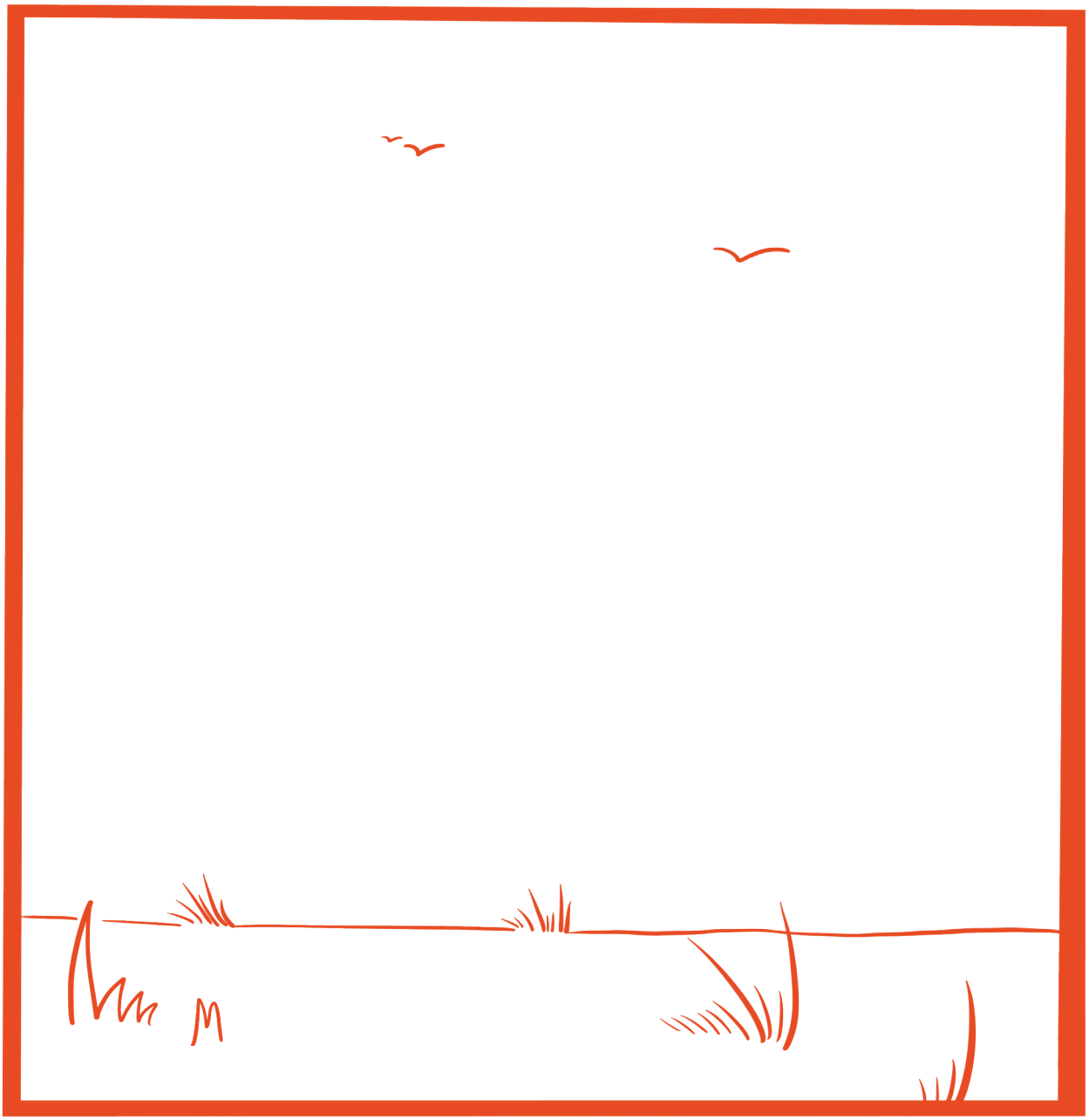
Using their created maps, students can add speech bubbles for the characters, imagining what they might say. Ex.) Goldilocks might be missing the porridge at the three bears cottage. The children could draw a bowl of porridge or write “I miss the bear’s porridge” in the speech bubble connected to Goldilocks home.




