



The story

Caractacus Potts is an inventor. He lives in an old windmill with his two children, Jemima and Jeremy, and their grandfather, Grandpa Potts. Their house is full of amazing inventions.

Jemima and Jeremy find an old and battered car that they love playing in. The car is in a garage and car repair shop owned by Coggins. He tells the children that the car was once a world-famous racing car. Baron Bomburst of Vulgaria, the ruler of a far-away evil country, is still desperate to get his hands on the car. Coggins tells the children that if they can find 40 shillings, they can buy the car.

What they don't know is that the Baron's spies, Boris and Goran, are already in England, hatching a plan to steal the car.

Jemima and Jeremy rush home to ask Caractacus if he can buy the car for them. Caractacus tells the children that he will find them 40 shillings, though secretly he despairs as to how he can raise that much money.

Caractacus invents a marvellous whistling sweet called a Toot Sweet. He tries to sell the invention to the owner of a sweet factory, called Lord Scrumptious, but fails when the whistling noise attracts lots of dogs into the factory. Lord Scrumptious has a beautiful daughter called Truly. She soon becomes great friends with the Potts family. Caractacus takes his automatic hair-cutting machine to a fair, where he hopes to make some money. But the machine goes wrong and the customer's hair is completely shaved off. Luckily for Caractacus, a turkey farmer at the fair wants to buy Caractacus's hair-cutting machine. He says it will be perfect for plucking his turkeys. Caractacus gets his 40 shillings!

Caractacus buys the car and spends two days rebuilding it. The family names the magnificent new car Chitty Chitty Bang Bang after the noise its engine makes.

Caractacus takes Jemima, Jeremy and Truly out for a seaside picnic. While they are on the beach, they lose track of time and see that the tide has come in around them. They are trapped, and there is a battleship firing at them from the sea. Caractacus realises that it must be the evil Vulgarians.

Suddenly, a huge inflatable dinghy swells up under Chitty Chitty Bang Bang, and she turns into a boat-car. The family sails back to the safety of land, leaving the battleship behind.

Just when it seems that the family has escaped the Vulgarians, the Baron's soldiers capture Grandpa, by lifting him up in his hut with a large hook attached to an airship. The Baron thinks

that Grandpa is Caractacus the inventor, and wants to take him to Vulgaria to build a car.

The family race after the airship and Grandpa. Too late they realise they are at Beachy Head, an enormous cliff top high above the sea, and Chitty and the family plummet over the edge. They fall and fall, and just as they think they are going to crash into the sea, huge wings suddenly appear from Chitty's sides, and the car takes flight to Vulgaria in pursuit of Grandpa!

In Vulgaria, the family finds that all the children are in hiding because the Baroness hates children and has banned them from the country. There is an evil child catcher who sniffs out children and hides them away.

The local toymaker hides Jeremy and Jemima with Truly in his house, while he and Caractacus set off through secret underground passages to the Baron's castle, to attempt to rescue Grandpa who is imprisoned there.

But the child catcher manages to kidnap Jeremy and Jemima. He throws them into a cage, and takes them to the castle to be imprisoned along with Grandpa.

Caractacus and the toymaker are in the secret passages under the castle with lots of Vulgarian children who have been hiding from the child catcher. Together with Truly, they hatch a plan to break into the castle to rescue Jemima, Jeremy and Grandpa.

Up in the castle, it is the Baron's birthday. The Baroness has organised a big party. There are many guests, an enormous cake and lots of exotic South American dancing. The Baron is delighted.

The toymaker arrives with two huge boxes for the Baron. Inside them are Truly and Caractacus, disguised as life-size dolls.

With a tremendous roar, all of the Vulgarian children burst out of the Baron's cake. There is chaos everywhere.

The children tie up the Baron's soldiers and the child catcher is strung up in a net. The Baron and Baroness are banished from the country and the law against children is repealed. Victory!

Caractacus and Truly race down to the castle dungeons to rescue Grandpa, Jeremy and Jemima. Now that everyone is safe, the family can return home, leaving Vulgaria a happy country where children can live freely. Truly agrees to marry Caractacus.

