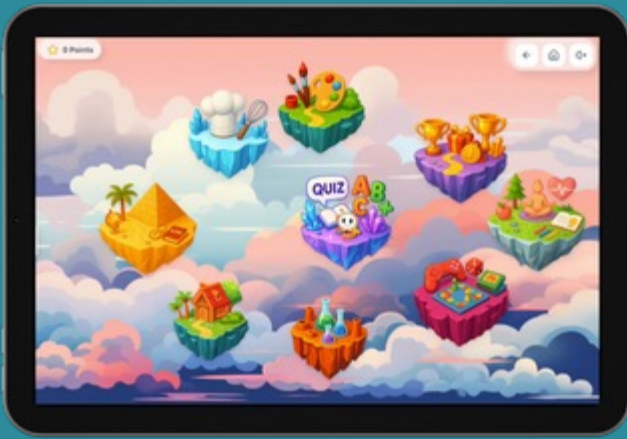


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Author Study Julia Donaldson F-2 Unit

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Story Explorer Reading Trail

A Julia Donaldson Author Study

Name _____

1

Book title _____



2

Book title _____



3

Book title _____



4

Book title _____



5

Book title _____



6

Book title _____



7

Book title _____



8

Book title _____





Story Feature Treasure Sort

Read each card. Place it in the matching treasure chest.

CHARACTERS

SETTINGS

PROBLEMS

SOLUTIONS

PREVIEW



Story Feature Cards - Set A



a brave little dragon



a curious sea creature



a thoughtful child



a moonlit forest



a busy harbour



a cosy library

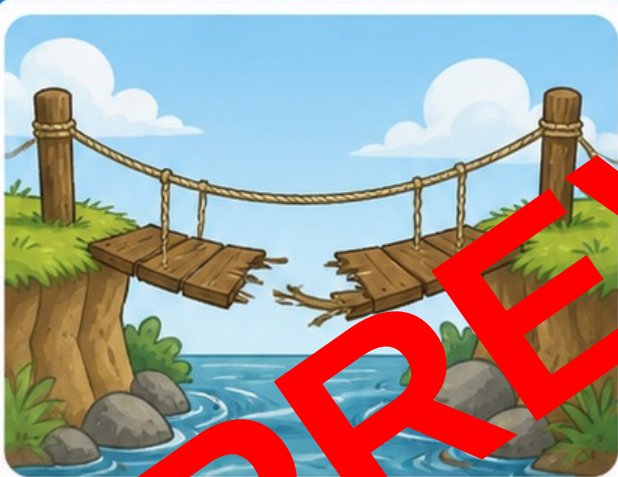
Story Feature Cards - Set B



the map blows away



a friend is missing



the bridge is broken



ask a friend for help



follow the footprints



build a safe raft

Roll a Remarkable Tale - Setting Die



Roll a Remarkable Tale - Character Die

shy dragon



clever snail



boastful fish



helpful bird



curious child



sleepy giant



Roll a Remarkable Tale - Problem Die

lost invitation



storm arrives



friend needs help



bridge appears



secret door opens



important
object breaks





Roll a Remarkable Tale - Story Planner

Name _____

Setting _____

Character _____

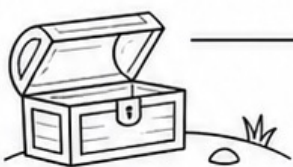
Problem _____

Solution _____



Draw the most exciting moment.

PREVIEW





My Reading Passport

Julia Donaldson Author Study

Name _____

1

Book title _____



2

Book title _____



3

Book title _____



4

Book title _____



5

Book title _____



6

Book title _____



7

Book title _____



8

Book title _____





My Book Response - Foundation

Name _____

Book title _____

Draw the front cover

Draw your favourite character

I like this character because



Tell the Story - Foundation

Draw what happened at the beginning, middle and end.

BEGINNING



MIDDLE



END



PREVIEW



Book Detective - Years 1-2



Name _____

Book title _____

Summarise the story

Beginning

Middle

End

Choose one character trait

Evidence from the story





Think Deeper - Years 1-2



What was the problem?

How was it solved?

What message did the story share?

Would you recommend this book? Why?





Character Clues



Choose a character. Use story clues to explain what the character is like.

Character name _____

Trait _____

WORDS

ACTIONS

THOUGHTS

FEELINGS

PREVIEW



I think the character is _____ because _____.



How Did the Character Change?

At the beginning

A challenge

What the character did

At the end

What the character learnt

PREVIEW



Story Journey

Draw and write the important events.



