

LESSON IDEAS!

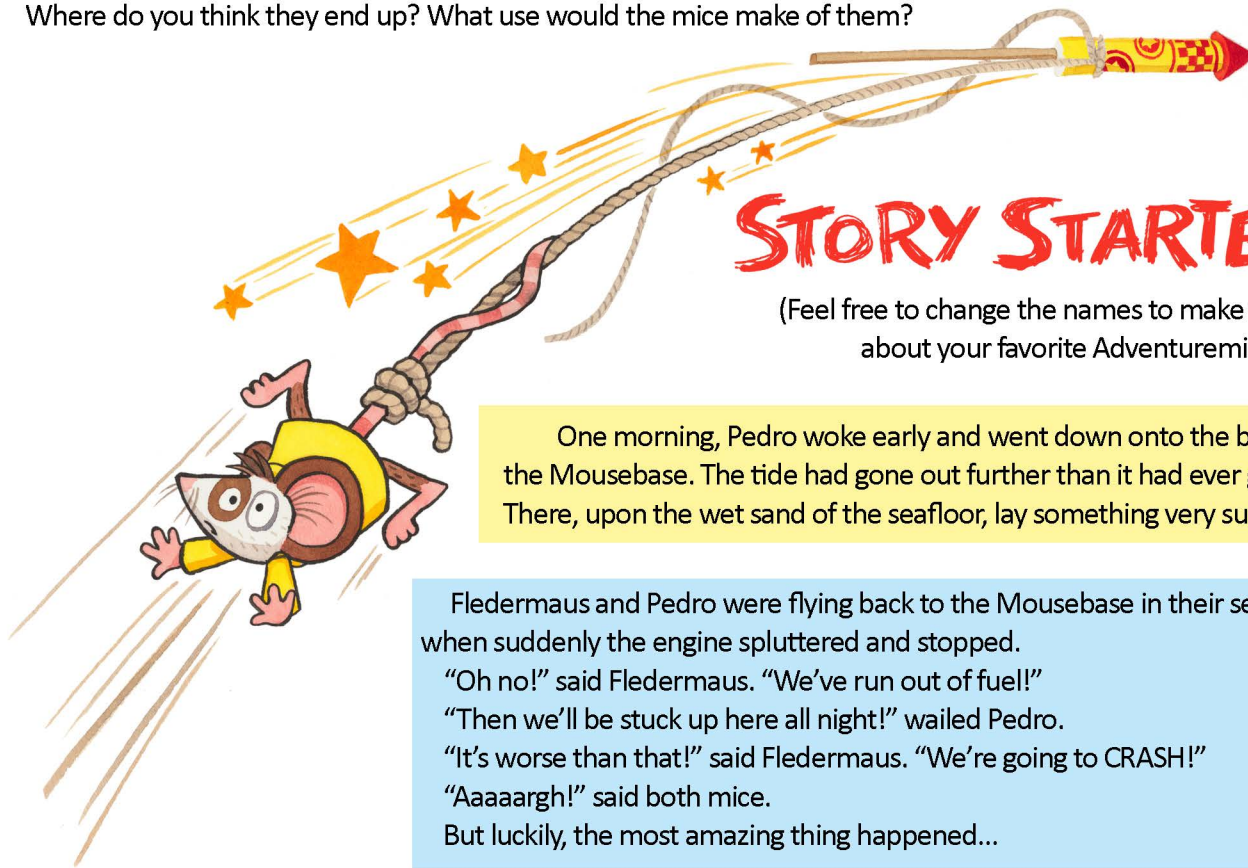
ISLANDS

Design your own island, for mice or hamsters or whatever creatures you like to live on. Give the island a name, and make a map of it. What is the main town called? What do the creatures who live there do? Is there a harbor? An airport? Are there other islands nearby? One of the Adventuremice activity pages includes an island you can fill in and add names to. Or you could just draw your own, any shape you like!

THE SEA

There aren't any human beings in the Mouse Islands, but there is a lot of human stuff - like the drifting tangle of plastic that Mortlake the otter gets caught up in. This could make a good start to a lesson about pollution, and what we can do about it.

The mice of the Mouse Islands make use of things humans throw away, or lose at sea - their boats and planes are plastic bath toys, and they make waterproof clothing out of lost pool floats. Think about the things you throw away. Where do you think they end up? What use would the mice make of them?



STORY STARTERS

(Feel free to change the names to make your story about your favorite Adventuremice!)

One morning, Pedro woke early and went down onto the beach outside the Mousebase. The tide had gone out further than it had ever gone out before. There, upon the wet sand of the seafloor, lay something very surprising. It was...

Fledermaus and Pedro were flying back to the Mousebase in their seaplane when suddenly the engine spluttered and stopped.
"Oh no!" said Fledermaus. "We've run out of fuel!"
"Then we'll be stuck up here all night!" wailed Pedro.
"It's worse than that!" said Fledermaus. "We're going to CRASH!"
"Aaaaargh!" said both mice.
But luckily, the most amazing thing happened...

One morning, Juniper heard someone tapping at her door. She was surprised, because it was the door of her submarine, and she was deep underwater. "Hello?" she said, peeping out through the porthole. Outside the door was an octopus with a worried expression. "Please, I need your help!" it said. "You see..."