The Nowhere Box

A RIF GUIDE FOR EDUCATORS

Themes: Imagination, Families, Art, Engineering

Book Brief: George tries to escape his annoying

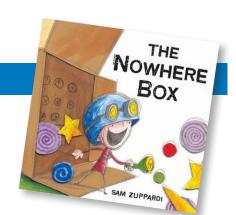
younger siblings by creating a box to nowhere. While on his journey, he discovers that while nowhere is quiet

and peaceful, it is also lonely.

Author and Illustrator: Sam Zuppardi

Content **Connections:**

Art, Science





TIME TO READ!

BEFORE WE READ, **LET'S LOOK AT...**

The Cover: What can you infer, or guess, about the boy on the cover?

The Pictures: Flip briefly through the pictures. What can students guess about the book's plot and characters just by looking at the illustrations?

Prior Knowledge: Where is nowhere? Why do you think the author chose to use this word as the name for the box?

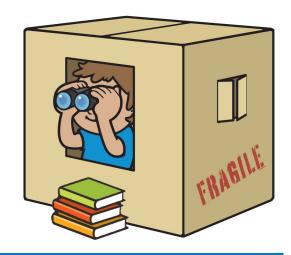
Vocabulary: course, nuisance, siblings

Purpose for Reading: As we read, pay attention to how George uses his imagination. Try to make connections to a time in your own life when you've used your imagination or played make-believe.

WHILE WE READ

MONITORING COMPREHENSION

- What is George doing when he is playing in his nowhere box?
- How is George able to imagine that the box becomes all these different places and things?
- How can you imagine things you have never experienced?
- How do you know about those things?
- Are the scenarios that George is creating fiction or reality?
- What are examples of the things George pretends his box becomes?
- What does George realize about nowhere?



LET'S THINK ABOUT

Our Purpose: Have you ever pretended objects were something different than they are? Give examples.

Extending Our Thinking: With a partner, brainstorm some other ways in which we use our imaginations. Can what we imagine ever become reality? Explain. Discuss why the author chose a box as the main object for George to use in this story.

NOTE TO EDUCATORS

- Extension Activities for Educators also available.
- Vocabulary Scaffolding Sheet also available.