BEGINNING

MIDDLE

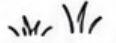
END

PREVIEW



Problem and Solution

1 The problem



2 First attempt



3 Next attempt



4 The solution



5 What the character learnt

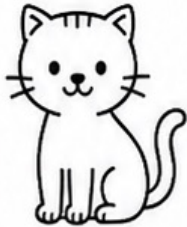


Name _____

Rhyme Detectives

Draw a line to match the words that rhyme.

cat



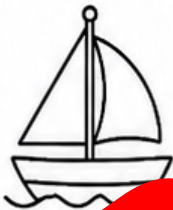
kite

moon



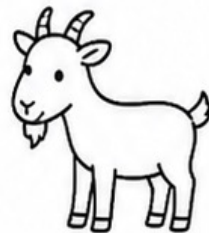
car

boat



bee

tree



goat

star



hat

light



spoon

PREVIEW



Make Your Own Rhymes



Write or draw two words that rhyme with each word.

PLAY

SEA

BRIGHT

TREE

PREVIEW

ANSWERS

Rhyme Detectives

Draw a line to match the words that rhyme.

cat  kite 

moon  car 

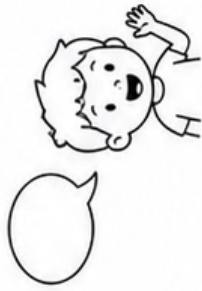
boat  bee 

tree  goat 

star  hat 

light  spoon 

PREVIEW



Compare Two Characters



Name _____

Character 1 _____

Character 2 _____

CHARACTER 1

BOTH

CHARACTER 2



Which character would you choose as a friend? Why?



Plan a New Adventure



Create an original tale inspired by an author's storytelling toolbox.

CHARACTER



SETTING



PROBLEM



SOLUTION



Add rhyme, repetition or a surprising helper.





Write Your New Adventure



Name _____

Story title _____

One day...

Suddenly...

With help...

In the end...

PREVIEW

Illustration



Story Explorer Assessment

Name _____

Date _____

Milo the mouse wanted to carry a giant seed home before the rain. First he tugged it alone, but it would not move. Then Lani the lorikeet helped him roll it down the path. When the seed became stuck in mud, they used a leaf as a sled. Together they rescued Milo's burrow just as the first raindrops fell.



1. Who is the main character?

- ☐ Milo ☐ Lani ☐ the rain

2. Where does the story happen?

- ☐ on a path near a burrow ☐ at school ☐ in space

3. What problem does Milo face?



Story Explorer Assessment - Page 2



4. How do Milo and Lani solve the problem?

5. Circle one trait for Milo:

determined / selfish / greedy

6. Circle one trait for Lani:

helpful / rude / careless

7. Number the events 1-3:

☐

They use a leaf as a sled

☐

Milo tries to move the seed

☐

They reach the burrow

8. What message does the story teach?



Story Explorer Assessment

ANSWERS

Date _____

Milo the mouse wanted to carry a giant seed home before the rain. First he tugged it alone, but it would not move. Then Lani the lorikeet helped him roll it down the path. When the seed became stuck in mud, they used a leaf as a sled. Together they reached Milo's burrow just as the first raindrops fell.



1. Who is the main character?



Milo



Lani



the rain

2. Where does the story happen?



on a path near a burrow



at school



in space

3. What problem does Milo face?

The giant seed is too heavy and Milo cannot
move it alone.



4. How do Milo and Lani solve the problem?

They work together, roll the seed and use a leaf as a sled.

5. Circle one trait for Milo:

determined

/

selfish

/

sleepy

6. Circle one trait for Lani:

helpful

/

rude

/

careless

7. Number the events 1-3

2

They use a leaf as a sled

1

Milo tries to move the seed

3

They reach the burrow

8. What message does the story teach?

Working together and not giving up can solve a problem.



Author Study Julia Donaldson F-2 Unit Rubric

Student _____

Date _____

Book or story _____

CRITERIA	BEGINNING	DEVELOPING	ACHIEVING	CONFIDENT	EXCEEDING
Story understanding	With help, names something that happens.	Identifies a main event or idea with support.	Retells key events in order with some detail.	Retells the story in order with important details.	Explains the story in detail and compares ideas.
Character evidence	With help, names a character.	Describes a character with support.	Uses the story to name and describe a character.	Uses evidence from the story to explain a character.	Uses detailed evidence to explain and compare characters.
Sequence and solution	With help, identifies the beginning, middle or end.	Orders key events with support.	Explains the problem and how it was solved.	Explains the problem and solution with key details.	Explains the problem and solution in detail and why it worked.
Speaking, drawing or writing	Shares an idea or picture with support.	Creates a simple picture or sentence with support.	Creates a clear picture or sentence about the story.	Creates a detailed picture or short piece of writing.	Creates a detailed piece with ideas, feelings and detail independently.

Teacher feedback

Author Study
Julia Donaldson



What Is an Author Study?



