

MADDY YIP's

Kinda
crazy!

Me

GUIDE TO LIFE

READING
NOTES
AND
ACTIVITIES
FOR KS2

My only prize
(HELP!)

PIN
THE TAIL
ON THE
DONKEY

I AM OUT
OF HERE!

STORY and
PICTURES by
**Sue
Cheung**

HULK
the
guinea pig



MADDY YIP'S

GUIDE TO LIFE

READING NOTES AND ACTIVITIES FOR KS2

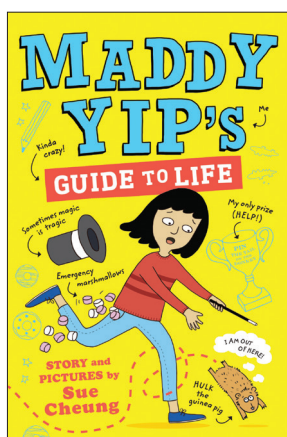
Suitable for: Ages 8+

Includes: Visual extracts from the book + corresponding reading questions and activities

Subject Checklist: ✓ Literacy ✓ Drama ✓ PSHE ✓ Art, Design & Technology

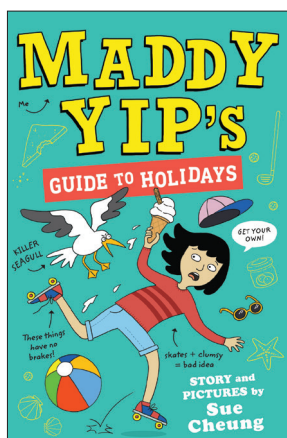
Themes Checklist: ✓ Celebrating your Talents ✓ Comedy Writing ✓ Funny Illustrations

✓ A Guide to Life



MADDY YIP'S GUIDE TO LIFE:

Maddy Yip is perfectly happy in life, until she realises that everyone she knows has a talent – except for her! Maddy is determined to change that, with the help of her brothers, bewildered grandad and her best friend Dev. There are disastrous attempts at breakdancing and playing the recorder, revolting cakes, and a magic disappearing trick that ends up with an escaped guinea pig. Will Maddy ever find her true calling?



MADDY YIP'S GUIDE TO HOLIDAYS:

The Easter holidays are about to get a lot more exciting! Maddy and her best friend Dev have lucked out and are heading to the seaside where the brand new roller coaster, the Mega Beast, is about to open. This will literally be life-changing! One problem: Maddy has to bring her annoying little brother Oli and her cheeky grandad Agung along for the weekend. With seaside hazards such as terrifying seagulls, stinky pickled eggs and a giant candyfloss-mad dog to deal with, will Maddy ever get to loop-the-loop on the best ride ever?

Look out for more in this series...

RESOURCE PACK **OBJECTIVES & OUTCOMES**

1. Talents Pages 9–11 of *Maddy Yip's Guide to Life*

Reading Focus: Understand that everyone is talented in different ways; identify and be proud of your talents.

Outcome: A set of trophies and prizes celebrating your talents.

2. Comedic Storytelling Pages 30–31 of *Maddy Yip's Guide to Life*

Reading Focus: Identify different comedic techniques and why they are effective; use comedic techniques when writing a story.

Outcome: A comic description of a time when something did not go to plan.

3. A Guide to Life Pages 15, 42, 132, 156, 196 of *Maddy Yip's Guide to Life*

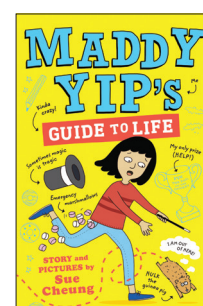
Reading Focus: Understand what is meant by a 'Guide to Life'; identify some of the features of comedy sketches.

Outcome: A 'Guide to Life' made up of comic illustrations.

4. A Day at the AMUSEment Park Page 161 of *Maddy Yip's Guide to Holidays*

Reading Focus: Learn and make predictions about the storyline in Book 2.

