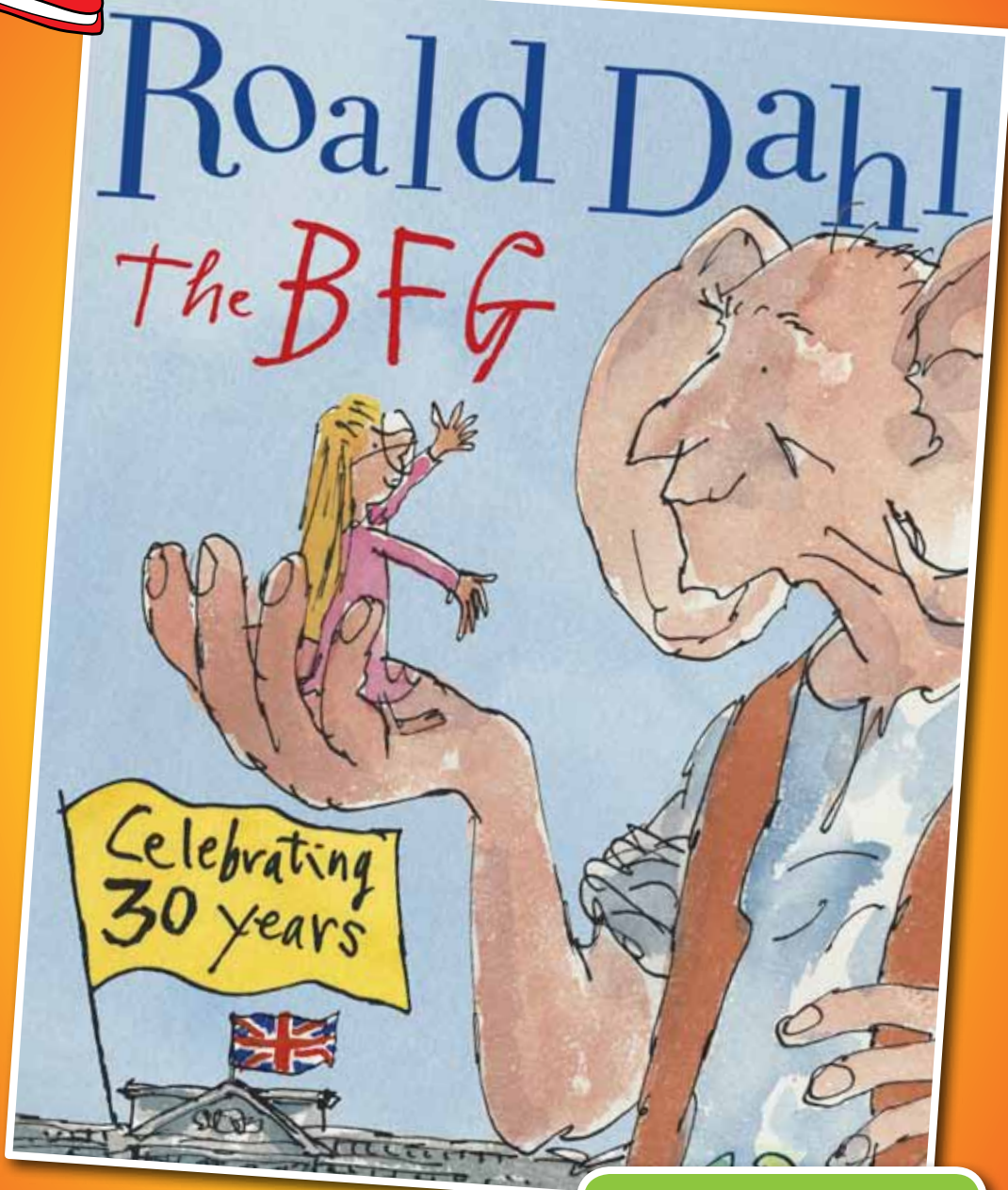


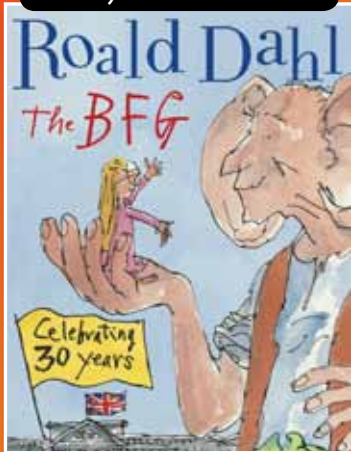
**Book
Talk**



AGES 6+

**Engage and inspire your
pupils with a Book Talk!**

Look out for this book
at your Book Fair!



