

Name:..... Date:.....

A selection of guided reading questions and activities to accompany *Room on the Broom* by Julia Donaldson and Axel Scheffler.

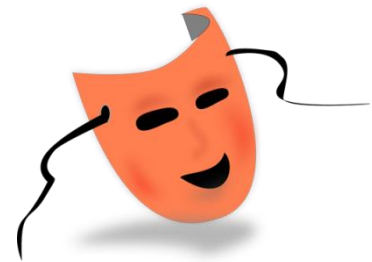
### Before reading questions:

1. What do you notice about the title? Can you think of any more words that rhyme with 'room' and 'broom'?
2. Look at the front cover. What words would you use to describe the witch?
3. What do you think the cauldron is for?



### Guided reading questions:

1. What made the witch wail and the cat spit?
2. Pretend to be the witch riding the broomstick. How would you change your voice to get the broomstick lower to the ground?
3. Which item did the dog/bird/frog fetch for the witch?
4. Why do you think each animal dropped the objects 'politely'?
5. Why does the witch need more room on her broom?
6. What caused the witch's broomstick to snap in two?
7. How did the witch feel when the dragon appeared?
8. The dragon saw a 'horrible beast'. What was it?
9. Why was the witch so grateful towards the animals?
10. What objects did the animals throw into the cauldron?
11. Can you remember the spell that the witch said?
12. Even though the witch and animals were upset when the broom had broken, did anything good happen afterwards?
13. Do you think the witch preferred being on her own or having friends with her? Why?
14. Why do you think Julia Donaldson chose to write her story in rhyme? Do you enjoy reading stories that rhyme?



### After reading activities:

1. Split the children into groups of 4 or 5 and act out scenes from the story. Can the children get into character and put on voices to match?
2. Design a new hat, bow and wand for the witch that won't blow away. Do they need a handle/box/special fastening?
3. Write a letter from the witch to the animals. What might she write a letter to say?
4. Write an extra section for the story. Maybe the cauldron blows away. Where might it go? What animal might find it? Can you use the rhyming pattern and structure that Julia uses in the story to extend the story in this way?
5. Hot seat the characters. The teacher or children take it in turns to act in character as the witch, dragon or other animals. The rest of the class take turns to ask questions.
6. Design a new broom for the witch and animals.
7. Write a new adventure for the witch and animals now they have a new broom.