

# Dinosaur Rescue – Velocitchy-Raptor

Author: Kyle Mewburn

Illustrator: Donovan Bixley

## Synopsis

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Arg isn't just an ordinary cave boy; he has a very large brain and is much smarter than everyone who lives in his Stone Age village. Unfortunately Arg's intelligence means that he has an inquisitive nature and he loves adventure. This would be fine but during the Stone Age there were many dangers; including violent and brutal rival tribes and blood-thirsty dinosaurs. When Arg decides to brave a storm using his invention the underella he immediately runs into trouble. He is snatched up by a giant Quetzalcoatlus and taken back to its nest. Inside the huge nest Arg realises that he is not alone. Waiting inside as a tasty snack for later is a baby velociraptor. Arg knows he has to escape immediately and to his vexation the baby velociraptor decides to hitch a ride. This leaves Arg with a big problem. What will he do with the baby dinosaur? If he takes him back to the village someone will eat him...

## Text Type

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*Velocitchy-Raptor* is the third book in the *Dinosaur Rescue* series which is designed for young readers aged 8-10. Like the other two books, the story is full of disgusting descriptions of unsavoury cave man behaviour, which will appeal particularly to boys. Set in the Stone Age, the story contains fascinating and hilarious information about Neanderthals and their lifestyle. The illustrations by Donovan Bixley are lively and funny and ensure reader engagement.

Arg is much smarter than the other people in his family and tribe and this makes him feel like an outsider at times. His parents can't understand the way he talks, his artwork, his numerous strange inventions or his desire to wear clothes. The only one who really understands him is his friend Skeet, a T-Rex with equally high intelligence. Readers will be excited for the next book in the series to come out so they can find out what adventures Arg and his T-Rex friend Skeet embark on next.

## Sharing the Novel

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*The novel has been divided up as follows: Chapter 1 (pp. 9-17), Chapters 2-3 (pp. 18-51) and Chapters 4-5 (pp. 52-96).*

*During the shared sessions encourage students to ask questions to clarify their understanding of words and ideas presented in the novel. Have them make predictions about what will happen next in the story. Students need to learn about the main character Arg and understand the difficulties that he faces because of his superior intelligence. Most importantly, students should enjoy the book and allow themselves to get caught up in Arg's prehistoric world where dinosaurs and cavemen exist and adventures abound. The book is delightfully illustrated with humorous drawings that really bring the setting and characters to life.*

## Introducing the Novel

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Have students study the front cover of the novel and read the blurb.

- What do the illustrations on the cover suggest about where and when the story is set?
- Who is the main character in the story? How is he different to the other people in his tribe?
- What problem does Arg have to solve? What will happen if he fails?

Examine the map of Arg's valley provided at the start of the book.

- What do you notice about Arg's village?
- What possible dangers do the people in Arg's village face?
- What extinct animals do you notice on the map?

Look at the picture of Arg's family and friends.

- What do you notice about each of the characters?
- How is Arg described?
- Who is Arg's pet? What kind of animal is he?
- What clues are there in the picture that Arg and his family are cave people?

*Teacher reads Chapter 1 (pp. 9-17) aloud. Students follow along in their books.*

## Comprehension Chapter 1 (pp. 9-17)

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- What does Arg use to paint with? Why is he unhappy with the colour? What is the story that Arg is painting about? What else has Arg drawn on his cave walls?
- How is Arg different to the other people in his tribe?
- What makes Arg's eyes stream with tears? What suggestion does he make to his father? How does his father react to this suggestion?
- What do Arg's family do for fun?
- Why is it difficult to talk to cave people? Who are the Grogllgrox? What do they like doing? What did Arg invent to help him count? What happened when it got wet?

### Discussion

- Many ancient tribes have painted and etched stories on cave walls or other surfaces. Why do you think it is important for stories to be passed on?
- What sorts of things do Arg and his family do which would be considered disgusting in today's society?
- If you lived in the Stone Age what modern technology would you miss the most and why?
- Arg is different to the rest of his family. How do you think this makes him feel?

*Students read Chapters 2-3 (pp. 18-51) independently before the next shared session.*

## Comprehension Chapters 2-3 (pp. 18-51)

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- Why is everyone except Arg too scared to go outside during a storm?
- What does Arg see outside that he wants to go and investigate? How does he keep the rain off himself? Who is Krrk-krrk? Why doesn't he want to go outside?
- List 3 facts about the Quetzalcoatlus.
- What does Arg realise about his underella when it starts moving?
- What does the Quetzalcoatlus grab in its beak? Why does Arg get picked up too? Where does the Quetzalcoatlus drop Arg and the devil frog? Why is Arg surprised when the Quetzalcoatlus flies away?
- What would happen to a Stone Age person if they tried to say Quetzalcoatlus?

