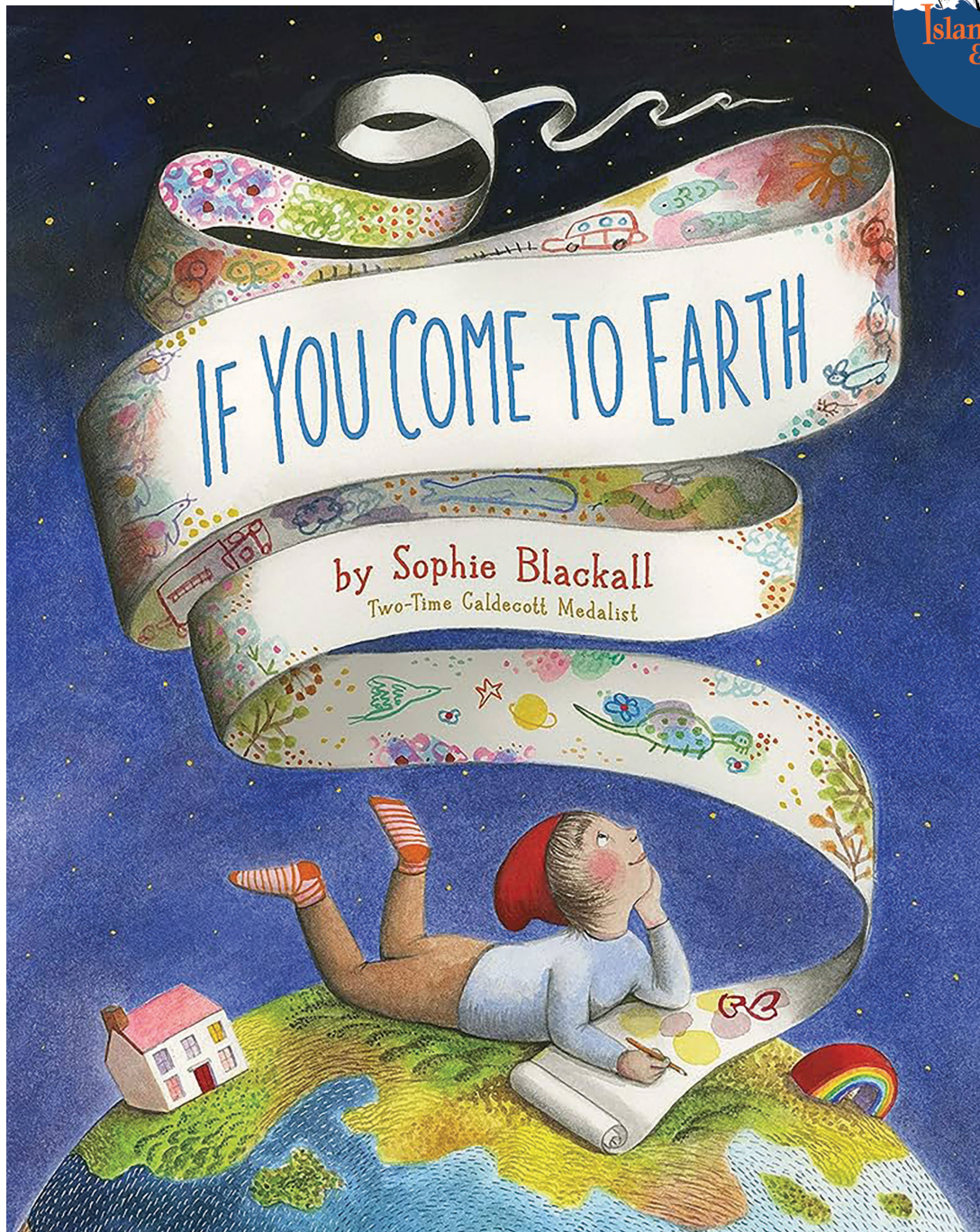


EXPLORE MORE BOOK GUIDE

Activities, tools & resources for learning with this book!



HAVE QUESTIONS?

Please contact Alison Johnson at IRW, 207-460-6828 or ajohnson@islandreadersandwriters.org.

EXPLORE MORE BOOK GUIDE

Getting Started: **BEFORE** reading the book!

Interested in a guided session with a trained facilitator in the Visual Thinking Strategies process?