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OPTIONAL HOMEWORK EXERCISE: THE POSTMAN'S NEXT STOP

The Jolly Postman is visiting a new neighbourhood. He needs to deliver his mail, but who are the letters for? Pick your favourite fairytale character and design their home in the box below.



THIS HOUSE BELONGS TO: _____

I chose _____because _____
_____
_____
_____

LESSON 3: THE JOLLY POSTMAN'S INTERVIEW

OUTCOME: TO UNDERSTAND A CHARACTERS' THOUGHTS AND FEELINGS THROUGH A HOT SEAT DRAMA GAME.

PREPARATION:
Print out lesson 3 resources:

- Quick finisher task
- Optional homework exercise

TASK 1: CHOOSE A CHARACTER

Read a section from the book and allow the children to choose a character.

TASK 2: HOT SEAT GAME

One child or teacher sits in a "hot seat" in front of the class and tries to embody that character.

TASK 3: QUESTION AND ANSWER

The class asks open ended questions related to the book or fairytale character. (ex. "How are you feeling today?", "What was in your letter?") The child in the hot seat responds as the character. Should a student be stuck on what question to ask, encourage their classmates to help or offer them a suggestion.

AMENDMENT:
To save time, up to 3 students can be in the hot seat.

ADAPTATION TIPS

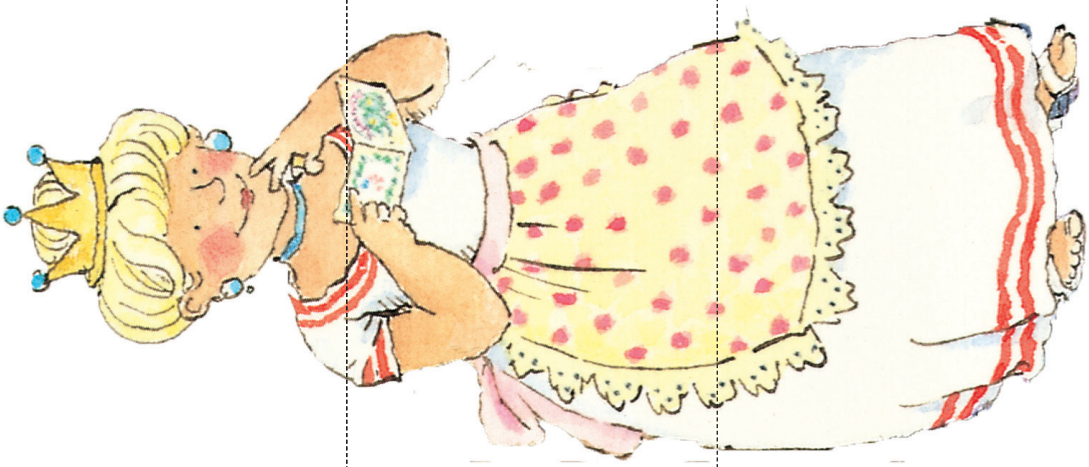
- Have a list of open- ended questions written down on a piece of paper, put them in a box. Offer children the option to choose their own question or select one from the question box.
- Create yes/no paddles out of a piece of paper. You can ask the "character" in the hot seat yes or no questions. They can then raise the paddle and choose their response without speaking aloud.

