Friendship comes in all shapes and sizes, if we just keep our hearts open to it.

An unlikely friendship begins when Sophie finds herself whisked away to a strange land by the lovable Big Friendly Giant, who only eats “snozzcumber,” not little girls. Together they must stop the “gizzardgulper” from eating all the “human beans.” Sophie and the BFG travel to London to ask the Queen for help. Together they are able to bring peace and pleasant dreams to the whole world, and Sophie finds a friend she can count on.

Booklist Prepared by Michelle Angell
Graham Library, Pierce County Library System

For Children & Young Adults:

Watch Out! A Giant!
Eric Carle

Fin M’Coul: The Giant of Knockmany Hill
Tomie dePaola

The Dream Book: A Young Person’s Guide to Understanding Dreams
Patricia Garfield

Carolsinda Clatter!
Mordicai Gerstein

Jack and the Beanstalk
E. Nesbit

Kate and the Beanstalk
Mary Pope Osborne

Abiyoyo
Pete Seeger

The Giant and the Beanstalk
Diane Stanley

For Adults working with children & young adults:

Draw 50 Monsters, Creeps, Superheroes, Demons, Dragons, Nerds,
Dirties, Ghouls, Vampires, Zombies and other Curiosa
Lee Ames

American Tall Tales
Mary Pope Osborne

Crafts from Your Favorite Fairy Tales
Kathy Ross

The Barefoot Book of Giants, Ghosts, and Goblins:
Traditional Tales from Around the World
John Matthews
A cross-cultural anthology of folk tales carefully chosen to terrify and tantalize young readers.

The Official Roald Dahl Website
www.roalddahl.com

Teen Dream Doctor:
Free Dream Interpretation
www.dreamdoctor.com/teen

Curriculum Ties:
Geography, Friendship
Creativity, Language
Adaptation

Adapted by David Wood
By Roald Dahl
Directed by Rita Giomi
October 19 – December 30, 2007
Ages 5 and up/Grades K and up
Courageous Independence and Strong Friendships

By Taryn Zier

Just like Sophie, the orphan heroine in The Big Friendly Giant, children need encouragement, and courage, to become the person they wish to be. Positive role models, who can help build a child’s self-confidence, help them achieve their goals, and be a reliable friend, are imperative to this end. The most constructive, supportive influence for a child comes from a person who is present on a consistent basis in that child’s life. This interaction increases the likelihood that the child will stay away from pitfalls such as alcohol, drugs, tobacco, and gangs.

In The BFG, Sophie and the Big Friendly Giant provide each other with the necessary support and strength to overcome obstacles. The relationship between these two characters is a good example of a strong and positive friendship. Sophie and the BFG both fulfill needs for one another: Sophie finds someone she can count on, and the BFG finds a companion who likes him for who he is.

Dahl’s ability to illustrate these positive relationships for young people is one of the reasons adults find his work so important for kids. Young people usually enjoy and can relate best to stories in which the heroes and heroines are children with the capacity to accomplish great things, and who prevail in the end. Dahl’s independent and tenacious protagonists encourage young people to foster these characteristics in themselves. Many children struggle with low self-esteem and look to their peers for identity; Dahl's stories reinforce that they can be their own people, asserts Sharon Royer in her 1998 article, “Roald Dahl and Sociology 101,” in The ALAN Review.

This courageous independence is exemplified in the very character of the BFG. The BFG is an outcast: a gentle, meek, vegetarian giant living among grizzly ogres who think it is fun to eat children. Because of these virtues, the BFG is ostracized from his own kind, yet he is embraced and loved by Sophie. As children identify with Sophie, they are shown that kindness and gentleness are traits to look for in a friend.

Dahl’s view of society appeals to children and young adults because it reflects their own perspective. As Royer says, he piques their sense of humor and spirit, while illustrating that good will triumph and evil will be punished, and every child can be the hero of their own story.

Activity

Encourage your students to think about someone in their lives who is a positive role model. Invite them to list the characteristics that make that person influential. Now, ask the students to brainstorm ways that they can be role models for others.
Dreams is Mystical Things

By Taryn Zier

Everybody dreams. Although some people don’t remember them, most of us are blessed with sweet ones as well as tormented by bad ones. In The Big Friendly Giant, the BFG whisks Sophie, and us, away to “Dream Country,” where we are introduced to a different way of thinking about dreams.

In this story, dreams are captured by the BFG and blown through his trumpet into the thoughts of sleeping children. The many theories about where dreams come from, and why they exist, have changed over the centuries. Originally, people believed they were of a spiritual nature: either a product of divine intervention or a demonic vision. Many people today believe the Freudian theory of dreams, which holds that they are a reflection of our subconscious thoughts and feelings.

Different cultures have their own legends about the existence and meaning of dreams. In Native American folklore, many tribes have legends about dreamcatchers. One such legend begins with a grandmother who spent many days watching a spider carefully spin its web. One day, she stopped her grandson from killing the spider with his shoe. In return for saving its life, the spider wove a magical web in her window, which snared bad dreams and let good ones pass through the hole in its center. Generations later, handmade dreamcatchers are still kept in windows to protect people from bad dreams.

Bad dreams can be a burden for many, and nightmares are very common for children. Nightmares can be particularly distressing to the very young because they may have a difficult time separating the dream world from the real world. Fueled by vivid imaginations, many children make monsters their tangible symbol for everything that is scary. Studies show that the most frequent dreams for young children involve being threatened by an animal or monster. Fears, like a young person’s growing awareness of death and their own vulnerability, often trigger these monster-laden nightmares.

Luckily, in stories like The BFG, some of these nightmare monsters seem less frightening, and even laughable. In this case, children-eating giants seem practically harmless, because we know that the BFG and Sophie will prevail.

Activity

From http://www.thebfg.uk.com

Ask your students to think of a good dream they would like The BFG to blow to them in their sleep. Have them write it out in a speech bubble, like you see in the comics, and then you can hang these around the room, allowing the students to “catch” the dreams they want.

“Dreams is very mystical things,” says the BFG. “Human beans is not understanding them at all. Not even their brainiest processors is understanding them.” The BFG catches dreams to give to little girls and boys. A P Watt Ltd on behalf of Quentin Blake. Illustrated by Quentin Blake, from The BFG by Roald Dahl.
**ACTIVITY**  By Karen Sharp

**DREAM JARS**

Part 1
Create a Dream Jar.

Take a clean, empty jar and decorate it in a way that reminds you of a dream.

Cut out the words below and put them in your dream jar. Some of these words might seem a little out of the ordinary, but they are the BFG’s favorite.

Then, add some words of your own! These could include vocabulary or spelling words.

- Friendship
- Giant
- Snozzcumber
- Moonbeam
- Twinkling
- Adventure
- Scuddling
- Hero
- Dream
- Yodelling
- Frobscottle
- Escape

Part 2
Create a Story.

Roll some dice. The number that you roll is the numbers of words you should pull out of your jar.

Create a story using the words from your jar and some of your own words.

**Note to teacher:**
This activity can be layered up or down depending on the grade level. Options include having students draw a picture that tells the story, tell the story out loud, write a few sentences or write a whole story.