



HOORAY FOR LOLO!

Book Club Activities for Children **ages 4 to 6**

Hooray for Lolo! by Niki Daly is a collection of four stories about a modern-day school girl named Lolo who belongs to the Xhosa (KO-sah) tribe in South Africa. Before reading the story to the children, introduce them to the Xhosa words Molo (MO-lo), which means Hello, and Yebo (YAY-boh), which means yes and the words for grandma (gogo) and grandpa (tata) (GO-go, TA-ta)

Here are activities to help kindergartners and first graders listen to the story and review it. Pick two or three that are suitable for your particular children in the space available.

Remember that you can change game rules to fit the size of your class, the space available and the varying abilities of your children.

"Lolo's Worst Best Friend"

Pre-story Introduction

Our stories today come from *Hooray for Lolo!*, by Niki Daly. We'll read "Lolo's Worst Best Friend," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"

"Listen for a word" preparation

Listen carefully when I read the story. I want you to listen for the words "show off." Whenever you hear the words "show off," raise your hand. Do you know what it means to show off? (Try to make everybody look at you, try to get all the attention, etc.) What are the words I want you to listen for? (show off)

Action Game: What will we do at your party, Lolo?

The children form a circle. One child in the middle is Lolo.

Group in unison: "What will we do at your party, Lolo?"

Lolo: "We'll swim in my pool." (everyone makes swimming motions)

Then the teacher points to another child, who becomes Lolo in the center of the circle.

Group in unison: "What will we do at your party, Lolo?"

Lolo: "We'll eat birthday cake." (everyone makes eating motions)

And so on...inventing activities for the party until everyone gets a turn to be Lolo

What is Missing?

Have the children sit in a circle. Place a number of different kinds and colors of party bags in the middle. Tell the children to look at the party bags carefully and talk about the different kinds. Then they must close their eyes and not look. Remove one or two party bags. Tell the children to open their eyes. Which bags are missing?

After the children guess, show them the missing bags. Then let the children take turns being the one to remove one or two bags while the others close their eyes. Alternately, you can have one child (the guesser) go out of the room, while the others choose which bags to hide.

Drawing Review

Draw happy and sad faces on a piece of paper and make copies so each child has one. Ask the children to answer these questions by circling a happy face or a sad face:

- How did Lolo feel about Wear-Your-Own-Clothes Day?
- How did Lolo feel about wearing her favorite blue sneakers?
- How did Lolo feel when she did NOT get an invitation?
- How did Lolo feel when she DID get an invitation?
- How did Lolo feel when Lolo called Dana Rose "Stupid!"?
- How did Lolo feel when Lolo's mom told her to stop showing off?
- How did Lolo feel when she got a book for her birthday?
- How did Lolo feel when Lolo stopped showing off?

"Lolo's First Library Book"

Pre-story Introduction

Our stories today come from Hooray for Lolo!, by Niki Daly. We'll read "Lolo's First Library Book," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"

Listen for a Word Preparation

Listen carefully when I read the story. I want you to listen for the word "book." Whenever you hear the words "book," raise your hand. What word do I want you to listen for? (book)



Action Review

Designate a place in the room for each place that the book went. (If there's too little space, use a table and the children can use their fingers to walk, hop, run, etc. to the designated

spots. Or use puppets to move around.) Then re-enact the story, following the journey of the book. Pick an action, like hopping to go to each place.

1. Everyone goes to the library (you can use a table) and the librarian gives Lolo the book. The librarian chooses who will be Lolo.
2. Everyone goes to Lolo's house, where she chooses another Lolo and
3. Gives him/her the book. Everyone follows the new Lolo from Lolo's house to
4. The school. Lolo chooses Themba
5. Everyone follows Themba as he takes the book to his house and chooses Zinzi
6. Everyone follows Zinzi as he takes the book to his house and chooses Tata
7. Everyone goes with Tata as he takes the book to his house, laughs his head off, and chooses a new Lolo
8. Lolo (and her entourage) take the book to the library. But it is closed. They all act disappointed. Lolo chooses a new Lolo.
9. The new Lolo takes the book to her house and then back to the library.

