

WALKER BOOKS

Read to Us!

STORY TIME KIT

TERM ONE & TWO 2022



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STORY TIME KIT

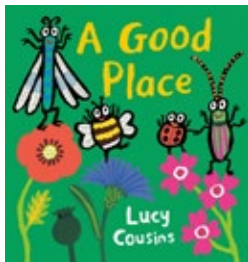
TERM ONE & TWO 2022

It is our pleasure to present our first Walker Books *Read to Us! Story Time Kit* for 2022. This kit contains simple and entertaining activities to be used in conjunction with our books. Each activity is designed to foster the skills that lead to early reading success in children.

Our term one and two 2022 Story Time Kit showcases four delightful books filled with themes of Australian wildlife, imagination, family, community, friendship, pets, adventure, travel and more. For each title, we offer activities aimed at boosting children's narrative skills, letter knowledge, print awareness, vocabulary, print motivation, or phonological awareness – but most of all, their enthusiasm for literature.

Have fun!

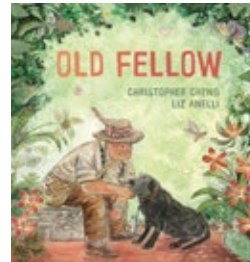
BOOKS FEATURED IN THIS STORY TIME KIT



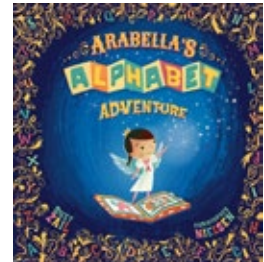
A Good Place
Lucy Cousins
9781529501254
March 2022



Bush Magic
Kylie Howarth
9781760650827
May 2022



Old Fellow
Christopher Cheng
Liz Anelli
9781760652395
June 2022



Arabella's Alphabet Adventure
Suzy Zail
Christopher Nielsen
9781760652425
March 2022



This Story Time Kit was written by Rebecka Sharpe Shelberg.

Rebecka Sharpe Shelberg is a children's librarian and author who lives in Sydney, Australia with her husband and three mischievous children. She firmly believes that stories and illustration are the real magic in this crazy, confusing world. She loves love and kindness, and really does want world peace. When she isn't reading, writing, listening to or talking about books, reading, the library or her children, she is asleep.

Her picture books include *Reflection* (a CBCA Notable 2017) and *Visiting You*, her first early chapter book series is due for publication in 2023

WALKER BOOKS

Cover illustration from *A Good Place* © 2022 Lucy Cousins.

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A Good Place

Themes

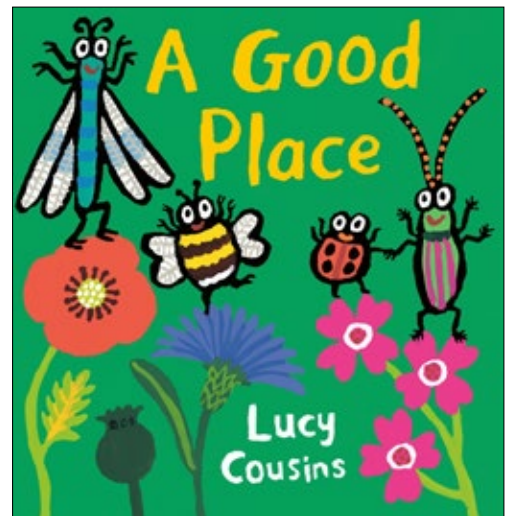
Nature • Adventure • Conversation • Insects • Habitats

.....

Exploring the Story

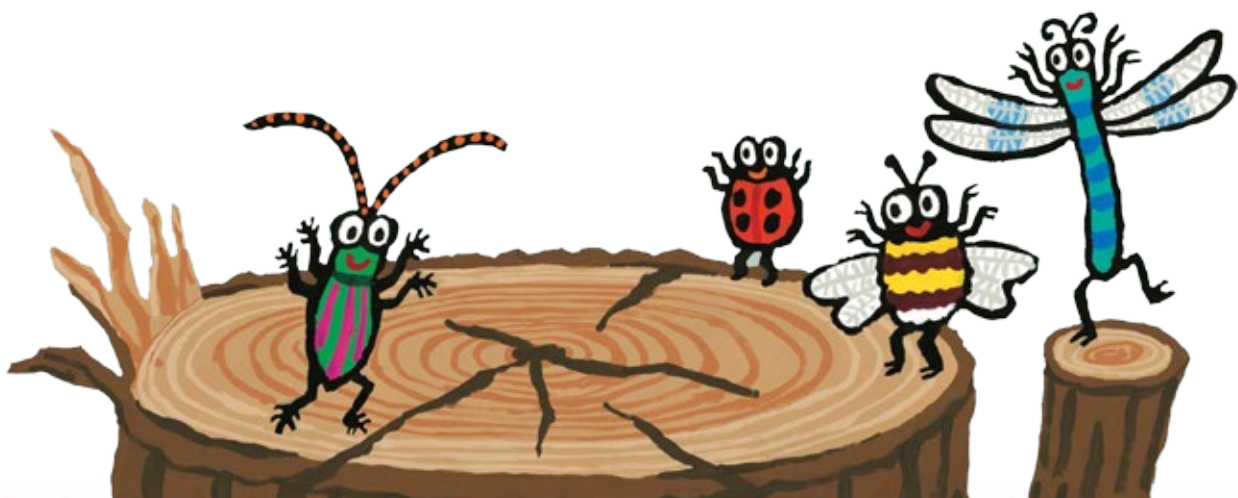
Where is a good place for insects to live? Before reading the story, ask the children where they think would be a good place to live if they were a bee, a ladybug, a dragonfly or a beetle? Would they like to be stuck inside their house? Would they like to sleep in their bed? Would they like to eat what they normally have for dinner?

