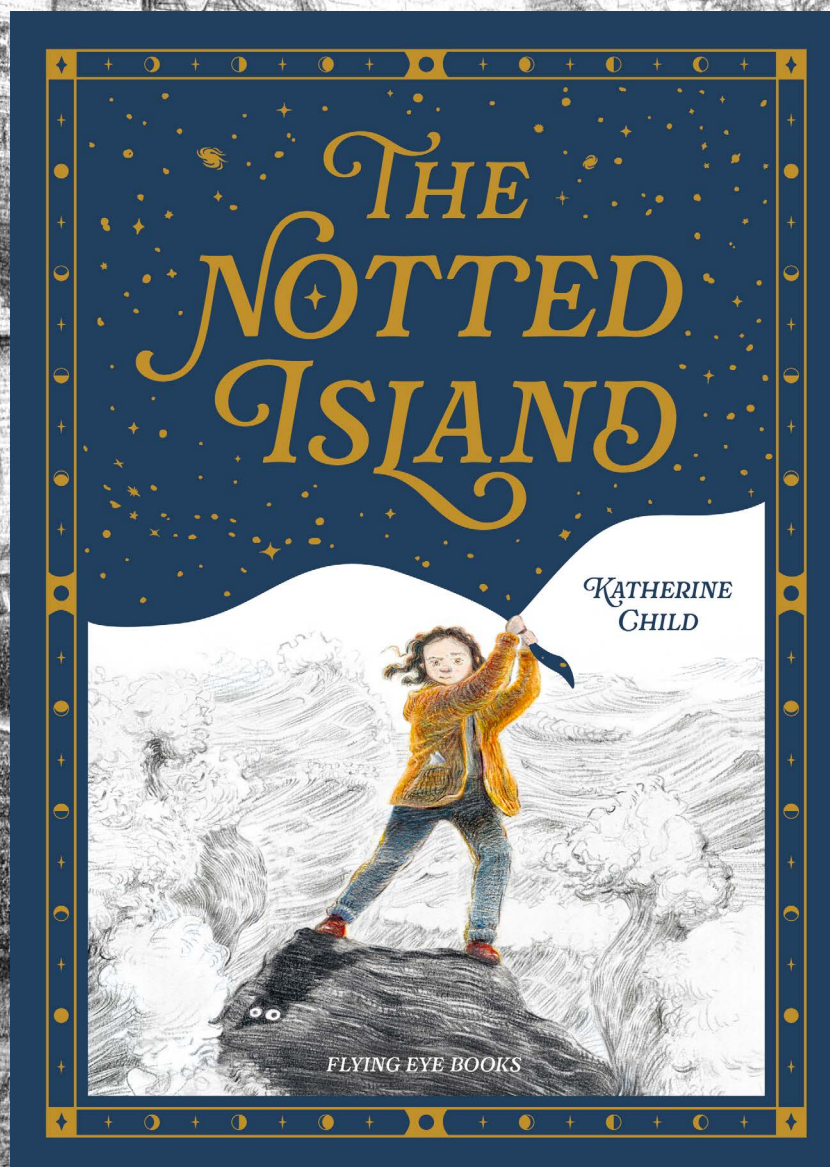


# THE NOTTED ISLAND



## TEACHING PACK



# LEARNING RESOURCES FOR TEACHERS & LIBRARIANS

Suitable for ages 9+ UK S2  
Themes: Change; Responsibility; Magic &  
Imagination; Identity & Community; Kindness

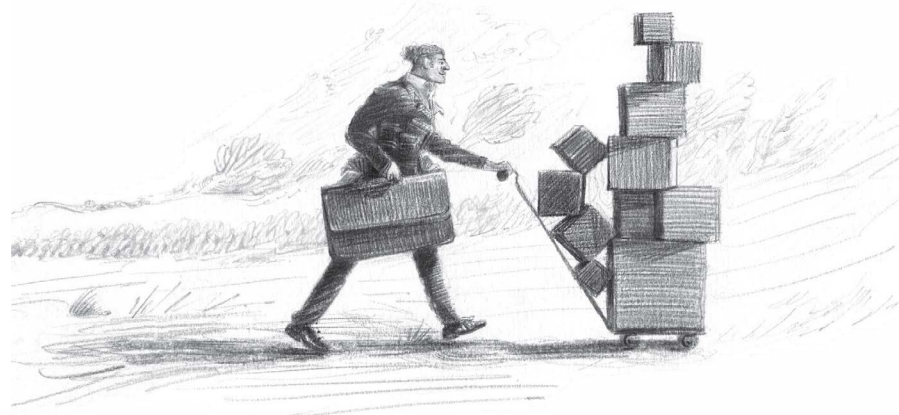
## ABOUT THE CREATOR:

Katherine Child grew up in Devon, UK and studied illustration at Falmouth University in Cornwall. After a couple of years as a background artist for children's animation company King Rollo Films, she returned to Falmouth to study a Masters in Authorial Illustration. From 2010 to 2021, Katherine worked at the Oxford University Museum of Natural History, photographing a wide variety of insects for multifarious reasons. Her photographs appeared on screen with Sir David Attenborough, in newspapers and books. She now works as an author and illustrator, represented by Spring Literary.

## ABOUT THE BOOK:

Before 1861, the world was black and white. As Colour reached the end of his job, world weary they stopped to rest on Last Island: the last uncoloured place.

The people of the island are believed to be the reason for this and seek to better themselves, in the hope that Colour will recognise their efforts and bring colour to the island. To make matters worse, the island's Notte – a deity responsible for drawing the curtain of night – begins to make more and more mistakes. As the islanders grow restless, they send a letter to Nott, threatening to replace her with an Automated Night Sky. However, when the letter finds itself in the hands of Tisky, a young islander with pockets full of cake, she tasks herself with bringing unity back to Last Island.



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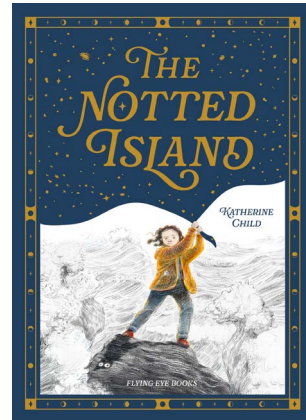
## BEFORE READING!

### PROMPTS FOR DISCUSSION

Use the prompt questions below to start discussion about the ideas in the book.

#### BOOK COVER CLUES

1. What's the **first thing you notice** when you look at the cover?
2. How does the cover make you **feel** – calm, curious, excited or something else?
3. What do you think the title “**The Notted Island**” might mean?
4. What do you **see in the picture** – who or what might be important in the story
5. What kind of **place** do you think this island is?



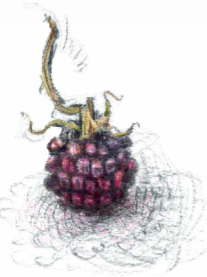
#### DISCUSSION CIRCLE ONE - NIGHT AND DAY

- Show images of the night sky; listen to calm soundscapes (waves, owls).
- As a group, discuss why we have night and day.
  - What do you like about nighttime?
  - What do you think would happen if we didn't have nighttime?



#### DISCUSSION CIRCLE TWO - WHAT IF COLOUR DISAPPEARED?

- Have a look at a photograph of the natural world in black and white. Then look at the same photograph again in colour.
  - How does the mood change between the two images?
  - What is lost or gained in each image?
- Imagine a world without colour. Discuss:
  - How would people feel?
  - What would art, nature and life feel like?
  - How might people feel if colour suddenly returned?



## BIG IDEAS

Every story has big ideas hidden underneath the surface of the text. As you read *The Notted Island*, use this sheet to jot down the big ideas you notice.

- What ideas or messages keep popping up?
- How are the characters used to show these ideas?
- Which ideas do you think matter the most and why?
- Try to spot at least two new big ideas of your own!



**CHALLENGE!** Choose one “big idea” and create a visual collage using drawings, keywords, quotes, and symbols that reflect how it's shown in the book.



DURING READING . . .

