

## Book Club Game 3

### Guess the object and the book

Ask your students to bring into class examples of some of the objects that feature in the books they've been reading. Put the objects into a (non-transparent) sack or bag without showing them to the students. Ask each student to close his/her eyes and take an object from the sack. First they have to try to guess what the object is by touching it. Then they have to say which book it is from, who it belongs to and why it is important. If the object is from a book they haven't read, they have to guess how it may have been used in the story.

Here is a list of objects that are important in some Helbling Readers.

<i>Peter Pan</i> by J.M. Barrie	a small toy sword
<i>Next Door</i> by Robert Campbell	a telescope
<i>The Wonderful Wizard of Oz</i> by L. Frank Baum	green glasses
<i>Alice's Adventures in Wonderland</i> by Lewis Carroll	a pack of playing cards
<i>The Time Capsule</i> by Robert Campbell	a biscuit tin
<i>The Secret Garden</i> by Frances Hodgson Burnett	some flowers
<i>Stubs Grows Up</i> by Paul Davenport	a football
<i>Grace and the Double Life</i> by Martyn Hobbs	a microphone
<i>To the Lighthouse</i> by Virginia Woolf	a small lighthouse figure
<i>Jack's Endless Summer</i> by Martyn Hobbs	a small catapult
<i>The Picture of Dorian Gray</i> by Oscar Wilde	a paintbrush
<i>Treasure Island</i> by Robert Louis Stevenson	a bag of coins