After reading the story, discuss with the children how each bug had different needs and therefore wanted a different sort of home. Ask the children to think about their own needs (eating, sleeping, resting, playing) and get them think about their very own 'good place'. What does their ideal home include?



Even though the first few places the insects found initially seemed good, they turned out to NOT be a good place. Discuss with the children why this is. What changed? Was it a good place and then something happened or was it not a very good place to begin with?

Have a closer look at the end papers, the front papers show a very different scene to the back papers. Ask the children why they think that is. What do they think the different scenes are trying to tell us? Which one would they rather live in? Can they think of any creatures who would like to live in the scene on the front papers? And what about the end papers?



Activities

'Good Place' Bug Hotel

Using the library resources, find out a little bit more about insects and their ideal habitats. With the information you learn, gather items that will help you to build an ideal bug hotel to place in the garden. You can use recycled items from home such as old milk bottles, straws, paper and toilet rolls as well as natural items like sticks, pinecones, leaves, flowers, stones and gumnuts. You will also need some sort of container to hold the items, such as a shallow box or a large milk bottle with the side cut out.

Using your gathered items, arrange them into the container to create small spaces that would appeal to insects. Pieces of paper can be rolled up and stacked next to each other, sticks can be broken into smaller pieces and tied in rough bundles, leaves and bark can be placed in small piles. You may like to glue things to keep them in place or just pack them tightly together. You can accessorise your hotel with a sign or any other decorations that take your fancy. Once you have finished find a 'good place' to put your bug hotel and then wait for some insects to check in. You might even like to keep a log or journal of all the insects that come to stay.

Insect Friend Sudoku

Use the images of the four insect friends to solve the Sudoku puzzle template provided.

Each picture must appear only once in each section, only once in each row and only once in each column. Can you fill in the missing pictures to complete the Sudoku?

Good Place Checklist

Use the nature checklist to find a good place in your backyard or your local park for the four insect friends to live.

