



ACTIVITY PACK

Fun, family friendly activities for all ages based on the musical production and thrilling classic novel by Kenneth Grahame

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Activity Type



Discussion



Group Activity



Individual Activity

The activities in this pack have been designed to accompany the filmed production of *The Wind In The Willows the Musical*, recorded live in 2017 at the London Palladium alongside the original novel by Kenneth Grahame.

The following materials are aimed at children of all ages and offer a range of activities that can work as single activities, discussion points or group activities.



Act One

With the arrival of spring and fine weather outside, Mole loses patience with spring cleaning. He emerges from his underground home to take in the air and ends up at the river, which he has never seen before. Here he meets Rat (a water vole), Rat takes Mole for a ride in his rowing boat. The two share a picnic and a new friendship is born. Mrs. Otter gate crashes the friend's picnic looking for her daughter Portia who has a habit of wandering off in search of food. Rat and Mrs Otter warn Mole about the inhabitants of the Wild Wood and tell him of wise but solitary Badger who lives there. Then of the extraordinary amphibian, Mr Toad, and his need for speed.

As summer draws near, Mole and Rat visit Toad Hall at the request of Mr Toad. Mr Toad is rich, jovial, friendly and kind-hearted, but aimless and conceited; he regularly becomes obsessed with current fads, only to abandon them abruptly. Having recently given up boating, Mr Toad's current craze is his horse-drawn caravan. He persuades the reluctant Rat and willing Mole to join him on a trip. Having parked at the roadside for an overnight stop, a passing motor car scares the horse, causing the caravan to overturn into a ditch. Rather than be upset Mr Toad changes his obsession again and now focuses on the new-fangled motor-car. In his new racer, he terrorises his neighbours, particularly a family of nervous Hedgehogs. Obsessed with his new motor-car, the animals are both fascinated and dismayed about the new craze.

Determined to save Mr Toad from himself, Mole insists Rat and he venture into the Wild Wood to call on the support of Badger. When Rat refuses, Mole ventures on the scary road alone. Pursued by the Chief Weasel and his Wild Wooders, Mole only escapes when Rat has a change of heart. The falling leaves of autumn have covered the path to Badger's house and the two are lost in the Wild Wood. When Mole injures himself on a boot scraper, Rat realises they have accidentally stumbled on Badger's doorstep. As Badger invites them in, Chief Weasel develops a plot to steal Toad Hall so they can live the good-life. Portia, who is still looking for food, is kidnapped by the mischievous gang.

Inside Badger's house, Mole and Rat convince Badger to come to Mr Toad's aid. The trio arrive at Toad Hall to find that Mr Toad has ordered a new car after another crash and set out to guard him in his bedroom until he learns some sense. Mrs Otter arrives, begging the friends to help her find Portia, Mole suggests he looks after Mr Toad whilst the Rat and Badger join the search. Feigning illness, Mr Toad escapes, and steals a beautiful new car.

After being arrested for his crime of stealing the car, a court scene takes place with the Wild Wooders as the jury, making sure that Mr Toad is imprisoned so they can take over Toad Hall and claim it as their own. Toad recalls what happened - claiming that it was the car that stole him, and not the other way round, while Rat, Mole and Badger try and convince him to show some remorse for his crime. The act ends with Mr Toad being sentenced to twenty years in jail.



Act Two

With Toad in prison, the Wild Wooders have taken over Toad Hall and are fattening up Portia, readying her for a feast to come. In prison, Mr Toad gains the sympathy of the Gaoler's Daughter, who helps him to escape disguised as a washerwoman ("To Be a Woman"). Walking through the Wood, Rat and Mole discuss the imprisonment of their friend when they come across Mole's home. Homesick, having realised he hasn't returned since the day he left his Spring cleaning, the friends have a humble feast, while Mole speaks fondly of his home ("A Place to Come Back To"). After this, some wassailing mice visit as is familiar to Mole, wishing well to the animals of the forest ("The Wassailing Mice"). As the choristers' song ends, Badger bursts in to let Rat and Mole know that Mr Toad is now a criminal on the run. They set off again to save him from himself.