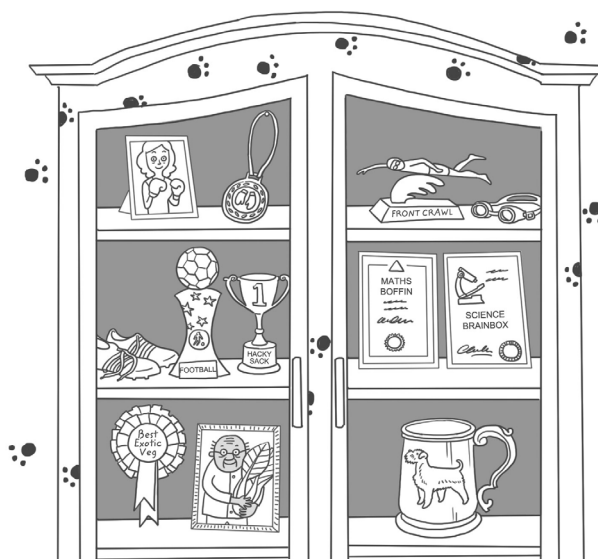
Outcomes: A voucher for an amusement park ride; a funny diary entry about a day at an amusement park.



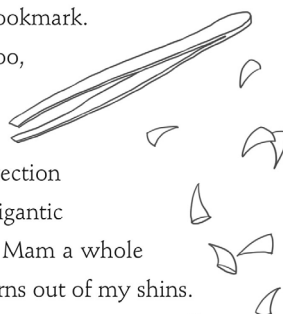
1: TALENTS Pages 9–11

While Mam cleaned up **EVIL TWINS** I had to clean the living room. It seemed like a relatively easy job until I saw the billion cat paw prints on every single surface. My arm was aching by the time I got to the cabinet. I am not cut out for manual labour. I am only four foot six. The cabinet is full of trophies and prizes. Oli, my little brother, has the most. One for swimming, one for football and one for hacky sack, whatever that is. I noticed he didn't have one for **Biggest Blabbermouth** though. He is excellent at that. Jack has two framed school certificates, Mam has a boxing medal and Agung has a

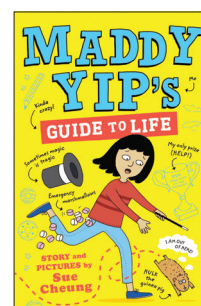
Best Exotic Vegetable rosette. Dad doesn't have a prize, he's got a silver tankard with a miniature schnauzer on that he hand-etched himself. He is dead creative.



It was then that I suddenly realised. All my family are good at something, **except me!** I tried to think if I had any talents. I did knit a scarf once. It never got finished so I gave it to Dad for Christmas as a bookmark. I tried roller skating too, but could only go in one direction. Unfortunately that direction was straight into a gigantic bramble bush. It took Mam a whole day to tweeze the thorns out of my shins.



- Who owns the most trophies and prizes in Maddy's house? What are they for?
- Which prize doesn't Oli have? What is he 'excellent' at?
- What does Maddy realise when she's cleaning the cabinet?
- Which activities has Maddy attempted in the past?
- How does Maddy make you laugh in the extract? Could this be a talent?



ACTIVITY:

With a partner, have a chat about things you are good at and qualities you have. Remember, you can be **TALENTED** in lots of different ways and having a talent doesn't mean you have to be the **BEST** at something!

Perhaps you can bake or make people laugh like Maddy? Maybe you can hold your breath under water for a long time, or are good at solving puzzles? Design your own trophies and prizes to celebrate your talents. Then, note down **3 activities or hobbies** you would like to try in the future to help you find other talents!



Activities and hobbies I would like to try in the future:

1)

2)

3)

2: COMEDIC STORYTELLING Pages 30–31

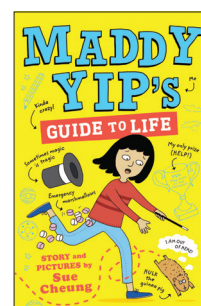
He brought the subject back to his drama club, which he has mentioned a **BILLION** times before. He has wanted me to join since I was five, even though he knows I can't sing, dance or act. I reminded him about the infant school nativity when I played a shepherd. Mary was handing me baby Jesus (a doll, I'll add at this point), and as I stepped forward the tea towel on my head slipped over my eyes and I **tripped** over a hay bale. Jesus went **FLYING** out of my arms and landed on Miss Wimple's (one of the dinner ladies) lap on the front row. She was so shocked she **jumped up** and her bag of mint humbugs launched into the air like a fountain of hailstones. I went to retrieve Jesus but **slid** on a humbug, **fell** off the stage and **knocked** Miss Wimple flat on her backside. The whole place erupted with laughter and she



was utterly humiliated. She never did give me a full serving of chips after that.



- What 'can't' Maddy do? Who did she play in the school nativity?
- Find examples of physical comedy (slapstick humour) in the extract.
- Where has the author included an **unexpected turn of events**?
- Which words have been used to **exaggerate** events? Identify three things.
- How does the illustration add to the humour of the scene?



