**Activities for…
Stitch Head by Guy Bass**

**Activity 1**

Design a Carnival Poster

Imagine that Stitch Head and his friends have decided to set up their own travelling carnival. What would they put on their poster? Have a look at Fulbert Freakfinder’s poster on page 9. You could use alliteration, different sizes of font and you need to give people reading the poster ideas as to what they will see at the show.

**Activity 2**

Poetry writing

The village of Grubbers Nubbin has lots of local myths and legends about Castle Grotteskew. Many are in the form of short poems. Read the “Warning” at the beginning of the book and the sestet (six line poem) on page 17. Now have a go at writing your own sestet or poem warning children to stay away from the Castle.

**Activity 3**

Stitch Head uses Wolf-Away to calm the Creature and stop him from rampaging through the village. Design a label for a potion or powder which either turns vampires into vegetarians or turns fire-breathing monsters into air conditioners. Remember to give the potion a name and include the dosage (how much to take and how often).