The adventure is over. Chitty spreads her wings and the whole family takes to the skies to fly home.



Teacher's Notes



Welcome to Chitty Chitty Bang Bang, an exciting new primary teaching resource for 6 – 11 year olds.

The much-loved story of Chitty Chitty Bang Bang will be most familiar to children in the form of the famous 1968 film starring Dick van Dyke and Sally Ann Howes. However, the wonderful adventures of this out-of-the-ordinary car have now come to the stage in an enthralling, exhilarating stage musical.

To welcome Chitty to the stage, we have produced this fun-filled art and D & T teaching resource. Based around the ingenious car that is Chitty, the resource guides pupils towards creating their very own moving vehicles, collages, pictures and stories culminating in an exciting competition with great prizes to be won.

Four activities and comprehensive teacher's notes provide all the material you will need to teach a successful project. The project focuses mainly on art and design and technology, but there are also opportunities for work in English, science, maths, history and ICT.



HOW TO USE THE PROJECT

Begin by displaying the project poster on the classroom wall. The story of Chitty Chitty Bang Bang is provided at the back of these teacher's notes and should be read to pupils before you begin the project.

You could also take a visit to the stage show website at: www.chittythemusical.co.uk where pupils can listen to the award-winning title song. You can then start work on the project activities.

Activity 1 Chitty Chitty Bang Bang - the story

Aim

In this first activity, pupils put sentences telling the story of Chitty Chitty Bang Bang into the correct order. They then go on to make their own flying vehicle.

Activity

The correct order is: The children find an old car. Caractacus takes his hair-cutting machine to the fair. Caractacus rebuilds the old car. Grandpa is kidnapped by Baron Bomburst's soldiers. Chitty Chitty Bang Bang flies to Vulgaria. The Vulgarian children catch the child catcher in a net. Grandpa is rescued.

Tense

Ask the children what tense is used on this sheet. Is this the same as the one used in the full story? Can they put the sentences into the past tense/tell parts of the story in the past tense?

Making a flying vehicle

The activity sheet then asks pupils to make their own flying vehicle. The story of Chitty Chitty Bang Bang is an ideal stimulus for vehicle building in design and technology. The activities below are based on D & T QCA Schemes of work in years 2, 5 and 6.

Additional activity idea

When you have taken your pupils to see Chitty Chitty Bang Bang, ask them to write their own review of the musical. Which was their favourite bit? Who was their favourite character and why? Did they like the staging and special effects? How do they think Chitty Chitty Bang Bang flies in the musical? Which costume did they like best? Which song did they like best? Would they recommend it to the rest of their family?

Age group Year 2 – QCA Scheme of work 2A Vehicles

Aim

To design and build a car with wings or other feature to enable flight.

Previous knowledge and skills required

Be able to join and combine sheets and reclaimed materials or be able to use a suitable construction set. Be able to cut and shape card. Pupils should have looked at pictures of Chitty Chitty Bang Bang and other vehicles and at the wings of aircraft.

Resources

Pictures of Chitty Chitty Bang Bang and other vehicles. Pictures of aircraft of various types. Toy vehicles and aircraft models. Video of vehicles moving. Various types of wheels and axles. Cotton reels, card disks, collage materials, straws, doweling, plastic tubing, reclaimed boxes, plastic bottles, card, clothes pegs, hole punch, plastic sheets, construction kits. Paints, glue, felt pens.

Activity

After looking at suitable pictures, design a vehicle with wings or one able to fly in some other way. Draw what it might look like, after using materials available in the classroom. An empty two-litre plastic bottle could make a suitable body for the car although adult help will be needed for cutting into it. Particular thought will need to be given to the attachment of the wheels and wings.

After construction, the vehicle can be decorated. The children should be given a chance to evaluate their own product and consider how it could be improved.

Additional activity idea

Design a poster advertising the musical Chitty Chitty Bang Bang at your local theatre.

