Storytelling fun with

Oh No, GEORGE!

CHRIS HAUGHTON

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THE WELCOME

Before you start reading, take a moment to chat with your audience and find out the names of their pets. If you have a toy (or puppet) dog, you can take it around the circle and introduce it to each child in turn, this can be a great icebreaker and introduction.

A quiet, relaxed space will help everyone focus without distraction. Children sometimes like to take their shoes off to get comfortable! This is fine, it can make the storytime feel special. Encourage adults to join in too; they are great role models – and the book has lots of relatable comedy that grown-ups will love!

HELLO:

Warm everyone up by saying a big "hello". Encourage them to smile and wave back. You can ask them to stretch their fingers and wiggle their toes to get them ready to do all the actions. It's good to practise the audience participation together before you open the book.

"What will George do?" (Holding hands out with palms up.)
"Oh no, George!" (Hands on face like Macaulay Culkin in *Home Alone*!)

When you reach a participation moment, let everyone know by making eye contact.
You don't need to stick rigidly to the text, the illustrations will tell you a lot about what's happening, so take plenty of time to enjoy them. The book is designed for interaction – you can break off and ask questions whenever you like.

Text: **"Yes," says George. "I'll be very good."**
Storyteller aside: "Do you think George will be good?"
Audience: "No!"

ACTIONS:

Actions are the best way to get everyone joining in. Even very young children can do them – they are easier to pick up than words. Bring in actions every time something physical happens in the story.

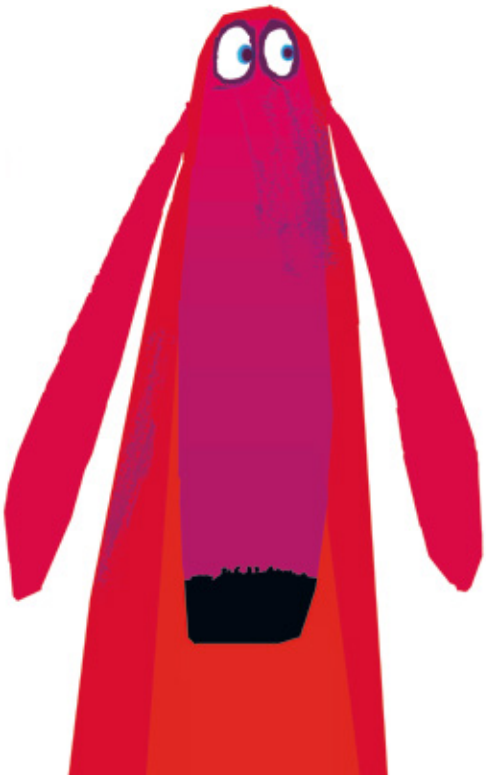
Text: **It's Cat! I said I'd be good, George thinks, but I LOVE to play with Cat.**
Storyteller aside: "George is itching to run after Cat! His paws are trembling! Shall we make our hands tremble too? Wo-oo-oo!"

READING TIPS:

It's fun to bring the story to life using different tones of voice. Harris can be teacherly, George is wildly enthusiastic and joyful.

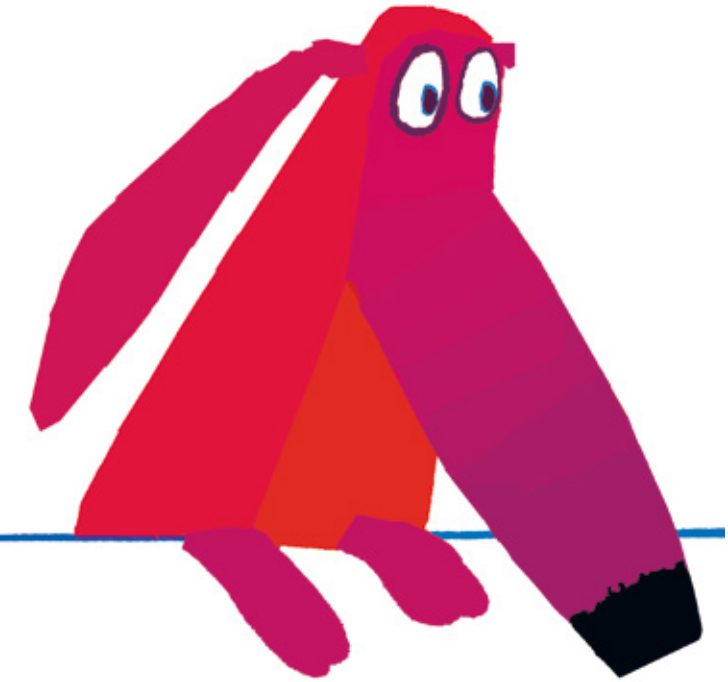
When Harris comes home and sees the mess, George is uncharacteristically downcast. We can show this in tone of voice too.

