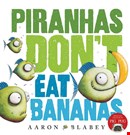
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|  |  |
|  |  |
|  | **bananas** |
| **bananas** | **feet** |
| **meat** | **feet** |
| **meat** | **peas** |



Piranhas Don’t Eat Bananas

by

Aaron Blabey

Illustrations are acrylic with pen and pencil on watercolour paper.

Slightly naughty but very funny story about Brian the Piranha who tries to get his fellow piranhas to eat more fruit…does he succeed? Read the book to see the funny ending.

Activities to go with the Book:

**Geography**: Locate on a map of the world, the continent of South America, the Amazon and other major rivers in South America.

**Science**: Research the Piranha, find out about its’ habits, predators and habitat.

**Art**: Draw Piranhas – use a variety of media, pencils, pastels, crayons, pen and ink etc. Make a Fishing Game using your drawings of Piranha and fruit and vegetables mentioned in the text.

**Fishing Game**:

**You will need**:

* Drawings or pictures of Piranhas (in different sizes), Drawings of fruit and vegetables
* Fishing Rods (piece of dowel or similar)
* Fishing line
* Paper clips
* Small magnets
* Shallow box for pond
* Cut out fruit and piranhas
* Timer

What to do:

1. Attach approximately 45 cm of fishing line to each rod.
2. Tie a paperclip firmly to the loose end of each piece of fishing line.
3. Glue or tape a magnet to each fish or piece of fruit. (Test the strength of the magnets to lift the largest piece)
4. Decorate the shallow box to look like a pond

How to play:

* Choose what you are going to fish for (Fruit or fish)
* Set the timer for desired time
* Start the timer and start fishing
* If you catch your opponents piece you have to throw it back.
* When timer goes off the winner is the one with the most pieces of fish or fruit.

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Card Game: For younger children you could use pictures from the text eg, feet, knees, etc. and fruits and vegetables. Alternatively you could use any item that you want to practice. (Vocabulary, words and definitions, number facts etc.)

**PIRANHAS - for 4 Players**

**What you will need:**

* A set of cards in pairs (up to about 50 and 3 -5 PIRANHA cards). Copy Masters have been provided as an example only, you could leave the word card blank and write on the things you want to practice.
* Print out the desired number of cards required – back to back (the Purple Piranha is the back of the card) cut out and laminate.

How to play:

1. Deal out 7 cards to each player
2. Put the remainder of the pack in the centre, facing down.
3. Players match up any pairs they may have been dealt and keep these aside for scoring.
4. Players take turns from the Dealer’s right to select a card from the pile, matching it to make a pair, or keeping it. If the player decides to keep it he or she must return a card to the underside of the pile.
5. If the player has a Piranha card they must place it on the table in front of them face up to show that they are building a shoal of piranha. A shoal of piranha can be 3 or more cards. When a player has 3 or more piranhas in their shoal they may finish the game by calling out PIRANHA!! However they must have at least 2 pair to do this.
6. The game finishes if a player with 2 or more pair has a shoal OR if all cards have been paired and no shoals have been made.