

Read, Play, Imagine!

The Great Crown Mystery: A Search and Find Book

By Chrissy Metge

Published by Duckling Publishing

About the Book

The Great Crown Mystery is a fun search and find book through the rooms at Buckingham Palace. Where has Candy the Corgi hidden the Crown, and can you find the other hidden icons throughout the pages?

Illustrations

The illustrations are colourful and fun and encourage hours of searching to find the Crown and various other items: Candy Corgi, Big Ben, The London Edge, Underground Sign, Golden Yeoman Warder, a Red Telephone Box, The Tower Bridge and a Red Bus.

About the Author

Chrissy Metge is the author of the *Max and His Big Imagination* series and the *Amy's Dreaming Adventures* books. Chrissy also works in the animation film and TV industry.

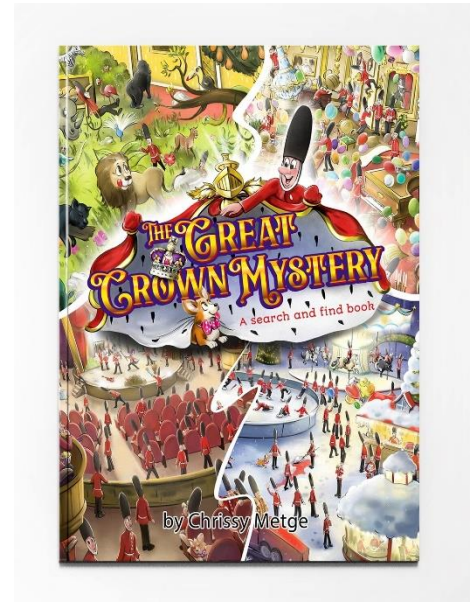
Although a New Zealander, *The Great Crown Mystery* was inspired by living in London for three years.

Writing Style

The story is written in rhyme in this engaging picture book.

*In room number one,
the fun has begun.
Balloons to the ceiling,
are any revealing?*

The book is suitable for children 3 – 10 years, but older and younger children may also enjoy the story.



Shared Learning and Discussion Points

ASK YOUR STUDENTS:

- Look at the cover. What do you think the tone of the story might be?
- How has the author set the scene at the start of the story?
- Candy Corgi is a crucial character in the book. What do you think of her personality?
- There are many rooms in the book (although not 775). Which is your favourite?
- In room one, there are many balloons. How many are there?
- In room two, there are dinosaurs. Which one do you like the best, and why?
- You get to enjoy sweet cake in room three. What cake would you choose to eat?
- Room four has a maze. Have you been in a real maze? What was that like?
- Winter fun is revealed in room five. What activity would you like to do?
- There are lots of animals in room six. Do you have a favourite?
- Room seven has lots of clothing. What do you like to wear the most?
- Do you like the sea creatures in room eight?
- In room nine, they play chess. Do you know any of the pieces of this game?
- Room ten is a horse paradise. What do you know about horses?
- There is lots of candy in room eleven. What would you eat if you were in this room?
- Room twelve has many butterflies. What do you know about butterflies?
- You get to enjoy a show in room thirteen. Do you have a favourite play or musical?
- Room fourteen we can enjoy some tennis. Have you played? What do you think of this game?
- There are some fun facts about London at the back of the book. What are your favourite things in London, and why? Are any of the things mentioned that are a surprise?

Activities



ACTIVITY 1: CROWN MYSTERY IMAGINATION

Using a piece of cardboard, cut out the shape of a crown. Decorate the Crown any way you would like, using colours and texture.

ACTIVITY 2: CROWN MYSTERY IMAGINATION

There are so many visual elements in this book. Draw pictures of your three favourite creatures or things and make up a voice to go with your drawings. Tell a story of how they came to be at Buckingham Palace.

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