

Themed Activities: **George's Marvellous Medicine**

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Discussing George's delightfully dangerous invention is a great route into this topic

**Learning Objective**

To recognise the role of medicine; to understand that all medicines are drugs and what their benefits and dangers might be.

**Starting Points**

- ➔ Read *George's Marvellous Medicine* by Roald Dahl (Puffin). Focus on chapters 2, 3 and 4 when George makes the potion for his grandmother. Discuss how George's concoction had disastrous consequences because it was not a real medicine. Talk about what medicines are and why we need them.
- ➔ Play 'Bathroom Bonanza'. Collect an assortment of products and medicines found in the bathroom, such as, toothpaste, shampoo and headache tablets. With the children sitting in a circle, give everyone an item to sort into two hoops, according to whether it is a medicine or not. Discuss their choices, the difference between the two hoops and the fact that medicines should be kept in a locked cupboard for safety.
- ➔ Jasmin (you in role) enters, clutching a handful of pills that she has found in her mum's bathroom cabinet. Explain that you are excited to have found all these sweeties in the bathroom, and no-one knows you have them. Say you offered to share them with your best friend but that she said 'no thanks' and told Jasmin that she was silly. Tell the children you were not being silly but kind and suggest they might like to share the sweets with you.  
Encourage the children to explain to you the danger of your actions and what to do now. Ask them to help you remember by writing a set of safety rules to take home on a large laminated 'medicine' bottles. They could suggest:
  - Only take medicine that a trusted adult has given you.
  - Do not take anyone else's medicine.
  - Only take the correct amount of medicine.
  - Make sure medicines are put back in a safe place.

**Make**

- ➔ Create a large picture of George from the story using collage materials.
- ➔ Ask the children to draw from close observation a range of medicine packets and bottles.
- ➔ Design and make a cuboid medicine packet to place in a class bathroom cabinet.

**Activities**

- ➔ In a small group, examine a selection of empty medicine packets and bottles. Discuss what the different medicines are for, where you would find instructions for taking the medicine, any safety advice and the kind of medicines they are.
- ➔ Play 'Pick the Pill' in a group with adult supervision. Make ten cards, numbered 1-10, with either a pill or a sweet stuck in the centre. Give each child a laminated answer sheet with 1-10 down the side and a pen. Present the children with one of the cards to pass around the group to study closely, then decide whether the 'pill' is a medicine or a sweet and write the appropriate word next to the number on their board. At the end children discuss their responses and you reveal the correct answers.
- ➔ Ask children to design posters that can be displayed around the school about keeping medicines safe and the dangers of medicines.
- ➔ Invite the school nurse or local doctor into the school to talk to the children about the importance of medicine, its benefits and potential dangers.

**Develop and Extend**

**LITERACY:** Taking inspiration from *George's Marvellous Medicine*, ask the children to write their own naughty potion recipe on medicine bottle shapes. Collect them into a class book.

**MATHS:** Discuss shapes of medicine bottles and packets with children as a starter for 3D shape work.

**SCIENCE:** Investigate what soluble means and carry out experiments to investigate subjects that dissolve.

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