What's Missing?

Have the children sit in a circle. Place six or eight colorful (preferably familiar) books in the middle. Tell the children to look carefully at books. Then they must close their eyes and not look. Remove one or two books. Tell the children to open their eyes. Which books are missing? After the children guess, show them the missing books. Then let the children take turns being the one to remove one or two books while the others close their eyes. Alternately, one child can be chosen to be the guesser. That child leaves the room while the others choose which book or books to hide.

"What Made Lolo Smile"



Pre-Story Introduction

Our stories today come from *Hooray for Lolo!*, by Niki Daly. We'll read "What Made Lolo Smile," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"

Listen for a Word Preparation

Listen carefully when I read the story. I want you to listen for the word "smile." Whenever you hear the words "smile," raise your hand. What word do I want you to listen for? (smile)

Action Review

(Have all the children pretend to be Lolo going through the drama of the story. When you make the motion for frowning, move your finger over your lips in a curving downward motion and frown. To smile, move your finger over your lips in a curving upward motion and smile.)

First everyone is sleeping. Then they wake up and groan about their tummy ache. Get dressed. Ride in the taxi. Jerk to a stop at the clinic. Undress. Stand to be examined and when their tummy is pressed, say "Ouch!" Drive fast in the ambulance. Wait in the waiting

room. Go through the MRI machine. No smile for the nurse. Lay down to be operated on. "You have to stay one more day in the hospital." Frown. A doctor with a funny mustache comes in. Frown. A lady with funny glasses comes in. Frown. A man with a silly hat comes in. Frown. Wiggly jello to eat comes in. Frown. Be the cleaning lady and dance. Be Lolo and frown. Think about going home (point to head). Smile.

Drawing Review

Draw blank Lolo faces on a piece of paper (head, eyes, and hair but no mouth) and make copies so each child has one. Ask the children to answer these questions by putting a sad mouth (show how to draw a downward curve) or a happy mouth (upward curve). Don't feel you need to read every question.

1. Lolo woke up with a tummy ache.
2. Her mom and gogo made her get dressed.
3. She rode in a taxi to the clinic.
4. At the clinic the doctor pushed her tummy and she said, "Ouch!"
5. Her mama took her in an ambulance to the hospital.
6. At the hospital she went through an MRI machine.
7. The doctor said it was her appendix and gave her a big smile.
8. The surgeon winked at her in the operating room.
9. Lolo woke up after the operation and Gogo tickled her toes.
10. Mama said "You have to stay one more day in the hospital."
11. A doctor with a funny mustache came in.
12. A lady with funny glasses came in.
13. A man with a silly hat came in and read a story.
14. The cleaning lady danced for Lolo.
15. The cleaning lady made Lolo think of Gogo and made her remember she would get to go home tomorrow.

"Lolo the Babysitter"

Pre-Story Introduction

Our stories today come from *Hooray for Lolo!*, by Niki Daly. We'll read "Lolo the Babysitter," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There are two African words in the story. Gogo means "grandma." Can you say "gogo?" Yebo means "yes!" Can you say "yebo?"

"Listen for a word" preparation

Listen carefully when I read the story. Sometimes the baby is going to go "Waa! Waa! Waa!"
Can you say that all together? ("Waa! Waa! Waa!") Now whenever I point to you, all of you say "Waa! Waa! Waa!"



Action Singing Game

Sing to the tune of "Frere Jacques" or "Are you sleeping, Brother John?" Or choose your own melody and figure out how to make words that fit.

Baby's crying, baby's crying (make crying motions, twisting fists in eyes)
What'll we do? What'll we do? (hands out, shrugging shoulders in questioning posture)
Rock him in his buggy, rock him in his buggy, (pretend to rock baby in buggy)
That's what we'll do, that's what we'll do.

