

TEACHER'S GUIDE

by R.G. de Rouen

***“Benjamin would rather read
about adventures in a giant peach
than eat one!”***

quote from Books For Benjamin



“This amazing children's book is perfect for preschool and lower elementary kids to help instill a love of reading at an early age.” – (Literary Titan)

“Loved it! ... This is a charming addition to library collections for young children”. – (Reedsy Discovery)

“Books for Benjamin is a heartwarming tale of following your dreams despite the obstacles in the way ... R.G. de Rouen does a wonderful job of making Benjamin's story exciting and educational at the same time.”

– (**Readers' Favorite**)

“... a story that offers a clever, fun way to introduce kids to the library experience.” – (Kirkus Reviews)

Description:

Benjamin is an adventurous worm with a passion for reading! Follow him as he embarks on a quest to find "real" books. With delightful illustrations and winner of multiple prestigious awards, this humorous tale celebrates diversity, the joy of reading, and the magic of libraries.

About the Author:

R.G. de Rouen is an award-winning children's author known for creating heartwarming and adventurous stories that captivate young readers' imaginations. With a background in education and a passion for storytelling, R.G. crafts tales that inspire a love of reading and celebrate the power of imagination.

About the Illustrator:

Uliana Barabash is a talented illustrator known for her whimsical and vibrant artwork. With a keen eye for detail and a playful style, Uliana brings characters and stories to life in enchanting ways. Her illustrations beautifully complement the narrative, adding depth and charm to each page.



**2024 Readers' Choice Gold Award for Best
Children's Book**

2023 Reader's Favorite Silver Award Winner

2023 Global Award Winner for Humor

2022 Literary Titan Gold Award Winner

**2022 CLC Award Winner 1st place for
excellence in Children's Fiction**





LITERACY DISCUSSION

Pre-reading:

1. What do you see on the front cover? What do you think the book will be about?
2. Look at the back cover: What do you think the statement, "Benjamin would rather read about adventures in a giant peach than eat one," means?

After Reading:

1. Benjamin wants to have and read "real books" more than anything. What was something you have always wanted as a kid?
2. What do you think a "real" book is, and why might Benjamin want to find one?
3. Why do you think libraries are important?
4. What was your favorite part of Benjamin's adventure?
5. How did Benjamin show determination throughout the story?
6. What lesson did Benjamin learn by the end of the story?
7. Why is the copyright symbol important?





LITERACY ACTIVITIES

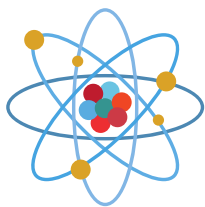
These activities provide creative opportunities for children to engage with Benjamin's character and embark on imaginative adventures together. Encourage children to use their creativity and curiosity to bring Benjamin's world to life!

1. **Creative Writing Challenge:** R.G. de Rouen decided to pick a character (a worm) that is not always loved as others in the animal world. Have your student pick a similar animal that is not as loved or as well-known and create a story with this animal as the main character.
2. Create a "**Benjamin's Big Book Hunt**" scavenger hunt in your classroom or library. Hide books in various locations and provide clues for children to find them.
3. Encourage children to **write their own adventure** stories inspired by Benjamin's quest. They can share their stories with the class or create a class book.
4. **Invite a librarian** to visit the classroom and talk about the resources and services available at the library.
5. Benjamin's **Travel Journal**: Have your students take Benjamin on an imaginary travel journey and have them write journal entries to document the experience. They can draw pictures, or include photos of Benjamin exploring new environments. Encourage children to share their journal entries with each other and discuss the places Benjamin visits.
6. Benjamin's **Postcard Project**: Introduce your students to the old days of postcards (see template). They may even want to send it by mail or as a digital scan to friends or family. Encourage them to write a message from Benjamin describing his adventures and the sights he's seen. This activity promotes writing skills and geography knowledge as children learn about different places.



