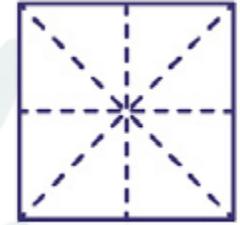
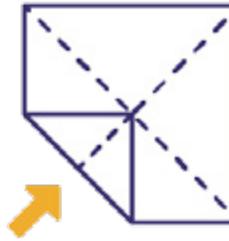
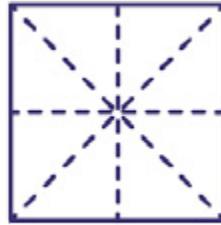
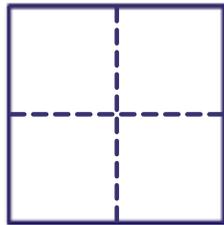
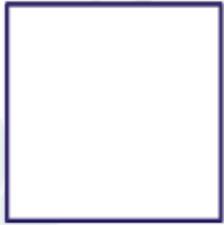


CREATE YOUR OWN PROPHECY MAKER



In *Alex and the Alpacas Save the World*, Alex learns about an ancient prophecy that changes her life. Prophecies determine the future, and they're usually pretty good things, like: 'You are destined for greatness' or 'You will invent the world's best sandwich'. Write down eight of your own prophecies to use in your prophecy maker. Keep them short and to the point.



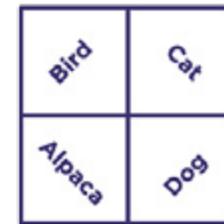
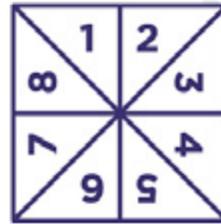
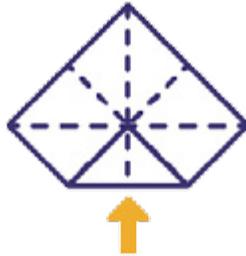
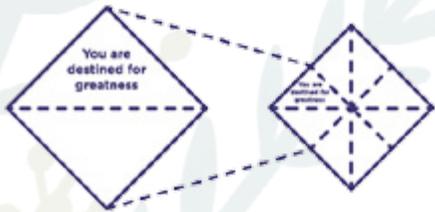
1. Take a square piece of blank paper.

2. Fold it in half and then in half again. Open the paper.

3. Make another two folds diagonally, corner to corner. Open the paper.

4. Fold a corner into the centre point.

5. Repeat for all the other corners. Turn the paper over.



6. Now write each of your 8 prophecies in the triangular sections.

7. Now fold up the bottom tip to meet the centre point.

8. Repeat step 7 for all the corners, then number each triangle 1 to 8.

9. Turn the paper over and write the name of an animal in each square flap.

10. Now, lift up the flaps and fit your forefingers and thumbs into the prophecy maker. It's time to start telling prophecies!

HOW TO TELL A PROPHECY

- Pick an animal from the outside of the prophecy maker and spell its name as you move your fingers in and out (e.g., if you have 'alpaca' then move the prophecy maker six times: A—L—P—A—C—A).
- Next, pick a number from the inside and move your fingers in and out that number of times (e.g., if you pick 3, you move your fingers — you guessed it — three times).
- Pick another number from the selection you've landed on, and open the flap.
- This is your prophecy!



For more fun, free activities, visit our website: fremantlepress.com.au/classroom-express
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