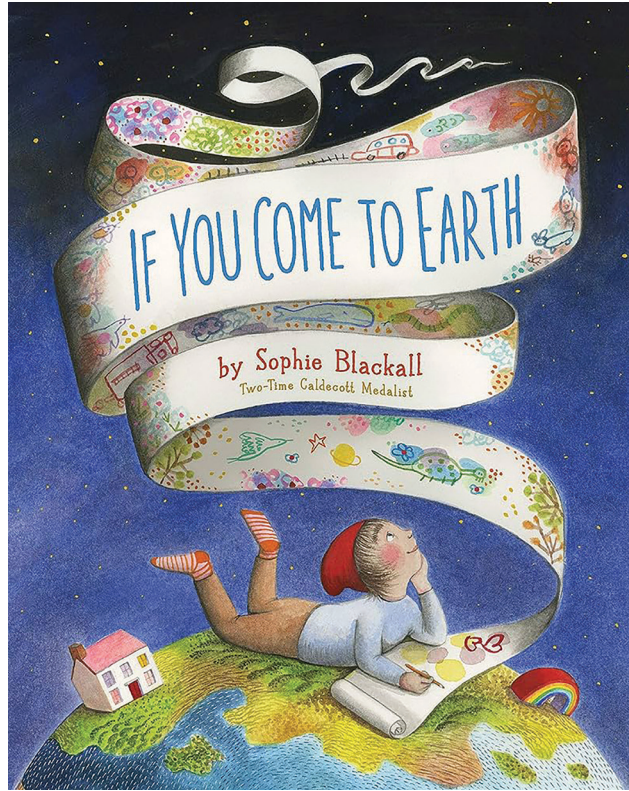


Please contact Alison Johnson at IRW: 207-460-6828 or [email](#).

What is Visual Thinking Strategies?



Watch this [video](#) to learn more about VTS.



Use the Visual Thinking Strategy (VTS) questions below to orient readers, and to help guide a group discussion. Begin by taking a quiet moment to look closely at the book jacket, allowing time for observation and contemplation of the images.

If virtual, ask your students to summarize (or you paraphrase if synchronous) their ideas in short notes in a Google Doc or other format (Padlet, etc.) Build on the group ideas and communal knowledge during your discussion.

- *What is going on in this picture?*
- *What do you see that makes you say that? (provide evidence)*
- *What more can we find?*

STANDARDS

Covered throughout this Explore More Book Guide:

SL.1. Prepare for and participate in conversations across a range of topics, types, and forums, building on others' ideas and expressing their own.

SL.2. Integrate and evaluate information presented in diverse media and formats, including point of view, reasoning, and use of evidence and rhetoric.

SL.3 Present information and supporting evidence appropriate to task, purpose, and audience so listeners can follow the line of reasoning and incorporate multimedia when appropriate.

A1 Artist's Purpose

A3 Media, Tools, Techniques, and Processes

R.4. Read various texts closely to determine what each text explicitly says and to make logical inferences; cite specific textual evidence to support conclusions drawn from the texts.

R.5 Provide an accurate summary of various texts; determine the central idea(s) or theme(s) and analyze its development throughout each text.

R.6. Analyze how and why individuals, events, and ideas develop and interact over the course of a text.

R.8 Analyze the structure of various texts, including how the features and components relate to each other and the whole.

R.9. Assess how perspective or purpose shapes the content and style of various texts.

R.10 Evaluate the argument and specific claims in various texts.