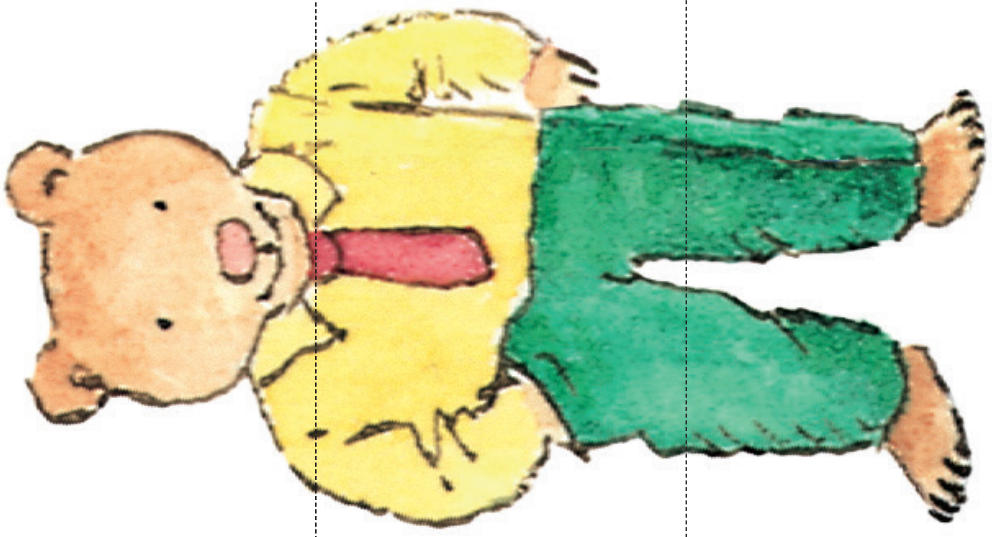
CROSS CURRICULUM ACTIVITY TIP:

Science: Have a mystery material hidden (such as a feather or rock) and ask the children to interview you about its properties. ex) is it waterproof?, is it transparent?, is it flexible, is it solid? Etc.

QUICK FINISHER TASK: CAN YOU PUT THESE CHARACTERS TOGETHER AGAIN?

These characters have wandered from their stories. Can you cut them out and put them together again?







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GUESS THE FAIRYTALE CHARACTER

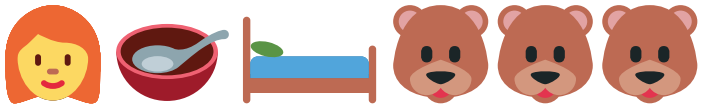
Can you find out what fairytales these images represent?



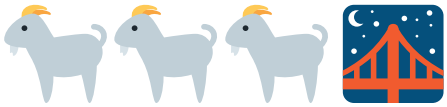
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LESSON 4: THE POSTMAN'S COOKBOOK

OUTCOME: TO UNDERSTAND A CHARACTERS' THOUGHTS AND FEELINGS THROUGH A HOT SEAT DRAMA GAME.

PREPARATION:
Print out lesson 3 resources:

- Wicked Witch's recipe cards
- Quick finisher task
- Optional homework exercise

TASK 1: WITCH'S FLYER

Revisit the Wicked Witch's page in the story and her flyer. Discuss what you think she might buy or cook? Explain to the class you are going to create a magical recipe inspired by the Wicked Witch. Ex) flying potion, invisibility potion or colour changing brew.

TASK 2: INGREDIENT BRAINSTORM

Create a list of ingredients on the board with the class, encouraging imaginative descriptions. Ex.) magic dust could turn into 3 shakes of magic dust.

TASK 3: RECIPE CARD CREATION

Students write instructions for their recipes. Encourage them to use action words like stir, mix, and add. Hand out recipe cards and encourage the children to write their recipes down, illustrate their steps or do both on the cards. Share and celebrate their creations.

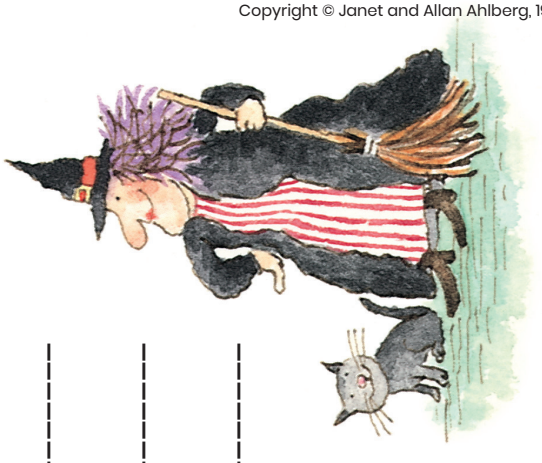
ADAPTATION TIPS

- Encourage students to describe the ingredients and steps aloud.
- Once a recipe has been created, encourage them to describe what it might taste like. This can be acted out or shared aloud.