Baby's crying, baby's crying (make crying motions, twisting fists in eyes)
What'll we do? What'll we do? (hands out, shrugging shoulders in questioning posture)
Change his stinky diaper, change his stinky diaper, (hold your nose)
That's what we'll do, that's what we'll do. (hold your nose)

Baby's crying, baby's crying (see above)
What'll we do? What'll we do?
Powder his bottom, powder his bottom, (pretend to shake a can of powder)
That's what we'll do, that's what we'll do.

Baby's crying, baby's crying
What'll we do? What'll we do?
We'll make funny faces, we'll make funny faces (make funny faces)
That's what we'll do, that's what we'll do.

(Let the children come up with other action ideas, then finish with...)

We're so tired, we're so tired
What'll we do? What'll we do?
Lay down on the sofa, lay down on the sofa
Snore, snore, snore. Snore, snore, snore.

Find the Baby Game

Have the children sit in a circle. Place a number of different kinds of dolls and baby equipment (toys, bibs, baby bottles, etc.) in the middle. Then they must close their eyes and not look. Remove one or two or three items. Tell the children to open their eyes. Which items are missing?

After the children guess, show them the missing items. Then let the children take turns being the one to remove one or two items while the others close their eyes. Alternately, you can choose one child to be a guesser and go out of the room while the group chooses which items to remove.

Drawing Review Game

Draw happy and sad baby faces on a piece of paper and make copies so each child has one. Ask the children to answer these questions by circling a happy face or a sad face:

1. How did the baby feel when his mother left?
2. How did the baby feel Lolo rocked his buggy?
3. How did the baby feel when he pooped his diaper?
4. How did the baby feel when Lolo helped change his diaper?
5. How did the baby feel with a powder bottom?
6. How did the baby feel when he got tired?
7. How did the baby feel when he was hungry?
8. How did the baby feel when Lolo clapped hands with him?
9. How did the baby feel when Lolo made funny faces for him?
10. How did the baby feel when Lolo sang to him?
11. How did Lolo feel when Aunty Albertina gave her a necklace?



HOORAY FOR LOLO!

Book Club Guide Activities for Children **ages 6-11**

Hooray for Lolo! by Niki Daly is a collection of four stories about a modern-day school girl named Lolo who belongs to the Xhosa (KO-sah) tribe in South Africa. Before reading the story to the children, introduce them to the Xhosa words Molo (MO-lo), which means Hello, and Yebo (YAY-boh), which means yes, and the words for grandma (gogo) and grandpa (tata) (GO-go, TA-ta)

For further enrichment, here is a list of YouTube videos showing South African school children from the Ndlovu (End-LOW-Voo) Youth Choir singing and dancing.

<https://www.youtube.com/watch?v=NqsFO4atwJo>

<https://www.youtube.com/watch?v=0AGtd2-jv0U>

<https://www.youtube.com/watch?v=G2nRF5wdPeY>

<https://www.youtube.com/watch?v=-X7b8fYcYCK> (Listen for the clicks in the language)

<https://www.youtube.com/watch?v=IKDxbnP3PsM>

Here are activities to help grade-school age children listen to each story and review it. Pick two or three activities that are suitable for your particular children in the space available.

Remember that you can change game rules to fit the size of your class, the space available and the varying abilities of your children.

"Lolo's Worst Best Friend"

Pre-Story Introduction

Our stories today come from *Hooray for Lolo!* by Niki Daly. We'll read "Lolo's Worst Best Friend," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"

Pre-reading Preparation:

In this story, Lolo's friend keeps showing off. What does it mean to show off? (Try to make everybody notice you, act like you're better than anyone else, try to get all the attention.)

Action Review

Role play the game (older children can take parts or the whole group can be Lolo skipping to school, feeling bad when she doesn't get an invitation, thinking about what to do, etc.) or use puppets to re-enact it.