Age group Year 5 – QCA Scheme of work 5C Moving toys

Aim

To learn about controlling movement with a cam mechanism as part of a simple toy and build a moving vehicle with retractable wings.

Previous knowledge and skills required

Know how to handle tools safely and have some familiarity with the characteristics of some sheet materials. To have used construction sets.

Resources

Toys and construction sets containing cams (off-centre wheels), sheet materials such as card and plastic, wooden wheels, cardboard boxes, wood for frames and bodies, glue, woodworking tools, craft knives, masking and double-sided tape, paper fasteners.

Activity

An idea to consider at the design stage: is it possible to construct the model so that the wings will come out and retract or flap as the vehicle moves forward?

The use of cams will be a major factor in this activity but improving the skills of cutting, shaping, joining and learning more about the characteristics of the materials is more important. The children may need the opportunity to practice some techniques as part of the design stage and then build a moving toy with a mechanism to control the wings.

On completion, they should evaluate their own vehicle, considering the functional and decorative attributes. The opportunity to demonstrate to other groups would be a positive conclusion.

Age group Year 6 – QCA Scheme of work 6D Controllable vehicles

Aim

To build a vehicle with wings, using a motor to control the speed and direction of movement.

Previous knowledge

The children should have made electrical circuits, using batteries and motors. Experience of a floor turtle. Have experience of working with wood, wheels and axles.

Resources

Controllable toy vehicles, wood and woodworking tools, card, reclaimed materials, electric motors, batteries, battery holders and connecting wire, chassis, construction kits, switches, foil, mounting clips, elastic bands, wheels, axles.

Activity

There are two main possible directions for this project. One is to build a vehicle that can be controlled from the computer and to operate from LOGO commands. Another is to make the vehicle independent and include an on-off switch in the vehicle or handheld device. The children must ensure that the vehicle uses electricity for movement. There is the potential for also using electricity to operate lights or wing movement. When evaluating the finished product, children should consider how the vehicle could be improved if more time and resources were available.

Activity 1

KS1 - English EN2 Reading: 1f; 1j; 6a; 6d. D & T: 1a-e; 2a-e; 3a; 3b; 4a; 4b; 5a-c
KS2 - English EN2 Reading 2c; 3a; 8e. D & T: 1a-d; 2a-e; 3a; 3b; 4a-d; 5a-c

Additional activity idea

Draw a picture of one of the scenes from the musical – perhaps Truly Scrumptious at the sweet factory, Baron Bomburst in his castle or the Potts family having a picnic on the beach.

Activity 2 True or false?

Aim

This is a multiple-choice worksheet. Children need to read the question, then circle the answer that they believe is correct from the three choices provided.

The correct answers are as follows:

Toot Sweets, Lord Scrumptious, Truly, Vulgaria, Children, Flying car

Children with special needs

Some children will need to be shown how to do the first few questions to get them started.

Extension activities

Children who finish quickly can be asked to find Bulgaria and Wales in an atlas or on a map. They could consider where the imaginary country of Vulgaria could be located.

They could write some additional multiple-choice questions and answers about the story for a friend to try.

Activity 2

KS1 - English EN2 Reading: 1f; 1j; 6a; 6d; EN3 Writing 1c; 1d

KS2 - English EN2 Reading: 2a; 8e; EN3 Writing 1d

Additional activity idea

Design a poster advertising Caractacus's hair-cutting machine, or one to advertise the fair.

Activity 3 Design a sweet wrapper

Aim

To design the wrapper of a Toot Sweet. The Toot Sweet was invented in Chitty Chitty Bang Bang by Caractacus Potts and is a candy whistle.

Previous knowledge

Familiarity with sweet wrappers and with the process of design is useful.

Resources

Examples of sweet wrappers.

Activity

Originally, Caractacus designed the Toot Sweet as a sweet for people, but it is found that the whistle in the sweet is very popular with dogs so it becomes a treat for dogs. The children can decide whether their wrapper is for humans, dogs or some other purpose. They will need to think about the size, colour and appearance of the wrapper, as well as the text, logos or pictures. Remind children that the wrappers need to appeal to the people who might buy the sweets.

