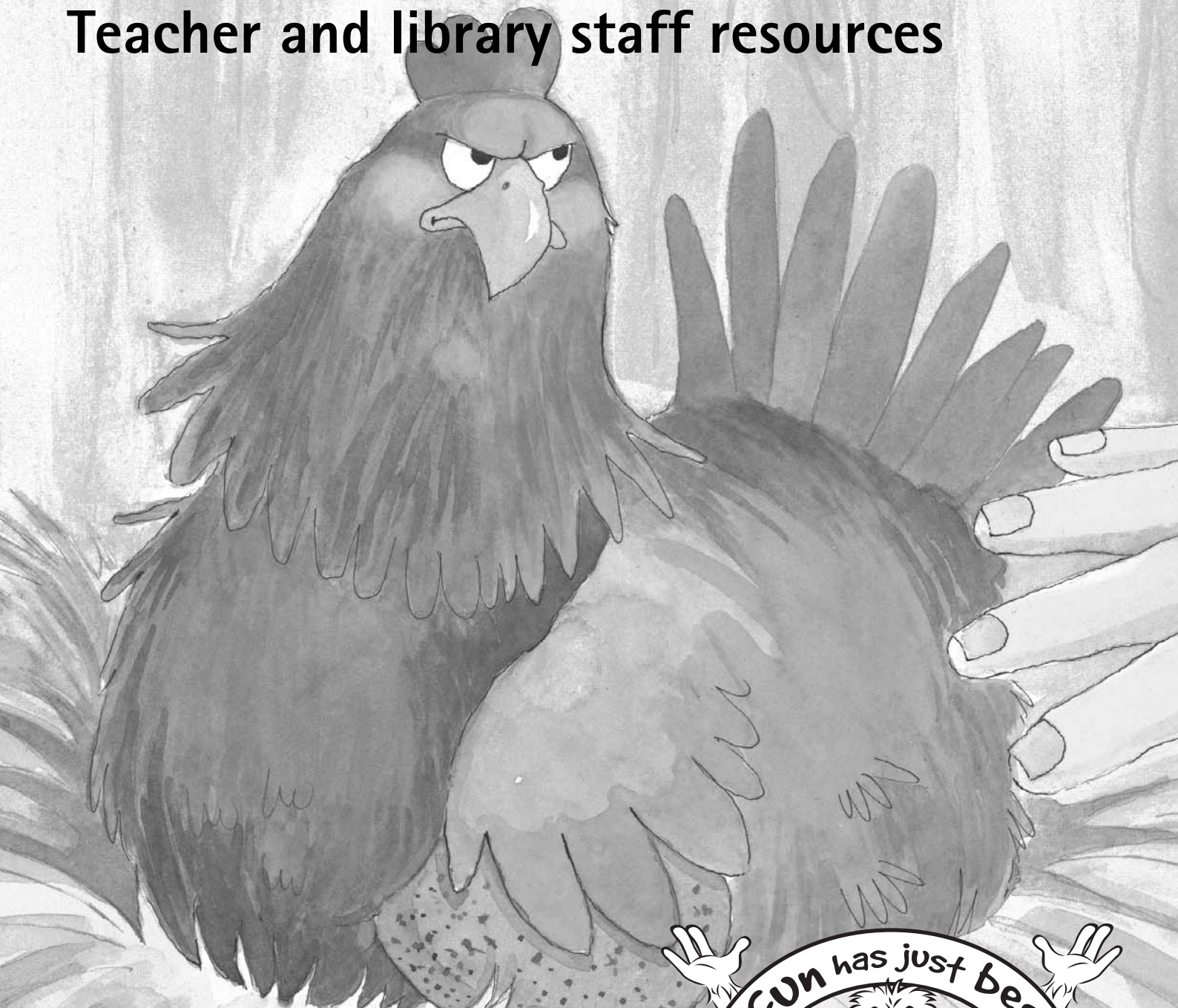


Esme's Egg

The fun has just begun!

