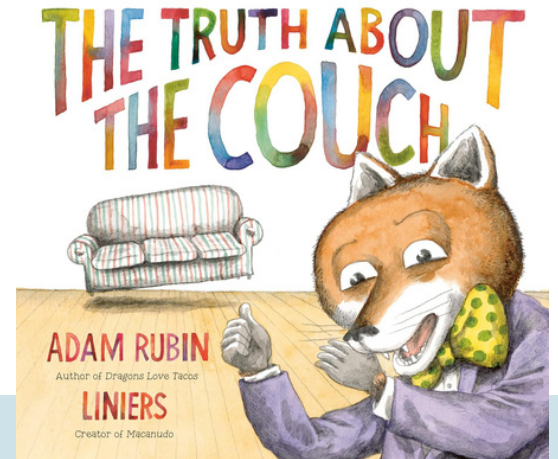


EXPLORE MORE BOOK GUIDE

Activities, tools & resources for learning with this book!

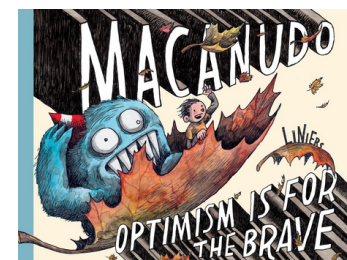
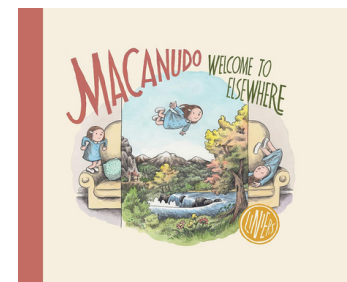
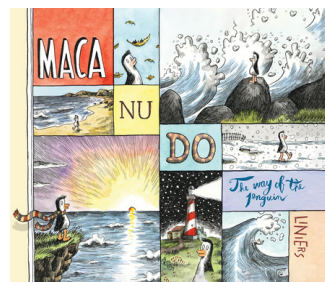
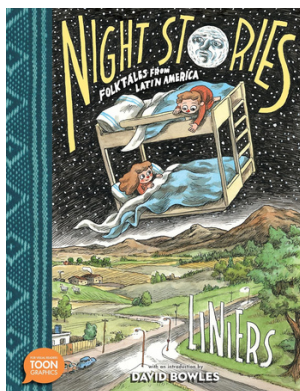


Meet Liniers

Liniers is from Buenos Aires, Argentina, and now lives in Vermont as the artist-in-residence at the Center for Cartoon Studies with his wife and three young daughters. They have fallen in love with the New England landscape, the house they live in, and the night sky. Three of Liniers' children's books have been published in the US, with *Good Night, Planet*, winning the comics industry Eisner Award for Best Publication For Early Readers in 2018.

Learn more about Liniers [ONLINE](#).

Read more from Liniers:



EXPLORE MORE BOOK GUIDE

LET'S BEGIN!

Before reading the book...

Use the Visual Thinking Strategies (VTS) 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.

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

Watch this [VIDEO](#) for a quick VTS demo. If you have any questions please email Alison Johnson at Island Readers & Writers, ajohnson@islandreadersandwriters.org.

LET'S TALK!

Discussion Questions

1. Where do you think furniture comes from?
2. What are some clues from the book that might help you know the story is **fiction**?

Fiction:

any story, narrative, or creative work that is invented in the imagination.

3. Discuss with a partner unusual ways you could use different pieces of furniture? (Example: A bed can be used as an umbrella.)
4. What are some things your couch might “eat”?
5. “...You can’t go around spreading a bunch of **nonsense!**” Why do you think it’s important to speak the truth?

Nonsense:

words, ideas, or actions that lack coherent meaning, are foolish, or are untrue.

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.

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.

LET'S CREATE!

Book-Inspired Art

1. Illustrate a side-by-side comparison of TRUTH vs. FICTION. Students can draw any picture that shows an example of something true and something imaginary. Are there any areas where truth and fiction overlap?

WRITING EXTENSION: Write a story about each side.

2. IT'S ALIVE! CREATE YOUR OWN COUCH CREATURE!

Watch this [VIDEO](#) for a step by step tutorial on how to draw a sofa. Then, bring your couch to life by inventing a one-of-a kind couch creature. Be creative and have fun!

Step 1: As a class or independently, brainstorm ways your couch was “born.” Pick one that explains your creature's story.

Step 2: Design your couch creature's and give it a unique personality.

Think:

- What does it do for fun?
- What does it like to eat?
- Where does it live?
- Does it have any special powers?

Step 3: Write a funny story all about your couch creature's life. Include his education, adventures, his job, his friends, etc.

Step 4: Perform a furniture commercial and convince customers to purchase your new couch creature.

EXTRA WRITING PROMPTS:

- Help! My couch ate my homework!
- Run! The couch is alive!
- The day my couch was arrested...
- If you could grow ANYTHING in your backyard, what would it be and why?

LET'S DIVE DEEPER!

Explore More

1. Take a look inside this furniture factory to [LEARN](#) how a sofa is actually made. (Runtime: 2:02)

2. Watch this [VIDEO](#) as author Adam Rubin reads *The Truth About the Couch*.

LET'S READ MORE!

Text to Text Connections

