

Where Are You?



Book Information

Run Time	3:47
Author & Illustrator	Jonathan Sundy
Narrator	Shannon Bex
Ages	Pre-K to 2nd Grade
Genre	Fiction
Text Structure	Call and response; rhyme First and second person narrative with dialogue
Themes & Ideas	Be a good friend, ways to show kindness, acts of kindness, overcoming fear, chasing dreams
Language & Literary Features	Rhyming text, apostrophe used to replace letters (loungin', sittin').
Sentence Complexity	Simple and compound sentences. Dialogue.
Vocabulary	dashing, suave, scorch, elegant, sophisticated, thwarted, fretted, vast, bouquet, sirens, wailed, emerged, plopped, clutched, inseparable
Special Vocabulary	cinder block, nook, orcas, yeti, gone quackers, looph, galoshes
Illustrations	Two characters, Iz and Norb, come to life. Context clues found in illustrations.

Story Summary

Meet Iz and Norb. They're cute, they're fun, and they're best friends! These silly friends love to play and go on adventures, racing to see who can get in the silliest situation. But, sometimes play is more than just fun and games. When Iz takes things a bit too far and bumps her head, Norb helps her get back on her feet and push past her fears.



Lesson Focus

Rhyming

Activity Ideas

Rhyme Book

This can be done individually, in small groups, or in whole groups. Ask children to draw pictures of objects that rhyme or cut out pictures from magazines. Children can also write rhyming words.

Whack a Rhyme Game

Use the Rhyming Cards to play this game. Choose one card and place it for players to see. Turn over the rest of the cards in the deck, one at a time. If the word on the card rhymes with the word on the original card, children slap the table with their hand. Assign points as desired.

Write a Rhyme

Write a rhyme about your favorite place to read, your favorite food, and/or an animal you would like to ride.

Additional activities can be found in the following pages of this document.

Where Are You?

Meet Iz and Norb. These silly friends love to play and go on adventures, racing to see who can get in the silliest situation. But, sometimes play is more than just fun and games.

Discuss the story and write your answers together.

What is your favorite Iz and Norb adventure?

**Have you ever been discouraged and felt afraid?
What made you feel that way?**

Did someone help you overcome those feelings? What did they do?

**Do you make excuses if you can't do something?
What are some examples of the excuses you make?**

What are some rhyming words?

Words from the story: plum, chum;
nook, book; play, stay, way

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Where Are You?

Pause at the indicated time stamps and discuss the story

0:34

Where is your favorite place to read? Why is it your favorite place?

0:56

What is your favorite food? Describe how it tastes.

1:35

What animal would you like to ride? Why?

2:37

Where would you hide to feel safe?

3:32

What does Iz mean when telling Norb “thanks for the boost”?

After viewing the Book:

1. What are some things that make you want to hide?
2. Share an adventure that you would like to go on.
3. Have you ever fallen and hurt yourself? Did someone give you a “boost” to make you feel better?
4. Write and share a “boost” for someone in your family.
5. Play “Where Are You?”:
 - Player 1:** Think of a place.
 - Player 2:** Ask “Where are you?”
 - Player 1:** Describes the place in one sentence. (Modification: use a rhyme.)
 - Player 2:** Guesses the place. (Repeat as necessary. Keeping score is optional.)



Rhyming Cards

These rhyming cards can be used for the Rhyming Mat and Container Rhyme Match activities below.

book	McDeuce	porpoise
socks	loose	enormous
box	chalks	from
knocks	bum	Freddy
spaghetti	way	Guzetti
goose	stay	sweaty
noose	stump	ready
plum	chum	beach



Rhyming Mat

Cut out the Rhyming Cards and place them on the Rhyming Mat with the words that they rhyme with.

nook

gorgeous

yeti

blocks

play

glum

spruce

plump

speech



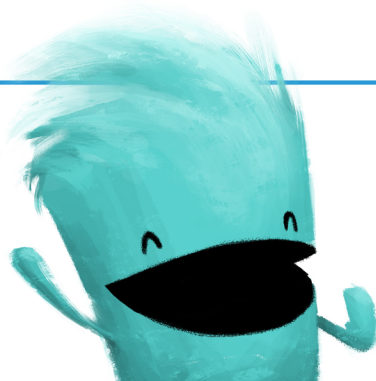
Container Rhyme Match

1. Cut out the characters and attach them with tape to separate jars or cups.
2. Use the Rhyming Cards above and place them in the jar/cup of the word that they rhyme with.

BLOCKS



SPRUCE



YETI



Where Are You?



Fill in the Blanks

Choose from the following words to complete the sentences from the story.

ready

yeti

crackers

back

quackers

pack

Freddy

Norb is riding on the _____ of a giraffe gone _____

while snackin' on a _____ of alpaca-shaped _____.

Iz is gettin' _____ to slurp spaghetti with _____ Guzetti

the sweaty _____.

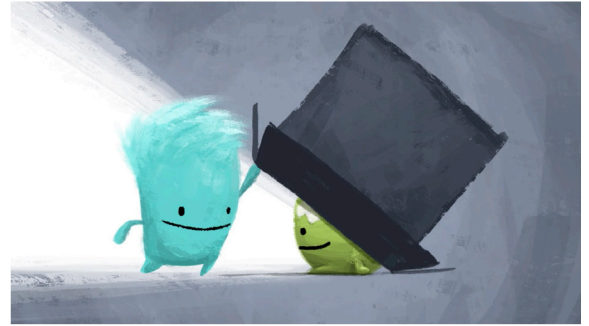


📖 Draw a Picture

Where Are You?

Draw a picture of a time when you boosted someone who was feeling down.

NAME _____



Large empty space for drawing, enclosed in a dotted border.

When _____ was feeling _____ ,
friend's name how they were feeling

I _____ .
what you did



Memory Matching Game

1. Cut out each card
2. Arrange in random order face down
3. Flip over one card and match it with a word that it rhymes with. Example would be, turning over yeti and matching it with spaghetti.

nook	book	spaghetti
yeti	way	stay
loose	goose	quackers
crackers	speech	beach
box	socks	sweaty
ready	plum	chum