True or False Action Review

Tell the children you are going to make some statements that are true or false (right or wrong). If the statement is true, they should raise their right hand. If the statement is false, they should raise their left hand. (Or come up with other actions, for example if the statement is true, run to this corner and if the statement is false, run to that corner. If you have less space, choose one child to be "It" and do the action. The rest of the children can be observers who raise their hand if they think "It" is doing it correctly. Change "It" after each question. Of course, you can come up with your own true/false statements as well.)

- Lolo got a fancy phone for her birthday
- Lolo's mother is a fashion model
- Lolo got a book for her birthday
- Lolo's father owns a candy factory
- Lolo's mom is a hairdresser
- Lolo's father works at a supermarket
- Lolo lives in a mansion with an indoor swimming pool
- Lolo lives in a nice house with a porta-pool.
- At the party the girls each got a huge pizza to eat
- At the party the girls ate small pizzas
- Lolo's birthday cake was in the shape of a star



Lolo stick figure review

Ask the children the following list of questions (or make up your own questions). Each time they correctly answer, draw a stick figure of Lolo on the blackboard (or on a piece of paper all can see if the group is small). Draw in this order:

First correct answer: draw the head

Second correct answer: a straight line for her body

Third correct answer: left arm

Fourth correct answer: right arm

Fifth correct answer: left leg

Sixth correct answer: right leg

- Who is Lolo's worst best friend?
- What did Lolo say she was going to get for her birthday?
- What did Lolo really get?
- Where did Lolo say her dad bought her shirt?
- What kind of work does Lolo's mother really do?
- What did Lolo decide to do when Lolo did not give her an invitation to the party?
- What kind of pool does Lolo have?
- What kind of food does Lolo have at her party?

Listen & Clap

Tell the children to listen carefully to the list of words and clap for words that they heard in the story (or, instead of clapping, choose a different action like running in place or jumping up):

T-shirt
Jogging shorts
Christmas trees
Stripy tights
Blue sneakers
Rain boots
Bracelets
Orange juice
Invitations
Party bags
Porta-pool
Fashion model
Computer
Tugboat
Hairdresser
Pizza
Teacup
Birthday cake



Hop 'n' Spell Game

In this game, you ask a question and the child hops from letter to letter in the chart below to spell out the answer. You can, of course, use a small plastic figure to jump from letter to letter on a small version of the chart. But the overwhelmingly popular method is to make a big version of the chart so children can hop from letter to letter. You can try out the game by drawing the chart with chalk. Then, if you plan to use the game often, make a large version on heavy plastic with a Sharpie so you can use it over and over.

Sample Questions:

What did Lolo say she would get for her birthday?

What did Lolo really get for her birthday?

Who got the fanciest invitation to the party?

Spell one activity at Lolo's party.

Does Lolo's mother model fashions or fix hair?

What did the girls eat at the party?

(Keep asking questions until all the children have the same number of opportunities to hop)

"Lolo's First Library Book"

Pre-story Introduction

Our stories today come from *Hooray for Lolo!*, by Niki Daly. We'll read "Lolo's First Library Book," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"



Action Review

Designate a place in the room for each place that the book went. (If there's too little space, use a table and the children can walk, hop, run, etc. to the designated spots with their fingers. Or use puppets to move around.) Then re-enact the story, following the journey of the book. Pick an action, like walking backwards to go to each place.

1. Everyone goes to the library (you can use a table) and the librarian gives Lolo the book. The librarian chooses who will be Lolo and also picks an action, like walking backwards.
2. Everyone goes to Lolo's house, where she chooses another Lolo and another action for the group. Everyone follows the new Lolo (using the new action) from Lolo's house to
3. The school. Lolo chooses Themba (TEM-bah) and a new action. Themba takes the book to
4. Themba's house and chooses Zinzi and a new action. Zinzi takes the book to
5. Zinzi's house and chooses Tata and a new action. Tata takes the book to
6. Tata's house and chooses a new Lolo and a new action. Lolo (and her entourage) take the book to
7. The library. But it is closed. They all act disappointed. Lolo chooses a new Lolo and a new action. The new Lolo takes the book to
8. Lolo's house and then everyone goes back to the library.

