

# LESSON PLAN GUIDE

PictureBook English Reading Series

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<b>Category</b>	Vocabulary	<b>Title</b>	B24 – Town Craft Game
<b>Ages</b>	4–8	<b>Theme</b>	Community Buildings + Urban Planning + Futuristic Town Features

## INTRODUCTION OF THE BOOK

In this book, three creative students build a miniature city from scratch! Through the Town Craft Game, children explore the names of essential community buildings — from the fire station and hospital to the bakery and post office. Readers are challenged to think critically about urban planning: Where should the hospital go? Is the park near the houses?

This updated edition of the book also introduces exciting futuristic features — robot police officers, AI robot chefs and waiters in restaurants, parking lots for flying cars, a flying school bus, and special tube tunnels for air travel. By imagining both familiar community buildings and the town of the future, children stretch their vocabulary, their creativity, and their critical thinking all at once.

## LEARNING OBJECTIVES

*Children will be able to:*

- Name essential community buildings — fire station, hospital, bakery, library, post office, and more
- Use spatial prepositions to describe where buildings are located — next to, across from, between, and others
- Think critically about where buildings should be placed and give reasons
- Describe futuristic town features using vocabulary from the book
- Understand the importance of teamwork and community services

## LEARNING ACTIVITIES

### 1. Go on a neighbourhood scavenger hunt

Before reading, take a walk or drive around your own town and point out community buildings — the post office, supermarket, fire station, or bakery. Ask your child: 'What happens inside there?' and 'Who works there?' This helps children see that the community in the book exists in their real world too, making the vocabulary feel immediately relevant and meaningful.

### 2. Play the Where Does It Go? game

Pause at each Suggest and Locate challenge in the book. Before turning the page, ask your child: 'If you were building this town, where would you put the library?' Encourage them to give a reason — for example: 'Near the school, so children can get books!' This builds both vocabulary and critical thinking skills at the same time, and makes reading feel like an active, creative experience.

### 3. Explore the futuristic features

As you read through the book, spend extra time on the futuristic town features — robot police officers keeping the streets safe, AI robot chefs and waiters in the restaurants, parking lots designed for flying cars, a flying school bus picking up children, and special tube tunnels for air travel. Ask your child: 'Which of these would you most like to see in real life?' and 'What other futuristic features would you add to your town?' This sparks imagination and gives children lots of new vocabulary to play with.

### 4. Build your own Cardboard City

After finishing the book, use old cereal boxes, milk cartons, or cardboard tubes to build a tiny town together. Ask your child to name each building using their new vocabulary and place it using prepositions from Books 22 and 23 — for example: 'The hospital is next to the park' or 'The bakery is across from the school.' For extra fun, add futuristic features using craft materials — a flying school bus made from a cardboard box, or a tube tunnel made from a paper towel roll!

## FOLLOW-UP ACTIVITIES

Ask your child to design their own dream town of the future on paper. Encourage them to include both familiar community buildings and at least three futuristic features of their own invention. Once the design is complete, ask them to present their town to you — describing where each building is, who works there, and what makes their future town special. This is a wonderful opportunity to use all the vocabulary from Books 22, 23, and 24 together!

Try the fun online learning activities for this book on our website!

[Click here to try the online learning activities](#)

## TEACHER'S NOTES & TIPS

This book does a wonderful job of combining familiar community vocabulary with imaginative future-thinking — a powerful combination for young learners. The futuristic features are a particularly rich discussion starter: children love debating whether robot police officers are a good idea or what rules flying cars would need. For classroom settings, the Cardboard City activity works brilliantly as a group project where each team is responsible for building and presenting one section of the town, using spatial prepositions and community vocabulary throughout.