Resource Description:

Ideas to support learning through the senses for George's Marvellous Medicine. These ideas support specific sections of the story.

Resources required for this story:

A range of ingredients from the book such as brown paint, shampoo, hair gel, blue food colouring, sweets. toothpaste, oil etc., balloon, party poppers, hot water bottle/hand warmers, feathers, coconut shells/casanets, cotton wool, tray, spoon, flour/salt/sugar, whistle, pin, matchstick, pumpkin seeds.

Use relevant signs and symbols throughout to support your pupils.

Characters	Suggested Sensory Resources	Activities
George Grandma Mr Kranky Mrs Kranky	Percussion instruments	 All the characters can have a different percussion instrument related to them or a drum beat. For example, a tambourine for George, a slide whistle for Grandma, notes on a xylophone for Mrs Kranky, a bell for Mr Kranky.
Story	Suggested sensory resources	Activities
George's first medicine.	A range of ingredients from the book such as: Bucket / pot Spoon Blue food colouring Brown paint Shampoo Shaving foam Toothpaste Polish Curry Powder Oil Sweets, e.g. midget gems, mints	 Mix ingredients as stated in the text and support the students to smell, and if appropriate, feel the mixture. It may be appropriate to support the students to take turns to add in the differing ingredients. Alternatively: choose a few of the ingredients to add to a bucket to make the medicine e.g. shampoo, polish, shaving foam, toothpaste, curry powder, oil. Add sweets (e.g. Tic Tacs / Smarties) to represent the animal pills. Again support the students to smell and feel the mixture. Where able, support the students to take a turn stirring and adding ingredients to the mix. Use blue food colouring to make the mixture blue and then add in the brown paint.





Story	Suggested sensory resources	Activities
Grandma blows up into a large balloon.	Balloon	 Blow up a balloon to demonstrate. Support the students to feel the balloon.
Belly catching fire.	Hand warmers Filled hot water bottle	 Use hand warmers or a hot water bottle. Support the students to feel the heat.
Grandma growing as tall as a house and then bursting through the roof.	Balloon / stretch toy Spring loaded party popper	 Stretch a balloon or a stretch toy (e.g., the smiley man stretch toys) to demonstrate that she is growing. As you are stretching, let go of one end, so it flings up into the air. Support the students to watch. Alternatively: a spring loaded party popper (the type without the bang).
Chicken growing to ten times the normal size.	Feathers	• From a height, sprinkle feathers and support the students to watch. Support the students to feel the feathers.
Pig – blew smoke from its nose.	Party popper or pink tissue paper	 Use a party popper to represent the pig growing. Alternatively: Use shredded pink tissue paper thrown into the air.
Sheep.	Cotton wool Tray	 Use cotton wool in a tray to represent the sheep – support the students to put their hands in the tray to feel the cotton wool.
Jack Frost the pony (repeated later in the story).	Castanets / coconut shells	 Use castanets / coconut shells to create a 'clip clop' sound as the pony runs around.





Story	Suggested sensory resources	Activities
Grandma sleeping in the barn.	Straw / grass Tray	• Fill a tray with straw and support the students to feel the straw on their hands and arms.
Medicine number 2.	A range of ingredients from the book such as: Bucket / pot Spoon Brown paint Toothpaste Shaving foam Nail varnish Face cream	 Mix ingredients as stated in the text and support the students to smell, and if appropriate, feel the mixture. It may be appropriate to support the students to take turns to add in the differing ingredients. Alternatively: choose a few of the ingredients to add to a bucket to make the medicine e.g. toothpaste, shaving foam, nail varnish, face cream etc. Again support the students to smell and feel the mixture. Where able support the students to take a turn stirring and adding ingredients to the mix. Then add in the brown paint. Use a spring loaded party popper to
Chicken grows long legs.	Spring toaded party popper Stretch toy / sticky tac	 Show the effects of the medicine on the chicken. Stretch a stretch toy /sticky tac to demonstrate the growing legs.
Medicine number 3.	Flour / salt / sugar Shoe polish (hair gel mixed with paint)	 Use flour / salt or sugar to represent the flea powder and sprinkle into the mixture. Add shoe polish (or hair gel mixed with paint) to the mixture. Support the students to smell, and if appropriate, touch the mixture.



Story	Suggested sensory resources	Activities
Medicine number 4.	Water mixed with blue food colouring Oil	 For the oil and antifreeze – use oil and water mixed with blue food colouring and again support the students to smell and touch the mixture if appropriate.
Animals shrinking.		 From a standing position, slowly crouch down to represent the animals shrinking. If appropriate, support the students to do the same.
Grandma shrinking.	Party poppers Whistle Matchstick Pin Pumpkin seed	 Again use party poppers as Grandma takes the medicine (can be a mixture of the spring loaded ones / normal ones). Whistling sound - use a whistle. Again, from a standing position, crouch down lower and lower to represent Grandma shrinking. Use a matchstick, pin and pumpkin seed to demonstrate size.