True or False Action Review

Tell the children you are going to make some statements that are true or false (right or wrong). If the statement is true, they should raise their right hand. If the statement is false, they should raise their left hand. (Or come up with other actions, for example if the statement is true, run to this corner and if the statement is false, run to that corner. If you have less space, choose one child to be "It" and do the action. The rest of the children can be observers who raise their hand if they think "It" is doing it correctly. Change "It" after each question. Of course, you can come up with your own true/false statements as well.)

- Lolo bought a book at the grocery store
- The librarian made Lolo pay for the book
- The librarian helped Lolo find books she could reach
- Gogo threw away Lolo's library book

- Lolo liked the book so much she took it to school for her teacher to read to the other children
- Themba gave Lolo's book to his baby brother
- Zinzi gave Lolo's book to Tata
- Tata tore up Lolo's library book
- Tata laughed and laughed when he read the book
- The librarian was angry that Lolo returned the book late
- Lolo invited her friends to the library and they all started having fun reading books.

Drawing Review

Pass out crayons and paper and ask the children to draw a simple picture to answer each question:

- What did Lolo take home from the library?
- Who borrowed Lolo's book?
- Who helped Lolo find her book?
- Who joined the library after reading Lolo's book?

Listen & Clap

Tell the children to listen carefully to the list of words and clap for words that they heard in the story (or, instead of clapping, choose a different action like running in place or jumping up):

Shelves
 Pizza
 Pictures
 Cookies
 Librarian
 Library card
 Turtle
 Peanut butter
 Gogo
 George
 Themba
 Andrew
 Zinzi
 Flower garden

Hop 'n' Spell Game

In this game, you ask a question and the child hops from letter to letter in the chart at the end of the Guidelines to spell out the answer. You can, of course, use a small plastic figure to jump from letter to letter on a small version of the chart. But the overwhelmingly popular method is to make a big version of the chart so children can hop from letter to letter. You can try out the game by drawing the chart with chalk. Then, if you plan to use the game often, make a large version on heavy plastic with a Sharpie so you can use it over and over.

Sample Questions:

- What did Lolo take home from the library?
- Who went to the library with Lolo the first time?
- Did the teacher read Lolo's book to her class?
- Name somebody who borrowed Lolo's book.
- Who helped Lolo find her book?
- Who joined the library after reading Lolo's book?

(Keep asking questions until all the children have the same number of opportunities to hop an answer. You can ask "yes" and "no" questions.)

Make Up a Question Game

Make copies of the Fact Question Cards (on the last page of the Guidelines) before the story reading event. Cut apart the cards and give one to each child. Tell the children to listen carefully to the story to play this game. After the story, they must each think up a question about the story starting with the word on their card. Someone who hears the question should be able to answer it from listening well to the story. Hand out paper and pencil so they can write down their question.

Some children will need help with this. Children can work with partners or you can help individual children if the group is small. When all the children have thought of a question, they can each ask the group their question and have someone else in the group answer.



"What Made Lolo Smile"

Pre-Story Introduction

Our stories today come from Hooray for Lolo!, by Niki Daly. We'll read "What Made Lolo Smile," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.) There is an African word in the story. Gogo means "grandma." Can you say "gogo?"

Action Review

(Have all the children pretend to be Lolo going through the drama of the story. You can use puppets if you have them. When you make the motion for frowning, move your finger over your lips in a curving downward motion and frown. To smile, move your finger over your lips in a curving upward motion and smile.)

