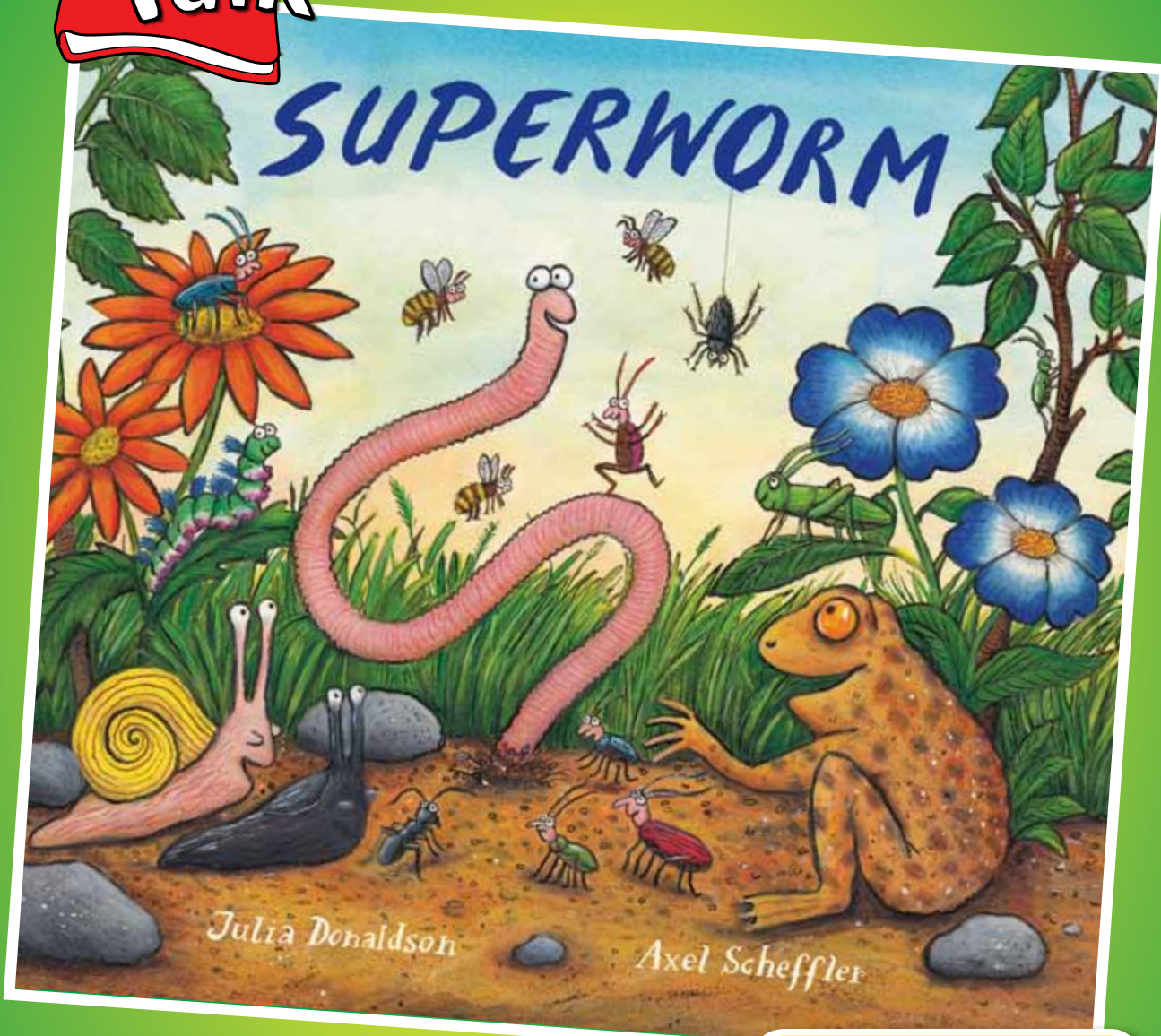


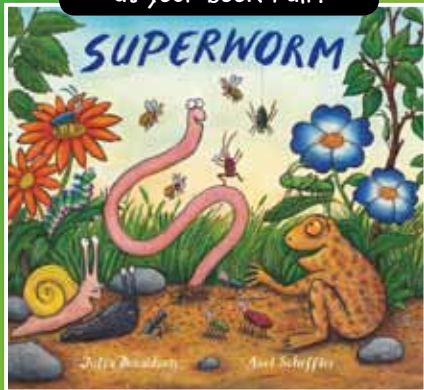
**Book
Talk**



AGES 2+

**Engage and inspire your
pupils with a Book Talk!**

Look out for this book
at your Book Fair!



AGES 2+

Price	£5.99 / €7.40
Case	Welcome to Reading
Author	Julia Donaldson
Illustrator	Axel Scheffler
Publisher	Alison Green Books

Using this book in your classroom

Themes

The themes in this funny, rhyming story include **courage**, **problem-solving** and **friendship**.

Summary

Whenever there's a problem, the other animals know exactly who to call – Superworm! He might be smaller than a lot of other superheroes, but that doesn't stop him saving the day, over and over again. No wonder everyone is so upset when Wizard Lizard takes him captive. If Superworm doesn't find treasure for the evil Wizard, he'll be fed to the grim and greedy Servant Crow! Luckily, the other creatures come up with a cunning plan to truss up the Wizard so that Superworm can escape. Servant Crow flaps off and Superworm is free again. Hip, hip, hooray for Superworm!

Did you know?

- Julia Donaldson and Axel Scheffler have worked on over twenty books together, including the bestselling classic picture book *The Gruffalo*.
- *The Gruffalo* has won the Smarties prize, the Blue Peter prize for Best Book to Read Aloud and the Experian Big Three Award. The audio version won the Spoken Book Award for Best Children's Audio.

The Story Session

1. Introducing the book

- Before showing the book to the children, ask them what kind of character they think Superworm might be. What do they think he will look like? What kinds of things will he be able to do? Make brief notes of some of their ideas.
- Then show the front cover to the children. Does Superworm look the way they thought he would? Ask: "Does the cover picture give you any other ideas about what might happen in the story?" Add any extra ideas to your list.
- Read the first two pages of the story, and then pause to share the children's predictions. Ask what they think will happen to the baby toad. Turn the page to see if they were right.