MATH ACTIVITIES

1. Students make a **Tally Sheet** of the number of books they have read in a month.
2. Students make a **"My Favorite Genre Tally Sheet"**. Look at all the books on your bookshelf at home or in class and sort them by genre. Doing this will give the student a pretty good idea of what book types they like best to read.
3. Use the individual tally sheets to make a **"Monthly Class Tally Sheet"** of all genres your class is reading from. Bar charts or line plots work the best! Have discussions with the class about the results (most popular genre versus least favorite one). It may help you as a teacher to identify genres that need more attention.
4. **Measure** the size of different books using rulers or measuring tapes. Compare the sizes of picture books, chapter books, and encyclopedias.
5. Create a **Giant Bookworm Picto Graph** to indicate student reading. Start by sticking Benjamin's head on the classroom wall and add a body circle for every book read. In each body circle kids write the title of the book read. Watch as Benjamin greedily devours books throughout the schoolyear.
6. **Library Treasure Hunt**: Set up a scavenger hunt in the school library, with clues hidden among the shelves. Each clue could lead to a different section of the library (e.g., fiction, non-fiction, picture books). The object is to follow the steps in numerical order.
7. **Book Character Addition**:
 - Choose characters from the story and assign each character a number value (e.g., Benjamin = 10, Whizby = 8, Dotty = 7, Ginger = 6, Family Members = 3 each).
 - Write simple addition equations using the characters' values (e.g., Benjamin + Digger + Ginger = ?).



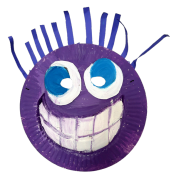
SCIENCE ACTIVITIES

1. As Benjamin is a fictional character, have kids look in non-fiction books **real-life worm facts!**
2. Explore the **life cycle** of a worm. Create a visual representation of the stages of a worm's life using drawings.
3. Investigate the importance of **composting** and how worms contribute to the process. Set up a compost bin in the classroom and observe how organic materials decompose over time.
4. Learn about **different types of insects and their habitats**. Discuss how worms play a role in the ecosystem.
5. Investigating **Book Preservation**: Discuss with students the importance of taking care of books, and provide students with samples of old or damaged books to examine.
Set up stations where students can experiment with different methods of preserving books, such as using book covers, handling books gently, and storing books in a safe place away from moisture and sunlight.
Discuss their findings. Create a list of best practices for book preservation on a poster, emphasizing the importance of caring for books so they can be enjoyed by future readers like Benjamin.



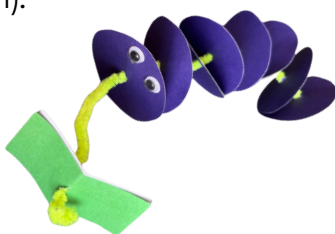
GEOGRAPHY ACTIVITIES

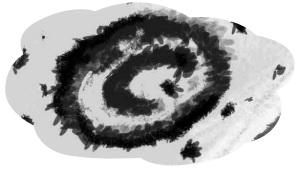
1. **Reading a Map:** The Library of Congress is located in Washington, DC. First, have students try and locate Washington, DC on a map. Next, they should locate the Library of Congress itself. Younger kids can explore the location of their public library in town.
2. **Benjamin's Field Trip:** Based on the Flat Stanley idea have your class color and cut out a FLAT Benjamin (see template). Next, they take a photo of Benjamin at one of their favorite places (i.e. in their garden, at an arcade, on a field trip, vacation, picnic outing or trip to a park or beach, etc.).
3. **Benjamin's Adventure Map:** Provide a map (of the world, a country or hometown) and mark the locations where Benjamin travels (this goes also with the Benjamin's Field Trip activity). Children can add stickers, drawings, or pins to represent Benjamin's adventures in each place. This activity helps children learn about geography and spatial awareness as they track Benjamin's journey.
4. **Exploring Different Landscapes:** Benjamin encounters various landscapes on his quest for books. Use this as an opportunity to explore different types of landscapes with students. Show pictures or videos of different landscapes such as forests, deserts, mountains, and cities. Discuss the characteristics of each landscape, including the types of vegetation, climate, and geographical features.
5. **Comparing Urban and Rural Environments:** Benjamin encounters both urban and rural environments on his journey. Engage students in a discussion about the differences between urban and rural areas, focusing on factors such as population density, infrastructure, and access to resources. Use photographs or illustrations to compare urban and rural landscapes, pointing out key features such as buildings, roads, farms, and natural areas. Encourage students to think about how these differences might impact Benjamin's experiences as he searches for books.



