



WORD SEARCH

How many My Super Sister words can you find in this super mega word search?

S A F F I E J B H C L B A
U K O B G M I A D G N Z N
P A G N O M E S N A I A I
E P R Q Y A F B S R O P M
R M A E D N O G H D A P A
P D N F R I S B E E D I T
O H N S C U L K O N O N I
W C Y H O W A R D F R G O
E E M I L B D T G L O B N
R D B R O C C O L I T P G
S R P S N H F K Q S H E D
J I H W B L Z I G G Y B H
G C A T R A M P O L I N E



Have a go at timing yourself to see how many words you can find in four minutes?

Get your friend or sister to help you find the 17 hidden words!

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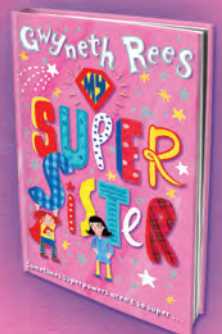
SUPER SISTER

DOOR HANGER



Create your own doorhanger! Using your best colouring-in and accessorizing skills decorate the doorhanger. Cut around the edges and fold it along the dotted line. Then stick the two blank sides together.

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GNOME FRISBEE TAG:

Gnome Frisbee tag is played like a game of tag with the addition of a Frisbee.

AGES:

From 7 to adult

RECOMMENDED NUMBER OF PLAYERS:

Between 4 and 30

EQUIPMENT:

Frisbee

HOW TO PLAY:

Divide into two teams, the Gnomes and the Supers. The Supers start with the Frisbee and throw it back and forth between teammates trying to keep the Frisbee from being caught by the Gnomes.



If a Gnome catches the Frisbee, the whole team switches from Gnomes to Supers and the original Supers team becomes the Gnomes team. You can either decide to play a number of games and tally up who has won the most or just play until you're tired!





GNOME'S FOOTSTEPS:

Gnome's Footsteps is like 'Grandma's Footsteps' or 'Sly Fox', except the players become gnomes and have to sneak up behind the 'nosy neighbour' without being caught.

AGES:

From 7 to adult

RECOMMENDED NUMBER OF PLAYERS:

Between 3 and 30

EQUIPMENT:

None

HOW TO PLAY:

One player plays the 'nosy neighbour' and stands at the base (a wall or line). The 'nosy neighbour' must have their back to the other players (the Gnomes) who stand in a line facing the 'nosy neighbour' about ten metres away.

The Gnomes try to sneak up on the 'nosy neighbour' and touch their back without the 'nosy neighbour' turning around and seeing them move.

Before the nosy neighbour can ever turn round, they must count to ten. They can say this quietly, under their breath, so the other players (the Gnomes) can't hear and don't know when the 'nosy neighbour' is about to turn round.

When the 'nosy neighbour' turns round, the Gnomes must 'freeze'. If the 'nosy neighbour' spots any Gnomes moving, that Gnome has to go back to the start again.



The winner is the first Gnome to reach the 'nosy neighbour' without being caught. The winner then takes the place of the 'nosy neighbour' and the game starts again.





FINISH THE SUPER STORY

Have a go at writing your own My Super Sister story.

Gwyneth Rees has started a new My Super Sister story for you, all you need to do is finish it!

It was the morning of Granny's birthday. Emma and Saffie couldn't wait to surprise her with a plan they had thought up the day before. They would fetch all of Granny's garden gnomes and bring them into the kitchen, where they would bring them all to life, and get them to sing 'Happy Birthday' to Granny.

'Come on,' Saffie called out excitedly, rushing ahead of her sister into the back garden. But she stopped abruptly, her mouth hanging open, as Emma followed her outside. 'Where are they all?' Saffie asked in bewilderment.

Emma soon realized why she was so shocked as she scanned the garden herself.

All twelve of Granny's brightly coloured garden gnomes seemed to have disappeared.



Turn over for more writing space

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Once you've finished, why not scan your story in and send it to us at the 'All About You' area of www.gwynethrees.com?

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