2. Reading the story

- Read the rest of the story aloud to the children, and encourage them to join in with the repeating chant.
- Pause after Superworm gets captured by the Servant Crow. What do the children think will happen next? Do they think Superworm will escape? How do they think he could get free?
- Pause again when the other animals are putting their plan into action. Can the children guess what they are trying to do? Ask: "What do you think the animals will do with the honeycomb, leaves and spider's webs?"
- Ask the children how they think Wizard Lizard feels when he's been captured by the other animals. Do they think it serves him right?
- Pause when the animals hear a rumbling sound underground. Can the children guess what is going to happen?
- At the end of the story, ask: "Who are the heroes in this story? Does anyone apart from Superworm act like a hero?" Draw out that the other animals are very brave and clever when they trap Wizard Lizard – perhaps that makes them heroes too?

3. Follow-up

- Read the story again and encourage the children to join in as much as they can, especially with the repeating chant. You could work together with the children to make up a tune for the chant – the children could sing it and add some appropriate percussion!
- Ask the children to look back at all the different 'super' things Superworm does in the story. Which do they think is funniest, and why? Challenge them to think of another thing Superworm could be – for example, a washing line. They could draw their own picture of Superworm in action, and write a caption.
- *The Gruffalo* website features lots of games and activities, songs and information about Julia Donaldson and her books: www.gruffalo.com

YOU TELL US

- Did you use these notes to have a Book Talk in class? • Were they helpful?
- Are there any changes you'd like to see to make them more useful?

We're always happy to hear your comments, so please email us at bookfairs@scholastic.co.uk or bookfairs@scholastic.ie