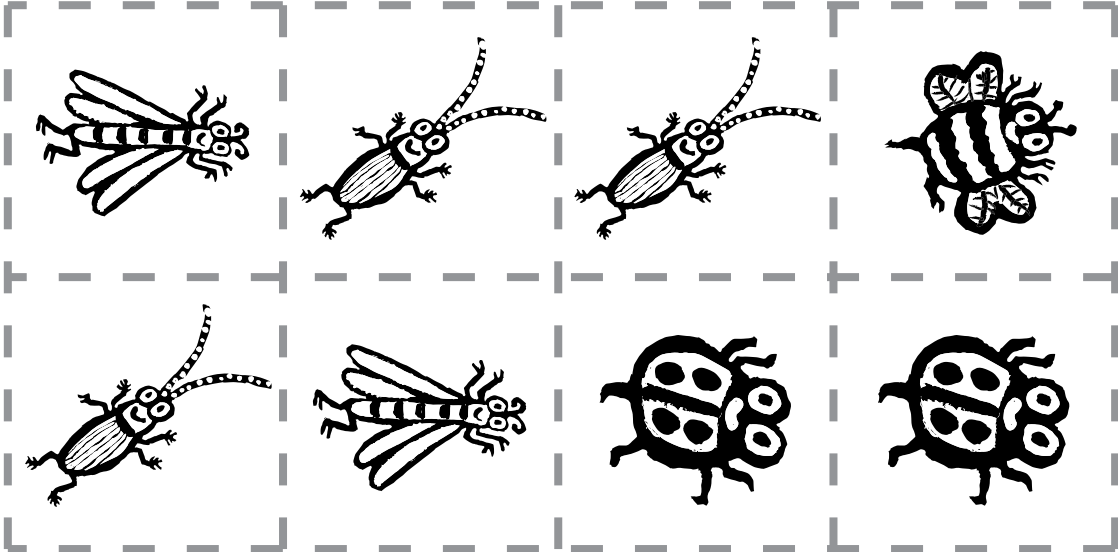
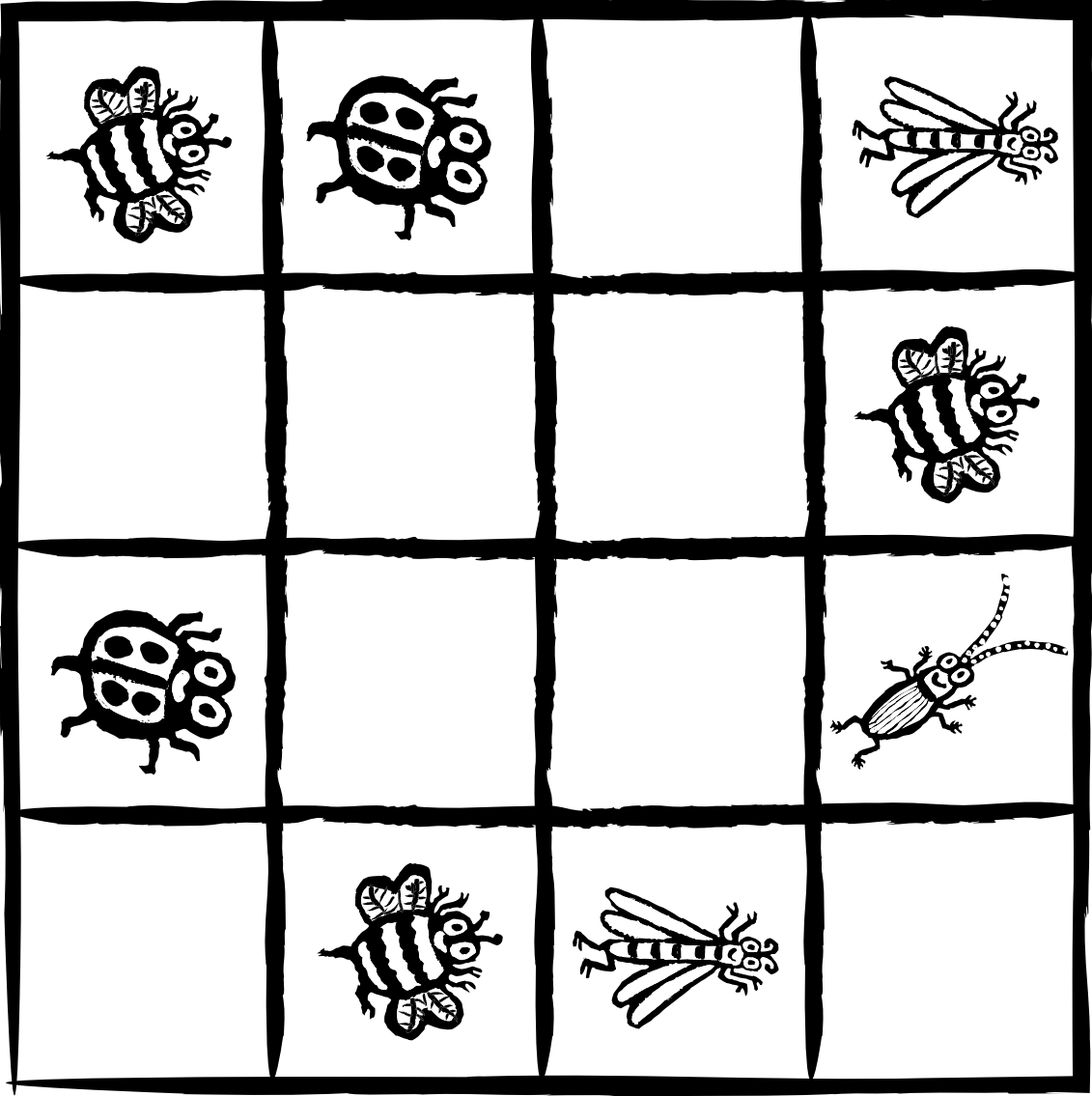
Insect Puppet Show

Using the attached template, colour and then cut out each insect finger puppet. Cut out the tabs and tape/glue each side together to create a loop that will fit over your finger. Tape or glue each loop onto the back of each insect to complete the puppets. The insect puppets can be used to act out the story or in free imaginative play.

To extend the activity you may like to draw and cut out some of the scenery from the story to create your own puppet show sets.