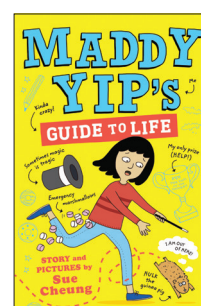
ACTIVITY:

Think of a time (real or made up) that something didn't go to plan with hilarious consequences. Perhaps like Maddy, a school performance went horribly wrong? Or you attempted to play a musical instrument but it ended up sounding like 'somebody accidentally treading on an owl with a clog' (page 104). Or maybe a school pet like Hulk is lost and causes chaos?

Using the extract for inspiration, write up your own comic story. Include the following in order to get lots of laughs:

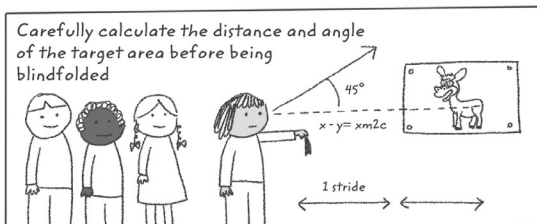
- Something unexpected happens
- The person/people involved **overreact** to events
- Physical comedy (slapstick humour) for effect
- At least one **funny simile** to describe something

When you have finished writing, add a funny illustration, then share your work as a class. Can your classmates spot where you've used the techniques suggested? If you have time, re-enact your comedic stories.

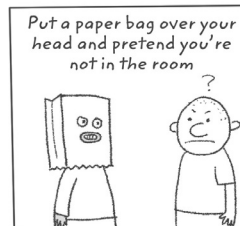
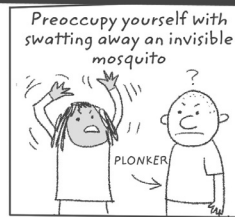
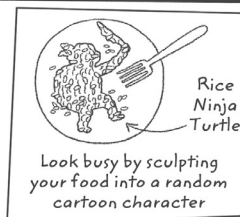


3: A GUIDE TO LIFE Pages 15, 42, 132, 156, 196

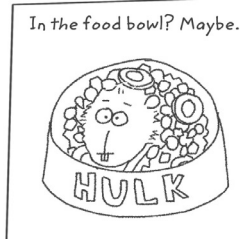
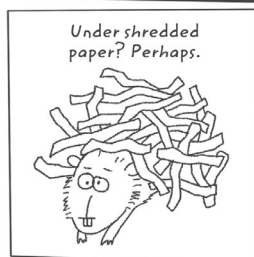
How NOT to win Pin the Tail on the Donkey



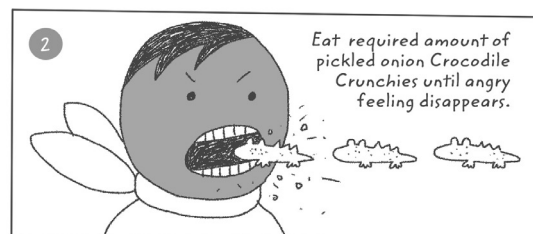
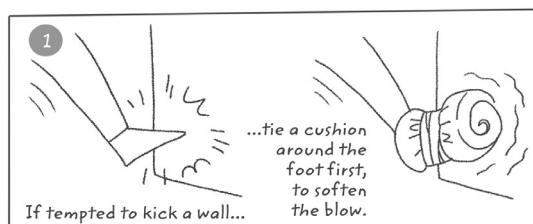
How to avoid conversations with PLONKERS



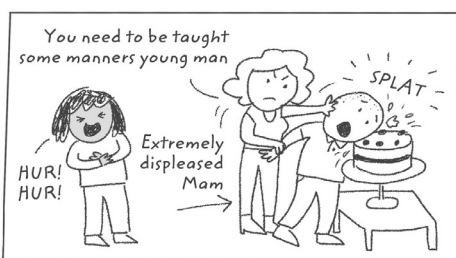
Where to find a missing guinea pig



How to manage anger



How to get free cake



(WHAT I DREAM WILL HAPPEN ONE DAY)

- Which comic illustration do you like the most and why?
- Can you spot examples of slapstick humour in any of the illustrations?
- Find definitions for FARCE, SATIRE, and WORDPLAY.
- Can you spot any examples of these forms of humour in the illustrations?
- What is a 'Guide to Life'? How do these pages form part of Maddy's Guide to Life?

