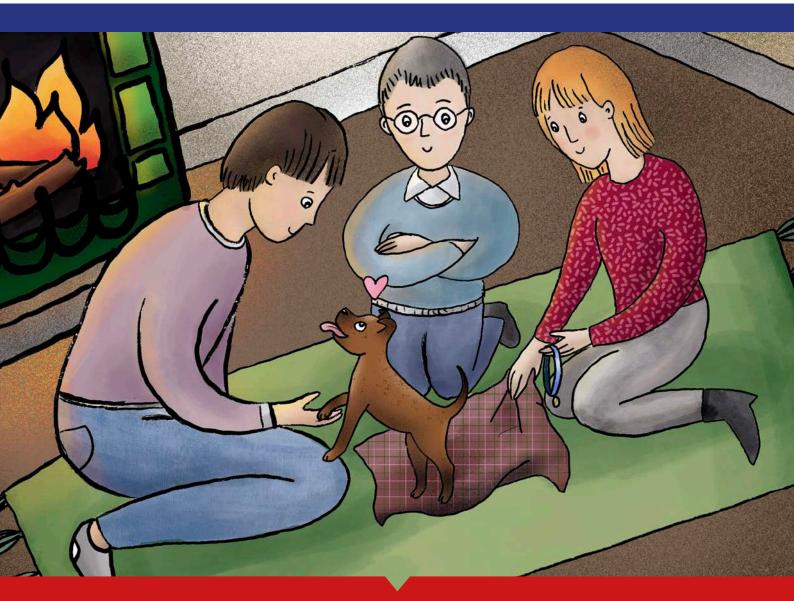
Paws2Rescue

Education Resource



Changing lives. Developing children's understanding and empathy with animals.



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Introduction

Welcome to A Dog Inspector Calls, one of a set of three resources which use a story and supporting activities to engage children aged between 6 and 12 years (approximately). Each story and activity can be adapted for use dependent on children's age and ability by the educator.

The resources aim to help develop children's understanding of animal welfare and develop their feelings of empathy, compassion, kindness, respect and understanding towards dogs.

Other resources available: Body Switch, Best Friends.

Using the stories

You could use the stories for:

- whole-class storytime
- · independent or group reading
- developing reading comprehension.

Paws Points

Each story has several reflection points ('Paws Points') highlighted. These are marked with a ****** and can be used as a stopping point in the story to actively encourage children to think about what is happening and why. You can allow the discussion to develop naturally, or use the prompts provided with each story to get children talking about what is happening in the story.



Using the activities

Each story has three supporting activities broadly created to suit different age ranges.

They are designed for use following each story to further develop and consolidate children's understanding of the key messages.

Some of the activities can be used on their own and just for fun too! You can find all the activity templates at the end of this resource.



A Dog Inspector Calls

Today was Marius' fourteenth birthday, and his whole family had gathered to celebrate with him. His party was in full swing despite the storm outside. Rain crashed against the windows, but the warm light of the house seemed to shield everyone from the weather, although it would do little good hiding their secrets beyond the end of the night.

The partygoers were unaware of the stranger who was about to knock on their door and end the celebrations early. As he looked around the room, Marius could see his sister Amelia, whispering and giggling as she sat curled up with her fiancé Jordan on the sofa. His mother was rushing around, making sure everyone had food and drink, and his father sat by the fire with his uncle, watching and smiling. They were all together and happy, for now.





KNOCK! KNOCK! KNOCK!

'Are you expecting any of your friends?' his mother asked him.

'I don't think so' replied Marius, looking at the storm through the window. 'Look at the rain, no one is coming out in that!'

The rest of the family shook their heads, and so Marius' father went to open the door and see who the unexpected visitor was.

As the door opened, a flash of lightning lit up the stranger outside.



His raincoat was pulled up around his neck, and rainwater dripped off the end of his hat.

'Can I help you?', asked Marius' father.

'I think you may be able to', replied the stranger. 'My name is Inspector Gold. Were you aware of the body in your porch?'

