DAZZLEHANDS SASCHA COTTER AND JOSH MORGAN



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Writing			Reading			
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Organisation	\checkmark	The second	Inferring			
Voice	\checkmark		Making Connections	\checkmark		
Word Choice	\checkmark		Predicting	\checkmark		
Sentence Fluency	\checkmark	PIT TENCH	Questioning	\checkmark		
Conventions	\checkmark		Summarising & Synthesising	\checkmark		
Presentation			Visualising			

Dazzlehands, by New Zealand creators Sascha Cotter and Josh Morgan, is a hilarious book about a pig with a big personality. In this rhythmic story, Pig turns his nose up at society's traditional expectations by refusing to say 'oink' like all the other pigs and choosing to say 'Dazzlehands' instead. This is a fun and lively read.

Writing

IDEAS: This is a book about a farm animal who chooses to make a different noise than what is normally expected. This idea is one students could borrow to create their own creative tale. What other noises might a horse make, for example? The personality of the animal could determine this. Would a grumpy horse choose a different noise to a boisterous one? ORGANISATION: This is a classic example of the rule of three- the characters experience three unsuccessful attempts to achieve their goal, before trying something new and getting a different result. This makes the story ideal to plot on a 'story mountain' to show students how the author develops the story in a way that is engaging for the reader. WORD CHOICE: Some tier 2 words worthy of explicit instruction include: liberate, bursting, razzle, anatomy, mull it over. Rhythmic sentences seem to be par for the course with Sascha Cotter's writing. The poetic qualities of these sentences including the use of alliteration, assonance, repetition, onomatopoeia and compound adjectives. CONVENTIONS: Potential grammar focuses- use of dialogue punctuation, use of different fonts in publishing and use of capitals in writing.

Reading

MAKING CONNECTIONS: This book would be great to use in an author study on Sascha Cotter's books. How is it similar or different to her book Cannonball? How are the characters and/or plot similar or different in these books? How are Josh Morgan's illustrations similar/different? What are the characteristics of Sascha's writing style? Of Josh's illustration style? How can you use what you know about these books to help you predict the events in one of their other books? SUMMARISE: Have students practise summarising this storyline using the 'someone wanted, but, so, then' framework.