

## Storytime Animation

### Grandpa Toad's Secrets

by Keiko Kasza

Ages: 4-8 years



#### Exploring the Cover

Which of the two toads is grandpa and which one is grandson? How can you tell? The book's title is "Grandpa Toad's Secrets". What kind of secrets do you think Grandpa Toad has?

#### Building Background

Do you see your grandparents often? Do some of you live with your grandparents in the same house? What are some of the activities you like to do together with your grandpa or your grandma? Do you go for walks, like Grandpa Toad and Little Toad?

#### Reading the Book:

While reading the book, pay attention to the secrets granpa is teaching his grandson:

1. "You must be brave."
2. "You must be smart."

What did little toad think of grandpa's teachings? Was grandpa brave and smart in his encounters with the snake and the snapping turtle? Do you think seeing grandpa be brave and smart inspired Little Toad when he was scared of the monster and hiding in the bushes? What was the third secret of Grandpa Toad? Can you recall?

3. "Be sure to have a friend you can count on."  
Do you think grandpa and grandson can count on each other?

### After Reading the Book:



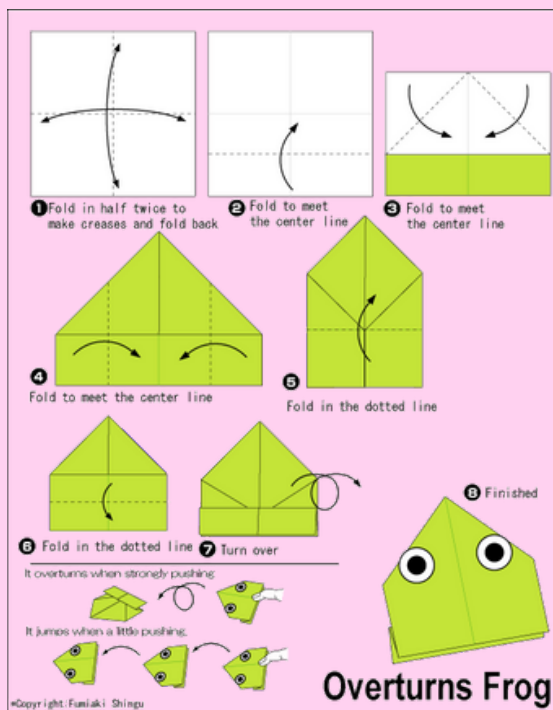
#### "Toad Says"

Invite the children to play a jumping game. First, make sure there is enough space between the children. The game rules are similar to "Simon Says" but instead the phrase used is "Toad Says". The animator says "Toad Says" and asks the children to jump a certain way (e.g., on both feet, on one foot, low to the ground, with a loud stomp, etc.). If the animator does not say "Toad Says" before the action, the children have to stand still. Additionally, when the animator says "Oh no! A monster!" the children have to stop jumping and cover instead.



#### Origami

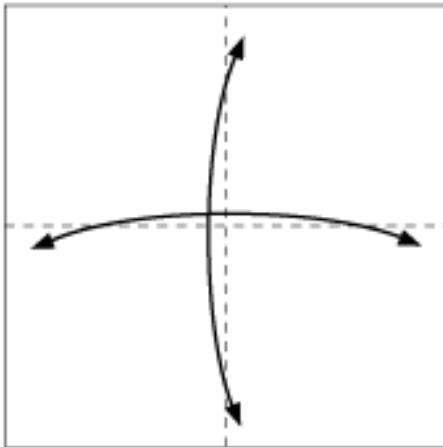
Invite the children to make their own origami toads. Follow the instructions below:



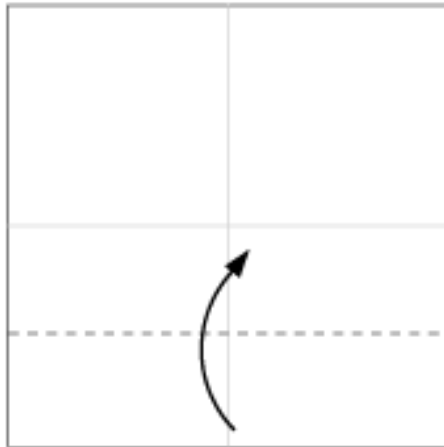
#### References and Resources

What is the difference between a frog and a toad?

