



NO
MAN'S
LAND
ACTIVITIES



POINT OF VIEW ACTIVITY

“It was confusing too: who was good and who was bad, and whose side I was meant to be on...”

As Albion heads towards a war, Alan is confused. When we look back at history, we usually think we know which side is the ‘goodies’ and which is the ‘baddies’ - but, of course, that all depends on who’s writing the story.

Try writing the same story from two perspectives. Alice and her brother, Jonathan, each have a pile of Easter eggs. Alice has finished hers, but Jonathan is saving some of his for later. He is very angry when he discovers that Alice has taken some of his. She claims she was ‘just helping him out’ as she knows he isn’t keen on chocolate. Jonathan says he was looking forward to eating it later.

Can you finish their separate accounts of the incident?

ALICE’S STORY: *My brother, Jonathan, has never really liked chocolate. He always leaves it to go past its sell-by date, and it gets thrown away. So, this morning...*

JONATHAN’S STORY: *My sister, Alice, is a thief..*





ACTIVITY 2

RESEARCH ACTIVITY

No Man's Land is a kind of farm. The women grow lots of fruit and vegetables, and they also keep animals. Alan's job is to help look after the goats, while Sam is tasked with caring for the rabbits (Harry Potter, Hermione and... Dave).

How much do you know about keeping rabbits? If the answer is, 'not much,' then you'll need to do some research to find out!

Write an instruction leaflet to help Sam and the other children care for their rabbits properly.

RABBITS AND HOW TO CARE FOR THEM



What food do rabbits like to eat?

What sort of shelter should you provide for a rabbit?

How much space do rabbits need for exercising, etc?

How often should you clean the rabbit's hutch and what does the process involve?





ACTIVITY 3

NEWSPAPER ACTIVITY

At the end of No Man's Land, Albion has gone to war with Europe. What do you think is happening? Alan says that he can hear guns sometimes from across the water. How do you think a newspaper in No Man's Land might report on the events?

Create the front page of the No Man's Gazette.

NO MAN'S GAZETTE



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HEADLINE

PICTURE

SUBHEADING

LEAD PARAGRAPH

MAIN STORY CONTINUED...

MAIN STORY CONTINUED...

*BRIEF SUMMARY OF ANOTHER
STORY*



ART ACTIVITY

Dad tells Alan not to be a hero, but Alan knows he has to try. “Fake it till you make it,” he tells himself. “I stood as strong as Superman.” Of course, Alan doesn’t have any special powers, but he is generous and brave and he loves his family, which turns out to be its own kind of heroism.

If you had to invent an unlikely superhero, what would they be called? ‘Always-gives-you-hissweets-boy,’ maybe, or ‘Tells-the-best-jokes-girl.’ What would their costume look like?

Draw your unlikely superhero in the box below.

SUPERHERO’S NAME AND SUPERPOWERS:





ETHICS ACTIVITY

A manifesto is a document which sets out your intentions and beliefs.

Most of the characters in No Man's Land are worried about what is happening in Albion. They disapprove of a manifesto which aims to deport people of colour, and which says that women and girls should not be allowed out without a chaperone. They also don't like the fact that anyone who disagrees with the government is seen as a traitor. Julia and Maggie are determined to create a better society; their manifesto says that everyone should be treated equally, and work together as a community.

What would your ideal country be like? If you were in charge, what rules and laws would you enact?

Write your manifesto in the box below.

_____ 'S MANIFESTO

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.





ACTIVITY 6

CODE-BREAKING ACTIVITY

Codes are very important to Alan: indeed, he is named after the famous code breaker, Alan Turing. The code Alan uses for texting his dad is called a 'Caesar Shift.' All you have to do is move the letters of the alphabet along so e.g. A becomes B and B becomes C.

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

Can you decipher the following messages?

1. BMBO'T CJSUIEBZ JT PO UIF TFDPOE PG BVHVTU.
2. IPNF JT XIFSFWFS ZPV NBLF JU.
3. JG XJTIFT XFSF IPSTFT, CFHHBST XPVME SJEF.

- 1.
- 2.
- 3.

Can you make up some of your own messages using a Caesar Shift?

- 1.
- 2.
- 3.

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

Now it's time to make up your own code. If you're using the alphabet as a starting point, you can use the table above. Or maybe you have a completely different idea...