Everyone gasped in surprise. Amelia gripped onto Jordan even tighter, and Marius' mother moved to stand by him, putting her hand on his shoulder. The warm light seemed to leak away into the night, and the family started to notice a chill seeping into the room. The Inspector pointed down to his side.





The porch was little more than a slight overhang of the house's roof. Curled up just inside, as though it had been trying to shelter from the storm, was the body of a dog. It could have been sleeping, but it wasn't. \clubsuit ¹

'It obviously crawled here out of the rain, it's not our dog', complained Marius' father, 'what the hell has it got to do with us?'

The Inspector stepped into the room without asking to be invited, hanging his raincoat and hat on a hook by the door. 'I expect that by the end of the night, that will become clear', he said quietly.





He sat down in an empty chair, and the family sat too, except for Marius' father, who stood by the fire, red-faced and angry. *2 Maybe this was why the Inspector started with him.

'Do you own this restaurant?' asked the Inspector, handing his father one of the hundreds of fliers that he used to advertise his business.

'You know that I do. What has that got to do with the dog?'

'And were you working on the evening of the 23rd? No need to answer, I know that you were.'



'At the	end	of the	night,	you	take	the	left-c	ver	food	and	throw	i†	into
the bin	s ou	tside?'											

'That's correct.'

'And on this night, was there a dog waiting, begging for scraps?'

'It's possible', retorted his father, though understanding was spreading over his face.

'It's possible, yes. And what was your reaction to this poor starving animal begging for the scraps you were throwing away?'





'We have standards to keep. Feed one, and then the next day ten of them will turn up', shouted his father angrily, though his face was starting to drain of colour. **3

By the time the Inspector had finished explaining how Marius' father chased the dog away swiping at it with a broom, before throwing the scraps into the bin, the colour was gone from his father's face completely, and he was now sitting down, shoulders slumped. 'I...I didn't know it was that important. I figured he would find food somewhere else.'



'There were other opportunities to help him, believe me,' the Inspector responded, turning to Marius' mother.

Marius was shocked to see his mother already looking down, not making eye contact with the Inspector. She knew what was coming.

'It was dark and wet, and he just ran out in front of me', protested his mother, not looking at anyone else in the room.

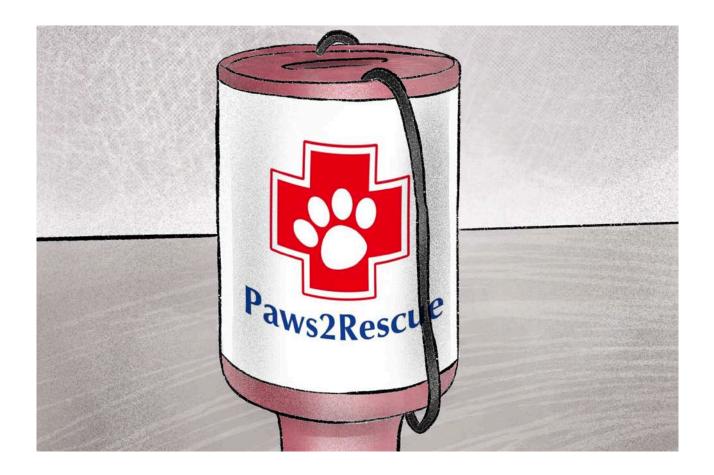
'It wasn't your fault that you hit him, you couldn't have seen him in time. And it only clipped him. Probably just a fractured leg. Nothing too serious'. The Inspector's accusing face did not match his tone of voice.

'And it wouldn't have been too serious if you had stopped to help.'

His mother had no reply. It was dark and wet, and she had hit him. She had stopped for a moment and saw him limping towards the side of the road. But it was cold outside, and she was already late. It was only a dog, wasn't it? She looked away from Marius, unable to meet his eyes. \$\cdot\frac{1}{2}\$

'She couldn't have been the only one to have seen him. Others could have helped too,' complained his sister.





'It's interesting that you suggest this', replied the Inspector. 'Every day, you walk past the rescue shelter. You see they are desperate for volunteers; for people to give up a little time to help these dogs. You are right, someone could have given up a small amount of their time and helped this dog, but they didn't.'

