

## THE HOLE STORY

Author: Kelly Canby

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Year level: K–3

### ABOUT THE BOOK

One day Charlie finds a hole. A hole of his very own! He picks it up and pops it in his pocket. But it doesn't take Charlie long to realise that a hole in your pocket is not a good thing to have ...

### ABOUT THE AUTHOR

Kelly Canby is an internationally published illustrator and author. Kelly was born in London, but has lived in Australia since the age of three, which is around the same age she started playing with pencils and crayons. It was probably only a few years after that that she decided playing with pencils and crayons was something she wanted to do for the rest of her life.

### THEMES

- Discovering the remarkable in the everyday
- Humour
- Word play
- Visual art
- Imagination

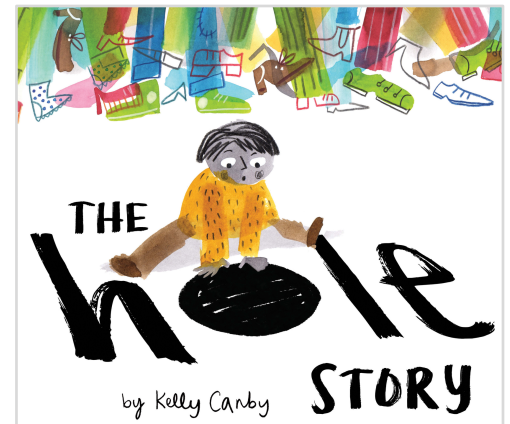
### AUSTRALIAN CURRICULUM OUTCOMES

K–3 English

K–3 Visual Art

### USEFUL WEBSITES

- Author's website: [kellycanby.com](http://kellycanby.com)



## CLASSROOM IDEAS

### Discussion questions

1. Look closely at the front cover – can you guess what the story is about? List some ideas as a class.
2. Who is the main character? How do you know? Is there a second important character that appears on every page?
3. Charlie finds a hole while out walking one day. Have you ever found an interesting object while out exploring? What was it? Turn to a partner and share.
4. Charlie quickly decides to get rid of the hole. Why do you think each of the following adults don't want it either?
  - a. The owner of the arachnid and reptile store
  - b. The boat builder
  - c. The seamstress
  - d. The gardener
  - e. The road worker
  - f. The donut lady
5. How does the end of the story demonstrate the idea that, 'One person's trash can be another person's treasure'?
6. How many different animals can you count hiding at the back of the book? Why do you think a hole is a good home for each of these creatures?
7. Challenge: can you spot the rabbit on every double page?

### Recount and sequencing

The events of the story are mixed up below. Can you put them back in the correct order?

- Charlie offers the hole to an owner of an arachnid and reptile store.
- The rabbit jumps into the hole and goes to sleep.
- Charlie puts the hole in his backpack.
- Charlie offers the hole to a gardener.
- Charlie declares the hole 'no good' and walks away from it.
- Charlie offers the hole to a road worker.
- Charlie finds a hole of his very own. He places it in his pocket.
- Charlie offers the hole to a donut lady.
- Charlie offers the hole to a boat builder.
- Charlie offers the hole to a seamstress.

### Word play: homonyms, homophones and puns!

1. The words 'hole' and 'whole' are examples of a homophone. Create a definition for this term.
2. How many other homophones can you find in the book? (Hint: look closely at the names of the shops!) E.g. *Sew Much Better* → sew vs. so.
3. Why do you think the arachnid and reptile store is called *The World Wide Web*? What is a homonym? In pairs, use a dictionary to create a list of five other homonym pairs like web (spider) + web (internet) e.g. bark (on a tree) + bark (the sound a dog makes)
4. What is the significance of the shop names *Bakery Bread Pitt* and *Florist Gump*? (Hint: you may need to ask a parent or teacher for this one!) What is a pun? In pairs, research other examples of puns.
5. How does the use of word play add humour to the story?

### Visual literacy

1. What style has the illustrator used to draw the characters – realistic, cartoon or abstract? What do you like or dislike about this style?
2. How would you describe the colour palette? Why do you think the author chose these colours?
3. How does the illustrator use repetition in her artwork? (e.g. of colours, objects) Create your own artwork using pattern and repetition.
4. What would you do differently if you were the illustrator of this book?

## Design your own picture book

1. Imagine you find a strange object on your way to school. In pairs, brainstorm a list of objects you might find. Choose one (but make sure it's not the same as your partners!)
  - a. Write a story about your adventures with your found object. Will it be helpful? Or will it cause you a lot of trouble? Will you keep it? Or will you try to get rid of it like Charlie does?
  - b. Design illustrations to accompany your story. Staple all the pages together to make a book.
  - c. Swap books with your partner and read aloud to one another!

## Visual art activities – oil pastels, watercolour paint, ink drawings and peephole shoebox dioramas

1. Firstly, use oil pastels to draw the outlines of your favourite character or scene from the book (for best results use watercolour paper). Next, apply watercolour paint to 'colour in' these images and/or the background. What do you notice? Why does the paint fail to cover up the crayon underneath? Do you like this effect? Create other mixed-media artworks to display around the classroom.
2. Use a shoebox to create a diorama of the inside of a hole. Using any materials of your choice (e.g. plasticine, clay), create a 3D sculpture of an animal to place inside. Cut a peephole in the shoebox. Hold a class gallery walk – *Can you guess who is hiding inside?*
3. Create an ink drawing of your favourite scene from the book in the style of Kelly Canby.

## Count the creatures

1. How many times does the rabbit appear in total throughout the book?
2. How many spiders can you count in the arachnids and reptiles store? How many snakes?

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