Though free again, Mr Toad is pursued by the police. He manages to board a railway engine manned by a sympathetic driver. Mr Toad jumps from the train when the law catches up and, still disguised as a washerwoman, comes across a horse-drawn barge. The barge's owner offers him a lift in exchange for Mr Toad's services as a washerwoman. After botching the wash, Mr Toad gets into a fight with the barge-woman, who tosses him into the canal. Soaked, Mr Toad flags down a passing car, which happens to be the very one he stole earlier. The car owner, not recognising Mr Toad in his disguise, permits him to drive the car. Once behind the wheel, he is possessed by his former passion and drives furiously, declaring his identity to the owner who tries to seize him leading to yet another crash ("The Greatest Great Escape").

Badger discovers Toad at the doors of Toad Hall. Badger and friends tell Mr Toad that Toad Hall has been taken over by weasels and stoats from the Wild Wood and even worse, that Portia is trapped inside.

After Mole convinces two guards that an attack on the Hall is imminent Badger announces that he knows of a secret tunnel into Toad Hall through which the enemies may be attacked ("Hush!"). Badger, Mrs Otter, Rat, Mole and Mr Toad enter via the tunnel and pounce upon the unsuspecting Wild Wooders who are holding a celebratory party and about to cook Portia ("The Fight").

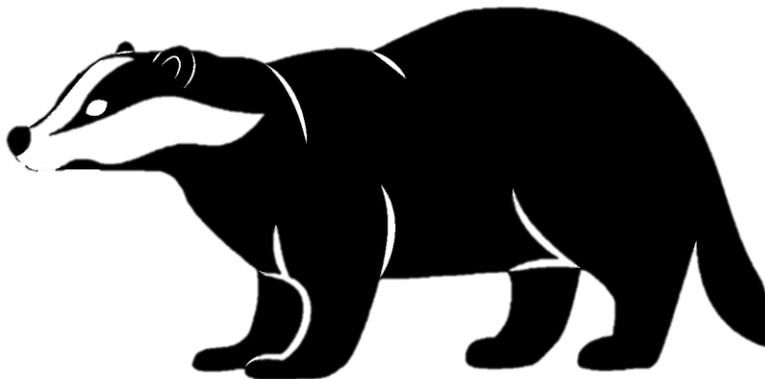
The friends celebrate, having driven away the intruders. It's spring once again, and the animals are working hard, while Rat and Mole quite happily row on the river together - they are both content in having one another's company over the adventures Toad has. Mr Toad holds a party to mark his return, although it doesn't seem that he's changed at all ("Finale").



Shadow Puppets



Cut out the characters below, attach a popsicle stick to the back, then using light and shadows create the gangs next adventure and story.



A Wild Meeting



Think of a wild animal that lives nearby your house.
Perhaps you see foxes roam the streets at dusk, or maybe there is a pond with a family
of quacking ducks in your local park.
Brainstorm the features and behaviour of this animal in the box below (even draw a
picture if you'd like)

My wild animal:



A Need for Speed



Your task is to research different forms of transport and their development through time. Use the resources available to you – for example books, online encyclopedias and internet searches – to fill in the table below using bullet points. This research will help you write a non-chronological report about vehicles through time.

Mode of Transport	Who invented it? When was it invented?	Who first used this mode of transport? How was it first used?	Draw and label a sketch of the mode of transport based on your research.
Rowing boat			
Horse-drawn caravan			
Motorcar			
Steam Engine			