CROSS CURRICULUM ACTIVITY TIP:

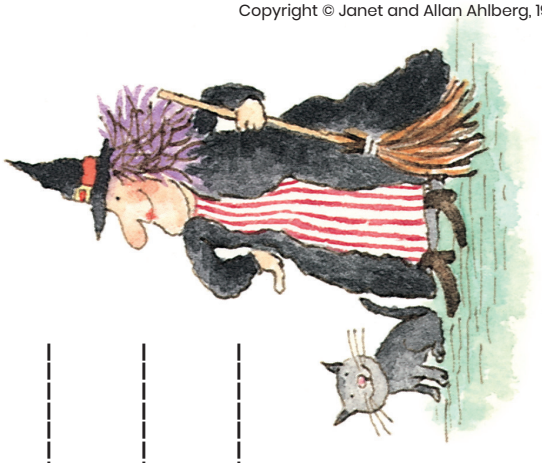
Health: Discuss nutritional value of the ingredients. Categorize them into fats, carbohydrates, vitamins etc.

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INGREDIENTS

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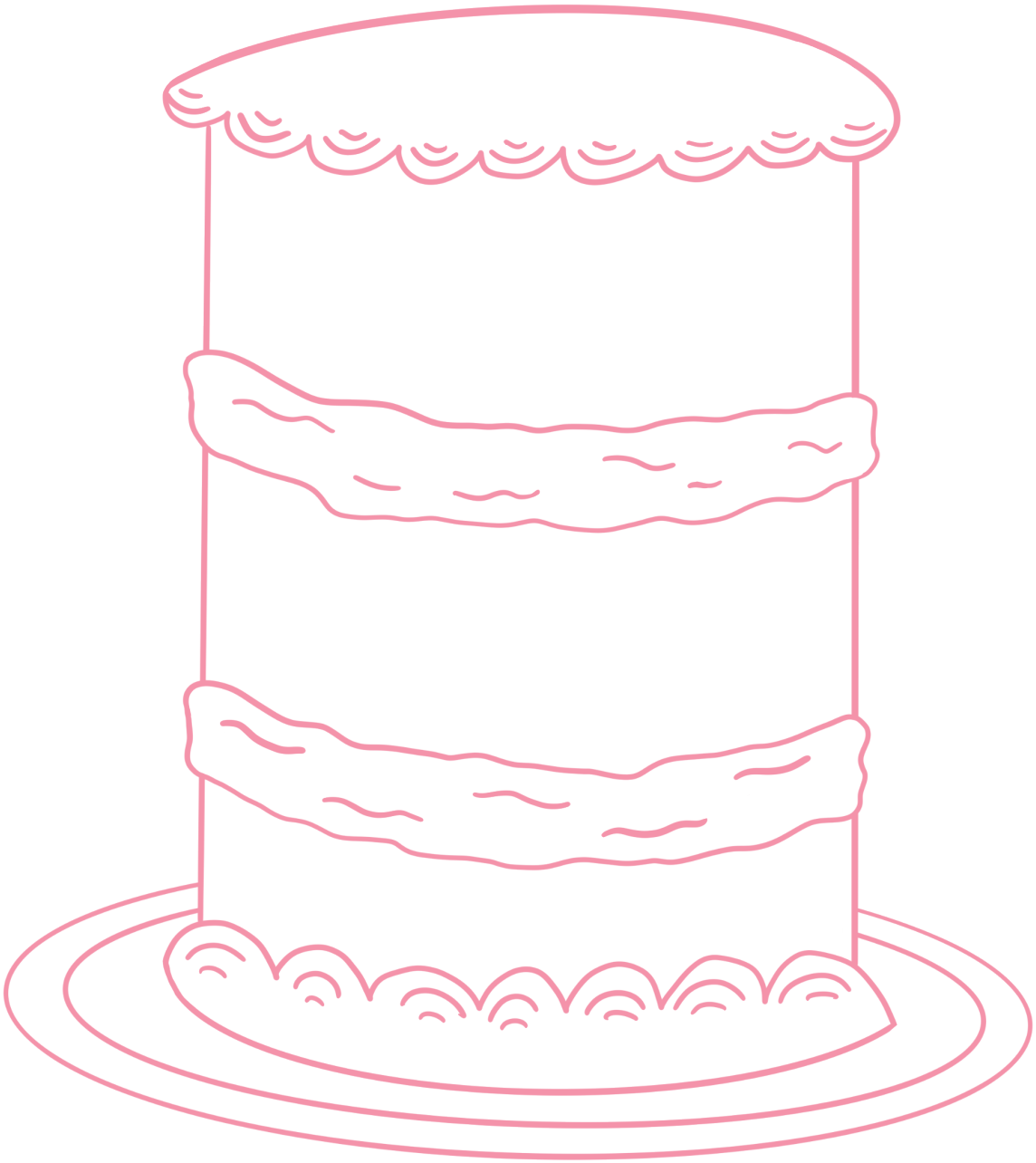
METHOD

