

Enid Blyton

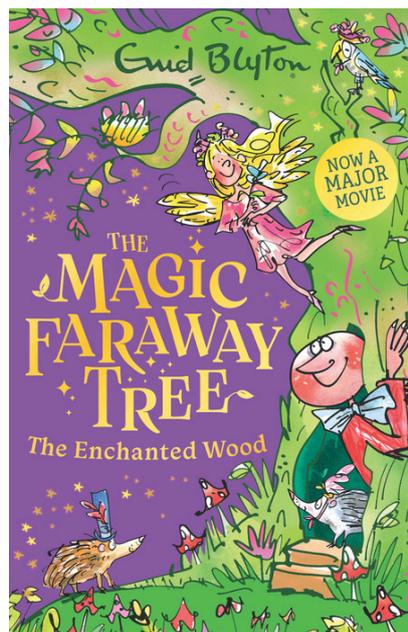
# THE MAGIC FARAWAY TREE

## Notes and activities for teachers and librarians to use with students in KS1

Use these resources if you're reading *The Magic Faraway Tree* series by Enid Blyton as a class:

- Develop students' reading comprehension, retrieval and inference
- Encourage creative thinking and writing skills
- Explore fantastical worlds and settings
- Inspire students to expand their imaginations and go on their own magical adventures!

**Themes:** Creative Writing | English  
| Reading Comprehension | Writing Skills



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## THE MAGIC FARAWAY TREE

**Start off by: introducing the series to your class**

Use the poster in this pack to show children the covers and titles of the books in *The Magic Faraway Tree* series. Ask them:

- Which cover is their favourite? Why?
- What do the titles have in common?
- Which characters can they see on the covers? What are the characters doing?
- Where are the different stories set? Which setting excites them the most?

**Activity Suggestion 1: Looking for Magic!**

Encourage children to note down any small details or magical clues that they can find about the stories from their covers. Who can find the most in your class?

**Activity Suggestion 2: Asking Questions**

In groups, children can choose one cover and come up with as many questions as they can based on what they can see on the cover. What would they like to find out about? What would they ask Enid Blyton?

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**Activity Suggestion 3: Design a New Cover!**

Set children the challenge of creating a new cover for the series. What fantastical and magical adventure do they think the characters will go on?

**Activity Suggestion 4: Climb a Magic Faraway Tree**

Ask the children: have they ever climbed a tree? What did it feel like? If they could climb a magical tree like the one in the book, which faraway land would they most like to visit?

Set up a pretend Faraway Tree in the classroom or hall. Allow the children to take turns pretending to climb and share what magical land they would like to visit.

- What would they see, hear, smell, touch and taste?
- Who or what would they meet?
- How would they feel?

Reflect on the activity. How do children think books can inspire our imagination and take us to new places, even if we can't go there in real life?

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## THE MAGIC FARAWAY TREE

**Focus on: themes, ideas and events**

Encourage children to think about the themes, ideas and events in the series. They can use Activity Sheet 1, the Chapter Tracker, to predict what might happen in each chapter, or they can fill it in as they read. The Chapter Tracker has been made for *The Enchanted Wood* (book 1) but can be adapted for any story in the series.

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**Story Starter!**

Can children use the opening of *The Enchanted Wood* to think of ideas for an interesting story? What might be different for the three children in the countryside? What adventures might they go on?

There were once three children, called Joe, Beth and Frannie. All their lives they had lived in a town, but now their father had a job in the country, so they were all to move as soon as they possibly could.

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## Focus on: the setting. Step inside the Enchanted Wood

In Chapter 1 of *The Enchanted Wood*, Joe, Beth and Frannie discover a 'mysterious sort of wood'. Read Extract 1 together

### Ask students:

- What is your first impression of the wood?
- How do the children feel? How can you tell?
- What does Beth believe the trees are doing?
- Do you get the impression that the trees are like human characters in the story? How?
- What or who are 'fairy-folk'?