Earth and Space Sciences

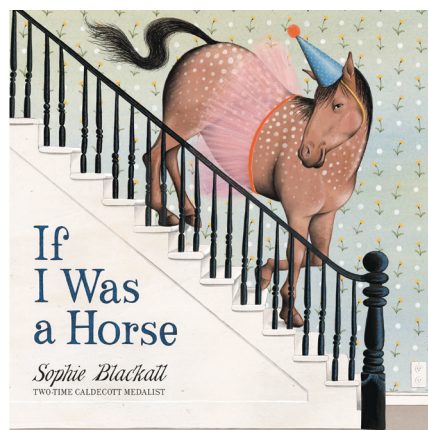
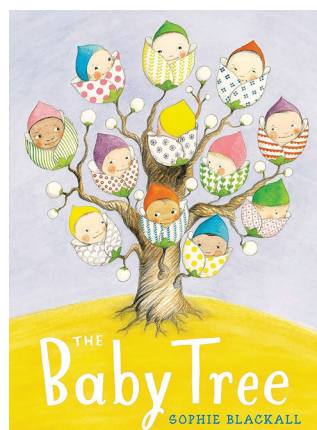
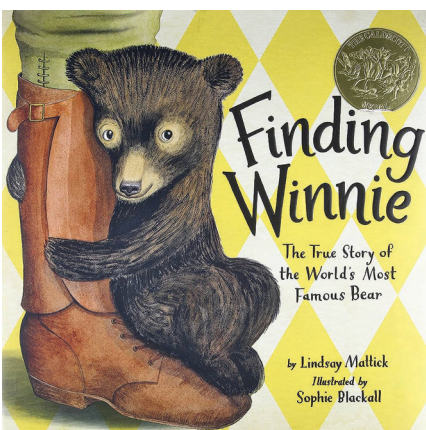
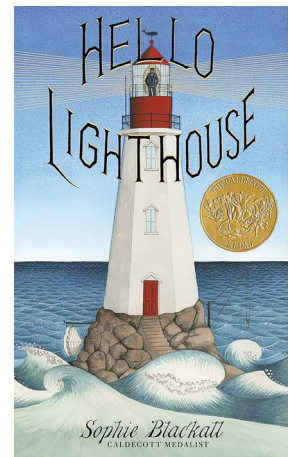
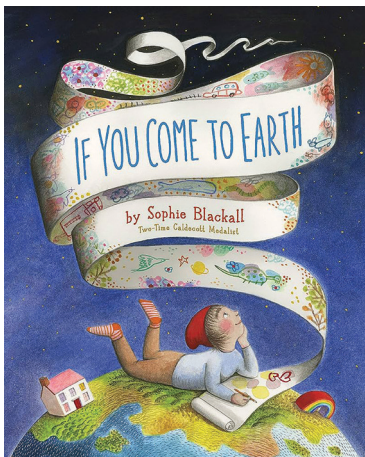
EXPLORE MORE BOOK GUIDE

MEET SOPHIE

Sophie Blackall is an award-winning illustrator of over 50 books for children, including *The New York Times* best-selling *Ivy and Bean* series, the 2016 Caldecott Medal winner, *Finding Winnie* and the 2019 Caldecott Medal winner, *Hello Lighthouse*, which she also wrote. She is the four-time recipient of *The New York Times* Best Illustrated Picture Book Award and has worked with UNICEF and Save the Children, UK on global health and literacy initiatives. Originally from Australia, she now splits her time between Brooklyn, New York, and the Catskill Mountains, where she is building a retreat for the children's book community called [MILKWOOD FARM](#).



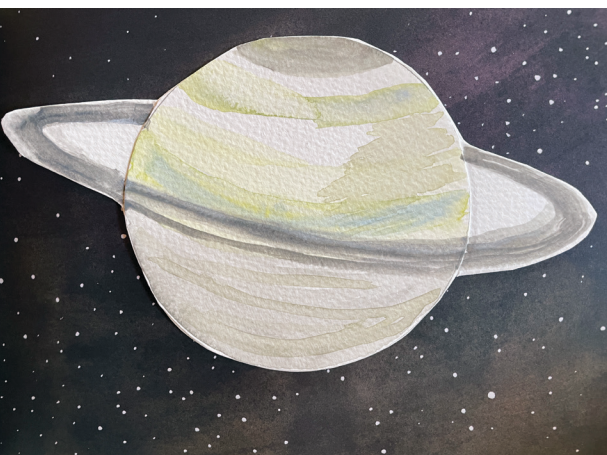
Learn more about Sophie [HERE](#) and listen to Sophie read [HERE](#).



LET'S TALK!

Discussion Questions

TAKING A CLOSER LOOK AT THE BOOK



1. If an alien visited your house, what do you think would be their favorite thing? Least favorite? Scariest? Hardest to understand? Where would they sleep? In the **back matter** of the book there are more questions Quinn asks his visitor.

2. The **full spread** page of the library scene shows many people helping others. Can you think of any other ways to help people, animals, or even Earth?

3. Spend some time looking at the pages with lots of people crossing the **gutter** of the book and the words, "Grown-ups do lots of things to make the world work." Can you name the jobs/activities they are doing, and can you think of others? Do you recognize any of these people? (Some are famous!)

4. Look at the page with invisible things, imagine all the things you can't see that are in your room right now. Are they really invisible, or can we just not see them with the human eye? Can a dog or cat see them? How does that change between day and night? Can you think of others that Sophie didn't mention? What do you notice that is different? Create a venn diagram to demonstrate your findings.



LET'S CREATE! Book-Inspired Art

HAVE FUN WITH AN ALIEN:



Step 1: Design an alien visitor.