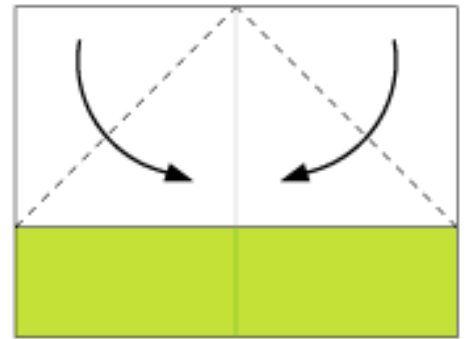




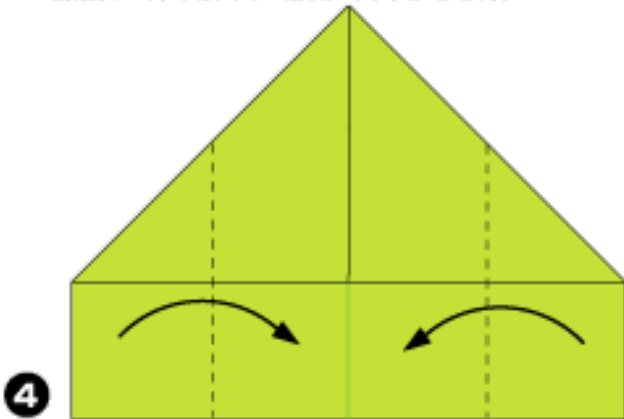
**1** Fold in half twice to make creases and fold back



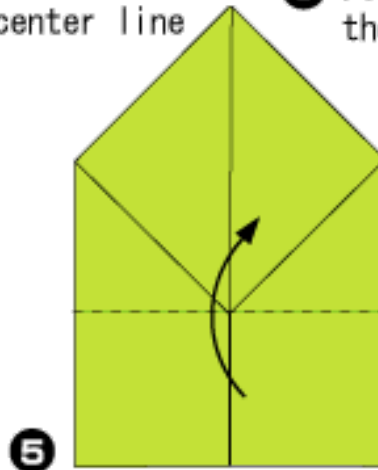
**2** Fold to meet the center line



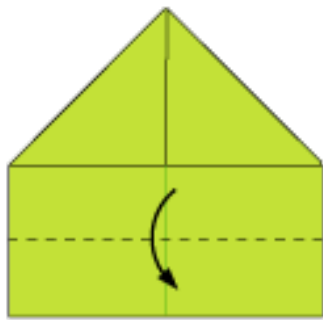
**3** Fold to meet the center line



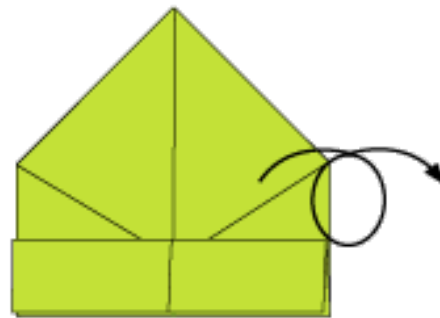
**4** Fold to meet the center line



**5** Fold in the dotted line



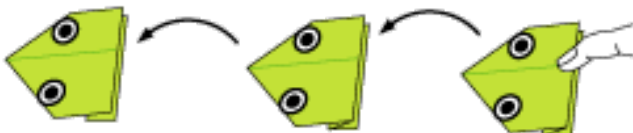
**6** Fold in the dotted line **7** Turn over



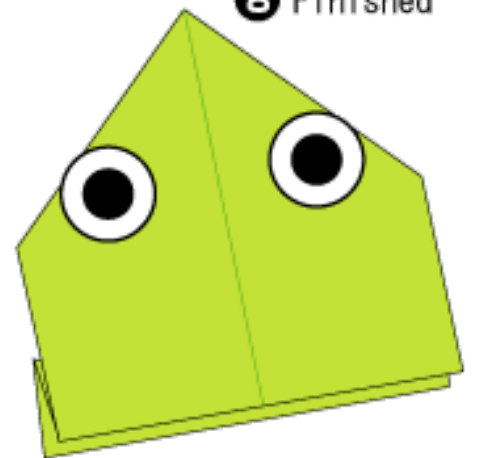
It overturns when strongly pushing



It jumps when a little pushing.



**8** Finished



# Overturns Frog