- Why can't Arg get out of the nest? What else is in the nest with Arg? Why isn't Arg scared of this creature?
- List 2 interesting facts about the velociraptor.
- How does Arg know that he is allergic to the velociraptor?
- What happened to the devil frog?
- How does Arg know that there is a way out of the nest? What problem does he face when he gets out of the nest? How does he solve this problem? What happens when the velociraptor jumps on Arg's back?
- What is an Argasaurus?
- Why is Arg worried about breaking all his bones when he lands on the ground?
- How does the velociraptor save Arg? What happens when they land?

### Discussion

- What do you think would be the best and worst parts about living in the Stone Age?
- Arg has a large brain and is clever. In what ways is this an advantage? How is it a disadvantage?
- What do you think is going to happen next in the story?

*Students read Chapters 4-5 (pp. 52-96) independently before the next shared session.*

### Comprehension Chapters 4-5 (pp. 52-96\_

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- What does Arg look like after he slides down the bank?
- What is making Arg sneeze?
- Name one reason Arg doesn't want to take the baby velociraptor home.
- Name the only safe pet that Arg has ever owned.
- Describe the symptoms of Arg's allergy. How does he try and get away from the velociraptor? Why isn't he able to?
- Why does Arg decide to take the velociraptor to the secret valley despite his allergy? What does this suggest about his character? What problem does Arg face when he decides to keep the velociraptor in the village overnight?
- Why does Arg pick up a spear as he creeps towards his cave? What bright idea does he have when he reaches the entrance to the cave?
- Why don't most Stone Age people live long? How do Stone Age people share their food? Why isn't it a good idea to store food in a glacier for long?

- Why aren't Arg's parents surprised when he comes in wearing a new cloak? How does Krrk-krrk react when he sees Arg?
- Why is Arg worried about sneezing in front of his mother? What does he do after he starts sneezing? Why does Arg stay in bed despite being terrified of his mum's medicine?
- How does Arg's mum know that he is sick? What does she smear on Arg's face? What effect does this have on Arg?
- Why does Arg wake in the middle of the night? What does he see Hng doing? Why is Hng so determined to prove that Arg is hiding food? What does she stab with her spear? How does the velociraptor survive Hng's attack?
- Where does Arg take the velociraptor in the morning? Where does Arg find Skeet? Why does Skeet tell Arg that he looks terrible? Who will look after the velociraptor?
- Why does Arg decide to let the velociraptor meet his new family alone?
- Why is Arg so happy when he scratches his cheek? What does he see that he thinks will be perfect for painting velociraptor's feathers?

### Discussion

- Describe Arg. What aspects of his character do you like the most? What do you think his experience has taught him?
- In what ways do the illustrations enhance the story?
- Which part of the story do you like best and why?
- Identify an important decision that Arg makes in the story and explain why it is important.

### Activities

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**Static Image** - Imagine that you live in the Stone Age and can only tell stories by drawing or painting them. Paint the story of Arg's encounter with the Quetzalcoatlus.

**Important items** - Imagine that you are Arg embarking on an adventure. Make a list of 10 Stone Age items that you would take with you and explain why they are important.

**Board game** - Design a board game based on the story. For every positive event that occurs reward the player, for every negative event, penalise them. Illustrate your board game with scenes or important settings from the story.

**Script** - Choose an important event from the story and write a script for it. Remember to include a list of characters and stage directions. Practise your play and present it to the class.

**Vocabulary** - Identify 5 new words you learned from *Velocitchy-Raptor*. Using a dictionary, write a definition for each word and write out the sentences in which you found them.

**Research** - Conduct a research assignment on either the Stone Age or dinosaurs. Formulate 3 focussing questions. Use a range of resources to gather your information. Keep a research diary to record your process. Present your findings on a poster.

**Writing** - Write a paragraph explaining why this book should be read by everyone who hates reading.

**Game** - Invent a game that cave people could play to keep themselves entertained.

**Writing** - Write a letter to the author explaining what you liked about the story.

**Drama** - Imagine that you are Arg. Acting in-role introduce the class to your family, describe where you live and the sorts of adventures that you have in the Stone Age.

*Notes written by Vicki Ladd*