If you look at the **cover** under the **jacket** you will notice Sophie designed some interesting space creatures. Try designing one or more of your own. Think of shapes and colors, eyes, limbs, mouth(s), hair, ears... Make a sculpture of your design out of clay or draw, paint, or use any art medium to create. Name and introduce your alien to your friends. What would they wear? Make sure you tell them about things like siblings, pets, houses...

Medium:
the substance used to
create an art piece

Step 2: Design a planet.

What types of lifeforms live there? What kind of clothing, transportation, homes, moods, weather, jobs, hobbies, music, differences/adaptations, colors, diseases, pets etc. do they have? Make a poster and draw your ideas. OR design a scroll of paper for your world like Quinn's letter.

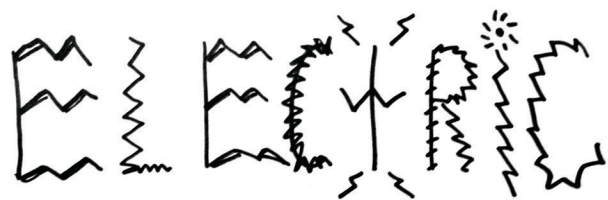
Step 3: Take your alien on a picnic.

Draw your alien on a family picnic. Use the prompts below to get you started. Can you write a story from your ideas? What's the next chapter?

- What would they sit on?
- What kinds of games would they play or what kind of toys?
- What would their food look like?
- How is this alien family like yours? Different from yours?
- Create a picnic basket for your alien's picnic.
- What else would be in your alien's basket?
- What kind of pests would they have to deal with or worry about?

Make a mixed-up Alien flipbook. Split it in thirds: head, body, legs. Involve the whole group! Watch this [VIDEO!](#)

PLAY WITH TYPOGRAPHY & DESIGN:



Sophie uses different sizes of lettering, different placements, and she sometimes puts words in thought bubbles. Can you find examples of this **typography/design** in the book? There are many different ways to add text to a book. Make your own comic/graphic novel and see if you can explore ways to make your work interesting and unique by changing how and where the words are written. (*hint; Look at Sophie's page of water going to the sea, what do you notice?*)

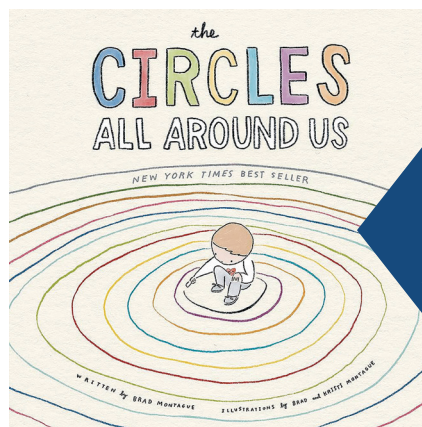
BETTER TOGETHER:

This book challenges us to be better humans by sharing and caring. Brainstorm some ideas on how you can make someone's day brighter. You could; sing to people in a nursing home. Hold the door open for someone. Look at the page that is inside the library and explore!

How to make simple musical instruments [VIDEO](#).

MAKE A COLLAGE-PLAYING WITH ART STYLES!

Look at the page with birds placed together like a puzzle that becomes one large bird. Cut pictures out of magazines and put together in a larger theme-picture similar to this. Or, lay down on the floor and use your bodies to create shapes or objects.



LET'S READ
The Circles All Around Us!



TRANSPORTATION EXPLORATION:

Look at the page of all the different types of transportation. Host a show and tell. Bring in toy cars, trucks, planes, etc. How many different forms of transportation can you represent in one setting? Or, make a matchbox museum!

CREATE A SELF PORTRAIT:

Use Sophie's circles in the book to inspire your work. How would you show your thoughts?