Amelia was silent. She had no reply. She always presumed that someone else would do it. \clubsuit ⁶

'Every time you go shopping, you see the collection box asking for donations. A few coins, your spare change. Something, anything...' the Inspector's voice trailed off.





Marius' sister, who only minutes ago was sitting relaxed next to her fiancé, was now sitting straight-backed and stone-faced. The family sitting around her hoped this was over, but they knew there were more uncomfortable truths to face.

The Inspector continued, 'After the car hit him, the poor soul limped over to a nearby shop to find shelter in the doorway. Anywhere away from the rain and cold where he could rest his injured leg.'

The family looked around at each other, wondering who would be next, their eyes finally settling on uncle, who had turned away, gripping the table edge tightly.



'Unfortunately, the owner of the shop was not happy about a wretched dog in his doorway. Despite the rain and the cold, he felt that the only course of action was to throw a bucket of cold water over an already scared and injured dog.' **

Some of the family gasped in shock, and for a split second even looked angry, until they remembered their own part in the dog's story and looked away in shame. Marius' uncle didn't say anything. What could he say to make things better now?

It was clear that the story was nearing its end, but not quite yet.

Marius sat with his head in his hands. He knew his part in this already; he had never felt so ashamed. * The Inspector looked towards him, as though to say, 'shall I tell them, or do you want to?'





Marius' guilt felt like a burning hole in his stomach, but he was ready to face it. He told them how he had rushed home on his bicycle through the rain, looking forward to his party, how he had seen the dog dragging itself along the side of the road. And how he had carried on, having decided he couldn't do anything so he would leave it to somebody else. Finally, he admitted that he didn't want to be late for his party.

The room was silent. The once warm light now felt like a spotlight, fixed on each of them, unwilling to let them hide from their shame.



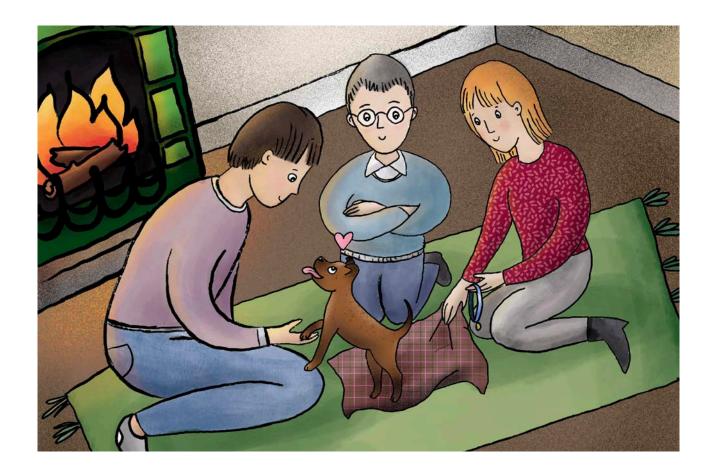
The Inspector collected his hat and buttoned up his raincoat, making his way to the door.

'Well, what are we supposed to do now?' cried his mother.

The Inspector looked back over his shoulder, answering 'that is entirely up to you madam', before walking out of the door.

That night the family ignored the storm and buried the dog in the garden in the most dignified way they knew how. His sister even left a flower on the grave. It wasn't much, but it was the least they could do. As they all made their way back inside, Marius hung back. He was about to walk through the door when he heard a little whimper. Looking around, he saw a tiny puppy hiding under a bush on the edge of the porch, just where the dog had been found. She had brought her puppy with her. **





Without even asking his parents, Marius picked it up and brought it inside. His father took some food from the fridge, while his mother gathered some blankets from the bedroom. The party was quieter and more subdued for the rest of the night, but as they all sat around the puppy, there was something they could do now. \clubsuit ¹⁰

A Dog Inspector Calls Paws Points

These reflection points are highlighted throughout the story and can be used to actively encourage children to empathise with the dog in the story. You can choose to do a handful or all of the 'Paws Points' depending on your audience.

