

Oppitunnin tavoite

- Ensure student understanding of homework reading (pages 40-55)
- Development of new vocabulary from unfamiliar and new words
- Arts & crafts skills used

Mitä tarvitaan?

- Copy of The BFG for each student
- Teacher copy of The BFG
- Craft example (pre-made)
- Paper plates, ribbons, scissors, tape, markers/pencil crayons, sticks
- Photocopy of journal questions for each student

Oppitunnin kulku**Activity #1: Homework review**

- Words and expressions to review:
 - P 41: perambulator (old fashioned word for a pram/baby stroller)
 - P 47: runt (the smallest of a group, usually in a litter of puppies or another group of animals when they are born)
 - **P 54:** ashamed (feel bad or horrible about one's own actions. The BFG told the Bloodbottler that he should feel ashamed for eating humans)
- Key areas of the reading:
 - We learn on P 42 that there are no lady giants and that they just appear, like the 'sun and the stars'. How do the students feel about this? Do they think there is more to what the BFG knows or is that the real answer?
 - What did the BFG say once he finally began to eat the snozzcumber (p 43)? It's filthing! It's disgusterous! It's sickable! It's rotsome! It's maggotwise! Try it yourself, this foul-some snozzcumber". What do the students think this means about the snozzcumber? (it is very, very horrible)
 - On P 44, the BFG describes his problems with words saying "Words, is oh such a twitch-tickling problem to me all my life. So you must simply try to be patient and stop squibbling. As I am telling you before, I know exactly what words I am wanting to say, but somehow or other they is always getting squiff-squiddled around". With the students, ask, since English is their second or third language if they even feel this way when trying to find the words they want to say? Do they become frustrated? What tricks to they use (or what does the teacher do in class) to help find the words that may be confused or forgotten.
 - Introduction to the Bloodbottler, who relentlessly calls the BFG horrible names (P 49: piffing little swishfiggler, squimpy little bottlewart, prunty little pogswizzler). What do the students think of this new character?
 - P 52: Sophie hides from the Bloodbottler in the snozzcumber, but the BFG has no idea and tricks the Bloodbottler into biting into it, resulting in her ending up in the giant's mouth! Luckily, he hated the snozzcumber and spit it and Sophie out

Activity #2: Read Aloud (P 56-72)

- **P 59:** We learn about frobscottle, a bubbly drink that the BFG really enjoys. He describes that the bubbles go down rather than up. When the bubbles go up like in 'human bean' sodas, they cause many gross burps. But since the bubbles in frobscottle go DOWN they cause the giants to fart (a whizzpopper!). The giants make whizzpoppers a lot! The

whizzpoppers also cause the giants to fly!

- New character introduction (p 64): the Fleshlumpeater. The BFG is very frightened by this giant as he is the biggest one to live. He eats human beans as if they were sugar cubes or sugar lumps.
- We learn a lot of giant names (p 66): Manhugger, Bonecruncher, Child-chewer, Meatdrinker, Gizzardgulper, Maidmasher, as they throw around poor BFG since he is so small compared to the others. The big giants are horribly mean to the BFG since he is small.
- The BFG points out that the giants eating humans is not nearly as bad as humans killing or hurting other humans. Giants don't hurt their own kind, whereas humans shoot people with guns or "get into airplanes and drop bombs on people's heads" (p 71)

Activity #3: Dream Catchers

- We will need: paper plate (each student), ribbon, streamers, sparkles, stickers (for decoration), scissors, glue
- Once each student has their paper plate, have them cut out the centre. Once that is cut out, cut that circle in half creating 2 'ears' – since we do not have giant ears, the dream catcher net will need ears as big as a giants to hear the dreams as they go streaming by in the night.
- With the ribbon and streamers, create a 'web' over the hole of your catcher (where you cut out your plate).
- Tape the 'ears' to the rim/outside of the plate.
- Decorate as much as possible!
- IF POSSIBLE, tape a Popsicle stick as a handle.

For homework, have student read from pages 73-88 and complete the following questions in the English journal or workbook:

1. Since we read so much about dreams and the BFG catching dreams, list what you dream about (if you can remember!)
2. The BFG and Sophie first catch a golden 'phizzwizard' dream on P 74: What would be the best dream come true for you?
3. The BFG catches a horrible, terrible 'trogglehumper' nightmare dream, which was very upsetting for him. Can you remember if you have ever had a dream that was scary or very sad?

Kesto: 90 minutes

Odoteut oppimistulokset

- Implement arts and crafts into the lesson, allowing students to creatively demonstrate their understanding of the BFG's dream catcher, allowing them to visually represent their understanding
- Active participation through the use of full class and small group discussions