ACTIVITY:

Maddy's Guide To Life is full of tips and advice about how to navigate through life (especially when things don't seem to be going to plan!) Using the ideas bank and sentence stems below from the book, think of some of your own funny sketches that you might include in your own GUIDE TO LIFE. Your guide might include:

IDEAS BANK:

FINDING LOST THINGS (INCLUDING PETS!)

GETTING FREE STUFF

MANAGING FEELINGS AND EMOTIONS

AVOIDING 'PLONKERS'

DOs AND DON'Ts OF PARTY GAMES

SENTENCE STEMS:

WHERE TO ...

HOW TO ...

HOW NOT TO ...

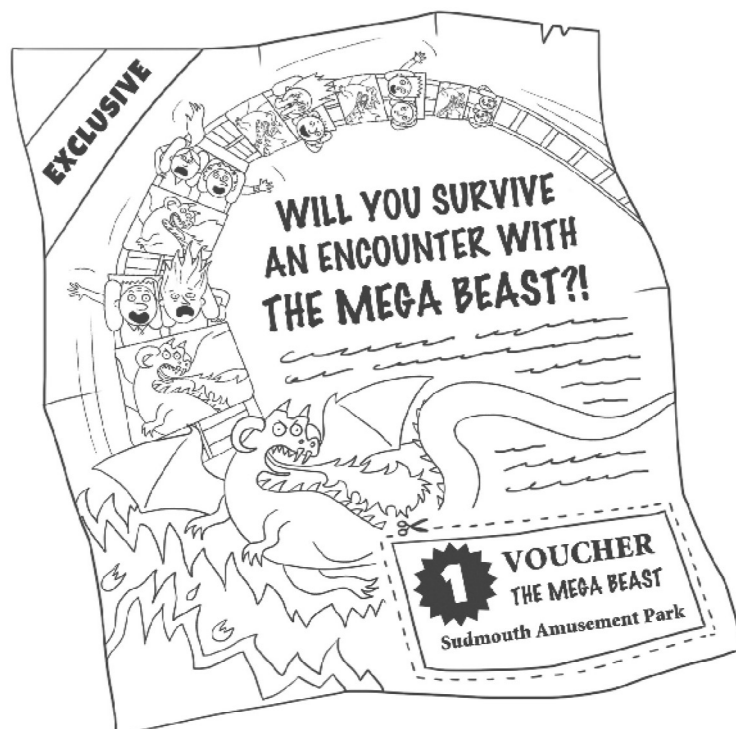
HOW TO AVOID ...

Choose your favourite idea for each of the stems and think about what illustration could accompany it. How could you create even more humour in your drawings using slapstick humour, physical comedy, unexpected events, wordplay or jokes, and exaggeration or characters' overreactions?

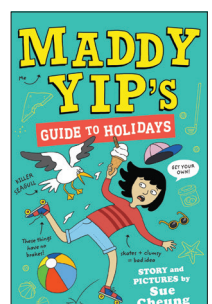
Create your own GUIDE TO LIFE page including your hilarious illustrations.

4: A DAY AT THE AMUSEMENT PARK Pages 161 of Maddy Yip's Guide to Holidays

In Book 2 – *Maddy Yip's Guide to Holidays* – Maddy goes to Sudmouth Amusement Park with her family and 'bezzie' Dev. Her hope is to be able to loop-the-loop on the amazing ride, THE MEGA BEAST!