LAST ISLAND SCRAPBOOK: TISKY'S JOURNEY

As you read The Notted Island, record information about the characters and creatures Tisky meets on her journey from Grubb to Eiderstarry. You can also add small drawings or sketches to help you remember what each one looks like. Think about how they help or hinder Tisky on her journey.

CHARACTER/ CREATURE	CHARACTER TYPE <i>Human, creature, magical being or other.</i>	APPEARANCE <i>Colours, size, special features, clothing or magical traits.</i>	HOW THEY HELP OR HINDER TISKY <i>Do they guide her, block her path, give advice or challenge her?</i>
Grette	Rock Sprite		
Jink			
The salesman / Marion			
Orbwater, Fendius and Herbert			
Mothtoes			
Fosco			

CHARACTER/ CREATURE	CHARACTER TYPE <i>Human, creature, magical being, other.</i>	APPEARANCE <i>Colours, size, special features, clothing or magical traits.</i>	HOW THEY HELP OR HINDER TISKY <i>Do they guide her, block her path, give advice or challenge her?</i>
Nebulous Wildcats			
Listenberry Bushes			
Nott			
Kuu			
Owser			
Colour			
The Nightrjars			

DISCUSSION QUESTIONS WORKSHEET

Answer these questions as you read, using the sentence starters below to help you.

1. THINKING ABOUT SETTING...

What makes Last Island unique?

- Last Island is different because: .....
- One important location is.....because .....

How do the island’s climate, landscape, traditions, and society influence the story? Do you think the story could have been set somewhere else?

- The story depends on the setting because .....
- If the story took place somewhere else, .....

2. THINKING ABOUT CHARACTERS...

Who is Tisky? What are her hopes, fears, and challenges?

- Tisky is .....
- I think her biggest fear is .....
- One challenge she faces is .....

What is Nott’s role on Last Island? Why are some islanders unhappy with her?

- Nott’s job is .....
- The islanders are unhappy with her because .....

Who or what is the biggest threat to Tisky, and why?

- The biggest threat to Tisky is .....
- This threat is important because .....

What drives the salesman in the story?

- The salesman wants to .....
- I think his actions show that.....

3. THINKING ABOUT CHALLENGES...

What challenges does Tisky face while trying to find Nott? How does she overcome them?

- One challenge Tisky faces is .....
- She overcomes it by .....
- This shows that Tisky is .....

4. THINKING ABOUT SYMBOLISM...

What moral questions does the book explore?

- The story makes me think about.....
- One lesson I think the author wants us to learn is .....

How is the idea of ‘colour’ explored? Why is it important?

- Colour is important in the story because .....
- I think colour represents .....



5. *PERSONAL RESPONSE & REFLECTION...*

Which characters did you most enjoy meeting, and why?

- My favourite character is.....
- I enjoyed meeting.....

What is your favourite moment in the story, and why?

- My favourite moment is.....
- This moment is memorable because.....

Were you happy with the ending? Why or why not?

- I liked/didn't like the ending because.....
- If I could change the ending, I would .....



*AFTER READING...*  
*CREATIVE ACTIVITY IDEAS:*

*"WANTED: A NEW NOTTE" - PERSUASIVE WRITING & CREATIVITY*

Read **pages 20-21**. Summarise what a Notte is in bullet points. Then, create an advertisement for the job of a new Notte.

- Think about what skills a Notte might need (Creativity? Reliability? A passion for the night sky?).
- Model a job advert ("WANTED: A caring, careful observer of the skies...").
- Write and decorate your own adverts.
- Include a short application letter for the role written from Tisky.



