

Let's Play MONSTERS!

Themes

Family



Imagination



Games

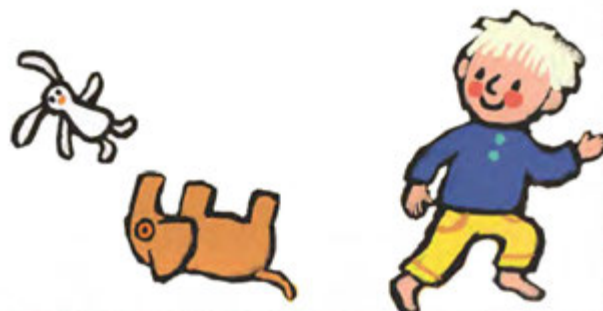


Exploring the Story

Being scared can be a very serious and unpleasant feeling. Other times being scared can feel silly, funny or thrilling. Discuss with the group what the difference is between these two experiences. Ask them if they think the child in the story is really scared or having fun? How can they tell? Can they think of any examples of something that they are really scared of (spiders, the dark etc)? Can they think of anything that gives them a thrill but does not actually scare them (chase games, Halloween costumes etc)?

Ask the group why they think sometimes things can be scary in a fun way? Talk about how feeling scared is your body's way of telling you that something is not safe. If you feel safe (i.e. you're in a safe space and you're with people you trust to take care of you) then things being a little scary can be fun. The child in the story is asking their family members to chase them because they feel safe doing so. Do you think if there was a stranger the child would want to be chased by them? What if there was an animal that they didn't know? Do you think they would enjoy being chased by it? Ask the group by show of hands to tell you if they would like to play the game the child in the book is playing. Ask them to give an example of who they would like to chase them and who they wouldn't like to chase them.

Examine the end papers in the book. At the front you can see each character from the story and at the back you can see each monster that they turned into. They have claws and big teeth and horns and all the things that might normally make a monster scary. Why do you think the child didn't find these monsters scary? Did the characters really turn into monsters or was the child using his imagination? Discuss with the group how the illustrations have been created to make the monsters not scary (i.e. use of bright colours, big wide eyes not narrowed/mean looking, smiles on their faces etc).



Activity

Design Your Monster

Imagine the child in this story is your little brother or sister. What monster would you turn into to play this chasing game with them? Using pencils/textas/pens and the template provided, design yourself as a monster in the story. Do you have claws, horns or big teeth? Are you hairy, scaley or slimy? Are you big or small? What colours are you? Think about how to make yourself as a monster not threatening or scary.

Add A Verse

As a group or as individuals use the template to add to the story by following the pattern of Lucy Cousins' rhyming text. Listen to how many beats she has used in each verse and try to match it. You can even use the monsters that you already designed in activity one as your inspiration.

Monster Masks

Building on activity one, use paper plates and craft/collage materials to create your monster designs into a bright and brilliant monster mask (for a younger group pre-cut eye holes in the paper plates to save time). Use elastic or tape a paddle pop stick at the inside bottom of the mask if the children prefer to hold it to their faces.

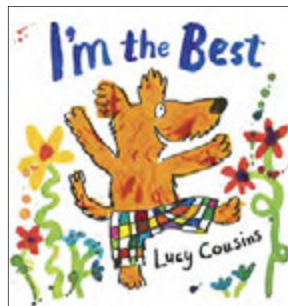
To extend the activity, play a 'duck, duck, goose' style game with the children while they are wearing their masks. Walk around the circle of 'monsters' and sing the song (everyone can join in) "Come on, Come on, I WANT TO PLAY! You chase me and I'll run away! Hee, hee, hee, you can't catch me!".