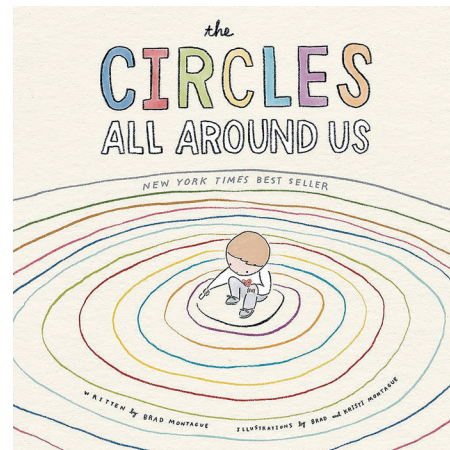
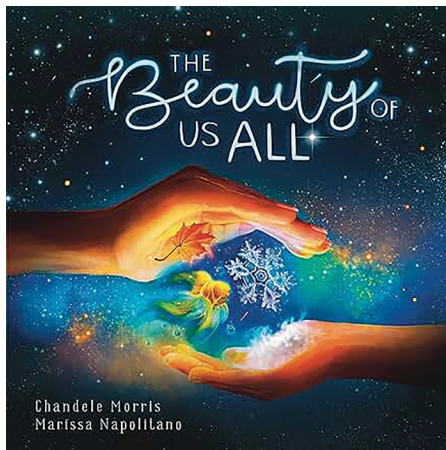
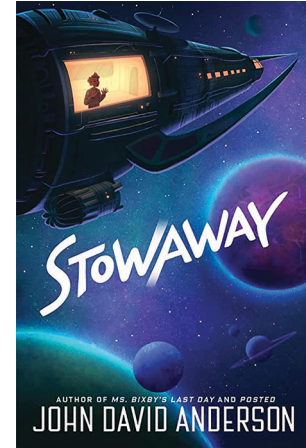
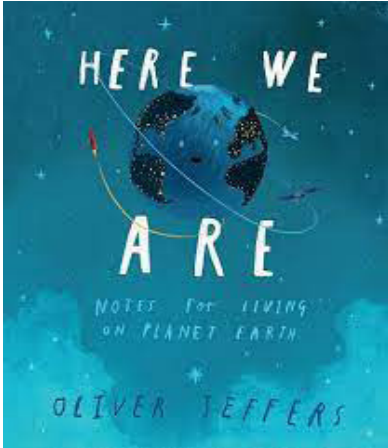
LET'S DIVE DEEPER! [Explore More](#)

1. The **end papers** of the book show a house sitting on land where you can see the curvature of the Earth. Is there ever a time when you can see the edge of the earth like this? You can read about NASA's exploration and see photos of the earth [HERE](#).
2. Sophie was inspired by her work with [UNICEF](#) and [SAVE THE CHILDREN](#) as noted on the front inside flap of the **book jacket**. You can read more about her work by clicking on the links provided.
3. Explore space! [NASA JAMES WEBB SPACE TELESCOPE](#) Play this [SLIDESHOW](#) at the beginning of your day or while kids are creating.
4. Make connections with letter writing: [LEARN](#) about how to properly write letters of all kinds!



LET'S READ MORE!

Text to Text Connections



Listen to the book
read aloud!

Whole Book Approach (WBA): Anatomy of a Book

Jacket & Cover: The jacket of a book can tell a story all on its own. It is a hint of what is to come. Spend time with the children asking the three questions about the jacket picture and let their imaginations guide you and them. Make sure to check the back to see if the illustration continues as a "wrap around" or if there is something new. Slide the jacket up to reveal the cover underneath, is it different or the same? (You may not want to reveal what is under the jacket until the end depending on what is hidden there.)

Endpapers: The endpapers are the linings on the inside of the cover of a book. They are a design choice even if they are only one color. Make a point of asking children what they see and if they can make any connections with the cover or jacket. Be sure to check the back, sometimes it is different.

Front Matter: The front matter of a book consists of the title page, dedication page and copyright page. Pay attention to any pictures that the illustrator may have added here, they could surprise you and may be important to the story line. Notice the typography. Does the lettering tell you anything?

Full Page Spread: A spread is simply a set of pages (usually two) viewed together. It's how you see the book when it's open and both pages are showing. A set of pages viewed together without separation.

Book Format: Portrait? Landscape? Square? The book format or shape is another way the publishing design team gives us a clue of what the book is about without even opening the cover. Depending on the subject, a book can be tall for a mountain or long for a train, it can have cut-outs or other shapes.

Gutter: So much can happen in or out of the gutter of a book. The gutter is where the two pages of a spread meet the binding. Illustrators use this space to create tension, humor, and to help move the story along. Keep your eye on the gutter.

Typography & Design: This is referring to the font size, style, placement, color, and any other choices the illustrator or publisher made about the lettering or type. Sometimes type is small which might mean it should be spoken softly or large type may mean that the reader yells these words. Look for and point out other interesting design choices.

Back Matter: The back matter of a book can be full of information to broaden learning particularly in nonfiction books. This can include, an index, glossary, historical information, author and illustrator information and other items.

Medium & Style: How does the artist's choice and use of medium(s)(mode of artistic expression), suit the story? How does the medium influence and generate particular attention to art elements (color, line, shape, etc.) and principles?

Spine: Does the jacket image wrap around the spine? Consider the spine's lettering.