



OH NO, GEORGE!

AUTHOR: CHRIS HAUGHTON

ILLUSTRATOR: CHRIS HAUGHTON

See a video of the book read aloud here: [Oh No, George!](#)

**** REMEMBER: HAVE FUN AND THE KIDS WILL TOO! ****

OVERVIEW

ABOUT THE BOOK

George is a dog with all the best intentions. He wants to be good. And his owner, Harry, has all the best hopes that George will be a well-behaved dog when he leaves him alone for the day. But when George spies a delicious cake sitting on the kitchen table, his resolve starts to waver. You see, George loves cake. . . . Uh-oh. What to do now? It's so hard to be a good dog when there are cats to chase and flowers to dig up! Whatever will Harry say when he gets back?

ABOUT THE AUTHOR

"I grew up in Dublin and was crazy about dinosaurs. My uncle gave me a trowel which I used to carry around so I could look for dinosaur bones. Ever since I remember I was good at drawing. I loved factual books with pictures and diagrams. I love to travel and I have ended up working in lots of different jobs all over the world. In Hong Kong the small children I was teaching didn't understand me very well, so to keep them looking at me I had to make funny faces and draw pictures on the blackboard. I also read them lots of books but only ones with pictures so we could both understand. When I came back to London from India and Nepal, I started working with a great company called People Tree. They make clothes and bags and things so I helped them with some designs, with their profits they help build schools and hospitals. I always wanted to do a children's book. I wanted to try to make a simple story about a bird meeting all the other animals in the forest. The bird eventually turned into an owl because I wanted his eyes to be at the front so he can make better facial expressions. The most important thing was I wanted it to be able to be read without words so that children can understand everything just by looking at it. I travel a lot have lived and worked in lots of different cities. I also make rugs!" (walker.co.uk)

ABOUT THE ILLUSTRATOR

(see above)

THE READ ALOUD

BEFORE READING

Use these before reading the story to help students activate background knowledge and make predictions:

- What do you think this book will be about?
- Does this look like a real dog or a pretend dog? Why do you think so?

OH NO, GEORGE!

TOPICS & THEMES:

- Dogs
- Self-control
- Temptation
- Prediction

Tips for every book!

POWER PHRASES:

I WONDER...

I NOTICE...

TELL ME MORE...

DIGGING DEEPER:

"Tell me more, why do you think that?"

"How do you know that?"

"Why do you think they feel like that?"

"Interesting, did you notice anything else?"

- Did anyone notice dog's name in the title?
- Any ideas why the title says "Oh No George!"?
- How does George look – what do you think he's thinking?
- Does any child in this class have a dog? What do we know about dogs?
- Why would you say "Oh No" to your dog?
- Who else will be in this story? (see figure on title page)

DURING THE STORY

Use these while reading the story to help students interpret the action and content.

- After Harry leaves why does George say he HOPES he'll be good.
- What do you think George is going to do? (reader: this can be asked before each page turn)
- Look – there are words in white with an exclamation point after them that means this is said with feeling. The words say "Oh No, George!" Will you help me read when we come to these words in the book? Say them with me.
- When Harry comes home, what things will he see that George has done?
- When Harry and George went walking, what were some things that George did well?

AFTER READING

Use these after reading the story to help students understand what they just read.

- What are the different feelings George felt in the story?
- Why do you think it was hard for George to stay out of trouble?
- How many would have liked the author to decide the ending? How many liked being able to decide themselves how the story about George ends

BRINGING THE BOOK TO LIFE!

- If your mom or dad said "Oh No ____", what might you have done?
- Why might your teacher say "Oh No ____" to you or to the class?
- What is something you do so that your mom/dad/teacher say "Good job, well done" to you?
- If you have a pet, what kinds of things do they do that you wish they wouldn't?
- Why is it hard sometimes to make the best decisions?

COOPERATIVE LEARNING

- If you added another page to the book, what would George choose to do about the trash? Talk about your ideas with your neighbor. Then we'll share with the class.

EXTENSION ACTIVITY

- Obedience School Game: This game is based on Simon Says. The leader will say "Trainer Says" (or not) and use appropriate dog tricks or behaviors such as: lie down, beg for a treat, roll over, speak (woof), scratch your ear, wag your tail, show your tongue and pant. If the command is not prefaced with The Trainer Says, the children performing that behavior are out. Winner is the last child standing.