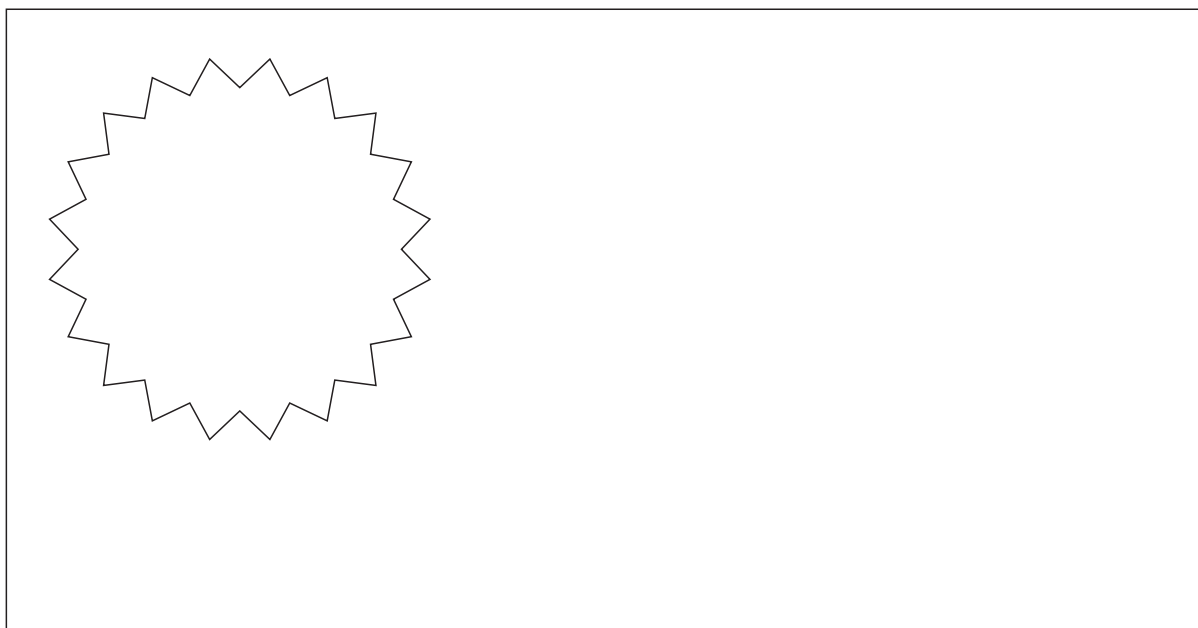


- Who and what can you spot on THE MEGA BEAST voucher?
- How is the illustration funny? What makes the ride look appealing? Give examples.
- Which adjectives and verbs could you use to describe this ride?
- Make predictions about funny incidents that will occur at Sudmouth Amusement Park.
- Who would you take with you to an amusement park for the day and why?



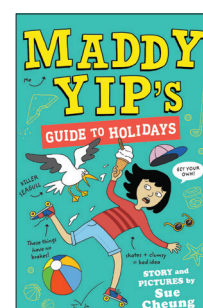
ACTIVITY:

Design your own voucher for an awesome amusement park ride! Be sure to include a detailed illustration of the ride and give it a name that sounds exciting and fun like THE MEGA BEAST. Think about how to create humour in your sketches using the ideas from Lesson 3 to help you.



Finally, write a funny **diary entry** about a day out at your amusement park. Use some of the **comedic techniques** you learned about in Lesson 2 to make your story AMUSING! Perhaps a family member like Maddy's grandad – Agung – gets into mischief? Or you and your friend are chased by KILLER SEAGULLS? Maybe the plan for the day goes wrong with hilarious consequences...

Read the rest of Book 2 at home or as a class to find out more about *Maddy Yip's Guide to Holidays*!



An Interview with Sue Cheung:

Can you tell us a bit about your book, *Maddy Yip's Guide to Life*?

Maddy Yip is the book I wanted to read when I was young. Maddy is an everyday kid doing everyday things, getting it wrong a lot, but that's ok. And she just happens to be Chinese.

In *Maddy Yip's Guide to Life*, she suddenly realises that everyone she knows has a talent – except for her! With the help of Dev, her bezzie mate, she goes through a series of breakdancing, recorder playing and baking disasters which culminates with a escaped guinea pig during a magic trick.

The book is chock-full of comedy capers and hilarious drawings. Thinking up ridiculous scenarios is what I'm good at and my ultimate aim is to make people laugh out loud.

Maddy Yip growing up in a British Chinese family. How important was it for you to write about this experience?

As an author of colour, it was only natural that I created a character that reflected that. I didn't see myself in any of the books I read as a kid, so I think it's important that children get the proper representation reflecting society today. Maddy's dad is Chinese, her mam is English, and her Chinese grandad (Agung) lives in the garage conversion. I've based it in the North East where I once lived on a council estate, so because it was my experience, I made a point of making the Yips working class too.

Are any of the characters based on people you know?

There's a lot of me in Maddy. She's loves clowning about and no matter how challenging life gets, she manages to see the lighter side and gets on with stuff. Agung is based on my own grandad and Dev on a friend of mine.

The book is packed with your own illustrations and funny cartoons. Do you have pictures in mind when you're writing the story?

The characters come first so I get a feel for look and personality. Once I can picture them in my mind clearly, I then imagine them in scenarios. Writing is easier when I can visualize everyone in their surroundings. Then finally I do the illustrations which bring to life what I've written.

Do you have a favourite scene in the book?

There's quite a few but I think the most epic and chaotic is at the end when Hulk the guinea pig escapes in the care home. I had a right giggle drawing everyone's expressions and false teeth flying out!

