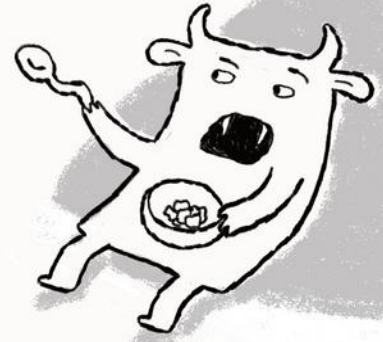


ROCK 'n' ROLE-PLAY!



Discussion points for the book:

Who is your favourite character?

How did Bif get past the rock in the end?

What do you think Bif will do next?

If you were a monster, what would your name be? What unique ability would you have and how would you use it against the big red rock?

Does the story have a villain?

What would you say to Bif if you met him?

Concepts 'The Big Red Rock' could be used to introduce:

Creative thinking, problem-solving and play:

The big red rock represents a difficulty that seems impossible to overcome. Bif and his friends have tried their hardest to move it but nothing has worked. Sometimes the effort that goes into solving a problem can stop us thinking creatively. Playing can help us relax and be more creative and can even lead to surprising and successful solutions to a problem.

Support networks and emotional well-being:

Bif's friends help him to forget about the big red rock and have fun. They play together and improve his mood. Sometimes the best way to support someone is to acknowledge what's causing their distress and help them to think about other things.

Empathy:

Although the solution to Bif's problem is likely to be clear to the reader, from Bif's perspective the rock is a significant cause of stress. The book can help children understand that the size of problems can differ depending on your point of view. When someone they know is upset, they can empathise by trying to imagine how things appear from the other person's perspective.