- **4** 1 What has happened to the dog?
- Why do you think Marius' father is angry?
- * 3 'His face was starting to drain of colour' what do you think this means?
- 4 How do you think Marius' father feels now?
- Why didn't Marius' mother stop to help the dog? Was that the right decision?
- Do you know anyone that volunteers at a dog shelter? Who are the people that volunteer? What does it mean to be a volunteer?
- 7 What should Marius' uncle have done instead?
- **8** Why do you think Marius feels ashamed?
- How does this make you feel? Happy/sad/both?
- **10** What can the family do now?



Activity 1 (5-7 years). What happened next?

What do you think the family did next?

Do you think they kept the puppy? What else could they have done?

Write or draw the next part of the story of the puppy's life. You can use the template on page 23.

Activity 2 (7-11 years). What do you think?

- Did you like this story?
- Do you believe it could happen? Why/why not?
- In pairs, discuss something you saw* but didn't like and how you felt about it.
- What could you have done about it?
- Write a short paragraph or draw it and present it back to the class.
- Ask the other children what they would have felt if they saw what you did. Would they have done anything differently? You can use the template on page 24.

*It doesn't necessarily have to be about a dog, as it is more about something the children didn't like and how they went about resolving it.



Activity 3 (11+ years). What would you do if?

Children create their own game called 'What would you do if?'

Card game

- Children write a set of question cards based on the story e.g. What would you do if you saw a hungry dog?
- Each question has multiple choice answers.
- If the players choose the right answer, they score X points.
- The winner could be the player with the most points at the end of the game.

Board game

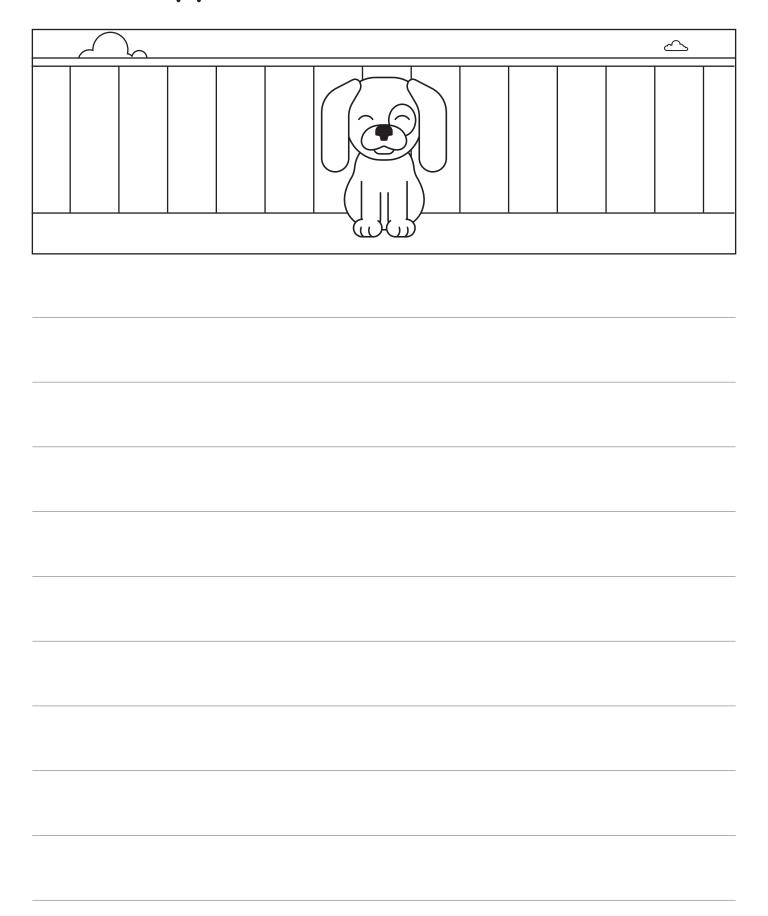
- Children design their own board game. A basic template and instructions are provided on pages 25-28.
- Include squares for 'miss a turn, go back 3 spaces for ignoring the stray dog, move forward twice for feeding the dog' etc.
- Instead of a dice, children can make their own spinner from the template provided.
- The question cards could be included in the game, by including 'Pick a question card' squares. If players get the answer right, they could move forward X number of spaces.
- Children could also write a set of rules for the game.