QUICK FINISHER TASK:
THE WICKED WITCH'S LATEST CREATION

Draw a picture of your recipe.

OPTIONAL HOMEWORK EXERCISE: MRS BUNTING'S CHOCOLATE CAKE

Can you design one of Mrs Bunting's cakes or make her favourite cake at home with your grown-ups. Choose a recipe and get to baking!



LESSON 5: THE JOLLY POSTMAN'S OTHER ROUTE

OUTCOME: TO USE A 6-BOX STORYTELLING TECHNIQUE TO CREATE A NEW STORY ABOUT THE POSTMAN'S ALTERNATIVE ROUTE.

PREPARATION:
Print out lesson 5 resources:

- 6-box story worksheet
- Quick finisher task
- Optional homework exercise

TASK 1: NEW ADVENTURES

Review the story and encourage students to think of a character and what they might be doing later that day. Ex.) Mr and Mrs Bear might be going to the cinema.

TASK 2: 6- BOX STORY

Hand out the 6-box story worksheet to each student. Explain that the class is going to create a new story about their chosen character's later activities using a 6-box story telling technique.

Choose an example and go through the worksheet as a class. Have the students write down their story. Encourage them to use full sentences and illustrate their ideas. This task can be simplified by using simple sentences and or drawings.

BOX	EXAMPLE	SIMPLIFIED STORY	ONLY DRAWINGS
1: THE SETTING WHERE DOES THIS STORY START?	In the Postman's neighbourhood.	Far away.	Some houses.
2: CHARACTER WHO IS YOUR CHARACTER?	Lived Mr and Mrs Bear.	Lived Mr and Mrs Bear.	Mr and Mrs Bear.
3: WANT WHAT DO THEY WANT TO ACHIEVE?	In the evening they planned on going to the cinema.	They wanted to see a movie.	Cinema.
4: PROBLEM WHAT IS STOPPING THEM FROM ACHIEVING WHAT THEY WANT?	They took a short cut through the woods and got lost.	They got lost.	Lost in between trees.
5: SOLUTION HOW IS THE PROBLEM SOLVED?	They ran into the Big Bad Wolf who helped them find their way.	The Big Bad Wolf helped them.	Big Bad Wolf.
6: ENDING HOW DOES THE STORY END?	They made it to the cinema just in time.	They found it.	Happy Mr and Mrs Bear at the cinema.

TASK 3: SHARING STORIES

Share their stories with the class and put them in a class fairytale binder that the children can look at during free reading.

ADAPTATION TIPS

- Provide sentence starters for each box.
    1. One Autumn day in...
    2. There lived...
    3. He wanted to get a ...
    4. But they were stopped by...
    5. He called his friend who...
    6. Together they...

- Dice game: Roll one dice per box. This lets you complete the story in a non linear manner. Allow students to develop each prompt either by drawing, telling the story aloud or writing full sentences. After each box is filled, students can share their story from start to finish.