Insect Friend Sudoku



Good Place Checklist

Find a good place in your backyard or your local park for the four insect friends to live. You need to find a place with:

☐

No big feet to squash us

☐

Beautiful flowers

☐

A little pond

☐

No noisy cars

☐

Dead wood

☐

No smelly rubbish

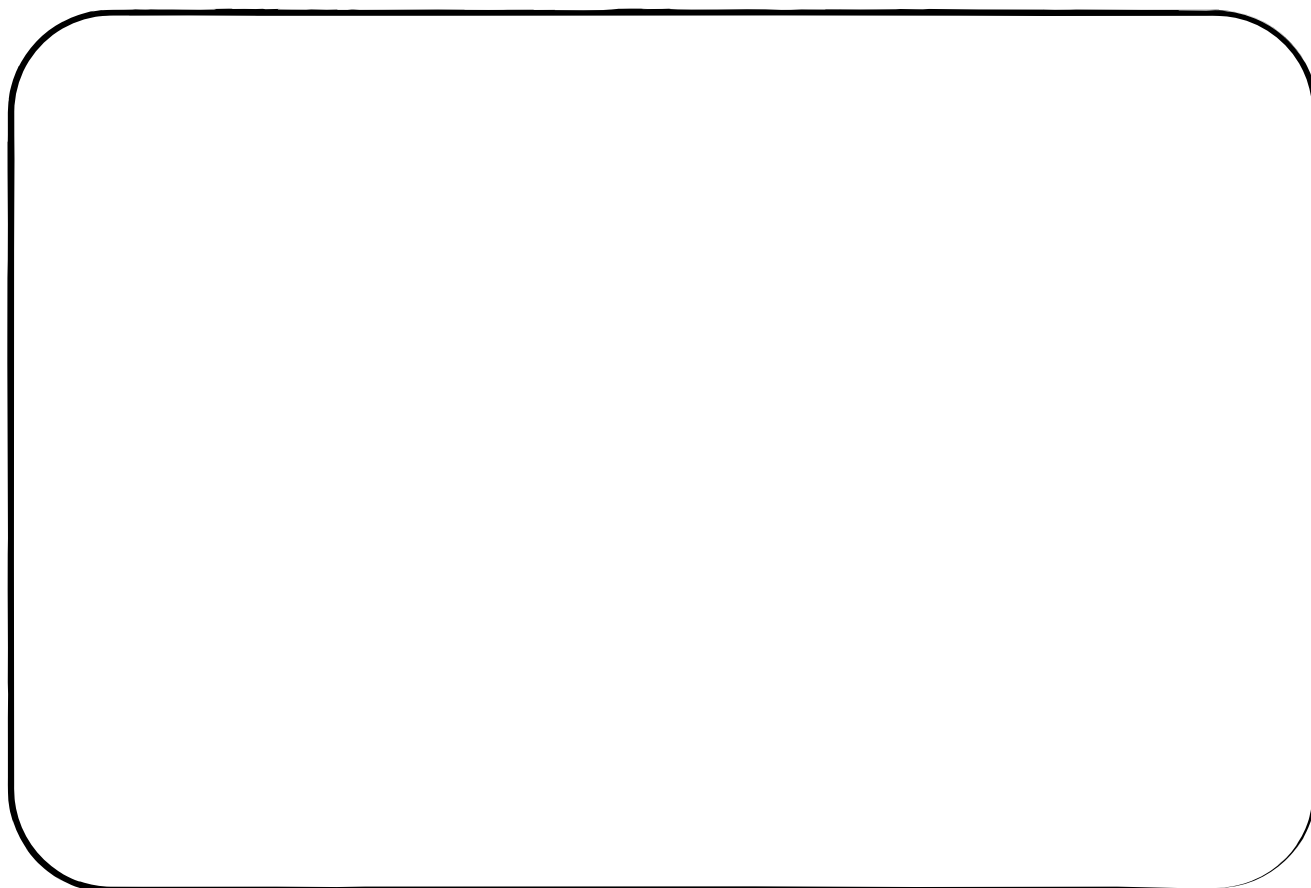
☐

Gorgeous green leaves

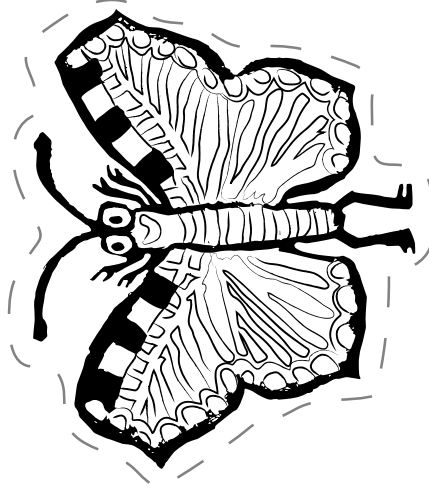
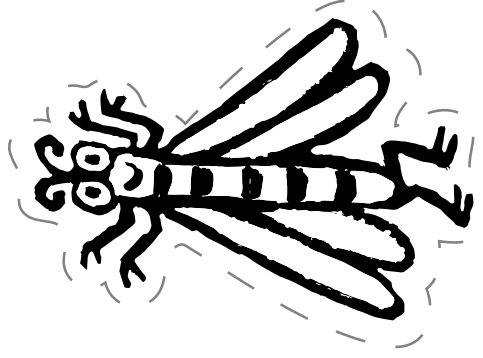
☐

NO BUG SPRAY

Draw a picture of the good place you found:



Insect Puppet Show



Bush Magic

Themes

Australian wildlife

Imagination

Family

Exploring the Story

As you read through the story, ask the children to pay close attention to the illustrations. Do they think that the rain clouds really appear in Jarrah's house? Does she really have a pet kangaroo? Is there a real leaf boat in her living room? Discuss with the children what the illustrator is trying to tell us with these illustrations. Is she showing actual events or is she showing what Jarrah and Grandpa are imagining is happening?



As a class, try to imagine a different ending to the story. What could have happened if Frilly didn't turn out to be so friendly? What if the animals being rescued wasn't the end of the story? What might happen next?

There is a note on the imprint page stating that 'Kylie created the texture in this book with her children during their backyard art sessions.' Look closely at the illustrations and try to identify the areas where different textures have been created. How do you think these textures might have been made? What items do you think might have been used? Can you see handprints? Paint brush strokes? Leaf outlines? Splotches and squiggled lines? Make a list of what everyone thinks has been used and how the textures might have been achieved.

There are lots of beautiful native Australian animals in the illustrations. Ask the children if they can identify them all. Have they seen these animals in real life? Was it in a wildlife park/zoo or out in the bush? Are there any animals they don't recognise? Use the library resources to help identify any of the animals they aren't familiar with.

Activities

Bush Magic Crown

Colour/paint and cut the leaves, feathers, reeds and flowers from the template provided. Use a strip of card to make a crown loop, measure it around your head before you fasten the ends together to make sure it fits your head comfortably. Arrange and glue the leaves feathers, reeds and flowers onto the crown loop and once the glue is dry you can proudly wear your very own bush magic crown.

Exploring Textured Painting

Gather the items from the list you made while discussing the textures of the illustrations. You will also need some paint and some paper. As a group explore the textures that each item makes and experiment with creating different effects, colours, and patterns on your pages. Once the pages are dry, you might like to cut out more leaf or flower shapes for your bush magic crowns or you can use the sheets you made in the below activity.