First everyone is sleeping. Then they wake up and groan about their tummy ache. Get dressed. Ride in the taxi. Jerk to a stop at the clinic. Undress. Stand to be examined and when their tummy is pressed, say "Ouch!" Drive fast in the ambulance. Wait in the waiting room. Go through the MRI machine. No smile for the nurse. Lay down to be operated on. "You have to stay one more day in the hospital." Frown. A doctor with a funny mustache comes in. Frown. A lady with funny glasses comes in. Frown. A man with a silly hat comes in.

Frown. Wiggly jello to eat comes in. Frown. Be the cleaning lady and dance. Be Lolo and frown. Think about going home (point to head). Smile.

True or False Action Review

Tell the children you are going to make some statements that are true or false (right or wrong). If the statement is true, they should raise their right hand. If the statement is false, they should raise their left hand. (Or come up with other actions, for example if the statement is true, run to this corner and if the statement is false, run to that corner. If you have less space, choose one child to be "It" and do the action. The rest of the children can be observers who raise their hand if they think "It" is doing it correctly. Change "It" after each question. Of course, you can come up with your own true/false statements as well.)

Lolo woke up with a tummy ache.
The teacher helped Lolo get dressed.
Lolo and mama rode to the clinic in a taxi.
When the doctor pressed Lolo's tummy, Lolo laughed and laughed.
Gogo and the doctor took Lolo to the hospital in a dump truck.
Lolo threw up in the ambulance.
In the hospital Lolo got a shot.
At the hospital Lolo got to see a picture of her insides.
In the hospital Lolo had an operation.
When Gogo tickled Lolo's toes, Lolo threw up.
Lolo laughed at the doctor with the funny mustache.
The cleaning lady danced because she wanted to make Lolo smile.
The cleaning lady reminded Lolo of Gogo.



Listen & Clap Game

Tell the children to listen carefully to the list of words and clap for words that they heard in the story (or, instead of clapping, choose a different action like running in place or jumping up):

Measles
Tummy
Finger
Appendicitis
Cough
Truck
Car
Taxi
Ambulance
MRI
Dentist
Lion
Bathtub
Doctor

Nurse
Baseball cap
Silly hat
Teacher
Cleaning lady
Smile

Hop 'n' Spell Game

In this game, you ask a question and the child hops from letter to letter in the chart at the end of the Guidelines to spell out the answer. You can, of course, use a small plastic figure to jump from letter to letter on a small version of the chart. But the overwhelmingly popular method is to make a big version of the chart so children can hop from letter to letter. You can try out the game by drawing the chart with chalk. Then, if you plan to use the game often, make a large version on heavy plastic with a Sharpie so you can use it over and over.

Sample Questions:

When Lolo woke up with a tummy ache, did her mom make her go to school?

What did Lolo lose?

Who took Lolo to the clinic?

What did Lolo drive in to the clinic?

To where did the doctor say Lolo must go?

After her MRI procedure, what did Lolo see?

Do you know how to spell appendix?

(keep making up questions so each child gets the same number of turns to hop)

Make Up a Question Game

Make copies of the Fact Question Cards (on the last page of the Guidelines) before the story reading event. Cut apart the cards and give one to each child. Tell the children to listen carefully to the story to play this game. After the story, they must each think up a question about the story starting with the word on their card. The question should be easy enough that someone should be able to answer it from listening well to the story. Hand out paper and pencil so they can write down their questions.

Some children will need help with this. Children can work with partners or you can help individual children if the group is small. When all the children have thought of a question, they can each ask the group their question and have someone in the group answer.

"Lolo the Babysitter"

Pre-Story Introduction

Our stories today come from Hooray for Lolo!, by Niki Daly. We'll read "Lolo the Babysitter," a story about a little girl named Lolo who belongs to the Xhosa tribe in South Africa. (Show the children where South Africa is on a world map.)

There is an African word in the story. Gogo means "grandma."
Can you say "gogo?"

Action Singing Game

Sing to the tune of "Frere Jacques" or "Are you sleeping, Brother John?" Or choose your own melody and figure out how to make words that fit.

