



Rocket Cards

Use with:

The Smartest Giant in Town

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1. Pick a Rocket Card to focus on today.



2. Watch the matching video on the Language Launchpad YouTube channel.



Rocket Card
Use with 'The Smartest Giant in Town'

Get ready

When? Before reading

Find a **special place**, which is comfortable and free from distractions such as TV or phones.



Pick a **time** when you and your child are **calm**, but **alert**.



Watch the '[Find a special place](#)' video

Watch the '[Introduce story time](#)' video



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Get them involved



When? Whilst reading

Encourage your child to **join in** with the repeated phrases. **Pause**, at **different places** in the story to encourage your child to complete the phrases (e.g. "I'm the___").

Make sure you leave plenty of time for them to speak.

Would your child like to **sing** the parts where George sings to himself? "My tie is a___". Be supportive and positive about their efforts.



Watch the '**Get them involved**' video



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Make it about them



When? Whilst reading

Link up parts of the story to your **child's life**, or **experiences**.

Think about:

- **Shopping** for **smart clothes** (e.g. school or pre-school uniform), or a special outfit (e.g. for a birthday party).
- **Clothing items:** can your child match up George's clothes to their own? (e.g. "Look! George's socks! Where are your socks?")
- **Thank you card:** has your child given or received a thank you card like George's?
- **Being kind:** can your child think of a time they have been kind like George?



Watch the '**Make it about them**' video



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Use your voice and facial expression



When? Whilst reading

Use your **voice**, **face** and **body language** to show the difference between the animals feeling sad and George's cheerful solutions. In particular, you can use your **voice** to show these.

- Use your voice in a **low, slow, sad** way when reading the parts of the animals talking about their **problems** (e.g. "I wish I had a warm, dry sleeping bag").
- Use your voice in a **'bouncy', light, singsong** way when reading the part of George (e.g. "Cheer up!").

If you **pause**, and look at them expectantly, does your child copy you?



Watch the '**Use your voice and facial expression**' video



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Ask questions



When? Whilst reading

Ask these questions while on the appropriate page (you don't need to say the words in brackets).

Focus on the questions that are **suitable for your child**. You can miss out ones that you think are not appropriate. They get more difficult as you go down the page. **Remember to think of your own questions too.**

What can you see? (On any page.)

What's happening? (On any page, there are lots of extra things happening in the pictures.)

How do they feel? (Animals before and after George's help, George at the end.)

What would you do to help the animals?



Watch the **'Ask questions'** video



Rocket Card
Use with 'The Smartest Giant in Town'

Retell the story together



When? After reading the story at least once

➤ Download the The Smartest Giant in Town story cards from the website. Support your child to put our story cards in order and use them to help tell the story again.

Encourage your child to **be the storyteller** by asking them questions, giving sentence starters and language demonstrations. **We've given you some ideas** for how to support your child. Please use your own ideas too.

Remember! **Pause regularly** to allow them to give their ideas, and **respond positively** to what they say and do.

Try to focus on these three main events:

1. George buys some smart new clothes.

Question: "What did George do?"

Comment: "I like George's new clothes"

2. He gives away his clothes.

Question: "Where did his clothes go?", "Why?"

3. He goes back to wearing his old gown and is happy.

Unfinished sentence: "George feels___".

Unfinished sentence: "The animals thought George was very ___"



Watch the '**Retell – The Smartest Giant in Town**' video



Rocket Card

Use with 'The Smartest Giant in Town'

Focus on important words from the story



When? After reading the story

Pick out a **word** from the story and **play a game** to **help your child understand** the word. Here are some of our ideas, but don't forget to **pick out your own words** and add your own ideas.

Make sure you **repeat** the word lots of times in different sentences.

Ideas for learning the word **kind**:

- Explain what kind **means**, and some **examples**. Can your child think of any times where they have been kind, or people have been kind to them? **Plan** something kind for someone else (e.g. visiting someone in your community, baking a cake for a friend etc.)
- Download the **kind scenario matching game**. Match up the problem card with the kind solution.

Ideas for learning the word **town**:

- Download and prepare the **town game** from the website. Ask your child to turn over the small cards one by one and decide if they are things you would find in a/your town. To extend this activity, you could talk about the things you wouldn't find in your town. Where would you find them?



Watch the '**Focus on important words**' video