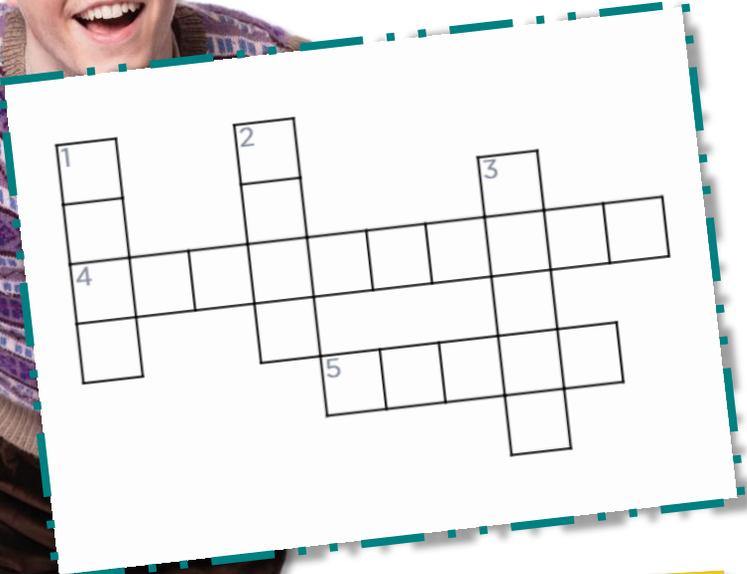
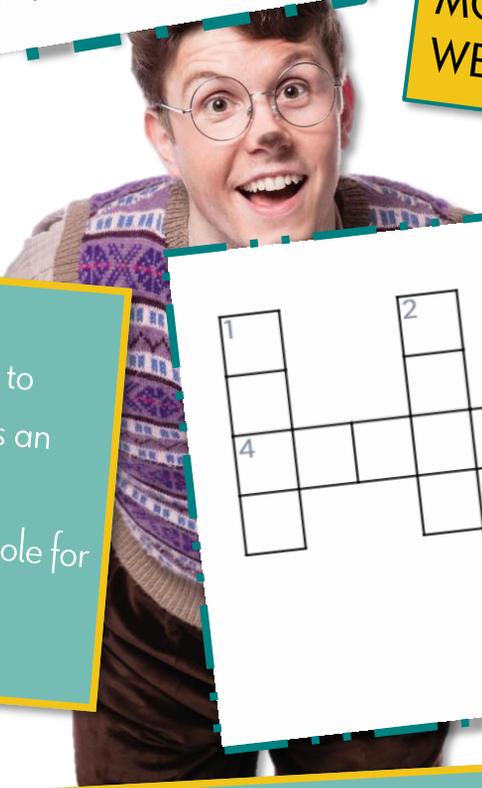
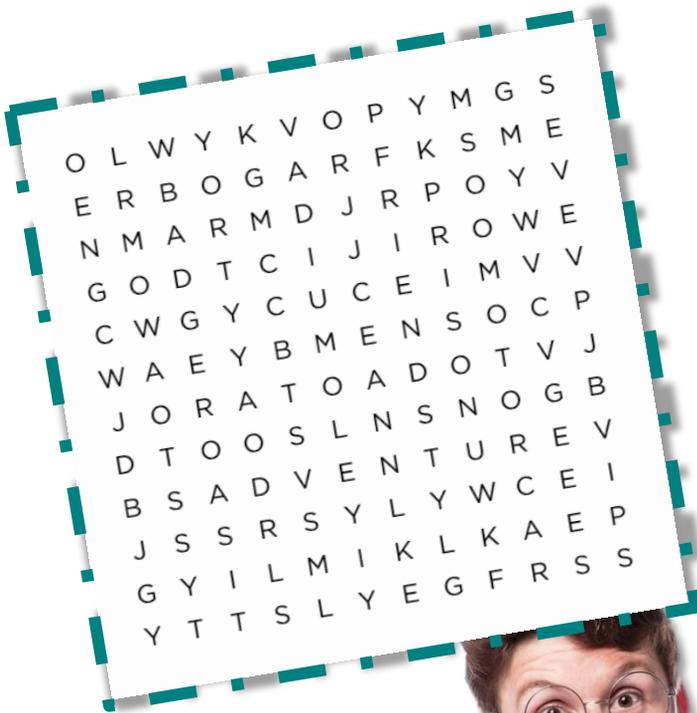
Transport Report



Using what you learnt from your research, write a non-chronological report about the development of transport through time. Begin with the earliest form of transport and remember to include all the facts that you wrote in your research rubric. The organiser below will help you structure your report. Don't forget to think carefully about the topic sentence for each of your mode of transport paragraphs, so that your reader knows what the paragraph is about.

The Development of Transport Through Time	
Introduction What is your report about?	
Mode of transport paragraph 1:	
Mode of transport paragraph 2:	
Mode of transport paragraph 3:	
Mode of transport paragraph 4:	
Conclusion Write a summary of the main points in your report.	





