



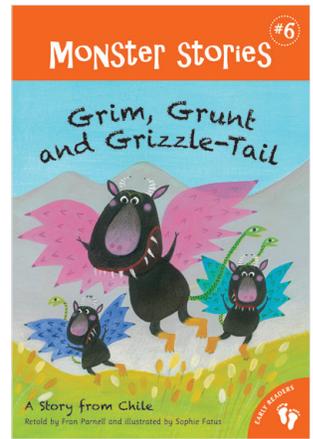
A Barefoot
Discussion
Guide

Monster Stories: *Grim, Grunt and Grizzle-Tail*

A BAREFOOT DISCUSSION GUIDE FOR AGES 5–11

1. What tricks have you played on your family and friends?
2. What jobs do you do to help at home? What jobs do you do to help at school? How do you feel when someone messes up your good work?
3. **Telephone:** Play this game with friends! Have everyone in the group sit in a straight line. The person at the end of the line will whisper a sentence into the ear of the person next to them. That person will then whisper the sentence to the next person, and so on, until the person at the other end of the line receives the message. Have them say the sentence out loud. What happens to the message as you pass it on?
4. “*The palace was too quiet after the princesses had gone.*” Can you think of somewhere that is too quiet? What noises can you hear if you close your eyes?
5. “*‘I wish something exciting would happen,’ wishes the second guard.*” What do you wish would happen today?
6. Do you have brothers or sisters? How do you think it feels to be the oldest in the family? How do you think it feels to be the youngest?
7. Have you ever felt left out? How did it feel?
8. Why do you think the two big monster brothers bully Grizzle-Tail? Is it fair?
9. Can you think of what Pedro and Grizzle-Tail might do together after this story is over?
10. **Monsters and Guards:** *Play this game with friends! One person is a guard watching an orange tree, while another person tries to steal the orange.*

Everyone sits in a circle with an orange placed in the middle. Choose someone to be the guard who stands in the middle protecting the orange. Blindfold the guard, and then choose someone from the circle to be the monster. The monster will creep all the way around the outside of the circle, through the place where they were sitting, and try to steal the orange. The guard has three chances to point directly at the monster as they creep around. If the guard points at the monster, the guard wins, and the monster switches places with the guard. If the monster reaches the orange, the monster wins, and the game starts with two new players.



Grim, Grunt and Grizzle-Tail

Retold by Fran Parnell

Illustrated by Sophie Fatus

PAPERBACK CHAPTER BOOK

9781846869105 \$7.99



Barefoot Books
step inside a story

www.barefootbooks.com