

# The Boy Who Wouldn't Share

by Mike Reiss

Detailed and colorful illustrations and entertaining rhymes help the author talk about why it's important to share.



## Read

### Before:

Introduce the book and tell the children a little bit about it. Follow with a comment or question that is related to the story such as, *What is your most favorite toy in the whole world? Do you share it?* Encourage a discussion so the children can comment, ask questions, and express their feelings. Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- I wonder why that boy looks so sad?

### During:

Encourage the children to comment on the illustrations, ask questions, and predict what will happen next in the story. Children gain confidence and a sense of achievement through being able to correctly predict how a story will end. Point out "rare words" (e.g., those words that are not commonly used in every day conversation) and help the children relate the meaning in a way that makes sense to them.

### Rare Words in *The Boy Who Wouldn't Share*

- frightful: used to indicate the seriousness or severity of something, very scary
- slinky: a metal or plastic toy that is coiled
- Frankenstein: a monster typically represented as a very large coarse-featured person
- rage: extreme anger
- fudge: soft chocolate candy
- crabby: grouchy
- greedy: strongly desiring more than required
- grabby: pushy and grasping
- grudge: a feeling of resentment or ill will

### After:

Discuss the story. Ask questions...

- What were some of the toys that Edward would not share with his sister?
- Why wouldn't he share them?
- How did Claire react to her brother not sharing?
- What did their mom make them to eat?
- What did Edward do when he saw that his mom made fudge?
- What did Claire do?
- How did their day end?

# Do

## Game Time

Playing board games is an excellent way to teach children how to share. Set up several stations around the room and separate the children into small groups. If there is enough time, have them rotate and play with other children and with other games. Emphasize that winning is not the object, but having fun with friends is most important.