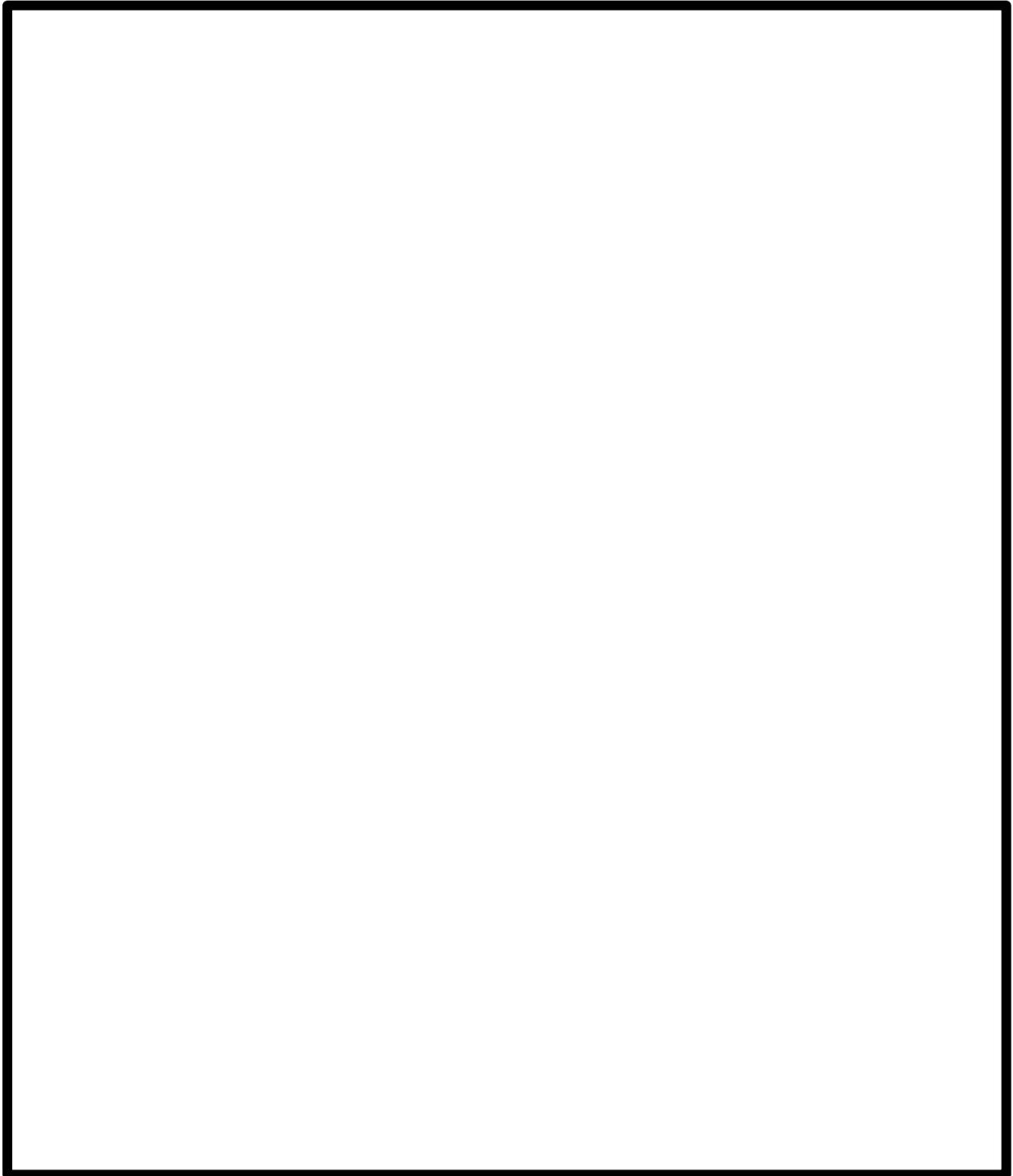


Activity Book

Name.....

Draw a map

Draw a map of Boot's journey to find Beth try to include the Krush 'em Kwik Scrapyard, Dr Twitchy's Emporium, the funfair and Easterly Bridge Care Home.



Make a Poster

Make a 'rules of the street' poster for lost broken or rejected robot toys

Rules of the Street

1. *Never trust a human*

2.

3.

4.

5.

6.

