**Activities for…  
Pencil of Doom by Andy Griffiths**

**Activity 1**

Draw and label Henry’s ‘Pencil of Doom’.

**Activity 2**

Re-read Chapter 6 where the kids play the Yes Means No and No Means Yes game. Break into small groups and try to talk or play together using these rules. Then write down what happened.

**Activity 3**

In Chapter 66, Mr Brainfright uses his magic wand to pull a rabbit out of a magic hat. He uses the word “Abracadabra”. Make as many words as you can from the letters of the word Abracadabra. Have a competition to see who can find the most words.