

Monty's Island

Elvis Eager and the Golden Egg

Emily Rodda

Illustrated by Lucinda Gifford

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Recommended for 6-8 year olds

Summary

On a beautiful island far away, in a sea that ripples with magic, Monty never knows what he might find...

The most unexpected things wash up on Monty's Island. And a golden egg might be his most amazing find yet!

But when a pair of flying monsters and a mysterious explorer arrive, it seems the egg is about to hatch into a very big problem.

Can Monty find a way to solve it? Surely he can! All he needs is a little help from his friends. And the Hairy Horrible.

Author Style

Monty's Island stories are profusely illustrated and feature simple vocabulary, short chapters, a 'family' of eccentric characters, plenty of humour, magic, action, strange creatures, scary bits, quick thinking, clever ideas, amusing gadgets and happy endings.

The books all lend themselves to extension activities and discussion of issues.

Other books in this series: *Scary Mary and the Stripe Spell: Monty's Island 1* and *Beady Bold and the Yum-Yams: Monty's Island 2*.



Suggestions for Classroom Discussion and Application

Before reading *Elvis Eager and the Golden Egg: Monty's Island 3*

- Show your class the book's front cover. If they have read earlier books in the series ask them to name the characters and describe their likes and dislikes. They won't be able to recognise the gold-coin-eating creature as this is the first time it has appeared in the series, so see if they can guess who or what this character might be.
- If this is their first time reading a story set on Monty's Island, ask them if they think it will be funny or serious, realistic or make-believe? Ask them what clues on the cover told them what sort of book to expect. Which of the characters on the cover do they think is Monty and what sort of island do they think he lives on? Is it warm and tropical on the island or cold and miserable?

Comprehension Questions:



Chapter 1

1. What does Monty use to collect all the things he finds on the beach? (p2)
2. Why did the storm keep Monty and Tawny awake? (pp 3-4)
3. What does Monty find floating in a clump of seaweed at the water's edge? (p6)
4. Why does the egg make a 'scratching, tapping noise'? (p7)
5. What does Monty think is about to come out of the egg? (p7)

Chapter 2

1. What grows through the cafe roof? (p9)
2. Bunchy is a m.....n and uses magic s..... to protect herself from Clink. (p9)
3. What does Clink think Bunchy is doing with the treasure chest? (p11)
4. What does Bunchy want to do to punish Clink for hitting her with seaweed? (p12)
5. Why do you think that Tawny disappeared into the gap in the trees beside the beach? (pp 14-15)

Chapter 3

1. What do Monty, Tawny, Bunchy and Clink find under the canoe? (p17)
2. What is he upset to have lost? (p18)
3. What does the explorer say was inside the box? (p21)

4. Was Clink being kind when he offered his share of food to the Explorer? (p22)
5. Why does Clink want the egg that Monty found? (p24)

Chapter 4

1. What word does the baby creature say? (p25)
2. What does the baby creature do with its shell? (p26)
3. Why does Bunchy think that Clink is to blame for his treasure being eaten by the baby creature? (p30)
4. How does Monty 'trick' Bunchy into stopping the baby creature from eating all of Clink's treasure? (p31)
5. What colour are the flying creatures' wings? (p32)

Chapter 5

1. Why does Clink crash into the loaded Pick-up Sled? (p35)
2. Why can't the flying creatures attack the Explorer? (p37)
3. Who is more heroic about saving Clink, Monty or the Explorer? (p38)
4. Who is inside the cafe when Monty and his friends get there? (pp 40-41)
5. What is the first thing Marigold does to protect her friends? (p42)

- Which Islander do you think loves Ickle the most? Which Islander is the wisest? Who is the meanest Islander? Who is the best at solving problems? Give an example of something each character did in the story to prove your answer is right.
- The way words are shown on the page can tell us a lot about how they should be read. How are the words, 'Let me in! Let me in, let me in, LET ME IN!' on page 58 shown to make it clear that the speaker is panicking and shouting?
- Elvis Eager keeps telling people he is a brave Explorer but what do you think his plan to save Ickle on pages 83-84 really says about him?
- A simile is a figure of speech that directly compares two different things and usually includes words like 'as' or 'like'. Is 'They shoot out the Cafe door like a swarm of jinglebees making for a tasty beach towel.'(page 97) a simile? What are the two different things being compared and what does the use of the simile tell you about how 'they' left the cafe?
- By the end of the story Monty and his friends realise they were wrong about Elvis Eager because all he cared about was selling Ickle to a rich man. What did they think of Ranger Katz when they first met her and after she was changed back from a gold statue?
- How is Ickle like a caterpillar for much of the story but a butterfly at the end?
- What is funny about the Laughing Traveller saying, 'Your trouble is, you're too used to the quiet life, Monty . . . You should try doing something new and exciting for a change.' (page 155)
- Draw a map of Monty's Island, marking where Monty and Tawny live, the cafe, the beach, the jungle and the Hairy Horrible's lair.
- Make a list of all the good things about living on an island. Can you think of any bad things that might happen?
- Create your own island – draw it or make it out of Lego, paper, play dough, sand or modelling clay. Decide what the weather would be like. Give your island a name and draw the creatures who live on it.

About the author and illustrator

Emily Rodda is one of Australia's best-known children's book authors. She has written over 100 books, including the internationally best-selling *Deltora Quest* and *Rowan of Rin* series, and has won the Children's Book Council of Australia's Book of the Year Award for Younger Readers a record six times.