An author study means reading several books by the same author.

- Notice patterns across the books.
- Gather evidence from words, pictures and events.
- Share what you discover.



Meet Julia Donaldson



Julia Donaldson writes picture books, plays and songs.

Her books often invite readers to listen closely, join in and imagine

unusual adventures.



What Makes Stories Memorable?



Memorable stories often include:

- lively language and rhythm
- characters with strong goals
- an interesting problem and solution
- a message worth thinking about



Rhyme and Rhythm



Rhyme happens when words have matching end sounds.
Rhyme is the sound we hear as words are read aloud.
Together they can make a story playful and easy to remember.



Listen for Matching End Sounds



Say each pair aloud: cat / hat, noon / spoon, bright / night.
The beginning sounds change, but the end sounds match.
Can you invent a rhyming pair?



Repetition



Repetition means using a word, phrase or pattern again.

It helps children predict what may come next and encourages everyone to

join in during a rhyme or song.



Characters Have Goals



A goal is something a character wants to do, find, change or solve.
x. What does the character want? What makes that goal difficult?



Character Clues



Authors reveal characters through

- what they say
- what they do
- how they feel
- how other characters respond

Use clue to support every idea.



Beginning, Middle and End



Beginning: meet the characters and setting.
Middle: the problem grows and events unfold.
End: the problem is solved and we see what has changed.



Story Problems



The problem creates the action.
It might be a lost object, a tricky journey, a misunderstanding or a goal
that seems impossible.
Now, the problem is one clear sentence.



Solutions and Learning



A solution shows how the problem is resolved.
Think about the choices characters make.
What do they learn? How are they different by the end?



Themes and Messages



A theme is a big idea that a story explores.
Possible themes include courage, friendship, kindness, perseverance and
belonging.
Use textual evidence to explain the message.



Compare Stories or Characters



Look for what is the same and what is different.

Consider goals, problems, actions, feelings and lessons.

A strong comparison explains each idea with evidence.





Respond as a Reader

After reading, you can:

- think about important moments
- draw or label a response
- talk with a partner
- write a sentence or short paragraph



Read-Aloud Investigation



Pause and ask:

- What do you predict?
- Which words have rhythm or rhyme?
- What does this story reveal?
- How is the problem changing?



Create Like an Author



Invent a character with a clear goal.
Choose a setting and a surprising problem.
Add rhythm, rhyme, or repetition, then plan a satisfying solution.





Well Done,
Story Explorer!



PREVIEW

Julia Donaldson Author Study Quiz

PREVIEW





Question 1

Why do readers complete an author's story?

- A. To notice patterns across several books
- B. To memorize every page
- C. To look at the book covers
- D. To count all the words





Answer 1

A. To notice patterns across several books.

author study helps readers compare the author's characters, language, story structure and messages.



Question 2



True or false?

Naming words have matching end sounds.



PREVIEW

Answer 2



True.

exam, cat and hat have different beginning sounds but matching
end sounds.



Question 3



Short answer

None or a clue to help you understand a character.



Answer 3



Possible answers include what the character says, does, feels or thinks, and how other characters respond.

A good answer names a clue and explains what it shows.





Question 4

Which sentence describes a story problem?

A. The character cannot find the way home.

B. The title is printed at the top.

C. The book has colorful pictures.

D. The reader turns the page.





Answer 4

A. The character cannot find a way home.

A problem is a challenge that drives the story's action.



Question 5



True or false?

A character can never change because of the events in a story.



Answer 5



True.

Character's choices and experiences can change what the character knows or does.



PREVIEW



Question 6

Which order shows a common story structure?

- A. End, beginning, middle
- B. Middle, end, beginning
- C. Beginning, middle, end
- D. Problem, title, cover



Answer 6



C. Beginning, middle, end.

The beginning introduces the story, the middle develops the problem, and the end resolves it.



Question 7



Short answer

What is a story's message or theme?



PREVIEW

Answer 7



A theme is a big idea explored by a story, such as courage, kindness, friendship or perseverance.

Read the evidence to explain the message.



Question 8



Why might an author use repetition?

- A. To help readers predict and judge
- B. To remove the character
- C. To solve the story's problem
- D. To make every page silent



Answer 8



A. To help readers predict a conclusion.

Repeated words or patterns can make a read-aloud memorable and

emphasize



Question 9



True or false?

A comparison should explain both similarities and differences.



Answer 9



True.

Thorough and careful comparison uses evidence to explain what is the same and what is different.



Question 10



Short answer

Present a new adventure. Name a character, a setting and one problem.



PREVIEW

Answer 10



Answers will vary.

A complete response includes a character, a setting and a clear problem that begins an adventure.





PREVIEW

Brilliant
Story Thinking!

