

My Daddy is a Giant

by Carl Norac

Each page perfectly portrays a little boy's perspective of his giant dad.



Read

Before:

Introduce the book and tell the children a little bit about it. Follow that with a comment or question that is related to the story such as, *Who can tell me something about a giant and how a giant might look?* Encourage a discussion so the children can comment, ask questions, and express their feelings. Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- I wonder if this little boy will grow up to be as big as his father?

During:

Encourage the children to comment on the illustrations and ask questions. Point out "rare words" (e.g., those words that are not commonly used in every day conversation) and help the children relate the meaning in a way that makes sense to them.

Rare Words in *My Daddy is a Giant*

- giant: somebody or something larger than usual
- ladder: a device with rungs used for climbing up or down
- hurricane: a severe tropical storm with torrential rain and strong winds
- nests: bird or animal home
- marbles: a game in which small hard balls are rolled on the ground with the aim of hitting the opponent's ball

After:

Discuss the story. Ask questions...

- Do you have to climb a ladder to get on your dad's shoulders?
- Do any of you play hide-and-seek with your dad? Where does he hide? Do you have a favorite hiding place?
- What are some things that you do to make your daddy laugh? Does he laugh like a hurricane?
- Do you think the dad likes having the birds nest in his hair?
- Why does the little boy always beat his dad at marbles? Have any of you ever played marbles?
- What happens to the ground when daddy runs?

Marbles Mania

Although most of us think of marbles as an old-fashioned pastime, the game is still fun for kids of all ages and is played around the globe.

Things You'll Need:

Chalk

6 - 10 Feet Of String

Marbles

Instructions:

Draw a circle 2 to 3 feet wide. Use chalk on asphalt or concrete, a stick in dirt, or a string on carpet or tile.

Select your shooter and place any marbles you wish to play with as targets inside the circle; the other players do the same. Shooters are designated marbles used to knock targets out of the ring. Your shooter should be larger than the other marbles so it's powerful enough to do its job. It should also look different from other marbles so you can distinguish it from them easily.

Take your turn when the time comes by shooting your marble from outside the ring at any marble or marbles inside the ring. Shoot by kneeling on the ground and flicking your marble out of your fist with your thumb.

Gather any marbles you've knocked out of the ring.

Shoot again if you knocked any marbles out of the ring. Let the next player shoot if you haven't knocked any marbles out and/or your shooter remains in the ring.

Continue shooting in turn until the ring is empty.

Count your marbles at the end of the game. The winner is the player with the most marbles.

Return the marbles to their original owners unless you're playing 'keepsies.' In that case, each player keeps the marbles he or she won during the game.