### Challenge 1:

The trees in the Enchanted Wood are speaking to each other: Beth believes that they are '[w]hispering secrets – real secrets, that we just can't understand.' Ask children to come up with some ideas for what they think the trees might be saying to each other. Then, as a group, create the sounds of the wood, with some children whispering their secrets, some saying 'Wisha-wisha-wisha-wisha-wisha!'.

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**Focus on: the setting. Step inside the Enchanted Wood**Challenge 1 continued:

Nominate three classmates at a time to walk through the wood. What do they feel as they listen to the strange noises?

As an extra challenge, use musical instruments and props to bring the Enchanted Wood to life in your classroom!

Challenge 2:

When Joe, Beth and Frannie climb the Faraway Tree in the wood, they discover a ladder that leads them above the clouds to a different magical land on each visit.

Use Activity Sheet 2, which features a series of clouds. Each time they come across a new land in the story, they should add it to a blank cloud. The first land has been added for them.

Can children predict what might happen in each land? Can they come up with a new land of their own?

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## Focus on: the characters. Meet the folk of the Faraway Tree

After reading a bit more, encourage children to delve into the characters.

### Ask students:

- Who are the three children? How are they similar or different from each other?
- What magical folk do the children meet when they climb the Faraway Tree?
- Which of these magical folk seem the most helpful? Which the least?
- Which magical folk do students like best? Why?

### Challenge:

When the children climb the Faraway Tree, they discover that it is inhabited by magical people, including Moonface, Silky, The Saucepan Man, Dame Washalot, Mr. Watzisname, and the Angry Pixie, whose houses are carved into the trunk. They befriend some of these people, in particular Moon-Face and Silky.

Ask children to choose their favourite magical character and to recreate their door in the Faraway Tree. They should think about what their chosen character is like – happy and calm like Silky or perhaps grumpy like the Angry Pixie? Design a door that reflects them.

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**Focus on: the characters. Meet the folk of the Faraway Tree**

- Collect natural materials – leaves, grasses, twigs, seeds etc. and add them to your fairy door.
- Use bright coloured pens or paint or use collage materials to create your fairy door either on a piece of wood, cardboard or a piece of paper.

Children can place their finished doors outside, by a tree, a plant or even in a plant pot on a windowsill.



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## THE MAGIC FARAWAY TREE

**Generate excitement with magical activities inspired by the series**

It's time for children to begin their own detective club and solve some mysteries!

Use the Magical Blyton Bingo (Activity Sheet 3) to complete activities inspired by *The Magic Faraway Tree*. Children might want to keep a diary of their experiences while completing each activity. Share progress every day, week or term as a class!

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# THE MAGIC FARAWAY TREE



## Activity Sheet 1 Chapter Tracker - page 1

1. How they found the Magic Wood	2. First Visit to the Wood	3. Up the Faraway Tree
4. The Folk in the Faraway Tree	5. The Roundabout Land	6. Moonface and the slippery-slip
7. Beth makes some toffee for Moonface	8. Joe and the Magic Snowman	9. The House of the Three Bears
10. The Battle of the Bears	11. More and more surprises	12. What happened to the Snowman

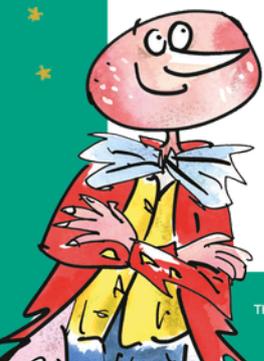


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## Activity Sheet 1

### Chapter Tracker - page 2

13. Moonface gets into trouble	14. The funny old Saucepan Man	15. The Saucepan Man goes to the wrong land!
16. What happened in the Rocking Land	17. An invitation from Moonface and Silky	18. The Land of Take-What-You-Want
19. Moonface gets into a fix	20. Off to Dame Snap's school	21. Silky's clock is very clever
22. The army of Red Goblins	23. A most exciting night	24. The Red Goblins get a shock



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# THE MAGIC FARAWAY TREE



## Activity Sheet 1 Chapter Tracker - page 3

25. The punishment of the Red Goblins	26. A plan for Beth's birthday	27. The Land of Birthdays
28. The Little Lost Island	29. Safe back home again – and goodbye!	