ARTS and CRAFTS ACTIVITIES

1. **Illustrate Your Own Adventure:** Encourage children to create their own illustrations for key moments in Benjamin's adventure. Provide them with art supplies such as crayons, markers, or watercolors, and let their imaginations soar as they bring the story to life through art.
2. **Design Bookmarks:** Have children design and decorate their own bookmarks inspired by the themes and characters in the book. They can use colorful paper, stickers, and markers to create unique bookmarks that they can use when reading their favorite books. Alternatively, young kids can use the templates provided with this guide.
3. **Character Collage:** Ask children to create collages featuring Benjamin and his friends using magazines, newspapers, and other materials. They can cut out pictures of worms, books, and other elements from the story and arrange them on a piece of paper to create a colorful collage.
4. **Book Cover Redesign:** Have children redesign the cover of "Books for Benjamin" using their own artistic style. Encourage them to think about the key themes and messages of the book and incorporate them into their designs.
5. **Create a Storyboard:** Divide the story into key scenes and ask children to create a storyboard featuring illustrations of each scene. They can use pencil sketches or colorful drawings to depict Benjamin's journey from start to finish.
6. **Worm Sculptures:** Provide children with modeling clay, playdough, or paper mache and challenge them to sculpt their own worm characters inspired by Benjamin and his friends. They can add details such as glasses, books, and other accessories to bring their worm sculptures to life.
7. **Kids make their own version of Benjamin**, either by drawing or painting him., or creating a 3D version. Here's one made with using pipe cleaners and cut-out card by Carlie Spruil (librarian at ABA International School Oman).





COPYRIGHT SYMBOL ACTIVITIES

These activities introduce young children to the concept of copyright in a fun and engaging way, helping them understand the importance of respecting creators' rights from an early age.

1. **Copyright Exploration:** Introduce the concept of copyright to young children by explaining that it's a symbol that creators use to protect their work. Show them the copyright symbol (©) and explain its meaning in simple terms, such as "This symbol shows that someone made something special, and they want to make sure others know it belongs to them."
2. **Copyright Hunt:** Encourage children to search for the copyright symbol in books, magazines, and other printed materials. Provide them with magnifying glasses, if necessary. They may mark the location with a post-it note. This activity helps familiarize children with the symbol and its presence in everyday life.
3. **Create Your Own Copyright Symbol:** Provide children with art supplies such as crayons, markers, and paper. Encourage them to draw their very own version of the copyright symbol. This hands-on activity allows children to express their creativity while learning about a symbol's significance.
4. **Copyright Craft:** Help children create a craft project inspired by the copyright symbol. For example, they can make collages using cut-out letters to spell "Copyright" and decorate the letters with glitter or stickers. This activity reinforces the concept of ownership and creativity.
5. **Copyright Storytime:** Read a story to the children that emphasizes the importance of respecting copyright and intellectual property. Discuss the story together and ask questions to reinforce key concepts. Afterward, encourage children to share their thoughts and ideas about why it's important to respect creators' rights.
6. **Copyright Symbol Scavenger Hunt:** Create a scavenger hunt where children search for items related to copyright and intellectual property. This may include books, maps, sheet music, photos and artwork.



COMMON CORE ELA STANDARDS

Pre/After READING Questions and LITERACY activities:

CCSS.ELA-LITERACY.RL.2.1, 2.2, 2.3, 2.9, 3.2, 3.3, 3.6, 3.7

MATH activities:

CCSS.MATH.CONTENT.3.MD.A.1, A.2,

CCSS.MATH.CONTENT.2.MD.D.10

SCIENCE activities :

CCSS.SCIENCE.CONTENT.2.L.1, L.4,

CCSS.SCIENCE.CONTENT.2.NGSS

GEOGRAPHY activities:

CCSS.ELA-LITERACY.RL.2.7, 3.7, 4.7, 2.9, 3.9, 4.9

CCSS.ELA-LITERACY.W.2.2, 3.2, 4.2

ART activities:

CCSS.ELA-LITERACY.RL.2.1, 2.2, 2.3, 2.9, 3.2, 3.3,

Find further information at:

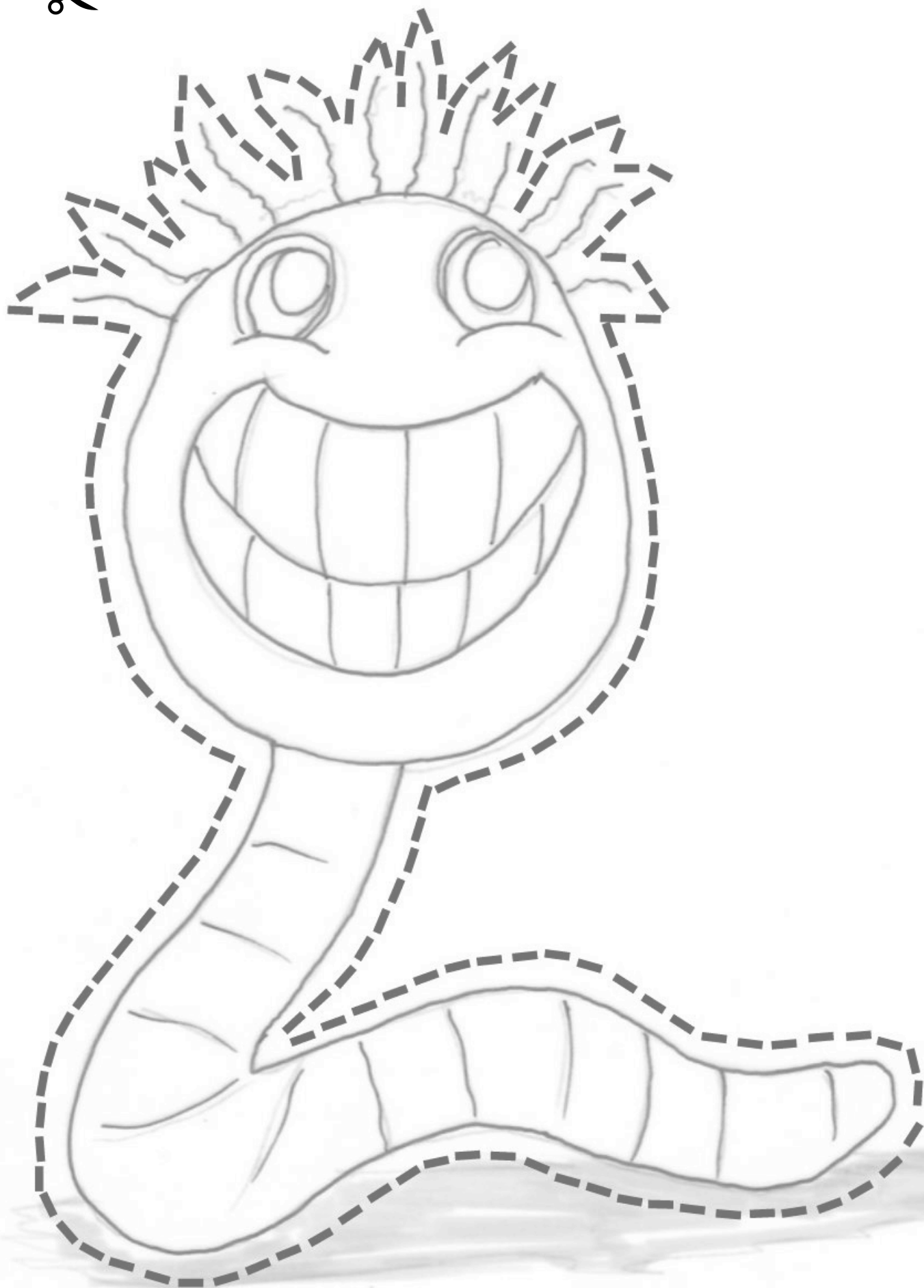
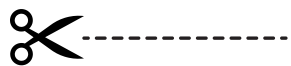
Extra activity sheets and other bonus material at:

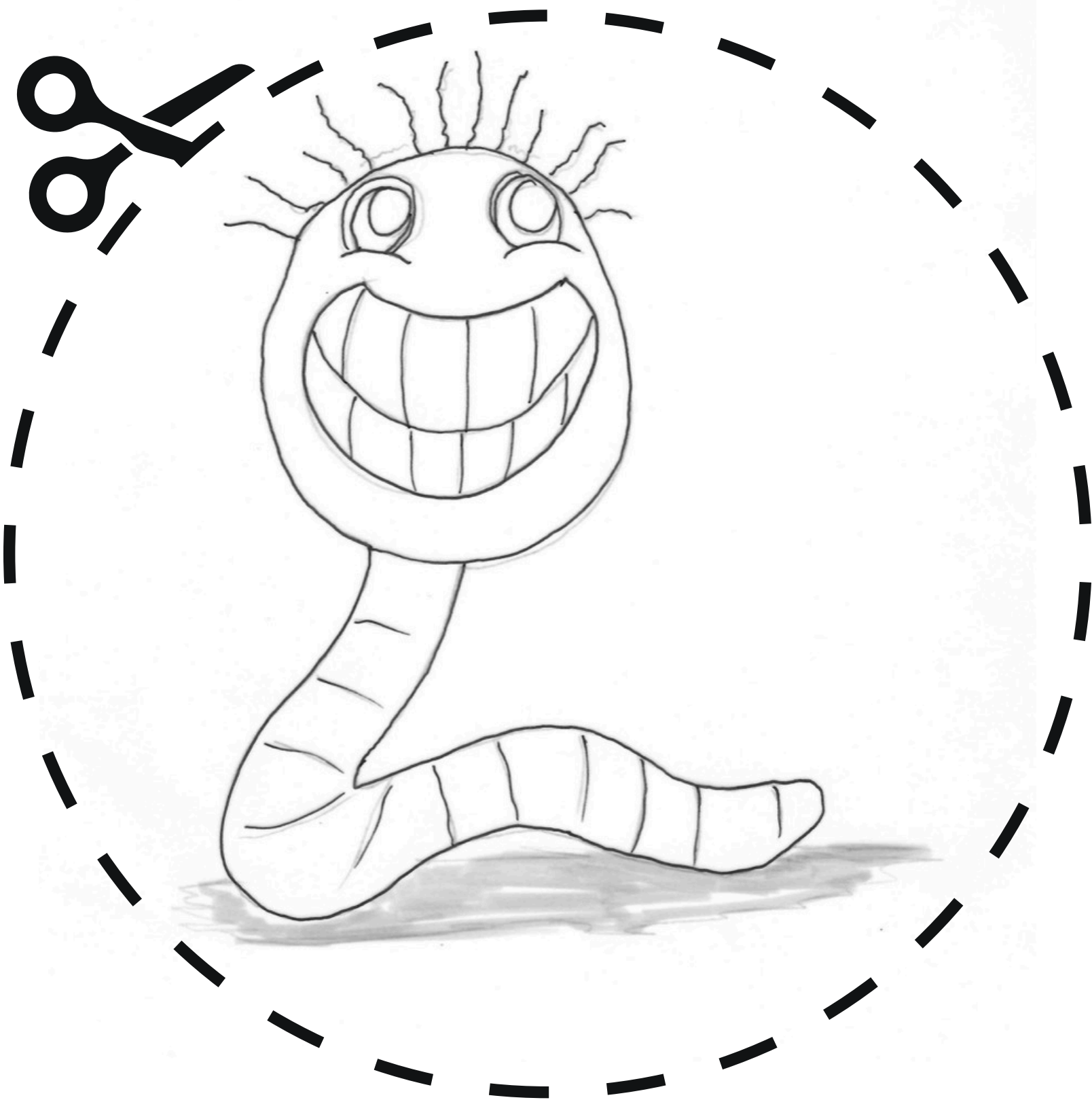
<https://www.rgderouen.com/kids>

U.S. Copyright Office:

https://www.learnfrenchbypodcast.com/my_downloads.php

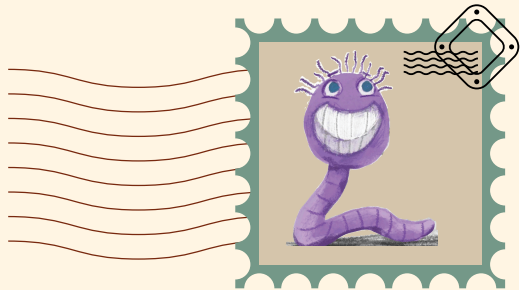








POSTCARD



From: _____

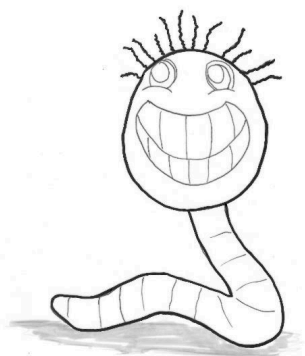
☐ Cut out your own bookmark for you and your friends!

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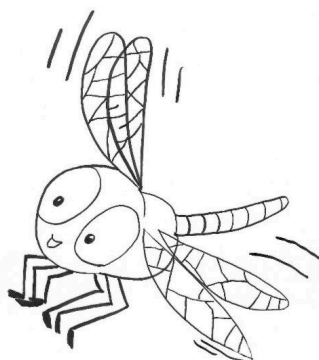
BOOKS FOR BENJAMIN



Benjamin

www.rgderouen.com

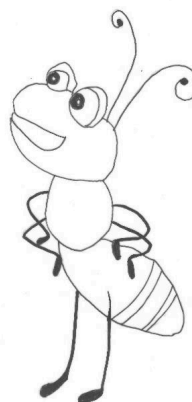
BOOKS FOR BENJAMIN



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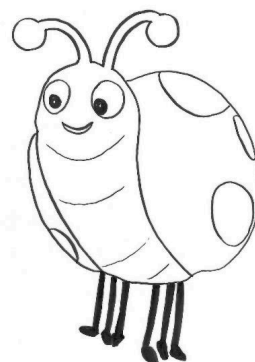
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