



GOOD GUYS, BAD GUYS by Joanne Rocklin

Illustrated by Nancy Carpenter

Abrams Books for Young Readers

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www.joannerocklin.com

“Rocklin... offers jaunty verse whose energy is amplified with crayonlike mixed-media art by Carpenter...and both bolster the wry conclusion to this lighthearted tale.” Publishers Weekly

PRE-READING

Activity 1

The Cover:

Some discussion points:

The characters in this book are playing a game. What do you think it is?

Who do you think are the good guys or the bad guys on the cover? What mischief are they pretending to do?

This is a funny book. What did the illustrator do to show that there is a funny story inside?

Activity 2

Rhyming

Discuss the meaning of “rhyme”, giving and eliciting some easy examples (pat/cat etc.) Suggest that the students listen for the rhymes in the story as you read.

Activity 3

Exaggeration

Discuss the meaning of the “big” word “exaggerate.” The author of this book loves to be silly. She loves to use her imagination and exaggerate. Ask the students to listen for where the author is being silly and exaggerating.

AFTER READING

Activity 6

Ending of the book:

Discussion: Sometimes authors and illustrators enjoy surprise endings. There are two surprises: a surprise from the illustrator and a surprise from the author. Can you tell what they are?

Activity 7

Further Discussion:

Find the rhymes in this book.

What were the ways the author was using her imagination to exaggerate and be silly?

Have you ever played Good Guys/Bad Guys with your friends? What other games do you play?

Activity 8

Depicting and Sharing experiences

Ask students to draw themselves and the kids in their neighborhoods playing their favorite games. Ask for volunteers to share with the group.