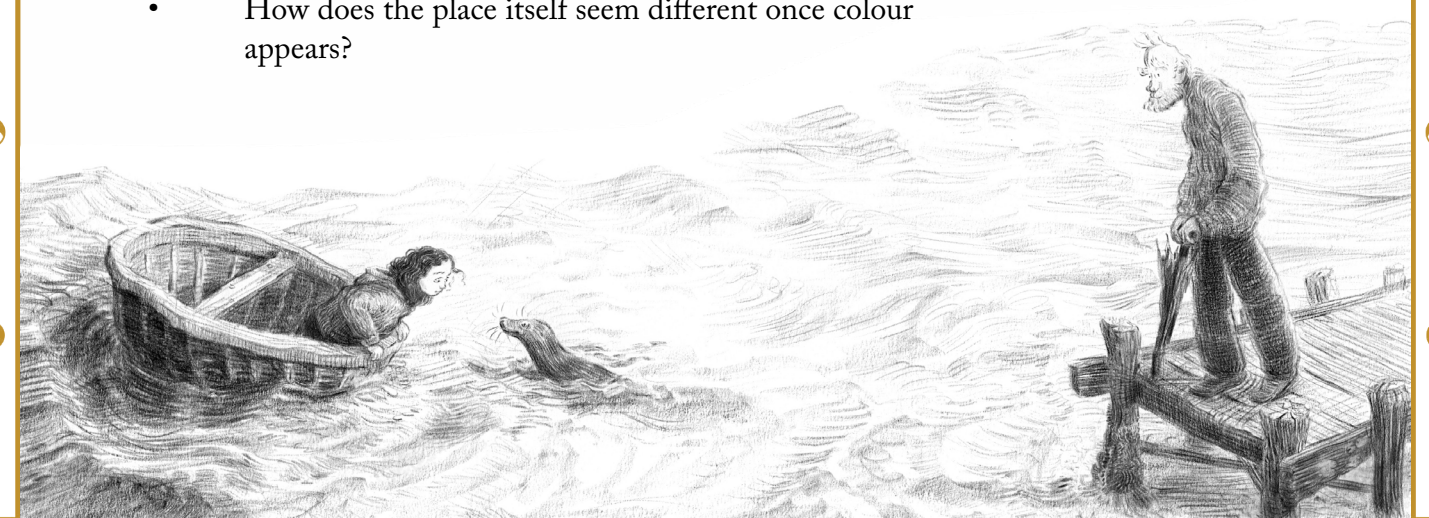
*THE MAGIC OF COLOUR - DESCRIPTIVE LANGUAGE*

Read **page 130**, when the magic of colour is described. Pick out any key words or phrases that you like, for example: 'Indigo beans boiled in pans and pared pumpkins glittered gold under butter.' Then, think of a place you love, real or imagined. Draw this place **twice**:

1. **Black & White:** Show your place before colour arrives.
2. **In Colour:** Show your place after colour arrives.

**Discussion Prompts:**

- How does adding colour change the mood or feeling of your drawing?
- What might the colours represent? (For example: hope, change or emotions like happiness).
- How does the place itself seem different once colour appears?



Write a descriptive paragraph describing your place in colour. Try to use words and phrases that evoke the magic of colour.

*WORD BANK  
(FOR INSPIRATION)*

- **Adjectives:** shimmering, glowing, golden, sparkling, radiant, deep, vivid, soft, magical
- **Verbs:** glistened, twinkled, shone, flowed, danced, dazzled, gleamed
- **Nouns/Phrases:** sunlight, autumn leaves, morning dew, sparkling rivers, warm light

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*“THE CASE FOR NIGHT” - PERSUASIVE ARGUMENT WRITING*

The people on Last Island are considering replacing the natural night sky with an Automated Night Sky – the ‘Auto Night 5,000’. You must join Tisky to argue **against** this idea.

- Brainstorm: Why do we need night? (rest, stars, nature cycles, calm, dreams).
- Write short persuasive essays or hold a **mini-debate**.
- Create posters or speeches (“Keep Night Natural!”).
- Include a counter-argument from the salesman promoting the Auto Night 5,000 – can you find ways to rebut it?

*CELEBRATING CONNECTIONS: CREATIVE COLLABORATION PROJECT*

The Notted Island shows how people, creatures, and nature are all linked. Create a class **weaving**, **collage**, or **mural** to show the connections in your own class or community.

- Each person decorates a strip, ribbon, or piece of paper with a word, image, or symbol representing themselves, someone they care about, or something from the natural world (e.g., “kindness,” “curiosity,” “trees,” “rivers”).
- Tie or weave all the pieces together into one artwork called **“Our Connected World.”**
- Discuss how everyone and everything contributes something unique, just like the people, creatures, and landscapes on Last Island.