Across

4. Toad gets sentenced to prison because he steals an _____

5. Who joins Rat and Mole for their picnic?

Down

1. Who got sent to jail after stealing a car? _____

2. The Badger lives in the Wild _____.

3. Where does Mole meet Rat? _____





You are going to stand in court as a character witness in the trial of Toad. You must decide whether you are going to support him or not, and think of the most effective and persuasive points to convince a jury of your point of view.

Use the checklist at the top of this speech writing scaffold to help you include important features of speech writing.

Features of Effective Speech Writing:

- Make your point of view clear from the outset
- Use emotive and powerful language that appeals to your audience
- Address your audience directly and tell them why they should believe you
- Be specific about the points you make and support them with evidence
- Make a counter-argument to the points the other side are likely to make
- Summarise your case at the end of your speech
- Finally, thank your audience for listening to you

Use the space on the next page to draft your speech using the prompts to help you structure it.



In the Dock (cont.)



<p>Introduction – state your point of view</p>	
<p>Main point 1 – with every point you make explain why you believe what you do</p>	
<p>Main point 2 – use powerful and emotive language that appeals to your audience</p>	
<p>Main paragraph 3 – devise a counter-argument to a point the opposition is likely to make</p>	
<p>Conclusions – summarise your main points and thank your audience for listening</p>	



The Missing Epilogue



Your task is to write an epilogue for the novel. Imagine Mole is making his way home through the open countryside and down the tunnel to his front door. He is reflecting deeply on his visits to his friend's homes and his adventures in the Wild Wood. Remember that Mole is now not quite so fearful of the stoats and weasels who live there. What does Mole think about each of his friends' homes? How did he feel when he first visited Toad Hall? Did he enjoy welcoming Rat into his own home or was he nervous? If so, why? Use the rubric below to organise your ideas before writing your epilogue.

Who's Home?	How does Mole feel before visiting?	What does Mole find?	Adjectives to describe the home	How does Mole feel in his friend's home? How does it compare to his own home?
Badger's home in the Wild Wood				
Toad's Mansion				
Mole's own home				





Throughout the novel and in amongst the action, the idea of ‘home’ provides a reassuring backdrop to the unfolding narrative. Mole’s humble home is underground, but it does not feel quiet as safe and hidden as Badger’s house, which is also deep underground. Similarly, Mole does not feel safe out in the open by himself and gets homesick. Badger’s house is so hidden away – so much so that Mole cannot find it by himself – that we know nothing threatens his home, in spite of its location in the Wild Wood. Similarly, the wise Badger does not flounder with the responsibility of rescuing his good friend Toad from himself and the stoats and weasels. Rat’s home is on the bankside, just above the water’s edge. Other animals see his home as they pass along the flowing river, just as they see sociable Rat out and about. It is not surprise that he becomes Mole’s first friend. Toad’s home stands proud above ground and out in the open. It reflects his high-spirited personality, luxurious life and, above all, his need to be seen.

During the course of the novel, we encounter each of these animals in their home and on the road. The characters feel the push and pull of home as they navigate their way to friends’ homes and new environs, such as the Wild Wood, and back again. Home serves as a metaphor for growing up as children wobble their way into adulthood, enjoying the comfort of their family but seeking the thrill of adventure and independence all at the same time. The comfort of home and the desire to leave only to return again are familiar feelings for many readers, which makes the novel so appealing to audiences of different ages.

Discuss the following questions:

1. How do the character’s homes in the novel reflect their personalities?
2. Which character do you think feels most happy and secure in their home?
3. How would each of the four main characters the react on returning home after some time?