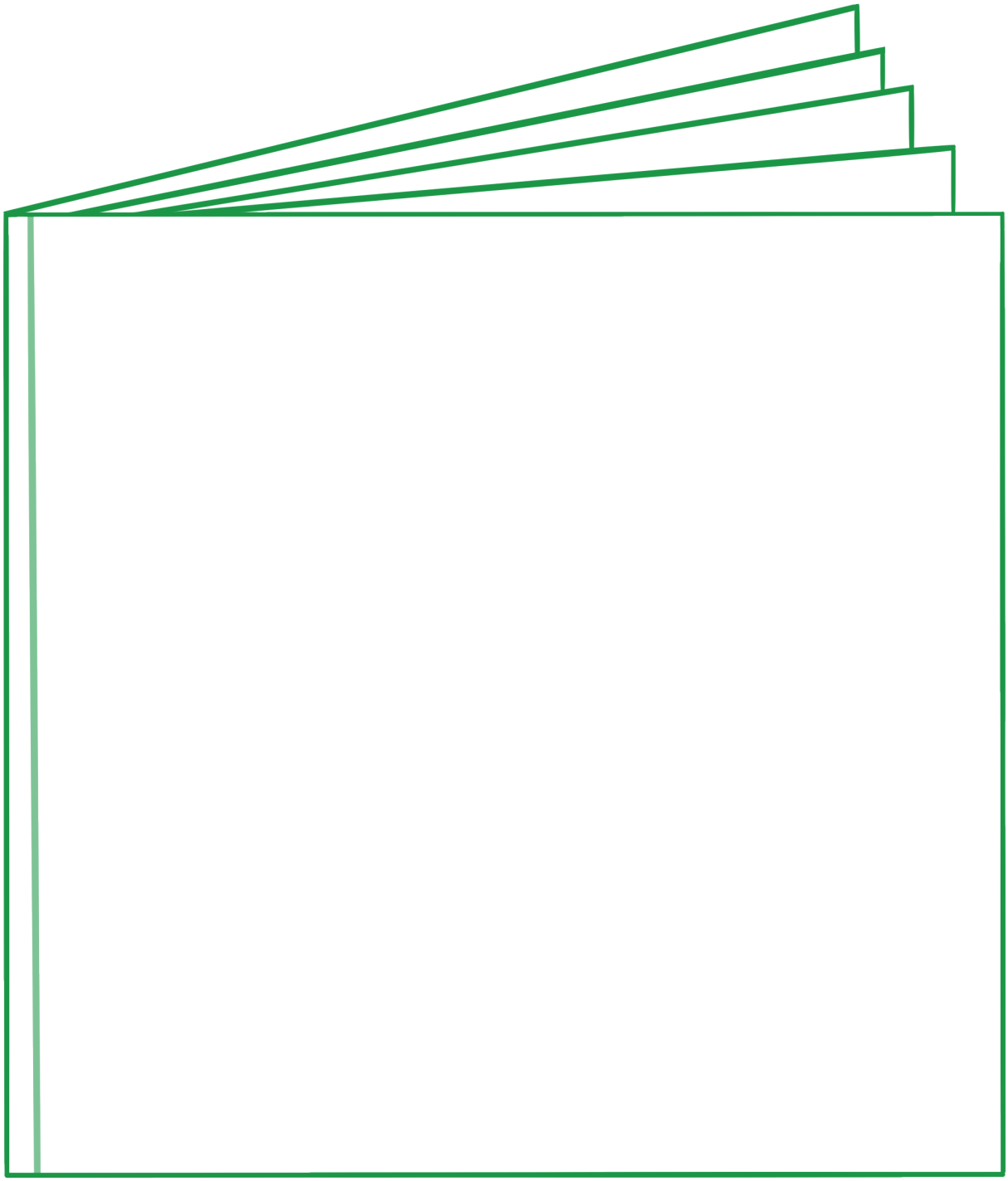
CROSS CURRICULUM ACTIVITY TIP:

Science: Write or draw a life cycle story of a seed or caterpillar.