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## Extract 1

'A wood!' said Beth, in delight. 'We shall be able to have picnics here!'

'It's a rather mysterious sort of wood,' said Joe thoughtfully. 'Don't you think so, Beth?'

'Well the trees are rather thick, but they seem about the same as any others,' said Beth.

'They don't quite,' said Frannie. 'The noise the leaves make is different. Listen!'

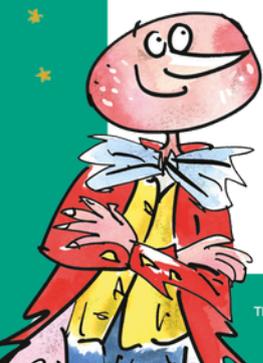
They listened – and Frannie was right. The leaves of the trees in the wood did not rustle in quite the same way as other trees nearby did.

'It's almost as if they were really talking to one another,' said Beth. 'Whispering secrets – real secrets, that we just can't understand.'

'It's a magic wood!' said Frannie suddenly.

Nobody said anything. They stood and listened. 'Wisha-wisha-wisha-wisha-wisha!' said the trees in the wood, and bent towards one another in a friendly way.

'There might be fairy-folk in there,' said Beth. 'Shall we jump over the ditch and go in?'



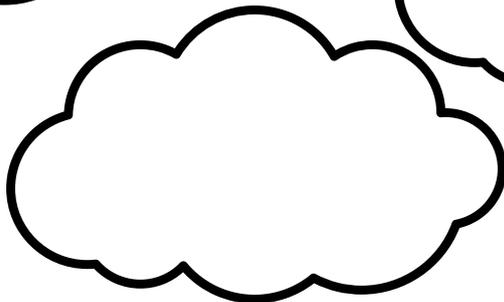
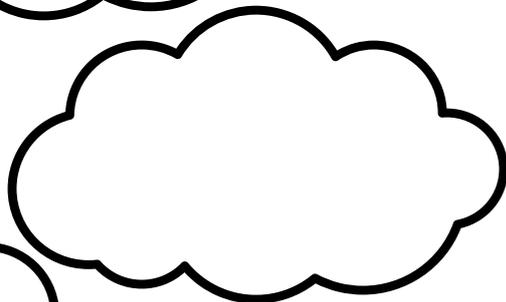
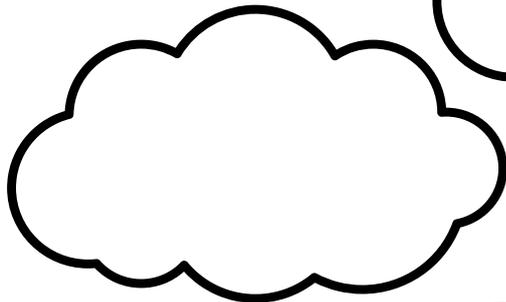
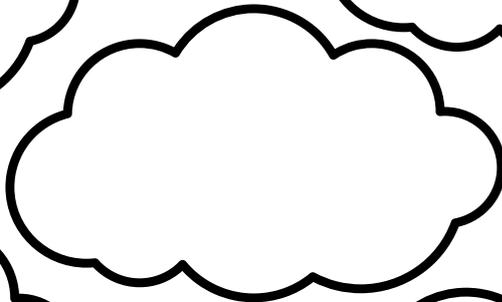
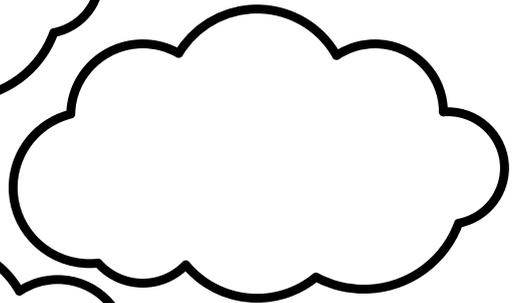
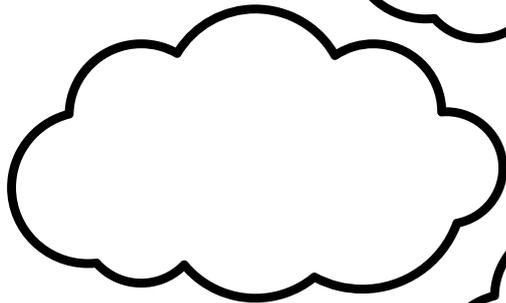
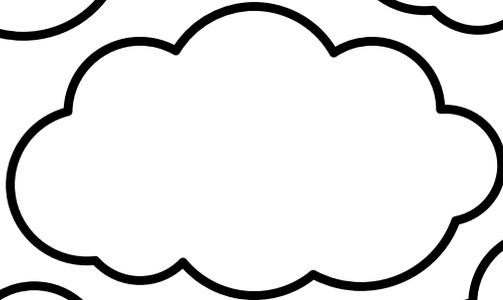
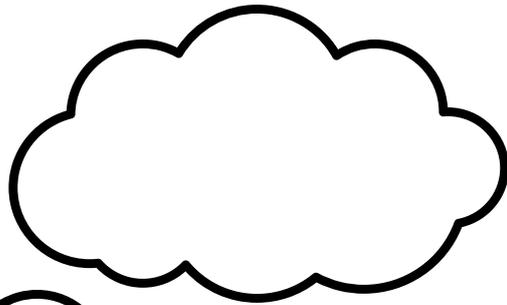
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## Activity Sheet 2