AGES 6+

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| Price | £6.99 / €8.60 |
| Case | Read Alone |
| Author | Roald Dahl |
| Illustrator | Quentin Blake |
| Publisher | Puffin Children's Books |

Using this book in your classroom

Themes

This funny children's classic includes themes of **friendship**, **courage**, **teamwork** and **perseverance**.

Summary

One night, as Sophie looks out from her orphanage window, she sees a giant figure coming up the street. This turns out to be the BFG, or Big Friendly Giant, who snatches her up and takes her to the land of the giants.

Sophie is terrified at first but she quickly realises that the BFG is completely harmless. For one thing, unlike the other giants, he doesn't eat humans – he snacks on disgusting snozzcumpers instead! The BFG is full of kindness, jokes and funny language, and Sophie quickly grows to love and trust him. She finds out about the BFG's job, which is to visit the land of humans at night and blow lovely dreams into children's sleep. He also catches and traps nightmares so they can't do any harm.

Unfortunately, the other giants – like Fleshlumpeater and Bonecrusher – are nowhere near as nice as the BFG and they love to eat humans. Sophie and the BFG soon discover that the giants are planning to go to England, to steal and eat more children, so they concoct an extraordinary plan to stop them! The BFG creates a dream that will describe what the giants' plan to do, and he 'plants' Sophie in the Queen's bedroom so that she can explain the dream when the Queen wakes up. The Queen believes Sophie and the BFG, and she asks the army and air force to help round up the evil giants. Bonecrusher and the others are pushed into a huge pit and fed only snozzcumpers, and the Queen rewards the BFG for his bravery by giving him a castle, with a pretty little cottage next door for Sophie.

Did you know?

- The character of Sophie in *The BFG* was based on Roald Dahl's granddaughter, Sophie Dahl, who is now well known as an author, model, cook and TV presenter.
- Roald Dahl's parents were Norwegian, and his mother encouraged his love of stories and fantasy by telling him stories about trolls and other characters from Norwegian mythology. Perhaps this helped to sow the seeds that eventually grew into *The BFG*!

The Story Session

1. Introducing the book

- Ask the children to shut their eyes while you read the first chapter out loud, and imagine that they are Sophie, the girl in the story. At the end of Chapter 1, 'The Witching Hour', pause and ask the children to tell you how they would feel if they were in Sophie's place: frightened, excited, worried...? Ask what they think will happen next.
- Read the next three chapters, 'Who?', 'The Snatch' and 'The Cave'. Pause after each to share the children's predictions, and their ideas about how Sophie would be feeling.
- Read the next chapter, 'The BFG', and ask the children to look out for clues about the giant's real character. Ask: 'When does it start to seem as if he might really be friendly? How do you think Sophie feels at the end of this chapter?'

2. Reading the story

- Carry on reading the story aloud, or encourage the children to read it independently or in groups.
- Pause after every chapter or so, to talk about the story. After 'Journey to Dream Country', ask the children what they have found out about the other giants. Can they list some of the ways in which the other giants are different from the BFG? Ask: 'What might happen if the other giants found Sophie? What can the BFG do to keep her safe?'
- After 'Mixing the Dream', ask the children what they think about the BFG's plan to get the Queen to help stop the other giants stealing children. Do they think this is a good idea? Will it work? What could go wrong?
- After reading 'The Plan', ask the children what they think will happen next. Will the plan to defeat the giants work? Ask how the army and air force commanders feel about the plan and why they feel like this.
- At the end of the story, ask: 'Do you think this makes a good ending? Is it a happy ending for everyone or just for the characters who deserve to be happy? What other adventures do you think Sophie and the BFG might have in the future?'

3. Follow-up

- Look together at the funny and fantastical language the BFG uses – words like 'sloshflunking' and 'wondercrump'. Ask the children to choose their favourite BFG word and write a definition to show what it means. You could make your own class BFG dictionary! Challenge the children to add some more BFG-like words of their own, to describe their favourite food, animal or game.
- In small groups, ask the children to plan and act out a new adventure for Sophie and the BFG. For example, what if they went back to the land of the giants? Or somewhere else altogether – in space? In a land where everyone is tiny?
- The official Roald Dahl website has lots of games, quizzes and facts about Roald Dahl and his books: www.roalddahl.com

YOU TELL US

- Did you use these notes to have a Book Talk in class? • Were they helpful?
- Are there any changes you'd like to see to make them more useful?

We're always happy to hear your comments, so please email us at bookfairs@scholastic.co.uk or bookfairs@scholastic.ie