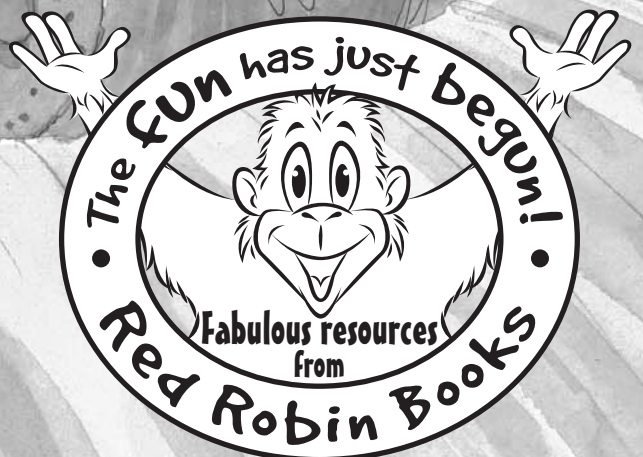
Teacher and library staff resources



Neil Griffiths

Illustrated by

Christine Grove



Esme's Egg – Teacher and library staff resources

The following set of resources for teachers and library staff will guarantee your storytimes are fun from start to finish! Designed to support storytelling at its best, we offer ideas on ways to introduce the story and how to involve the children in it. We have also provided suggestions on how to exploit the story, helping you assess the children's understanding of the storyline, and how to read the story aloud to ensure the children are fully engaged. But storytime shouldn't just end with the story and with this in mind, we have provided a set of role-play and curriculum starting points and highly enjoyable craft and game activities to ensure the fun really has just begun!

Introducing the story

- Arrive with a box of eggs to look at.
- Tell the children that they are going to have an 'eggciting' story today.
- You could cluck like a hen to give a clue.

Questions to ask before the story begins

- *This book is by Neil Griffiths. Have we read any other books by this author?*
- *Does anyone have a chicken or chickens?*
- *Who has seen a real chicken? Where?*
- *Who likes eggs?*
- *How do you like your eggs cooked?*

Some read-aloud ideas

- At the beginning of the story, look cosy and snug.
- Crow *Cock-a-doodle-do* after you read *noisily welcomed*, and peck with a pretend beak as you read *pecking for grubs*.
- On the next page, pretend to lift an egg and look very cross.
- As you read *hatched a plan*, put a finger on your chin as if you are thinking.
- On the next page beginning *The following day*, look determined. At the end of the page, look furious.
- Read the next page very smugly.
- As the farmer flings Esme though the door, throw yourself across the room.
- On the next page beginning *Over the days that followed*, move about as if looking for a place to lay an egg. Pretend to climb a tree nervously.

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- On the next page, look surprised as you read *A surprised farmer Ferguson*. Hold a pretend egg in your hand, then lurk behind the book when you read ... *had been lurking beneath* ...
- As you begin to read the page beginning *Once the coast was clear*, pretend to tiptoe to the shed, then flutter and pretend to sit cosily on the egg.
- As you begin the next page, look very peaceful and sigh as there is no Arthur to wake you. Then stamp your feet for *footsteps* and hide behind the book, watching intently.
- As you read *she knew she couldn't waste a moment*, pretend to scuttle, flap and leap into the back of the van.
- Then pretend to dust yourself down and settle on the egg again.
- For the whole of the next page, bounce about!
- Look dazed and dizzy as you read ... *which hurtled a dazed Esme* ... !
- For the next two pages, pretend you are watching an egg move up, down, around, etc.
- Hurl yourself again at the beginning of the next page, then pretend to sleep.
- Pretend to unlock a door at the beginning of the next page.
- On the page beginning *Esme took her chance*, there should be lots of movement: darting, swerving, etc.
- Look up as if looking up at a shelf on the next page.
- As you read the following page, tiptoe, fling, hurtle and dust yourself down.
- Stretch out your hand as you read ... *a large hand* ...
- Then grab your own neck on the next page.
- Peck madly, scream and look furious on the next pages.
- Pretend to put on gloves and hold out a pretend broom and poke with it as you read *An assistant rushed to the customers* ...
- Then fluff up your chest for ... *puffed up her feathers* ... Then pretend to knock things over on the next page.
- Begin tapping and look beneath your tummy as you read the page beginning *A short time later* ...
- On the next page, keep looking beneath your tummy, chirp and look amazed.
- Cheer at the beginning of the next page.
- Crow *Cock-a-doodle-do* a lot on the last page.

Questions to ask as you read the story

(to encourage prediction, careful listening and to hold attention)

- *What noise does a cockerel make?*
- *How many eggs have the chickens laid today?*
- *Have you ever seen a speckled egg?*
- *Where do you think Farmer Ferguson is taking the egg?*
- *Do you think Farmer Ferguson will find the egg this time?*

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- *Have you seen a chicken up a tree?*
- *What plan do you think Esme will hatch?*
- *Why is the farmer putting the eggs in the van?*
- *What is the bigger building for?*
- *Can you follow the eggs around the sorting shed?*
- *Where is the lorry going?*
- *How is Esme going to get to the top shelf?*
- *Would you be brave enough to grab Esme?*
- *What is making the tapping noise?*
- *Why are there six chicks?*
- *Do you think Esme will make a good mum?*
- *Why has her life changed forever?*

If re-reading the story

- Let the children crow *Cock-a-doodle-do*.
- Let the children bounce in a pretend van.
- Encourage the children to become human 'egg-sorting' machines.