Text: **I said I'd be good, George thinks, I hoped I'd be good, but I wasn't."**
(All do actions) **What will George do?'**
Storyteller aside (whispers sadly):
"What can we do when we make a mistake?"



(Point to George picture.)
"Poor George is sad."
Audience: "…say sorry?"
Storyteller aside: "That's a good idea. We can always say sorry when we do something wrong. Shall we say sorry together and put our hand on our heart like this?'
All: "Sorry!"
Text: **"I'm sorry," George says. "I want to give you my favourite toy."**
Storyteller aside: "Isn't that lovely of George? What's YOUR favourite toy?"

The end is ambiguous! You could ask everyone to join in saying, **"George"** a few times in different tones of voice: questioning, warning … and happy!

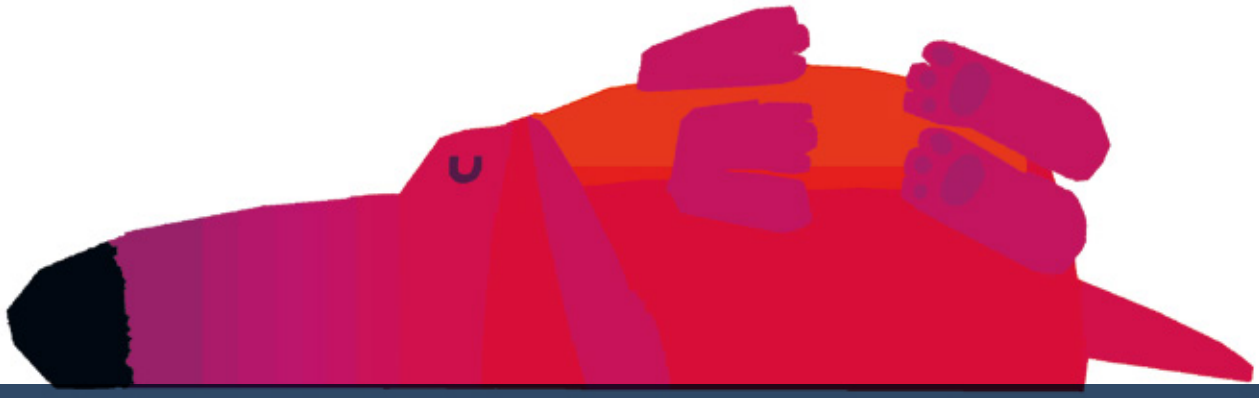


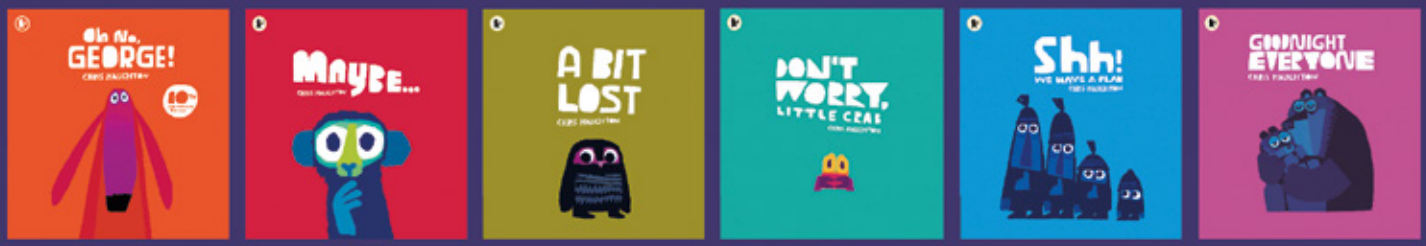
SUGGESTED SONGS:

Action songs add an extra dimension to the story and engage reluctant listeners. Here are a few ideas.

- Cake song: "Five Currant Buns in a Baker's Shop"
- Digging song: "This Is the Way We Dig the Soil"
- Chasing song: "Walking-Walking" (which is sung to the tune of "Frère Jacques" and goes like this: "Walking-walking, walking-walking, hop-hop-hop, hop-hop-hop, running-running-running, running-running-running, now let's stop, now let's stop!")_
- I like to find a happy song to end on. This could be "If You're Happy and You Know It".

Oh no, George! has colourful, hilarious illustrations, lots of opportunities for active participation and a lovely emotional twist in the middle. Children up to seven and their parents will adore George's adventures!





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