MY BIG FAT ZOMBIE GOLDFISH ACTIVITY KIT

Read the entire MY BIG FAT ZOMBIE GOLDFISH series!

MY BIG FAT ZOMBIE GOLDFISH by Mo O’Hara, illustrated by Marek Jagucki • Ages 7 to 10

Imprints of Macmillan Children’s Publishing Group • zombiegoldfishbooks.com
Stage
Find a place big enough for you and your friends to run around in (without breaking anything). That will be the stage.

Characters
Each person should pick a Zombie Goldfish character from the list below:
Tom, Pradeep, Sami, Frankie, or Mark
If two people want to play the same character, then you will need to hold auditions or possibly do the play twice, so you can take turns. Either will work.

Costumes
Put together a zombie-tastic costume for your character from the items listed below:
Tom: striped T-shirt over long sleeves, jeans and messy hair, some kind of container (one that might hold a zombie goldfish)
Pradeep: glasses, Cub Scout bandana, short-sleeved shirt with a collar, backpack with supplies
Sami: a green skirt to act as a tail, or anything with a mermaid on it
Frankie: bright orange shirt and/or hat, green glasses (ideally with swirling eye lens)
Mark: evil scientist coat, hoodie, sunglasses, toxic green gunk (easily faked with food coloring)

Props
Look around the house for some items you can use as props. Make a giant eel out of lots of socks or toilet paper tubes, make a battery out of cardboard, or find a bag of goldfish crackers to zap into zombies.

Dialogue
Practice your dialogue:
Tom: “Come on, Frankie, let’s go!” and “We have to stop Mark!”
Pradeep: “We need to look for clues.” and “You can do it.”
Sami: “Swishy fishy.” and “Snap, snap.”
Frankie: *doesn’t talk, so practice your best fish face!*
Mark: “MWHAHAHAHAHAHA!” and “That fish is sooooo flushed!”

Scene
Choose a moment from the books to act out, use one of the ideas from the next page, or come up with your own zombie adventure!
STAGE YOUR OWN
BIG FAT ZOMBIE PLAY

Here are some sample pages to inspire your scene!

With 2 people:
pg. 16–22 in My Big Fat Zombie Goldfish (book 1) is the scene where they shock Frankie back to life. Characters: Tom, Pradeep, and a stuffed animal to play Frankie

With 3 people:
pg. 14–21 in Fins of Fury: This is where they meet Grizzly Cook and have their first run-in with the Beast. Characters: Grizzly, Tom, and Pradeep

With 4 people:
pg. 160–166 in Any Fin is Possible: This is the scene where Mark steals Tom’s sportiness and they figure out his evil plan. Characters: Tom, Mark, Pradeep and Camille

With 5 people:
pg. 116–121 in Fins of Fury: This is the scene where they realize that someone has turned Mark “nice.” Characters: Sami, Frankie, Tom, Pradeep, and Mark

With 6 or more people:
pg. 182–194 in The Seaquel: This is the climax of the play where Mark raps and is defeated by the group effort. Characters: Mark, Tom, Frankie, Sami, Solomon Caldwell, Katie, and assorted other Merry Men (People can play more than one role if necessary!)
Spot the Difference

Uh oh . . . Sanj set a booby trap!
Can you circle the six differences between these two images?

Answer Key:
- missing holes in bowling ball
- stripes in T-shirt
- girl’s hair color
- door knob
- scientist’s buttons
- slats in ceiling
ZOMBIE GOLDFISH FIELD DAY IDEAS

Gather up all your friends and take part in a your own ZOMBIE GOLDFISH Field Day!
With these ideas, you’ll have a day full of fishy fun!

WATER BALLOON Toss

What you’ll need:
- A large bucket of water balloons
- Several hula-hoops

Instructions:
Spread hula-hoops on the ground, or hang them from a tree or clothesline, and assign each hoop a different point value depending on its placement. Give each player five chances to toss a water balloon into (or through) one of the hoops. Add up the points earned for each of the five tosses, and the player with the most points at the end of the game is the winner!

DEEP-SEA DIVING

What you’ll need:
- A plastic wading pool
- Small colored objects (i.e. plastic eggs, painted stones, large marbles), in equal numbers (e.g. 12 red, 12 blue, 12 green, etc.)
- Packing peanuts, popcorn, or sand

Instructions:
Place all the objects in the pool and cover with Styrofoam packing peanuts, popcorn, or sand. Arrange players around the pool, and assign each player a different color. Then give players a time limit to uncover as many objects as they can of their assigned color. If a player uncovers an object of a different color, he or she should rebury the object so the player who is looking for that color will not be able to grab it from the surface of the pool. At the end of the time limit, count the number of objects each player uncovered. The person who brought up the most treasure on his or her deep-sea dive is the winner!

GIANT BUBBLE BLOWING

What you’ll need:

For the wand:
- Coat hanger
- Pipe cleaners
- Pliers

For the bubble mixture:
- Six cups water
- ½ cup dish detergent
- ½ cup corn starch
- 1 tbsp baking powder

Instructions:
Bend a coat hanger to make a large loop and a handle. Wrap pipe cleaners around the hanger in a spiral, around one turn per inch. When you’ve looped all the way around, hook the ends of the pipe cleaners together and tighten with pliers.

Mix the bubble ingredients together in a large pan or bucket. Completely submerge the loop in the bubble mixture. Lift the wand slowly from the mixture, and walk slowly backward into the wind to watch your bubbles soar!
EEK! Evil strikes again! Complete the maze to help the dynamic duo escape Eel Bay to avoid the evil eel!

For solution, see next page!
**Instructions:**
- With a grown-up's help, cut out the zombie goldfish and zombie eyes below.
- Tape the goldfish to the wall at eye level and attach a rolled piece of tape to the back of each eye to make them sticky.
- Blindfold the first player and hand him or her the eyes.
- Spin him or her around, face him or her toward the wall, and let him or her “pin” the eyes wherever he or she thinks the goldfish’s eyes are.
- Take off the blindfold and let him or her see his or her work!

**Maze solution:**
Tom and Pradeep aren’t the only ones who can make use of a secret language between friends! Use the decoder wheel below to exchange top-secret messages with your friends. Cut out both circles, and place the smaller circle inside the larger circle. Attach at the center with a paper fastener to allow the wheels to spin.

Then, just line up the circles (using the asterisked pieces) to solve the code!

For more practice, try decoding the following words and phrases!

YKTGDBX = ____________
SHFUBX ZHEWYBLA = ______________
LPBFFBGZ = ________________
YBGL HY YNKR = ____________
ARIGHMBV = ________________
IKXITKX MH UX SHFUBYBXW = ________________