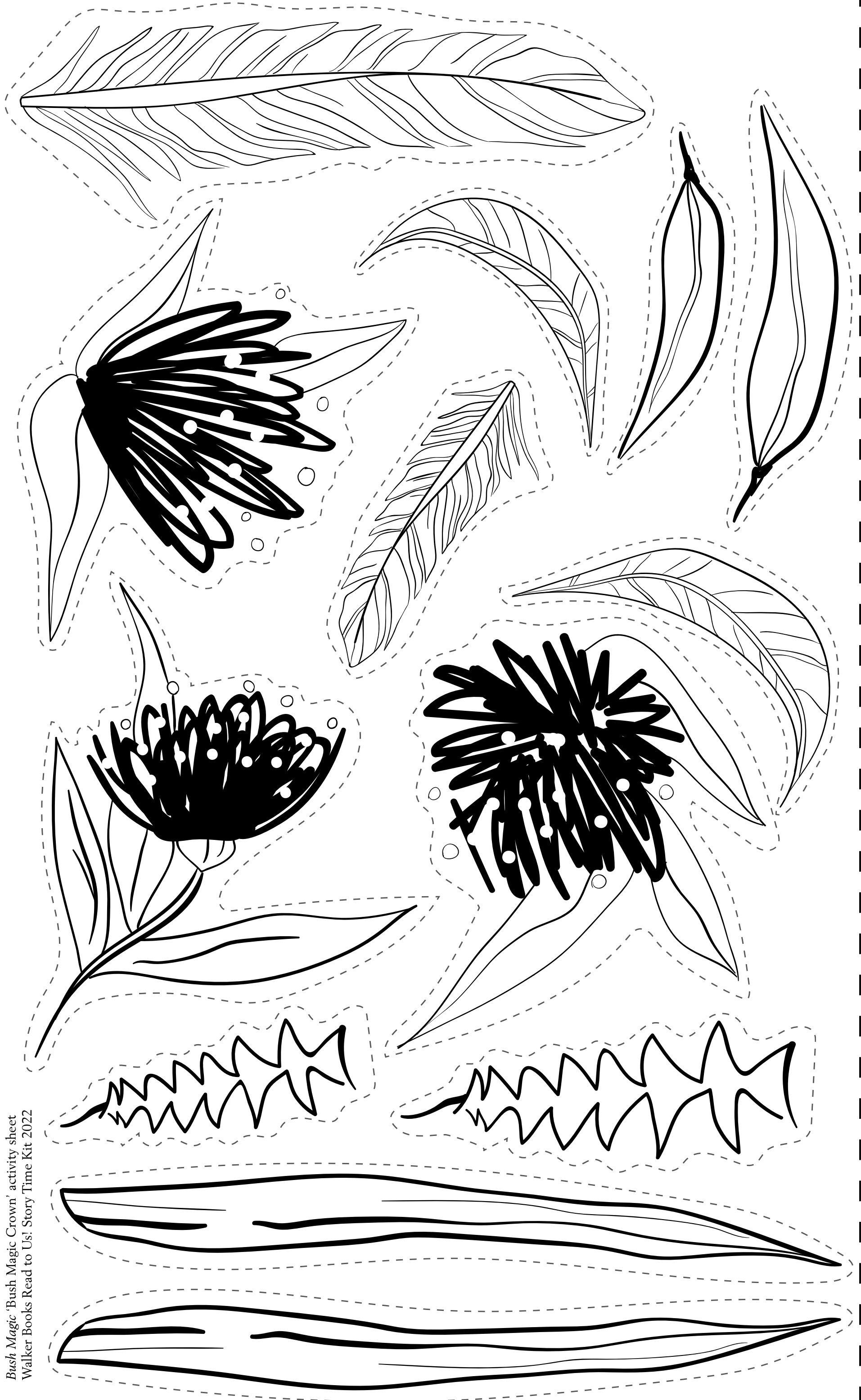
Imagine Away Your Rainy Day

Imagine you are stuck inside on a rainy day like Jarrah and her Grandpa. Now imagine you had the power to make anything happen, just by thinking about it. What adventure would you go on? Who would you go with and what would you do? Draw, paint and collage a picture to show your imaginative adventure. Look closely at Kylie Howarth's illustrations for inspiration on how to combine textures into your work. You can also use some of the textured painting results from the previous activity.

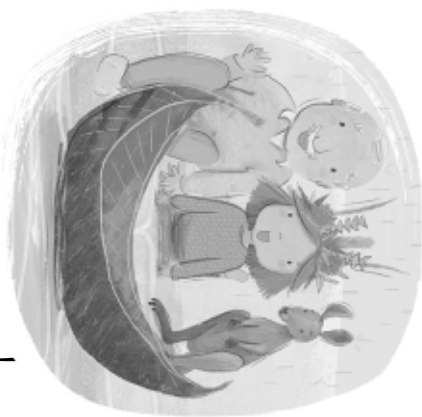
Bush Animal Maze

Help Queen Jarrah and Grandpa rescue the bush animals!