SETTING	CHARACTER	WANT
PROBLEM	SOLUTION	ENDING

QUICK FINISHER TASK: ONCE UPON A COVER

Use your imagination to design the perfect book cover for your fairytale.



OPTIONAL HOMEWORK EXERCISE: YOUR FAMILY FAIRYTALE

If you and your family could be in a fairytale story, which one would it be? Use your imaginations and create a story together.

WANT	ENDING
CHARACTER	SOLUTION
SETTING	PROBLEM

LESSON 6: THE JOLLY POSTMAN'S FORGOTTEN LETTER

OUTCOME: TO WRITE A LETTER FROM THE PERSPECTIVE OF A FAIRYTALE CHARACTER THE POSTMAN FORGOT TO DELIVER AND SHARE IT WITH A CLASSMATE.

PREPARATION:
Print out lesson 6 resources:

- Letter template
- Quick finisher task
- Optional homework exercise

TASK 1: THE FORGOTTEN LETTER

Revisit the story and explain that the Jolly Postman forgot to deliver his last letter! Who do you think the letter was addressed to? Explain that it is not a character from the story. Ask students to share the names of other fairytale characters, such as the Gingerbread Man, Hansel and Gretel or Rapunzel.

TASK 2: LETTER CREATION

Hand out the letter template to each of the students. Explain that you are going to write a letter to a new fairytale character of their choice, expressing admiration or asking questions. Encourage starting with "Dear" and ending with "From", using starter sentences like "I like your fairytale because...," "you are...", "I think...", "I want to know...". Write down these key words on the classroom board so children can easily use them as a reference.

Ex) Dear Hansel and Gretel,

I like your fairytale because you are both very brave and smart. I think you are a good team. I want to know what your favourite sweet is?

From x

TASK 3: ADDRESS ENVELOPE AND SHARE LETTERS WITH A CLASSMATE.

Demonstrate how to address an envelope and give the students an opportunity to decorate it. Have each child share their letter with a classmate or whole class if time allows. Encourage children to visit the Books Alive! Festival in Southport during October half term, where a beautiful story trail based on the Jolly Postman will be featured!

ADAPTATION TIPS

- Simplify this task by asking students to only write who the letter is for ex) Dear and from, and/or include many illustrations.
- Offer movement breaks and quiet workspaces.

CROSS CURRICULUM ACTIVITY TIP:

Geography: Write a letter to an imaginary penpal in a different country. Describe local landmarks, weather and cultural aspects.

