**Activities for…  
AniMalcolm by David Baddiel**

**Activity 1**

Malcolm’s dad designed apps. Can you design an app? What would it be used for?

**Activity 2**

Libby uses lots of acronyms. In groups, make up some and then let the other groups guess what they stand for.

**Activity 3**

**Draw a picture of Malcolm (the piglet) on the back of Snowflake (the horse) with the other animals running behind. Perhaps you could do this as a group activity and put it along the classroom wall (see pages 220-221 for ideas).**