Activity sheets and templates



What happened next?





What do you think?



What would you do if?

Board game.

Create your own board game. You could use the template provided or make your own.

Think about how you can include things that make players think about how they should treat dogs.

You could include squares for:

- Miss a turn
- Go back 3 spaces for ignoring the stray dog
- Move forward 3 for feeding the dog
- Take another turn for giving the dog a drink.
- And any others you can think of.

You could add 'snakes' or 'ladders' to move up or down the board if you land on them.

Don't forget to make some counters.

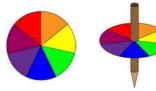
If you don't have dice you can make a spinner for players to spin and see how many squares to move.

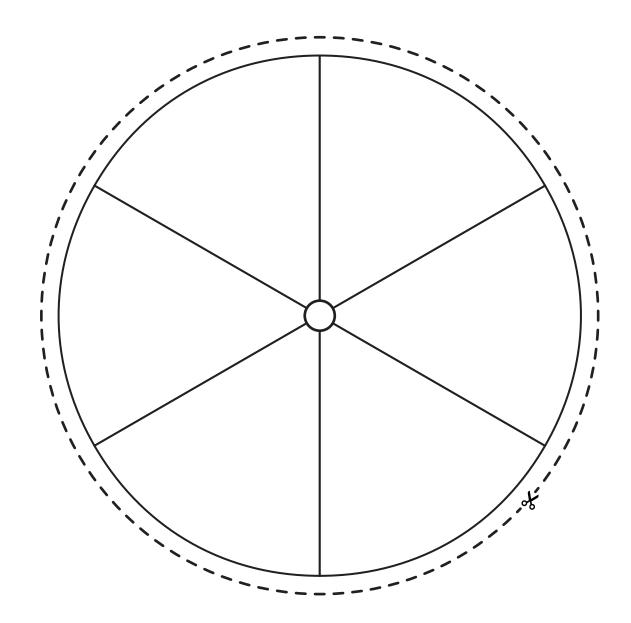


Make a spinner

Cut out a circle or hexagon of card and divide it into 6 sections like below. Number the sections 1 to 6 and colour them in.

Poke a pencil through the disc and spin it like a top.