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DEAR_____

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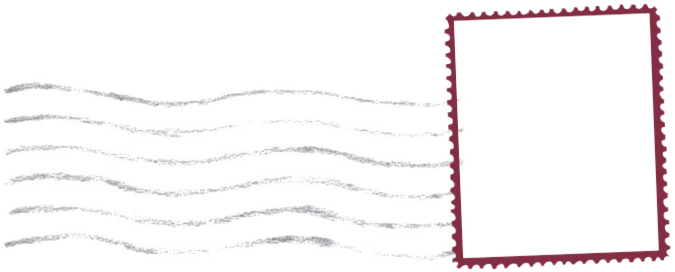
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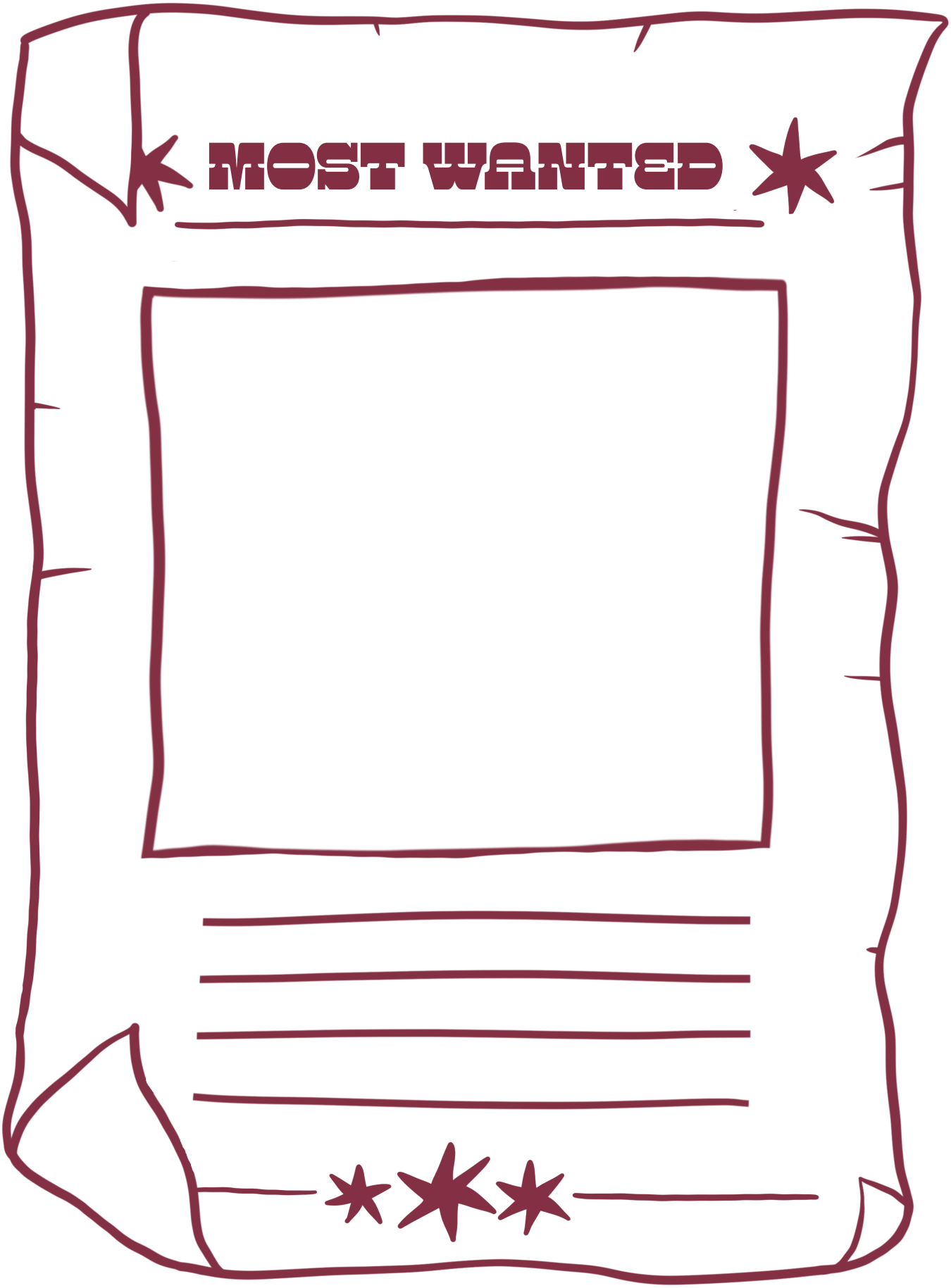




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QUICK FINISHER TASK: MOST WANTED

Who is the baddie of the fairytale you selected? Draw them in the most wanted poster



OPTIONAL HOMEWORK EXERCISE: SEND A LETTER

Write a letter to a friend or family member.

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DEAR _____

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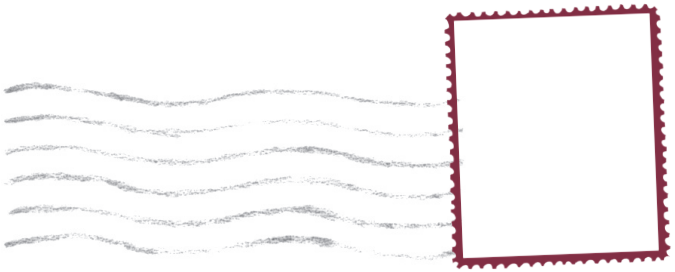
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