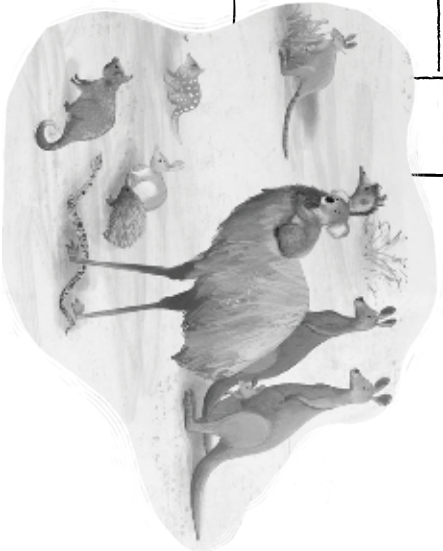
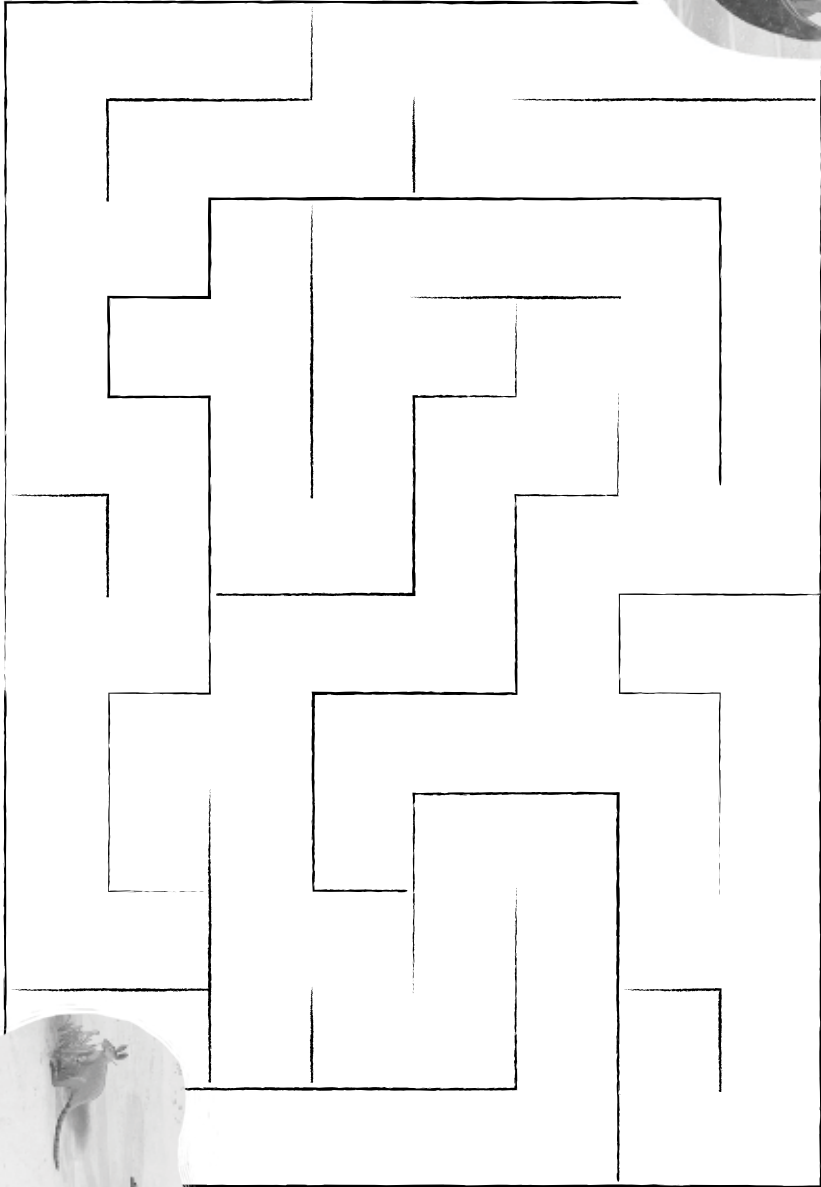




Bush Animal Maze



Help Queen
Jarrah and
Grandpa
rescue
the bush
animals!



OLD FELLOW

Themes

Community



Friendship



Pets



Exploring the Story

Read all the way through the story with the children. At the end, ask them who they think is telling the story? Did they assume it was the old human fellow or did they think it was the old dog fellow? Discuss how the text is written in a way that it could be from either perspective. How does it change the story to read it from the old human fellow's perspective compared to reading it from the old dog fellow's perspective?

Take a close look at Liz Anelli's illustrations, they are so rich in fine details that give so much more depth to the story and the characters. If we study the two endpapers we can see how the old fellows' live and what they do with their time. The illustrations give us lots of information about the characters' interests and their daily activities. Discuss with the children what they learn about the characters from the illustrations that can't be learnt from the text.



There are lots of different dogs and people in this story, all going about their lives and interacting with people throughout their days. Some are visiting the park to play, some to exercise and others to socialise. Why do you think the old fellows have visited the park? How long do they seem to be there for? Do they appear to be in a hurry? Do they have anywhere else they need to be? Is someone waiting for them when they get home? Discuss with the children the idea that the park visit for the old fellows is for all the reasons mentioned - exercise, play and socialisation. They seem to be there for the whole day and it appears to be how they spend their days before they come home for their dinner. Discuss why going to the park might be important to them.

Activities

Class Illustration

After examining the illustrations closely, chose a topic or scene from the children's lives that is an everyday experience (it could be story time in the classroom, or recess on the playground etc.). As a class create a collaborative illustration with lots of deep story telling detail. Examine Liz Anelli's illustrations for inspiration and discuss what details you will include to increase the storytelling power of your illustration. Are there toys under the furniture? Items spilling out of a bag? Books left on a chair? Pencils scattered across a table top? A half finished lunch in an open lunchbox? You may like to work on the setting in smaller groups and then have each child draw a smaller detail on a separate piece of paper that can then be cut out and added to the final masterpiece.

Dog and People Match

There are lots of dogs and lots of people in this story. Can you draw a line to match each dog to their person?