Baby's crying, baby's crying (make crying motions, twisting fists in eyes)

What'll we do? What'll we do? (hands out, shrugging shoulders in questioning posture)

Rock him in his buggy, rock him in his buggy, (pretend to rock baby in stroller)
That's what we'll do, that's what we'll do.

Baby's crying, baby's crying (make crying motions, twisting fists in eyes)

What'll we do? What'll we do? (hands out, shrugging shoulders in questioning posture)

Change his stinky diaper, change his stinky diaper, (hold your nose)

That's what we'll do, that's what we'll do. (hold your nose)

Baby's crying, baby's crying (see above)

What'll we do? What'll we do?

Powder his bottom, powder his bottom, (pretend to shake a can of powder)

That's what we'll do, that's what we'll do.

Baby's crying, baby's crying

What'll we do? What'll we do?

We'll make funny faces, we'll make funny faces (make funny faces)

That's what we'll do, that's what we'll do.

(Let the children come up with other action ideas, then finish with...)

We're so tired, we're so tired

What'll we do? What'll we do?

Lay down on the sofa, lay down on the sofa

Snore, snore, snore. Snore, snore, snore.

True or False Action Review Game



Tell the children you are going to make some statements that are true or false (right or wrong). If the statement is true, they should raise their right hand. If the statement is false, they should raise their left hand. (Or come up with other actions, for example if the statement is true, run to this corner and if the statement is false, run to that corner. If you have less space, choose one child to be "It" and do the action. The rest of the children can be observers who raise their hand if they think "It" is doing it correctly. Change "It" after each question. Of course, you can come up with your own true/false statements as well.)

- Aunty Albertina wanted someone to take care of her baby so she could sell necklaces
- When Aunty Albertina left the baby, he smiled and laughed
- When Lolo rocked the baby in his buggy, he stopped crying.
- When the baby pooped in his diaper, he laughed and laughed.
- Lolo showed the baby how to string beads
- Lolo tickled the baby
- Lolo sang to the baby
- Lolo ran away from the baby
- Lolo ate all the baby's food
- Lolo made funny faces for the baby

Listen & Clap Game

Tell the children to listen carefully to the list of words and clap for words that they heard in the story (or, instead of clapping, choose a different action like running in place or jumping up):

Bracelets
Rings
Necklaces
Waa! Waa! Waa!
Circus
Boat
Buggy
Diaper
Peanut butter
Radishes
Powder
Songs
Angry Faces
Funny Faces
Pickle
Tickle
Ice Cream Man
Babysitter

Hop 'n' Spell Game

In this game, you ask a question and the child hops from letter to letter in the chart at the end of the Guidelines to spell out the answer. You can, of course, use a small figure to jump from

letter to letter on a small version of the chart. But the overwhelmingly popular method is to make a big version of the chart so children can hop from letter to letter. You can try out the game by drawing the chart with chalk. Then, if you plan to use the game often, make a large version on heavy plastic with a Sharpie so you can use it over and over.

Questions:

Who did Aunty Albertina bring to Lolo's house?

What did Lolo rock to make the baby stop crying?

What was something that made the baby cry?

What was something else that made the baby cry?

Write something Lolo did to help the baby stop crying.

Write something else that Lolo did to help the baby stop crying.

(keep making up questions so each child gets the same number of turns to hop an answer)

Make Up a Question Game

Make copies of the Fact Question Cards (on the last page of the Guidelines) before the story reading event. Cut apart the cards and give one to each child. Tell the children to listen carefully to the story to play this game. After the story, they must each think up a question about the story starting with the word on their card. Someone who hears the question should be able to answer it from listening well to the story. Hand out paper and pencil so they can write down their question.

Who

What

Where

When

Why

How

Who

What

Where

When

Why

How

Hop n Spell Board

v	p	o	t	d	w
i	a	s	g	u	e
m	r	e	c	i	l
t	v	b	o	f	x
d	s	l	l	s	k
z	n	u	n	p	b