Questions to ask after you have read the story (to assess understanding and memory)

Ask some of the following questions in any order:

- *What colour was Esme's egg?*
- *What did Farmer Ferguson throw Esme through?*
- *What did Esme hide in first, when trying to outwit the farmer?*
- *What colour was Farmer Ferguson's van?*
- *How did Esme get onto the shelf in the supermarket?*
- *What did the supermarket manager use to poke Esme?*
- *How many chicks had hatched in the box Esme was sitting on?*
- *Why had life changed forever for Esme?*

Enjoying the illustrations

- Can you count how many eggs appear in the story?
- Can you remember the sequence of what happens at the 'sorting shed'?
- How many grown-up chickens can you count?

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Imaginative role-play

Ideas for instant role-play:

- Wash eggs.
- Make a nest for eggs.
- Sort eggs.
- Have an egg hunt.

Role-play areas to create

- A chicken shed
- An egg-sorting shed
- A supermarket

Small world areas to create

- Map out Esme's journey from the farm to the supermarket and create it in the sand tray.
- Set up a farm scene.

Outdoor play

- Design outdoor nesting boxes from construction equipment.
- Hide eggs to be hunted on an egg hunt.
- Make a nest for an ostrich egg.

Visits and visitors

- A farm
- A supermarket
- An egg-sorting factory
- A farmer
- A supermarket manager
- Someone who keeps chickens

Other similar stories to enjoy

The Problem with Chickens – Bruce McMillan (Houghton Mifflin Books for Children)

Chicken Licken – Ian Beck (Oxford University Press)

The Chicken Sisters – Laura Joffe Numeroff (Harper Collins)

Daisy Comes Home – Jan Brett (Puffin)

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Rhymes to enjoy

Chick, chick, chick, chick, chicken

Eggs and bacon

Five brown eggs in a nest of hay

Five fluffy chicks

Non-fiction themes

- Farms and farming
- Life cycles
- Chickens
- Food
- Easter

Communication, language and literacy

Word fun!

Talk about the meaning of these words together:

snug pecking furious protruding lurking scuttled scrambled
swerving courage vile squirming despair cascaded

Rhyme

What words rhyme with the following: **hen, egg, hatch, chick?**

Emergent writing / Mark-making / Writing

- Write a letter to Farmer Ferguson asking him to leave Esme's egg alone.
- Make an Easter card.
- Write to Neil Griffiths at neil@cornertolearn.co.uk about *Esme's Egg*, or ask him other questions. (He will always reply.)

Discussion time

Talk about:

- Life cycles.
- The food we eat, and where it comes from.
- Determination.

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Mathematical development

- Count and sort plastic eggs.
- Explore egg boxes (6 x, 12 x, etc.).
- Make maps to show Esme's route to the supermarket.
- Explore shape (packaging at the supermarket).
- Estimate (eggs in the sorting office and the lorry).

Creative development

- Paint boiled eggs.
- Design nests.
- Design an egg sorter.
- Use egg boxes to create things, e.g. a car, a rocket, a house, etc.
- Paint with feathers.
- Decorate eggs.

Story crafts

- Make an egg box crocodile using **ESME 1**.
- Make an egg mobile using **ESME 2**.
- Colour in the decorated eggs using **ESME 3**.

Book games

- Can you help Esme reach her egg using **ESME 4**?
- Play Spot the difference using **ESME 5**.
- Play Whose baby? or Snap using **ESME 6**.
- Find all the eggs hidden by Esme using **ESME 7**.

Book fun!

- Make your own bookmark and badge using **ESME 8**.

Snack time

- Eat egg sandwiches. (Check for allergies and vegan choices.)
- Eat boiled eggs.
- Treat the children to a little chocolate Easter egg!

Dear Parents / Carers,

Today we have been reading a book called *Esmé's Egg* by Neil Griffiths (Red Robin Books). It is a story about a determined chicken.

If you have time, it would be wonderful if you could do some of the activities listed as a follow-up:

- Ask your child to tell you what they can remember about the story.
- Eat a boiled egg (unless you are a vegan).
- Find where eggs are kept in your local supermarket.
- Talk about the life cycle of an egg.
- Count in sixes.

Thank you so much for your support!

The FUN has just begun!