

# The Smartest Giant in Town

## National Curriculum Objectives:

English Year 1: [Understand both the books they can already read accurately and fluently and those they listen to by making inferences on the basis of what is being said and done](#)

## Differentiation for Challenge Activity:

**Section A** Match the items of clothing to the animal from the story.

**Section B** Number the animals in the order that George met them.

**Section C** Tick the correct answer using information from the text.

**Section D** Sort true and false statements about the story.

More [Whole Class Guided Reading](#) resources.

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# The Smartest Giant in Town

## Teacher Version

### Page 1 and 2

**D: (Q5) Who is George?** He is the scruffiest giant in town.

**M: (Q13) Is George the only giant in town? How do you know?** No, there are other giants in the picture on page 1 and 2.

### Page 3 and 4

**D: (Q6) What did the new shop sell?** Smart clothes

**S: (Q9) What clothes did George buy?** A shirt, a pair of trousers, a belt, a stripy tie, some socks and a pair of shoes.

**S: (Q10) What pattern was on the socks?** Diamonds up the side

### Page 5 and 6

**D: (Q7) Why was the giraffe crying?** His neck is long and it was cold.

### Page 7 and 8

**S: (Q11) Why did George give away his scarf?** It didn't match his socks and it made a nice, warm scarf for the giraffe.

### Page 9 and 10

**E: (Q1) What has the goat lost?** The sail for his boat.

**E: (Q2) What piece of clothing did George give to the goat?** His shirt

### Page 13 and 14

**E: (Q3) What happened to the mice's home?** It burned down.

### Page 15 and 16

**M: (Q14) Why is a shoe a good choice for a new house?** It is made from strong, waterproof material so it will keep the mice dry. It will have lots of room for them as George has big feet and they are tiny mice. They can snuggle down in the toes of the shoe to stay warm.

### Page 17 and 18

**E: (Q4) How did the fox's sleeping bag get wet?** He dropped it in a puddle.

### Page 21 and 22

**D: (Q8) Why is the dog howling?** He needed to cross the bog but couldn't.

### Page 23 to 26

**M: (Q15) What words rhyme in George's song?** Answers are dependent on certain accents. Scarf and giraffe; boat and goat; house and mouse; socks and fox; dog and bog, down and town.

### Page 27

**M: (Q16) Why is George upset?** His pants had fallen down so he needed to buy some more clothes, but the shop was closed when he got there.

### Page 30

**S: (Q12) Why do the animals think George is kind?** George gave away his new clothes to help them. He was nice to them as a friend should be.

The Smartest Giant in Town  
Comprehension

Section A

1. What has the goat lost?

2. What piece of clothing did George give to the goat?

3. What happened to the mice's home?

4. How did the fox's sleeping bag get wet?

## Section B

5. Who is George?

6. What did the new shop sell?

7. Why was the giraffe crying?

8. Why is the dog howling?

## Section C

9. What clothes did George buy?

10. What pattern was on the socks?

11. Why did George give away his scarf?

12. Why do the animals think George is kind?

## Section D

13. Is George the only giant in town? How do you know?

14. Why is a shoe a good choice for a new house?

15. What words rhyme in George's song?

16. Why is George upset?

# The Smartest Giant in Town Challenge Activity

## Section A

What did George give each animal?



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The Smartest Giant in Town – Challenge Activity



# The Smartest Giant in Town Challenge Activity

## Section B

Number the animals 1, 2, 3, 4 or 5 in the order George met them.



# The Smartest Giant in Town

## Challenge Activity

### Section C

What excuse did George give to the giraffe when he gave him his scarf?  
Tick one.

It was tickling my toes.

It didn't match my socks.

It kept coming untucked.

It was giving me blisters.

### Section D

Some of these statements are true, and some are false; tick the correct column to sort them.

	True	False
George gave his belt to the dog.		
George gave his shirt to the giraffe.		
George gave his tie to the giraffe to use as a path.		
George gave his shirt to the goat to use as a sail for his boat.		

# The Smartest Giant in Town Challenge Activity

## Section A

What did George give each animal?



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The Smartest Giant in Town – Challenge Activity **ANSWERS**

# The Smartest Giant in Town Challenge Activity

## Section B

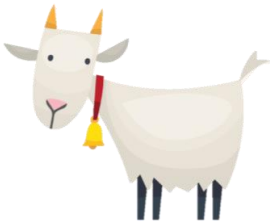
Number the animals 1, 2, 3, 4 or 5 in the order George met them.



5



4



2



1



3

# The Smartest Giant in Town

## Challenge Activity

### Section C

What excuse did George give to the giraffe when he gave him his scarf?  
Tick one.

It was tickling my toes.

It didn't match my socks.

It kept coming untucked.

It was giving me blisters.

### Section D

Some of these statements are true, and some are false; tick the correct column to sort them.

	True	False
George gave his belt to the dog.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
George gave his shirt to the giraffe.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
George gave his tie to the giraffe to use as a path.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
George gave his shirt to the goat to use as a sail for his boat.	<input checked="" type="checkbox"/>	<input type="checkbox"/>

## Whole Class Guided Reading – Teaching Guide

- Give each pair a copy of the book to read individually or as a whole class.
- The teacher should use the teacher version. It tells you where to pause after each page and provides questions for you to ask. The colours refer to our levels so that you can direct specific questions at specific students (their version does not have these colours or show them which is mastery, etc.). The questions are also numbered in the order they appear on the comprehension sheet.
  - Beginner – (Red)
  - Easy – (Blue)
  - Tricky – (Orange)
  - Expert – (Green)
- The children can record their answers to the questions at the end of the shared read/discussion or in a different session by using the comprehension sheet. The questions have been re-grouped into abilities so that you can assign sections to specific children.
  - Section A – Beginner
  - Section B – Easy
  - Section C – Tricky
  - Section D – Expert