Two Perspectives

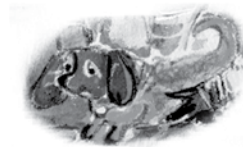
Explore the library resources and see if you can find other stories that portrays two perspectives or tell two different stories with the same text. Discuss how the authors and illustrators have been able to tell the two stories with only the one lot of text. Did they use two characters like in *Old Fellow*? Or have they used two different settings? Did a reveal at the end make you realise that you assumed the wrong character was the narrator? Did the two perspectives rely on the illustrations to tell both stories? Using the techniques you learn from exploring these texts, can you write your own story with two perspectives?

Beautiful Bookmarks

Have a close look at all the beautiful detail of the plants and insects in the illustrations of the park. Use the template provided to create your bookmark decorated with luscious plants, flowers and insects, you can create a front and back for your bookmark or you can make two bookmarks and give one away to a friend. Once you have finished decorating, you can carefully cut them out. You may even like to glue in a sturdy cardboard backing so that your masterpiece will last longer.



DOG AND PEOPLE MATCH



[illegible]

ARABELLA'S ALPHABET ADVENTURE

Themes

Books



Adventure



Self-discovery

Exploring the Story

Before reading the story, ask the children if they think that every book has a story in it. After reading the story, discuss the different kinds of books there are and how they fill different needs in our lives. Alphabet books are for helping us learn the alphabet by teaching us to recognise letter shapes and sounds, travel books to give us information about a place we might like to visit, craft books that give us ideas and instructions on how to create a project. There are lots more different sorts of books. Can you brainstorm what some others might be? Get the children to explore the library and bring one book back to talk about with the class. Discuss the different examples the children find and fill in any different kinds that have been missed.



Although Arabella has 26 letters, she is sad that she doesn't have a single word in her pages. Arabella takes her chance to travel the world and see lots of new things as a stowaway in another book, but she finds that the book is never read before it is returned back to the library. Arabella realises that the alphabet is what all words are made of and that her job teaching children the 26 letters is a very important job indeed. Ask the children if they think books with lots of words are more important than books with just letters? Do they think they would be able to read books with lots of words without first learning just the letters?

At the end of the story, Arabella is excited to return home to the library so she can be borrowed by the children again. She loves being nestled on laps, she loves children smiling at her, she loves sleeping with the soft glow of a child's night light. Ask the children about their experiences of the library and of reading with their family at home. Do they have a routine like reading before bed, or listening to audiobooks in the car? Do they have a special place they sit and snuggle together to read? Have they ever read anywhere weird or unusual like on a trampoline or while hanging upside down? Discuss with the children the different ways we can read, sometimes we might just read the pictures, sometimes we might have someone read the words to us, sometimes we might listen to an audiobook or watch a book being read on a video, sometimes we might read by ourselves or sometimes we might take turns reading a line each. Ask the children what their favourite who, what and where of reading is.

Activities

Pop up Arabella

Arabella's Alphabet Adventure is the most borrowed book in the library. She has flaps to lift and levers to pull and is very popular with children. Use the templates included to create your own lift-the-flap picture. On the first template draw a picture on each book spine to show us what is happening inside the book, this picture will be the hidden surprise so make it fun and exciting. Colour and cut out the book spines on the second template and then glue the spines onto the first template as indicated to secure your lift-the-flap.

Amazing Alphabet

As a class, can you design an amazing alphabet? Have a look through *Arabella's Alphabet Adventure* and see how each letter is a different design. Some are fancy, some are wiggly, some include pictures or are made to look like different objects. Give each child a sheet of paper and an assigned letter of the alphabet. Ask them to create an amazing letter using pencils, paints, glitter, ribbon or any other items you may have in your craft stash. For younger children you might like to preprint a template of the letter for them to use. Once everyone has finished, string up your letters to form an amazing alphabet bunting to hang in the classroom.

Glow-in-the-Dark

All the letters in *Arabella's Alphabet Adventure* are special. There's a glow-in-the-dark G and an S dazzled in a galaxy of silver stars. Create your own glow-in-the-dark artwork using black card stock and glow-in-the-dark glue. Use a pencil to lightly draw stars, moon, planets, comets (and even aliens if you like) onto your black cardstock. Very carefully use the glow in the dark glue to trace over your pencil designs. Allow to dry and charge in the light before turning off all the lights and shutting the blinds so you can check out your amazing glowing artwork!

Arabella's Reading Challenge

Arabella loves being read by children and she can't wait to get back to the library so she can be borrowed again. Can you complete Arabella's reading challenge on the template provided?



Arabella's Reading Challenge!

Who

i have read with a:

☐

Family member

☐

Friend

☐

Soft toy

☐

.....

What

i have read a:

☐

Picture book

☐

Library book

☐

Audiobook

☐

.....

Where

i have read while:

☐

Upside down

☐

Outside

☐

In the car

☐

.....

