



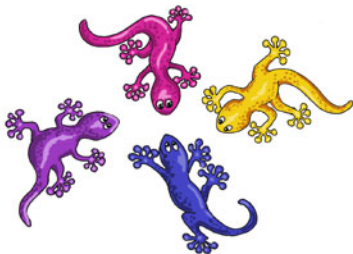
Guide Notes

Title: Grover Bill and the Geckos.

Genre: Fiction









Visual Information

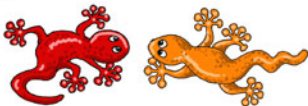
Discuss the use of illustrative text.



What Do You Think?

(Questions to promote discussion and critical thinking)

-  What do you think this story will be about?
-  Look at pages 4 & 5. Why do you think Grover Bill doesn't want to paint his house today?
-  Look at pages 6 & 7. What do you think is going to happen when Grover Bill sees the mess the geckos have made?
-  Why do you think the geckos are leaving footprints everywhere?
-  Look at pages 8 & 9. What do you think the cat is thinking?
-  Would you like the geckos to come to your home? Why?
-  Look at pages 24 & 25. How do you think the cat feels about the geckos pouncing on him.
-  Look at pages 26 & 27. How do you think Grover Bill feels about his newly painted house? Do you think the house looks better? Why?



Language Focus

Rhyming words: hill/Bill, in/din, mat/cat, dance/prance, jive/dive, bed/head, jump/bump, jiggle/wiggle, bounce/pounce, wall/tall, floor/door

Focus on initial consonant: g (gecko)






Focus on blends: gr (Grover, grey), cr (creep, crawl)

Look at verbs: sleeping, creep, crawl, dance, prance, jive, dive, jump, bump, scatter, skitter, shimmy, jiggle, wiggle, bounce, pounce.





Print Conventions: Capital letters for beginning of sentences and names (Grover Bill) full stops, exclamation marks, speech marks, commas.

Integrated Curriculum

Language

-  Write a "What Happens Next?" story about Grover Bill and the geckos.
-  Encourage the children to retell the story.
-  Discuss the plot of the story and the characters.
-  Discuss how different colours make you feel? Talk about your favourite colours.
-  Write a "What If..." story. What would happen if the geckos visited your home?

Science

-  Use a crystal prism to separate light into a rainbow of colours.
-  Use paint to mix colours. Start with the primary colours (red, blue, yellow) to mix secondard colours (purple, green, orange).
-  Use an internet search engine to find out more about geckos. Where do they live? What do they look like? What do they eat?
-  Magic milk. Put some milk into a saucer. Carefully add a few drops of food colouring around the edge of the saucer. Add some detergent to the middle of the saucer and watch the colours 'explode'.

Maths

- Take a survey of friends and family to discover what their favourite colours are. Use tally marks to record each persons' colour preferences.
Which is the most popular colour?
Which colour is the most popular amongst girls?
Which colour is the most popular amongst boys?




blue	green	yellow	orange	red	purple	black
7	2	2	4	3	8	0

- Use jelly beans as pretend geckos. Use them to count in twos. Subtract numbers from the total. Eat the extras!
- Make footprints of different people using paint and paper. When dry, cut the footprints out. Compare sizes of the footprints. Arrange in order from smallest to biggest.
- Hide a cardboard gecko (or a beanbag gecko, if you have one) in the room. Ask someone to find the gecko by only giving them clues as to where to look. Use positional words such as:


right/left	beginning/end	next to
up/down	on/off	middle
inside/outside	front/back	first/last
under/over	finish/start	upside down
behind/in front	around	above/below
closer/further	bottom/top	near/far

For example, "Turn right. Look up. Look behind the book."






Moral, Social and Emotional Development

-  Make a list of things you could do for others that would make them feel happy. (e.g., help them do a chore, clean up the yard, etc.)
-  Make an "I-think-you're great-because... card" for someone. On the card, write the words "I think you're great because" and finish the sentence with something the person does well. Decorate and illustrate the card before giving it to them.
-  Talk about how colours make you feel. How do you feel inside a dark, black room? What about in a bright yellow room? Do colours affect your emotions?

Physical Development

-  Set up an obstacle course with things to climb over, under, through, around, etc. Pretend to be geckos who love to clamber around things. Use a timer to measure how long it takes to complete the obstacle course. Try again to see if your time can be bettered.

Art

-  Paint with iceblocks of frozen water which has been dyed with food colour. Paint on paper or on a concrete footpath outside.
-  Paint a rainbow on the window using acrylic paint.
-  Make a cellophane collage on the window. Glue the cellophane directly onto the glass.
-  Make a painting by printing with gecko-footprint-shaped-stamps. The stamps can be made out of platercine or cut out of a potato.
-  Draw and paint geckos on paper or light cardboard. Cut them out. Stick them around the room as if they are climbing all over the place just like they did in Grover Bill's home.