

# Ginger Green, Play Date Queen: The Fancy Friend Teacher Notes

Written by Kim Kane Illustrated by Jon Davis

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### **Learning Outcomes**

#### **Students will:**

- Learn about rules and make a list of their house rules
- Talk about friendship and values and make a class values poster
- Write a creative piece

### **About the story**

Ginger Green, Play Date Queen is invited to her friend Isla's house for a play date. Ginger is the queen of play dates, so she can't wait to have one with Isla.

As soon as she gets to the house Ginger can see how fancy it is – it's big, and there's even a camera next to the door. But Ginger didn't expect that Isla would have so many rules at her house. She has to take off her shoes when inside. She isn't allowed to touch the swing. She isn't allowed to jump on the bed. And the worst thing is that the rules only seem to apply to Ginger! This play date is all rules and no play.

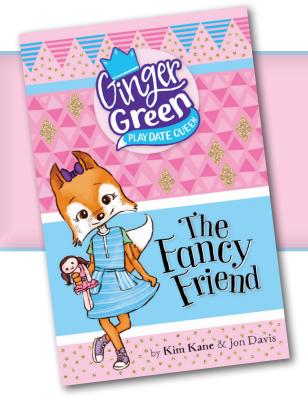
When Ginger spots Isla's massive doll collection she discovers that the two of them have something in common – they both love dolls. But as usual there are rules, and again they mean that Ginger is left out. She's had enough. Ginger is mad that Isla's breaking the first rule of a play date: you have to share your toys!

She storms out of Isla's room, too mad to stop and listen. Isla runs after Ginger and holds out a doll – but it's an old and broken toy, and Ginger doesn't want to play with it. But when she gives the toy back to Isla, Ginger sees how sad her friend is. So Ginger decides to give her another chance – they can play together, but they're going to do it with fair rules.

Ginger Green is the Play Date Queen, so she can teach her friend Isla the rules. By the time the doorbell rings at four o clock, Ginger doesn't want to go home. When she leaves she invites Isla to her house for a play date. She knows they'll have a good time. They both love dolls. They both love swings. They both love jumping. And now, they both know the rules!

#### **Themes**

- Rules
- Sharing
- Friendship



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# **Reading Questions**

### **Chapter One**

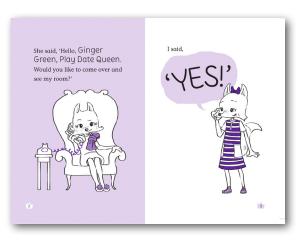
- How do you know that Isla lives in a fancy house? What else would make you think someone's house was fancy?
- What's special about Isla's name? Can you think of other words like this?
- What colour is Isla's bedroom?
- What is special about the swing in Isla's room? How does this make Ginger feel?

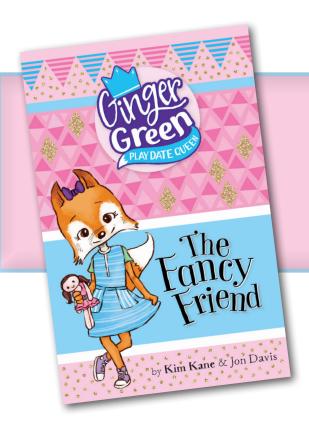
#### **Chapter Two**

- What kinds of dolls does Isla have?
- How does Isla react when Ginger starts playing with her dolls? Is she being friendly? Why/why not?
- What is Ginger's rule of play dates?
- Why does Ginger leave the room? How else could she react?
- What is wrong with the doll Isla tries to give Ginger?

#### **Chapter Three**

- Why does Isla look sad?
- Why might Isla not know the rules of play dates?
- How does Ginger know that she can teach Isla her rules?
- In what way does Isla behave differently when Ginger goes back into her room?
- Why does Ginger want Isla come to her house?





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### **Activities**

- Make a list of the rules in Isla's house. See if you can come up with a reason why each rule exists. Now make a set of rules that you use in your own house why do these rules exist? Have you ever broken them? What happens if you break the rules? Talk as a class about why rules are important and the different reasons people make rules. See if you can think of what makes a good rule and what makes a bad rule.
- Ginger Green talks a lot about the rules of play dates, but she also tells us how important her friendship with Isla is to her. Talk to the class about friendship, and values. Ask them to make a list of values (or personal rules) that they have in friendships that guide the way they act around their friends. Talk about these in class and make a poster of class values that could help everyone be friendly with each other.
- Based on their thoughts about friendships and values, ask students to write a piece of (either creative or personal) writing that explores a time when they've felt that they weren't being nice to someone or that someone wasn't being nice to them. Ask them if they can find a way for their characters to have a happy ending like Ginger and Isla.

