

JACK'S GIANT PROBLEM

CLASSROOM GUIDE



36 Pages, Approx 900 words

Genre:

Action Adventure, Fairytale Retelling
Rhyming verse

Age Level:

Read aloud. Most suited for ages 5 - 8

NZ Standards:

To be completed.

Information about the book:

- Fairytale Fraud Well-being Series
- Author: Katie Pye
- Illustrator: Anastasia Belik
- Publisher: HeadStart Thinking

Overview:

Jack escapes from the giant's castle, leaving a trail of chaos behind him. Desperate for more, his thirst for treasure can only be satisfied if he grows a second beanstalk.

A fun retelling of *Jack and the Beanstalk* with 'Behind the Scenes' material that encourages children to consider others and show empathy.

Empathy Vocabulary

- Empathy
- Considerate/Consideration
- Thoughtfulness

Other new concepts

- Fraud
- Poverty
- Theft

Additional Material

Jack's Giant Problem has 'Behind the Scenes' material in the back of the book with story questions, action ideas, key points, and memory mottos .

The Fairytale Fraud website also includes:

- Jack's Fairytale Journal
- Thoughtfulness suggestions
- A framework to think through choices..
- Additional questions

**Teach children
about empathy**

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GETTING READY TO READ

1. Introduce the concept and vocabulary:

- What do you think empathy means?
- What does it mean to consider others?
- What do you think a fraud is?

2. Connect children's past experience with the book

- What do you know of the traditional *Jack and the Beanstalk* story?
- Look at the title: What do you think Jack's giant problem might be?
- Read the copy. What do you think might happen?

3. Be aware of the following text features:

- The book is in rhyming verse.
- New vocabulary words are introduced - see the list above.
- The text introduces verse that relates to the *Jack be Nimble* nursery rhyme.

READING THE BOOK

Story questions:

- Why did Jack and his mother have to sell the cow?
- Why did the old woman want the cow?
- How would you try and get magic from the bean?
- Why did Jack want the magic harp?
- What do you think Jack felt like when he lied to his mother?
- Do you think the witch should have taken the cow? Why/why not?
- Find Jack's thoughtless choices. How would they impact on others?
- What do you think Jack did to win back the trust of the giant and Ben?
- What was Jack's giant problem?
- The story was going to be called 'Think Jack. Think!'. Do you think that is a better title?

Notice emotions:

A number of emotions have been woven into the story. See how many emotions students can find.

Answer: loneliness, sadness, frustration, glad, delight, confusion, merriment, fear, glee, surprise, alarm, worry, exhaustion, greed, guilt,



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GROWING EMPATHY

- Record ideas for being thoughtful - Create a class/school beanstalk with paper and write ideas for being thoughtful on the leaves.
- Recording thoughtfulness - Create a thoughtfulness board in class and record thoughtful things people have done. .
- Assess choices - Pose scenarios to get kids thinking through the impact of choices on others. You can use Jack's A.E.I.O.U Framework on our website.
- Reinforcing - Notice and reward expressions of thoughtfulness and empathy as a class or across the school.
- Expand perspectives - choose to learn about people that lead quite different lives. Ask children to imagine their lives.
- Expressing thoughtfulness - 'Choose a thoughtful action e.g. a Jack Giant Clean Up' where you clean a classroom, school, or community area.



A - Action:
What was my choice that impacted on others?
E - Emotion:
What might other's have felt about my choice?
I - Impact:
What might have happened to other people as a result of my choice?
O - Outcome:
What happened in the end for me?
U - Understanding:
What do I know now that I can learn from in the future?

MUSIC

- What is a harp? What kind of music does it make? What do you think magic harp music sounded like?

WRITING

- Perspectives - Write the story from the perspectives of different characters.
- Write an apology letter from Jack to the villagers.
- Create an alternate ending to the book.

MATH

- Do age appropriate math themed around the giant's treasures.

SCIENCE

- Grow beanstalks! Create a tray of beanstalks for the class.
- Farming - discuss the role of the plough in farming. What do they use today instead?.
- Sleep - explore what lack of sleep does to the body. Do a sleep study.

ART

- Create a beanstalk!

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