Design a Home



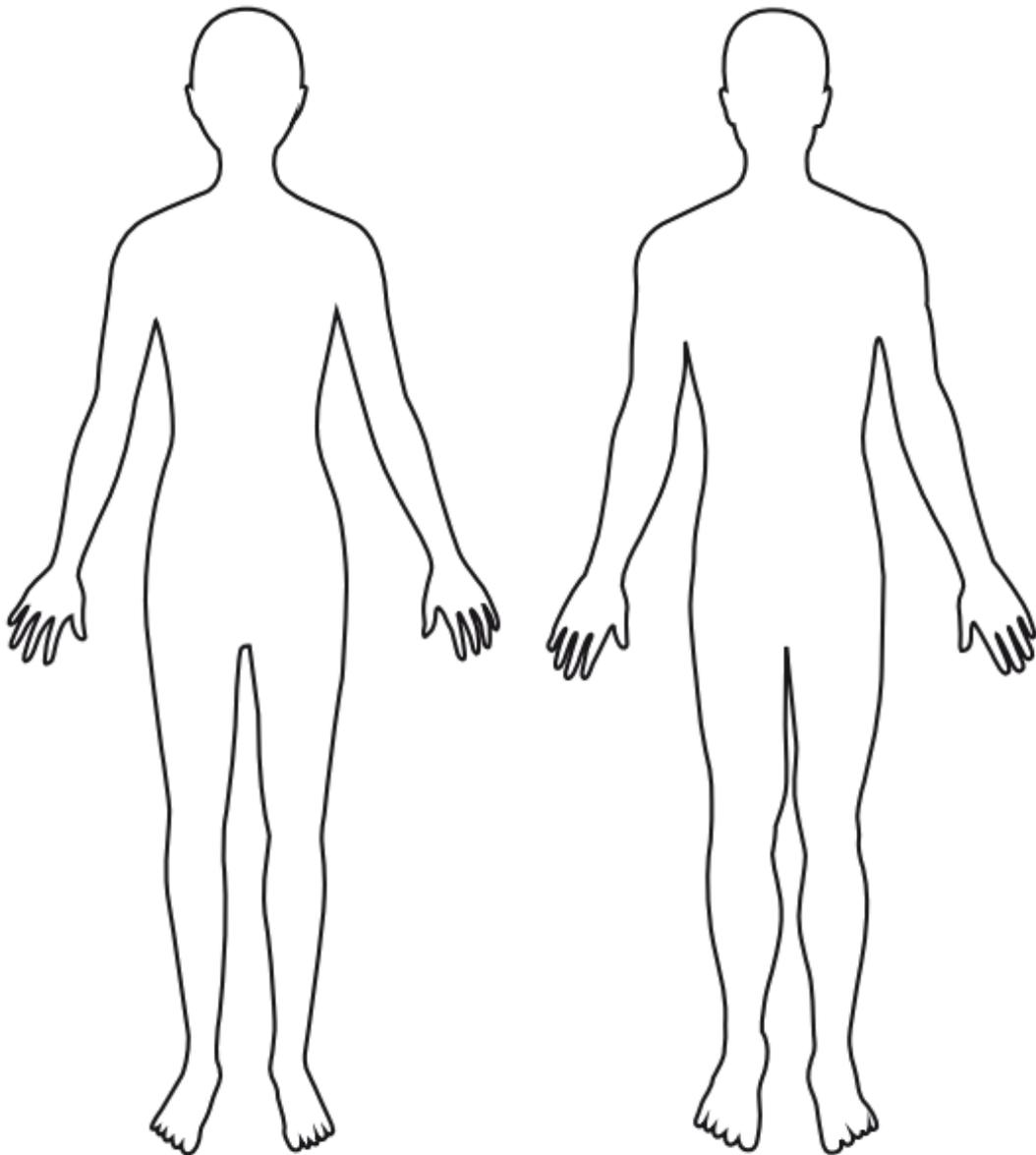
Design the home and front garden of one of our favourite characters; pick between Mole, Ratty, Badger, Weasel or Toad and create them a home styled around their character.

Think about what colours they would use and decorations they would have!





Pick a character and design their costume for *The Wind in the Willows*. Make sure the clothes demonstrate the characters' personalities as fully as possible.
Be as extreme as you wish!





Pick a character and design them a character mask to best fit their animal.



❖ Why not print a larger version and create one for yourself? Use feathers, paints and other craft supplies; get creative.



We hope you have enjoyed using this education pack.

We value your comments – positive or otherwise – to help us improve our offering to families.

Please write to us at
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For questions or further information about resources for schools please contact us on the above email address.

