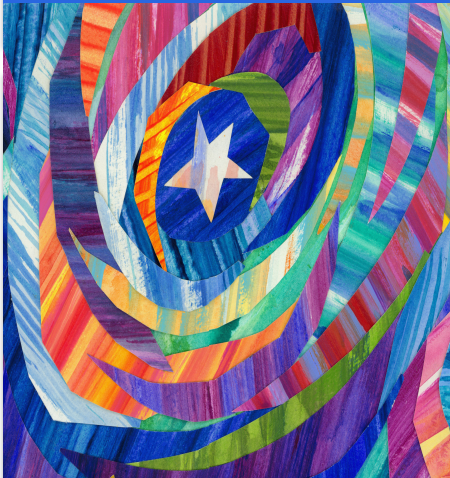


The
Early Years Count
Literacy
Connection



**The Giant
Jumparee**

Written by Julia Donaldson
Illustrated by Helen
Oxenbury

Preschool edition
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Overview of Book

An unseen "Giant Jumparee," hiding in Rabbit's burrow in the meadow, scares several animal friends. Who is it? What is it? Even Bear gets scared! Mama Frog goes to check it out. What happens next gives all the friends a good laugh! With spare text, catchy rhymes and delightful illustrations, this is a good read-aloud book.

Genre: Fiction

Vocabulary

Books are a rich source of words new to children. Here are some from *The Giant Jumparee* to introduce in your classroom:

burrow	slink
swagger	pounce
bellow	stomp

Each time you read the book, choose 2 or 3 words to highlight.

Use age-appropriate definitions and/or the illustrations to help children gain an understanding of each word's meaning.

Use these new words throughout the day, reminding the children, "That's a word from our story!"

**Connecting with the
HighScope Curriculum**

COR Advantage 1.5

Approaches To Learning
Item A (*Initiative & planning*)

Social And Emotional
Development
Item D (*Emotions*)
Item G (*Community*)

Physical Development
and Health
Item I (*Gross-motor skills*)

Mathematics
Item S (*Number & counting*)

Reading Tips

Have the children help read the story by saying, "I'm the Giant Jumparee!" wherever it appears. Show the children the text elements and explain, "The letters are in all capitals and bold. This means say it LOUD!"

As each character approaches Rabbit's burrow, ask, "What does Cat think is in there?" or, "What might scare Bear?"

When Mama Frog approaches the burrow, you might say to the children, "Look at Mama Frog. She's... smiling? Why do you think Mama Frog isn't scared when all the others are so scared?"

Ask the children to count "one, two, three" along with Mama Frog in anticipation of what is on the next page.

Throughout the Routine

Refer to the book throughout the day and use new vocabulary words in meaningful ways. Active engagement with the story helps the content come alive.

Have the children try out the movements mentioned in the story at **Large Group Time** (hop, slink, pounce, swagger, jump).

Use these movements for **Transitions**.

At **Small Group Time**, in each child's basket of supplies, have lots of open ended materials, including several things that go together. See if the children can make sets of three.

Play "Hide and Seek" at **Outside Time**.

Around the Room

Highlight the book's content and build on the children's excitement in a variety of locations.

Place puppets, stuffed animals or other open-ended materials in the **Book Area** to encourage children to re-tell and act out the story.

Post photos of the children around the room in peer groups that occur naturally at Work Time or Outside Time. Post photos of animal friends too.

Have other books in the **Book Area** that relate to helping out each other such as *Frog and Toad Are Friends* by Arnold Lobel and James Marshall's *George and Martha* stories.

Open-ended Questions

Enhance active engagement and early critical thinking skills by asking open-ended questions. These questions encourage children to explain why or how things happen, make predictions, or brainstorm possibilities rather than give one "right" answer.

Here are some questions you might ask for *The Giant Jumparee*:

What do the animals think the Giant Jumparee might be?

Have you ever played a funny trick on someone?

How did all these animals meet?

Why isn't Rabbit scared of Bear?

For more information on how to use books and stories with children to enhance your curriculum, contact
The Family Connection:

website—
www.famconn.org

Facebook—
@famconnsjc

phone—
574-237-9740

@ Home

Since many of the children in our county will have this book at home, use it as a way to further the home-school connection. In your daily contact—in person or by text, email or other notes home—encourage families to share *The Giant Jumparee* with their children. Here's a sample message you can send:

Our classroom has been delighted by *The Giant Jumparee*. We hope that you and your child have had as much fun as we have being surprised by who was in the burrow. A good "surprise" game to play with your child is to place an object in a bag or box and have your child guess what's inside. If your child guesses incorrectly say, "It's a Giant Jumparee!" Have your child guess a few more times (always be mysterious!) and then show the object—which might be a favorite toy or a note written just for them that says, "We're going out for ice cream!" or, "Grandma is visiting later!" Laughing over the game like the friends in the story is a great way to spend time together.