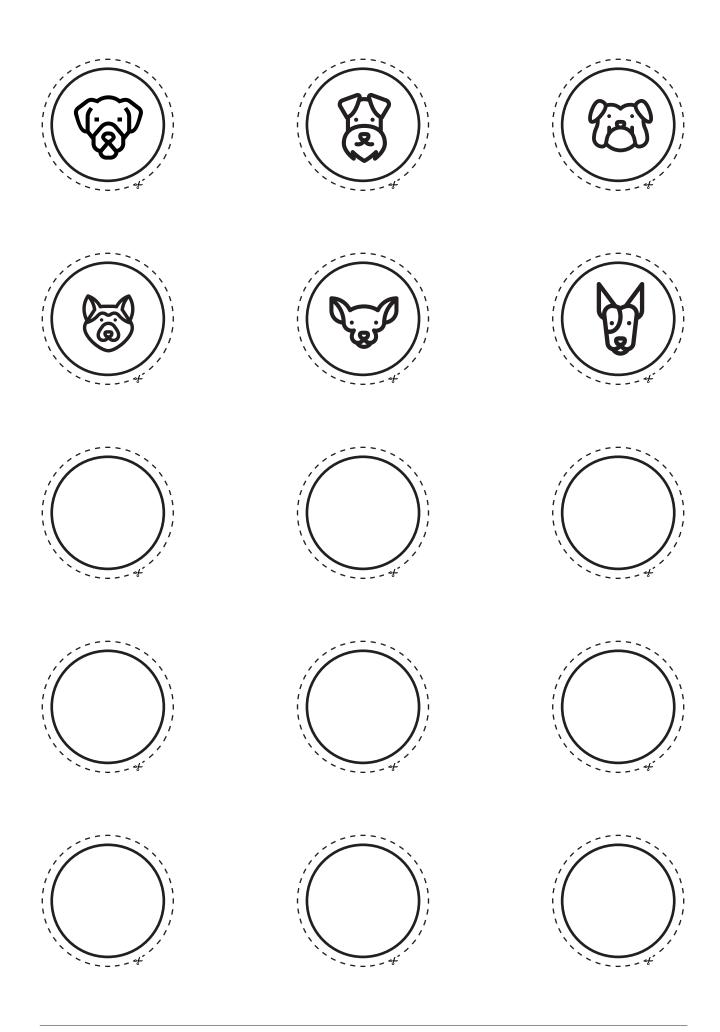






25	26	27	28
			FINISH
24	23	22	21
17	18	19	20
	1.5		
16	15	14	13
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8	7	6	5
1	2	3	4
START			

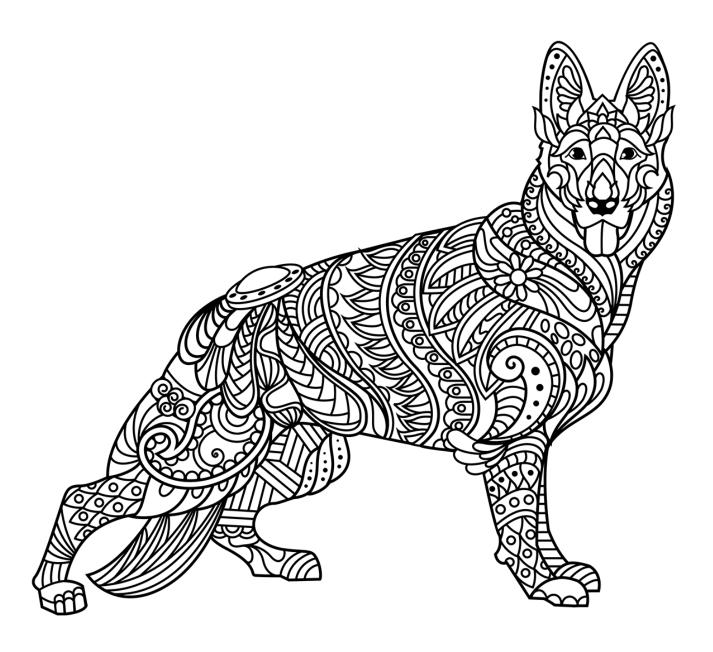






More fun things to do!



