

## Activities sheet 2: On the hunt for the pooping tiger

Let's do some funny activities related to the chapter "On the hunt for the pooping tiger" from the book "Nico, the little detective". The first activity should be done before reading the chapter of the book.

### Activity 1: Help Nico solve his case



There is a cat in the neighbourhood, which I call "Michifú", which has the habit of pooping in our garden and I must get it to stop.

How can I convince that stubborn cat to leave its stuff anywhere else? I must do it so my mother can get over her anger.

*Imagine a solution to solve this case and write it down to help Nico.*

## Activity 2: Find the words that have been lost

Search for the following words in this word search puzzle: *tiger, elephant, trap, fear, cucumber, snake, hunter, poop*



## Activity 3: Tell Nico your opinion

In this chapter Nico gets a cat to stop pooping in his garden and tells his family that the credit goes to his dog Rufus

- Do you think it is right for someone to take credit for an action they have not performed?
- In which cases do you think that would be right and in which cases not?
- Ask your family and friends what they think about whether it is right for someone to take credit for an action they have not done, and if so, in what cases?

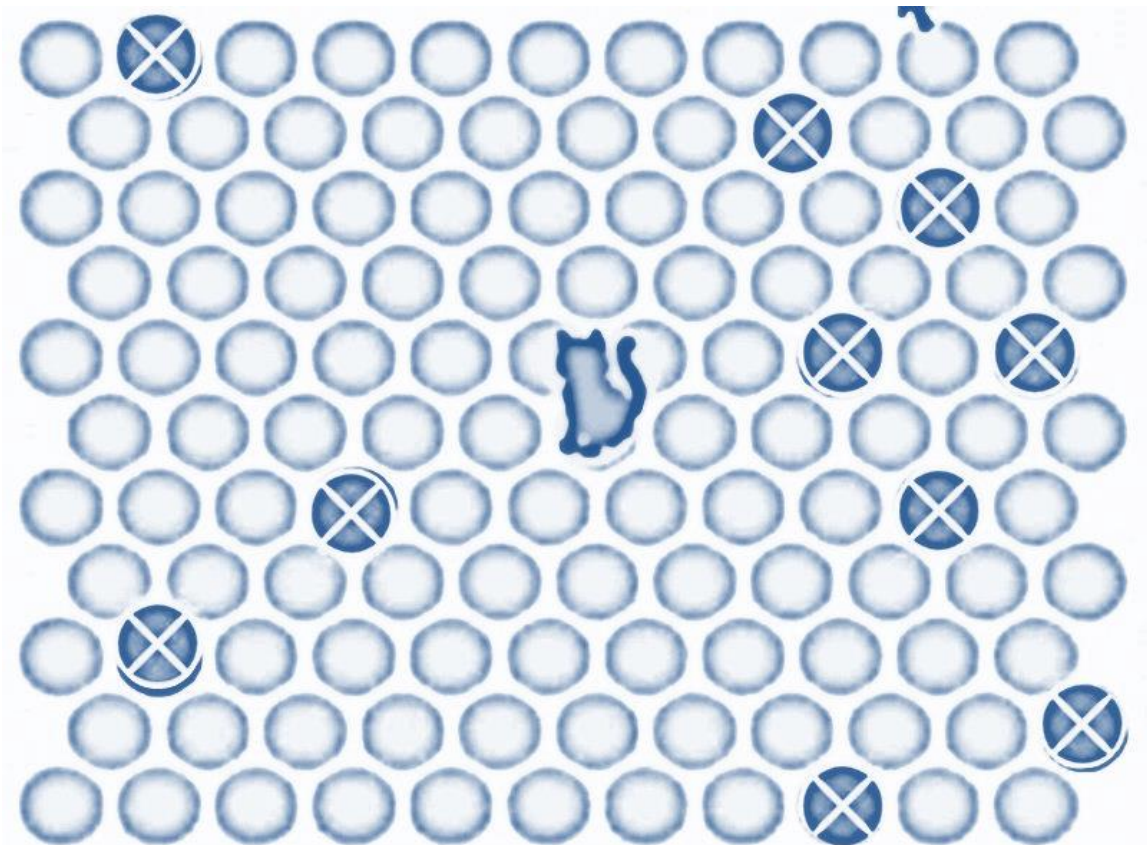
### Activity 4: The challenge of Nico's questions

Nico challenges you to answer some questions related to this chapter of the book.

- What does Nico call the cat that poops in his garden?
- What food does Nico prepare for his mother that he ends up eating?
- What does Nico use instead of elephants to try to catch the cat?
- What animal is the cat afraid of?
- Who gets the credit for taking the cat away from Nico's family home?
- What book does Nico like that is named in this chapter?

### Activity 5: Solve Nico's problem

Help Nico to lock the cat up by marking a cross in the circles where you want to prevent it from passing. Play against another player playing the cat; first you mark a circle and then he moves the cat to another circle. If the cat gets away, he wins, and if you lock him up, you win. You can cut out circles and a cat to play with them if you do not want to use the pencil and an eraser to play.



## Activity 6: Draw Nico's adventures

As this chapter shows a snake eating a tiger, Nico suggests that you draw that scene by making it up or copying it from the book picture.



*Look, Think and Get Moving !*  
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