Lucinda Gifford is the author and illustrator of many well-loved books for kids. Many years ago, Lucinda studied architecture in Scotland, where she learned to draw fancy buildings and moody scenery. She also likes to draw dragons, cats and magical frogs – despite never having studied witchcraft. Now based in Melbourne, Lucinda works from a small home studio full of books, plants, dragons' blood and newts' tongues.

In the author's own words:

'I've always been fascinated by islands. I love the fact that they are small worlds of their own, with a limited number of familiar inhabitants and the occasional visiting stranger. Very like the world of a young child, in fact, with the additional twist that the world of a young child is by its very nature full of surprises, wonders, excitements, adventures, scary bits and magic.

'So that's what Monty's Island is – a small world set in a magic sea, where adventures happen. It's a place where your best friend is a lion, where your eccentric group of friends-and-family includes a would-be magician who happens to be an elephant and a bad-tempered shipwrecked pirate who's a parrot with a peg leg. It's a place where a monster lurks in the jungle, where Marigold the Clever Cook serves you three meals a day at the Island Cafe, where the waves leave all sorts of useful Finds on the beach, and where a dolphin brings news, warnings and gossip from the outside world.'



– Emily Rodda

In the illustrator's own words:



'Initially, when working out key characters and scenes, I create lots of loose pencil drawings; this keeps the linework lively and the pencil line is a good way to convey character, expression and movement. However, because there are so many illustrations and time is quite tight, I use digital techniques to create the final artwork – though I try to make the drawings look as much like my early pencil sketches as possible.

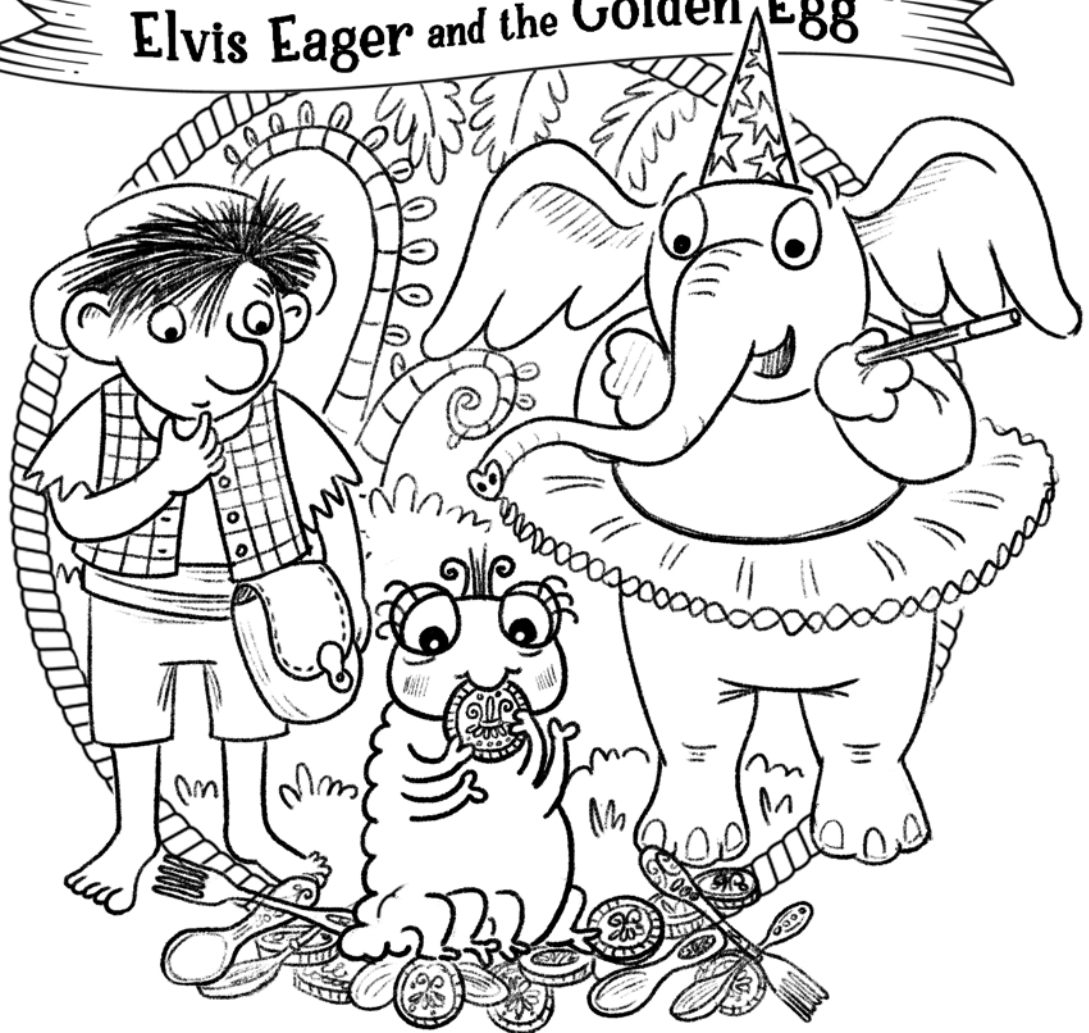
'Clink the parrot is my favourite character to draw as he scowls a lot and has regular tantrums, which I find amusing. I pull a lot of faces while I'm drawing, to help me work out expressions, so if you see me scowling at my desk I'm probably drawing Clink (and actually having quite a nice time)!

'I know I would have loved this series as a child. Monty's Island is a wonderful place, full of magic, intrigue and delightful discoveries. But it also has dangers, and dastardly visitors keep arriving. The inhabitants have to stick together to keep their world the way they like it. They have to think on their feet and look after one another – even Clink. And there's always pancakes – I like that!'

– Lucinda Gifford

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