Roundabout Land





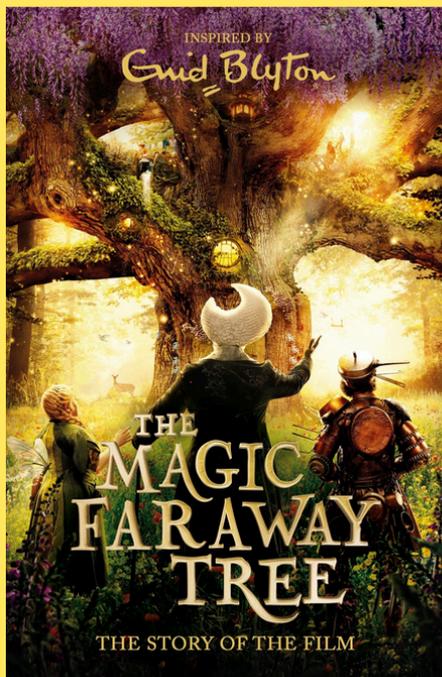
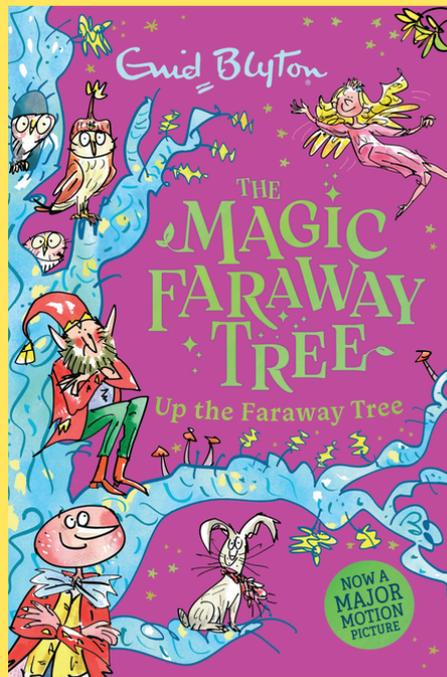
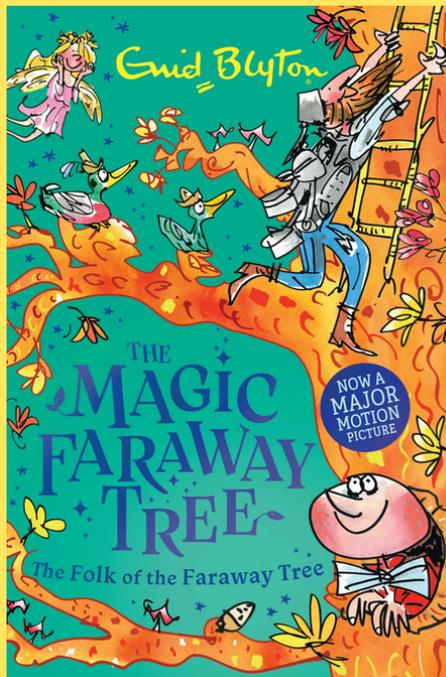
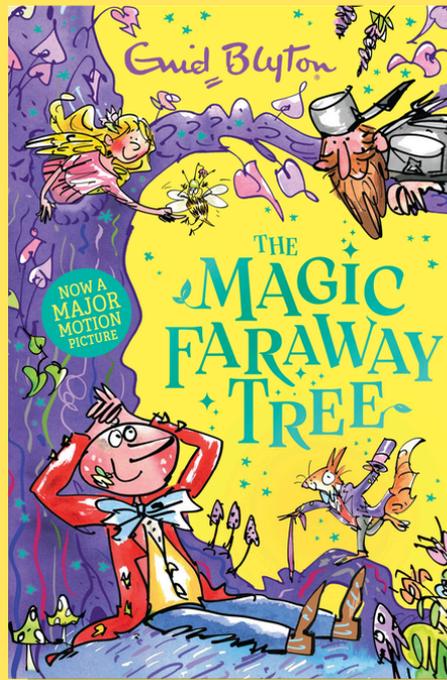
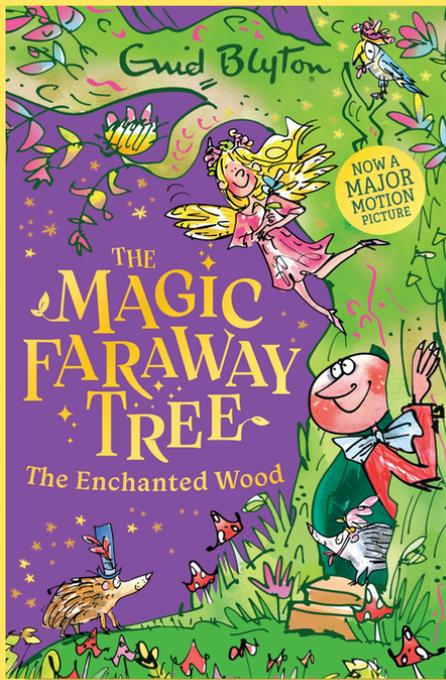
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## Activity Sheet 3 Magical Blyton Bingo

<p><b>Observe the Trees</b> Go outside and observe the trees. Keep a record of what you find. How do they change through the seasons?</p>	<p><b>Become a Tree Detective</b> Find different leaves outside and match them to the correct tree.</p>	<p><b>Create a Magical Tree</b> Draw and label your own magical Tree</p>	<p><b>Diary of a Tree</b> Choose your favourite tree. How long has it stood? Write down the things that it has seen in its lifetime.</p>
<p><b>Create Magical Creatures</b> What will they look like? What magical powers will they have?</p>	<p><b>Track the Clouds</b> Take some time to look up at the sky and record the clouds that you see.</p>	<p><b>Cloud Lands</b> Create different magical lands for different types of cloud: cirrus, stratus, nimbus, cumulus.</p>	<p><b>Bake a Magical Cupcake!</b> What flavours, ingredients and magical decorations can you use?</p>
<p><b>Create a Magical Language!</b> Create a glossary of words spoken in a magical wood</p>	<p><b>Personify a Flower</b> Choose a flower and give it human characteristics to make it come alive. This is called 'personification'</p>	<p><b>Design a Magical Feast</b> Imagine you can eat magical food in a faraway land. What will you choose?</p>	<p><b>Plan a Story</b> Use 'The Magic Faraway Tree' series as inspiration for a new magical adventure.</p>



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