Boot's Memories

At the beginning of the story Boot only has 2 and a half memories

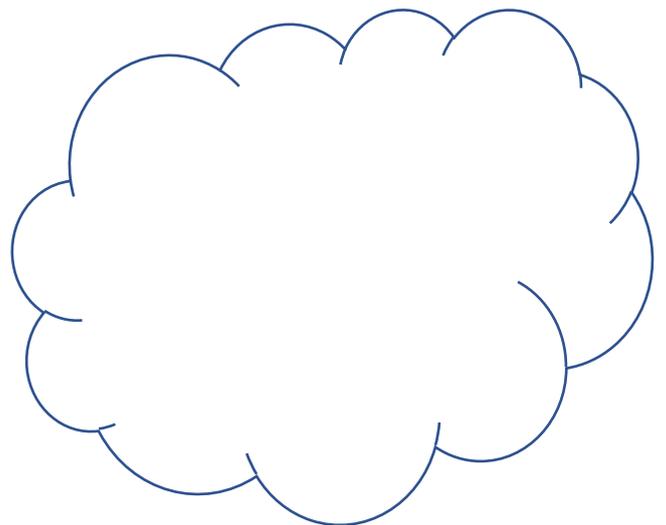
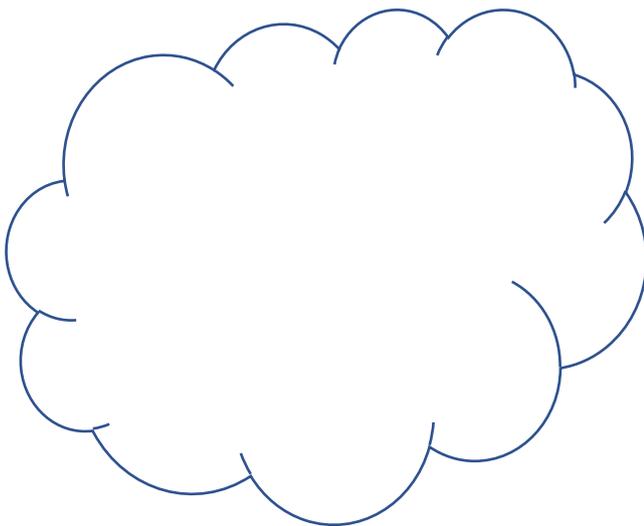
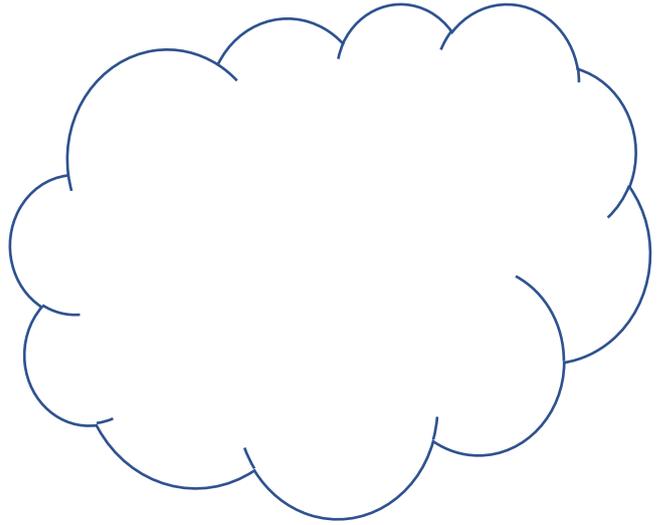
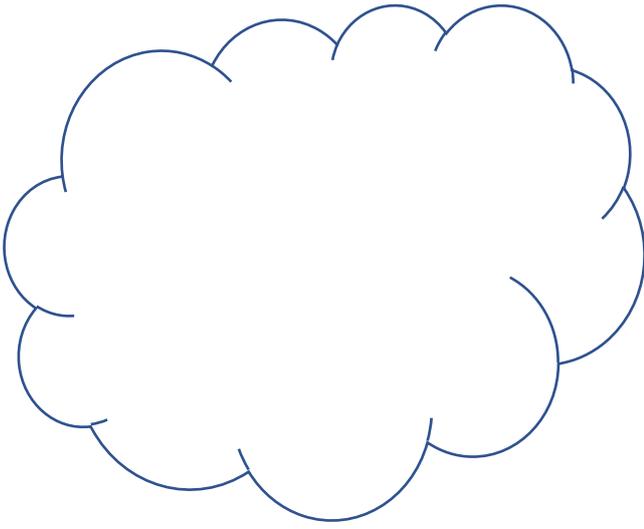
Draw them here



Memories

What are your earliest memories?

Ask members of your family too and then choose a memory to write in each shape



Design your own Robot

What will it do?

Will it have thoughts and feelings like Boot?

Label your drawing