There should be more than one initial design before deciding on the final details. The activity could be undertaken individually, in pairs or in small groups.

Assessment

Afterwards, the children should evaluate their design and seek the opinion of others. Is the design successful? Could it be improved, and if so how?

Activity 3

KS1 - D & T: 1a-e; 3a; 3b. Art & design: 1a; 1b; 2c; 3a; 4a; 4b

KS2 - D & T: 1a-d; 3a; 3b. Art & design: 1a; 1b; 1c; 2c; 3a; 4a; 4b



Activity 4 Write a story

Aim

To write a story about a flying car or other vehicle.

Previous knowledge

To be familiar with the story of Chitty Chitty Bang Bang (available at the back of these teacher's notes). To have experience of story writing.

Resources

Paper or exercise books, writing materials, published and personal dictionaries/word books and thesaurus. Some children may be able to word process their stories and use an online dictionary and thesaurus. Pictures of Chitty Chitty Bang Bang.

Activity

The children should be informed of the time limit for the task and then plan their story. Include the setting, characters, plot, beginning and ending. Remind children of the need for correct punctuation, good use of full stops and capital letters *etc.*, descriptive vocabulary and neat handwriting, and to incorporate other skills that have recently been taught in Literacy. Ask children to try to include a made-up word (*eg* an adjective like *fantasmagorical*, or a place name like *Vulgaria*) in their story.

At the end of the story, remind children to read it through to check for any errors and omissions. They might also have time to read each other's stories. Some stories could be read out to the class by the author or the teacher.

Activity 4

KS1 - English EN3 Writing: 1a; 1b; 1c; 2b; 2c; 7b; 9b

KS2 - English EN3 Writing: 1b; 2a; 2b; 2c; 2f; 7a; 9a

Additional activity idea

Draw a picture of one of the characters from the musical. Underneath write what they are saying. *Eg* Baron Bomburst, 'I want that car!'

Useful web links

www.chittythemusical.co.uk

Official website of the stage show. Hear the title theme, order the CD of the cast recording and the making of the show on video and DVD. Details of the national tour.

www.chittychitybangbang.cwc.net/

The car's website

<http://www.usoc.k12.ut.us/curr/science/sciber00/8th/machines/sciber/intro.htm>
Machines

<http://users.tinyonline.co.uk/harrisonwd/d&twww.htm>

D & T sites divided into useful sections such as Mechanisms and Vehicles

www.howstuffworks.com/engine.htm

An animated site about how car engines work

Chitty Chitty Bang Bang - the story

The story order of Chitty Chitty Bang Bang has become muddled. Can you sort it out by putting numbers 1 to 7 in the circle next to each sentence to show the correct order of the story?

To start you off, the first one has been done for you.

- Caractacus takes his hair-cutting machine to the fair.
- The Vulgarian children catch the child catcher in a net.
- 1 The children find an old car.
- Grandpa is rescued.
- Chitty Chitty Bang Bang flies to Vulgaria.
- Caractacus rebuilds the old car.
- Grandpa is kidnapped by Baron Bomburst's soldiers.

Now design and make your own flying vehicle.

True or false?

Circle the answer that you think is correct.

Caractacus invented a sweet that he called

Tough Sweets

Tot Swots

Toot Sweets

The owner of the sweet factory was called

Lord Scrumptious

Baron Bomburst

The Duke of Edinburgh

The daughter of the sweet factory owner was called

Jemima

Truly

Grandpa

Baron Bomburst was the ruler of

Vulgaria

Bulgaria

Wales

Grandpa is rescued with the help of

Soldiers

Children

Traffic wardens

Chitty Chitty Bang Bang is a

Steam engine

Flying car

Yacht

Design a sweet wrapper

Look at some sweet wrappers and think about the designs on them.
Then see if you can design one of your own. It could be for Caractacus's Toot Sweets.

Things to think about: *Are the sweets for children or dogs?*

What colours will you use?
Do you want to use a picture
or a pattern on the wrappers?