Garden Monsters

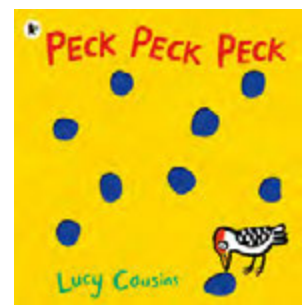
One of the monsters in the story was originally a flower in the child's garden. Go outside and gather some items to create your own Garden Monster. Look for interesting shaped leaves, gumnuts, rocks, and sticks. Create your monsters by gluing on some googly eyes and using coloured paper to give your monsters other features such as teeth, arms or hair. Be sure to give your monster a name as well!



Related Titles

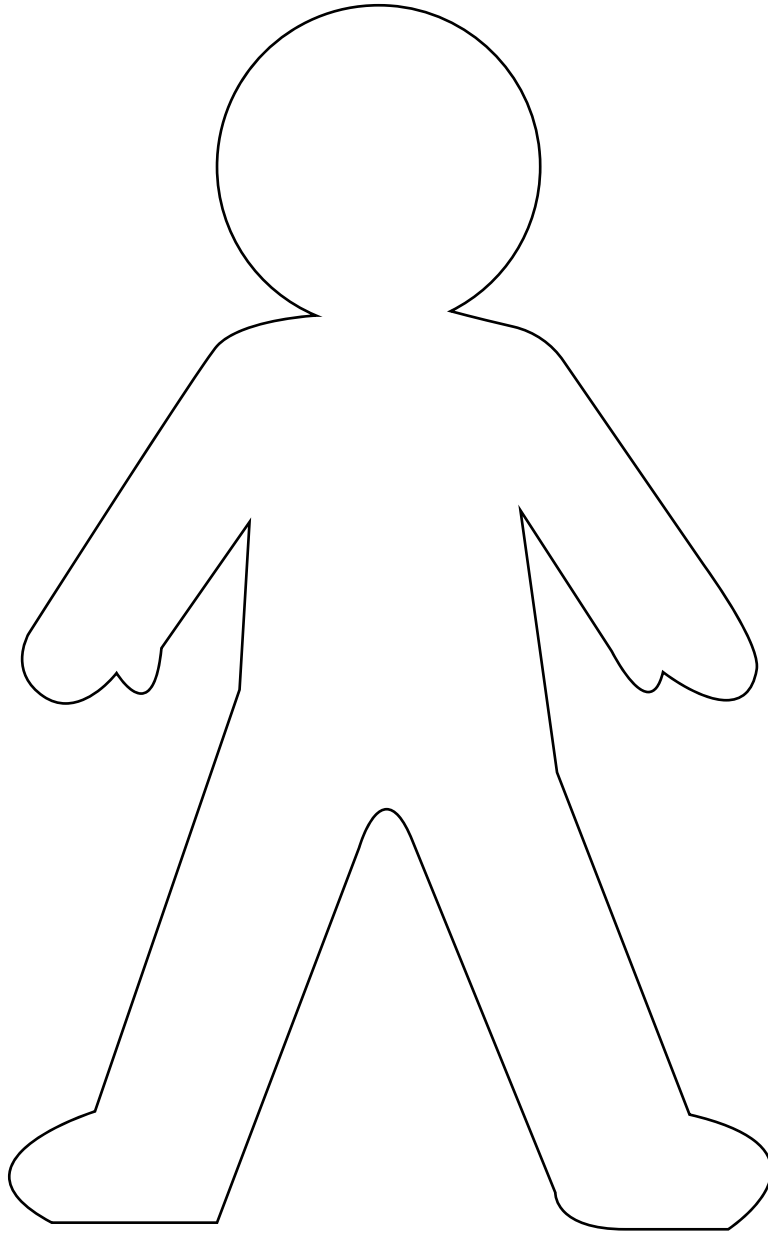


I'm the Best
Lucy Cousins
9781406329650



Peck Peck Peck
Lucy Cousins
9781406355475

Name: _____



Come on [NAME] _____

I WANT TO PLAY! You chase me and I'll run away.

You be a monster who is _____ and _____ ,

Who/And/With _____ .