

Arthur and the Curiosity

By Lucinda Gifford

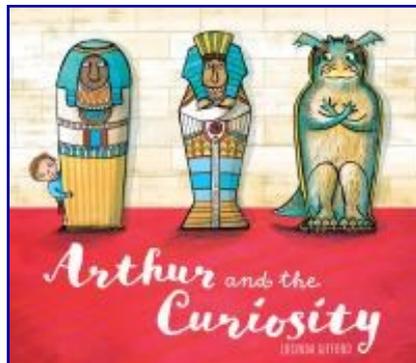
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Arthur and his friends are on a class visit to the local museum. While his friends dash about, Arthur takes time to inspect all the interesting things around him. One of those interesting things is a glass case housing a strange looking creature known as The Curiosity.

As Arthur continues his visit to the Museum, the reader catches glimpses of The Curiosity who has escaped his glass case and is now following Arthur about.



Themes:

- Museums
- History
- Discovering

Discussion Points:

- Looking at the cover, what do you think the book might be about?
- Have you ever been to a museum? If so, what were some of the things that you saw? What was your favourite?
- Can you recall some of the things that Arthur and his class saw when they were at the museum?
- What do you think 'The Curiosity' actually was?
- Why do you think he started to follow Arthur and took such an interest in him?
- Do you think the other children saw 'The Curiosity' or was it just Arthur? Discuss.
- Why are museums important? If we didn't have them, how else might we find out things about the past?

Activity:

- Organise your own class visit to a museum. Compare all the things that you see with what Arthur and his class saw on their visit.
- Draw or paint your own version of 'The Curiosity'. You may like to change the shape or colour of it to make it unique.
- As a class, research some interesting facts about the Ancient Egyptians, including why they had mummies.