






SURPRISES ACCORDING TO HUMPHREY

Teacher's Guide








Surprises

Humphrey says there are surprises that are fun and surprises that aren't so much fun.

-  Can you remember a surprise that was especially wonderful (a gift, a party, a visitor)? Describe how you felt.
-  Can you remember a surprise that wasn't so great (a grade, an injury, a cancelled trip)? Describe how you felt.
-  Make a list of five nice surprises your teacher would like ... or five surprises a member of your family would like. Have your class plan five nice surprises for your custodian.

Aldo's Spanish

Humphrey doesn't know what's going on when Aldo starts speaking Spanish.
Do you know any Spanish words?








-  Make a list of Spanish words you know (starting with food could be easy: taco, salsa, tortilla).
-  Aldo says, "Me llama Aldo." What is he saying?
If you don't know, ask other people if they know. (Hint, Aldo is his name.)
-  Ask a Spanish-speaking friend, go online or look in an English-Spanish dictionary to learn five words in Spanish. Here are some good ones to start with: Agua, azul, cielo, bonito, casa, amigo, libro.
-  If you already speak Spanish, list five words that are the same in English and Spanish.
-  Can you think of another time Humphrey heard a language other than English? Whose family was he visiting? Who was trying to learn English in that family?







Mrs. Wright Rules

The P.E. teacher, Mrs. Wright, is very strict about following the rules.



-  Name some places where you see rules posted.
-  Why do we need rules in a classroom? At a swimming pool? In the library?
-  What is an example of a rule you think is good? Why?
-  What is an example of a rule you don't agree with? Why?
-  When would it be a good idea to disobey a rule?
-  When would it be a bad idea to disobey a rule?
-  If you thought a rule was unfair, what could you do to change it?
At home? At school?

Garth and A.J.

Garth got upset when his best friend, A.J., doesn't pick him for his team. A.J. says that Garth isn't good at softball and if he picked him, he'd let down his team. Have you ever been picked last for a team? Do you remember how it felt?




-  If you were A.J., how would you have handled the team selection?
Would you have picked Garth? Why or why not?
-  Can you think of other ways that A.J. could have handled the situation?

Garth isn't good at playing softball but he can play guitar. A.J. isn't good at playing guitar, but he's good at playing softball.

-  Name three things that you're good at
(for example: math, singing, eating cookies).
-  Name something you'd like to be able to do better.
List three things you could do to improve your skills.

Aliens

Because of a movie he's seen, Humphrey lets his imagination run away with him when he thinks that Aldo has been abducted by aliens.




-  Have you ever let your imagination run away with you? When you were younger did you imagine situations that were not real? What were they?
-  What movies have you seen that have made you imagine things that you might not have thought of otherwise?
-  If you saw a spaceship from another planet land in your yard,
what's the first thing you would do?








Hamster Ball

Humphrey enjoys his new hamster ball and spins his way through the halls of Longfellow School for the first time.

-  Draw a map of the layout of your school. Make sure to mark your room, the playground, the principal's office.
-  If you were inside a hamster ball, how would things look and sound to you? How would you make it move from place to place?
-  If you were Humphrey, what part of the school would you explore first? If Og could roam around Longfellow School, where do you think he would go first?





Heidi's Hand

Raise-Your-Hand-Heidi Hopper has a difficult time remembering to raise her hand.

-  Why do you think Heidi always forgets to raise her hand?
-  Some students never volunteer to answer questions. Why do you think that is?
-  Think of three things Heidi could do to remember to raise her hand.



Suggestion Box

Humphrey writes down his idea about a party for Mrs. Brisbane and puts it in the school suggestion box.

-  Why do you think Mr. Morales has a suggestion box?
-  If you had a suggestion box in your classroom, what ideas would you submit?
-  If you had a suggestion box in your home, what ideas would you submit?
-  If you don't have a suggestion box, how else can you get your ideas across to people?

Sweetums the Cat

In Humphrey's eyes, Sweetums is a horrible creature. Re-read the section where Humphrey meets Sweetums in the backyard.

-  How do you think Sweetums would write about this situation, as seen through her eyes. How would she describe Humphrey?
-  How would other things look through the eyes of a hamster? How do you look to your pet?
Write a description of yourself as a pet might see you.