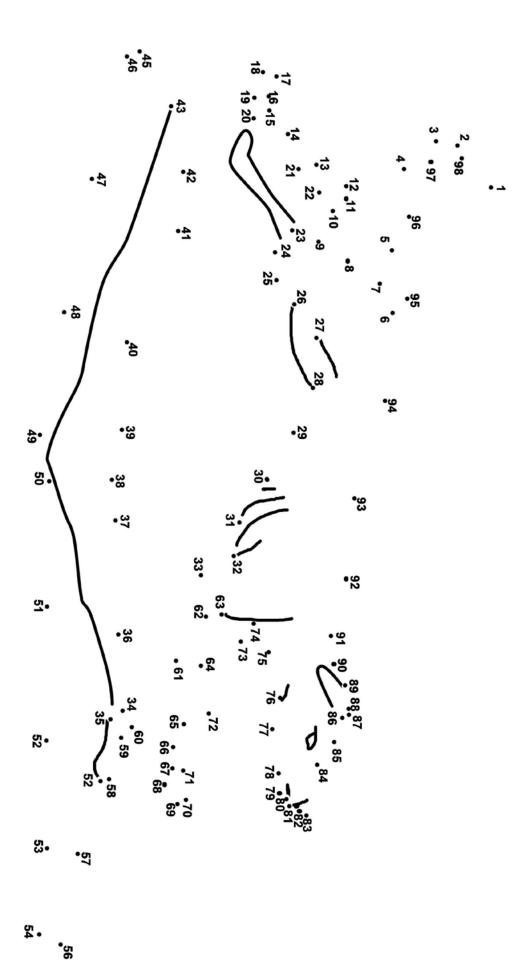


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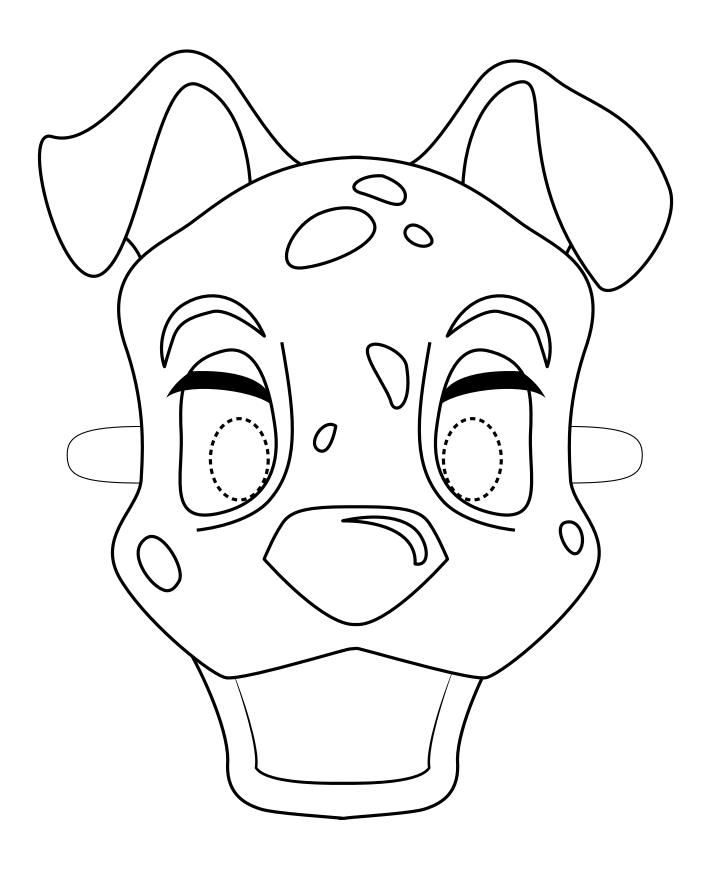




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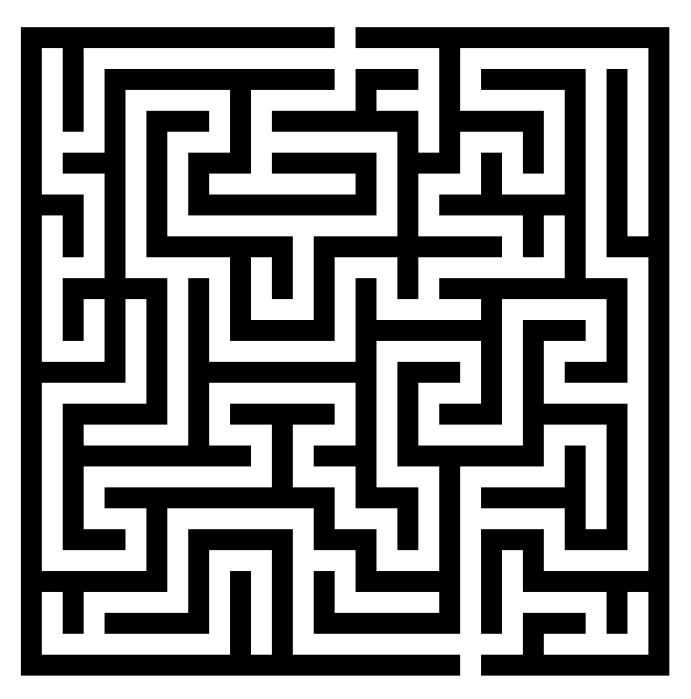




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Other resources available:





