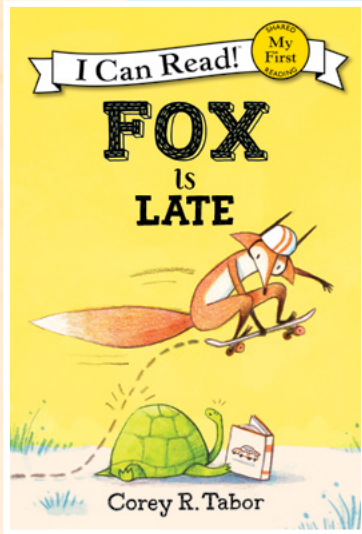


FOX

and friends

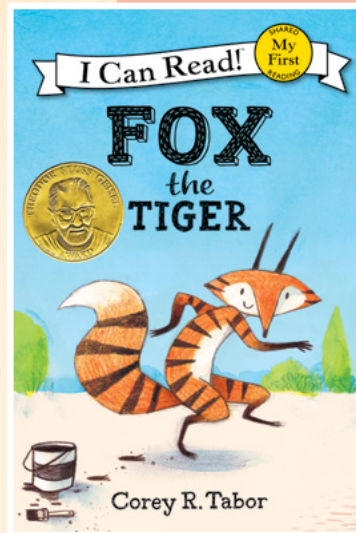
TEACHING GUIDE





Fox is late for lunch, so he hops on his skateboard. Go, Fox, go!

What is this winning trickster character doing, zooming over and under and around on his skateboard? His animal friends follow him home to find out—and get a big surprise!



Fox wishes he were a tiger. Tigers are big and fast and sneaky. So he decides to become one!

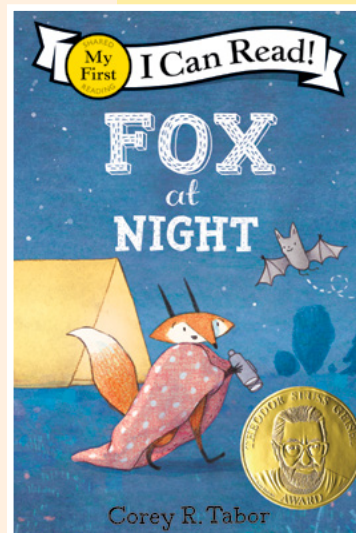
Soon Turtle and Rabbit are joining in the fun. But will Fox want to be a tiger forever?

In *Fox the Tiger*, this winning trickster character and his animal friends learn that the best thing to be is yourself.



Fox goes up against a surprising foe!

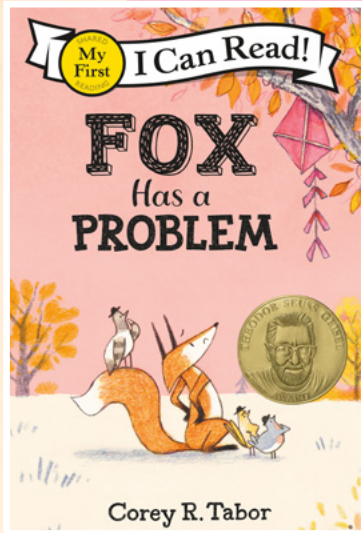
Fox does not like winter. None of his friends are around to play. He is bored and alone. Then Fox has an idea. If he cannot escape winter, he will fight it!



Fox overcomes his fear of monsters when he meets real nocturnal animals.

Fox is up late in the night. There are shadows and noises everywhere. Fox is sure the night is full of monsters! Then he meets the real creatures of the night and realizes they are not so scary after all.





Fox learns to solve a problem in an unexpected way.

Fox has a problem: His kite is stuck in a tree! But every clever plan creates even more problems for him—and for all his friends. Can they work together to fix things before it's too late?

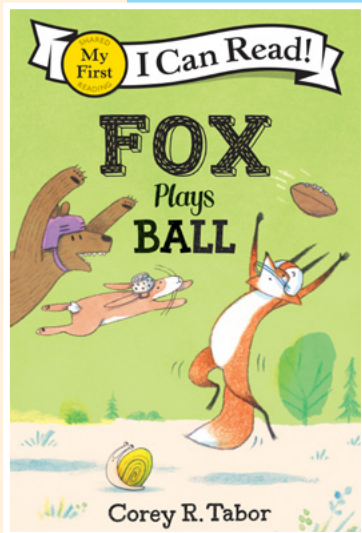


There's only one Fox...until there are two!

Fox demonstrates all his foxy skills to the newcomer: He can do tricks! He's sneaky! He can jump super-high!

But this other creature can do all the same things...

Could it really be another fox—and maybe even a new friend?



Fox is ready to play ball!!

So are Elephant, Rabbit, Bear... and Snail.

But who will win the game?



Corey R. Tabor

is the author and illustrator of the Caldecott Honor-winning *Mel Fell* and is the three-time Geisel Award winner for *Fox Has a Problem*, *Fox at Night*, and *Fox the Tiger*. His other acclaimed titles include the young graphic novel chapter books *Sir Ladybug*, *Sir Ladybug and the Queen Bee*, and *Sir Ladybug and the Bookworms*; the picture books

Ursula Upside Down, *Simon and the Better Bone*, *Snail Crossing*, *Fox and the Bike Ride*, and *Fox and the Jumping Contest*; and the *I Can Reads* *Fox versus Fox*, *Fox versus Winter*, *Fox Is Late*, and *Fox Plays Ball*.

Corey R. Tabor lives in Tacoma, Washington, with his wife and son and spends his time making pictures and stories. You can visit him online at coreyrtabor.com.

Common Themes

Friendship

Fox has a great group of friends! They eat together (*Fox is Late*), play make-believe together (*Fox the Tiger*), and brave the dark together (*Fox at Night*). They are even there for each other when one of them creates big problems for everyone (*Fox Has a Problem*)! To help your reader think about friendship, ask:



- What are some ways that Fox and his friends helped each other throughout the story?
- What makes a good friend?
- How have the other animals been good friends to Fox in this story?

Creativity

Fox is one creative character! Your readers will love watching Fox come up with new ideas to help himself solve a problem, even when that creativity gets him into more trouble. And sometimes Fox is creative just for the fun of it. To help readers think about creativity in this story ask:

- What are some ways that Fox was being creative in this story?
- What were some times when Fox's creativity helped him solve a problem?
- What were some times that Fox's creativity created a new problem?

Problem Solving

In each story, Fox encounters a unique problem. Lucky for Fox, he and his friends have lots of ways to solve these problems. The solutions don't always work the first time, but this group of animal friends shows real perseverance, and they keep going until they get it right. To help your reader think about problem solving in this story, ask:

- What was the main problem Fox tried to solve in this story?
- How did Fox try to fix the problem? What solutions worked and what didn't?
- How did his friends help him solve his problem?

Imagination

Imagination takes center stage in *Fox at Night* and *Fox the Tiger*. In *Fox the Tiger*, Fox and his friends use their imagination for play, letting their dreams of what they would like to be take shape. In *Fox at Night*, imagination gets the better of Fox as he braves the dark with his friends. To help your reader think about imagination in this story ask:

- How did Fox and his friends use imagination in this story?
- How did using their imagination in this story make them feel?



Classroom Activities

Partner Read *(Reading)*

Use suggestions below for partner reading with *Fox Has a Problem* and *Fox Versus Fox*.

Fox Has a Problem

- Readers choose who reads the problem pages and who reads the idea pages. Tip: Highlight problem and idea with highlighter tape or underlining to help readers see the pattern.
- During the partner read, readers stop after each idea to decide if Fox's problem has been solved: Does he have new problems? What idea might he try next?
- Readers switch roles and re-read the story.

Fox Versus Fox

- Students choose who reads the Fox part and who reads the white fox part.
- Preview the book: How can you tell who is saying what? Are there any pages that are confusing?
- After the partner read, students discuss how the two foxes are similar: Do you think they would make good friends?
- Readers switch roles and re-read the story.

Reading Journal

(Reading and Writing)

As students read books in this series independently or with a partner, use the included Reading Journal template to write about what they read. After readers finish each book, they write down the title, their rating of the book, and what their favorite moment from the story is. If reading these books partners, take time to discuss ratings and favorite memories.



What Makes a Good Friend? *(Reading and SEL)*

Friendship is a key theme that weaves through this series. Using any (or all) of the Fox books:

- Brainstorm as a class what qualities make a good friend. As a group, choose 3–5 qualities that you will look for as you read. Post these on chart paper. Tip: Preview each text beforehand to guide students to qualities that will be easier to find.
- As you read, keep track of how many times you see each of these qualities in the book (s). Tip: Assign each quality to small groups of readers to give them some ownership over finding examples.
- Review the qualities you identified and discuss as a class whether or not Fox is a good friend. Readers should back up their opinion with an example from the story.
- As an extension, have a similar discussion about Fox's friends in each story: Are they good friends and why?

Good Friend Gallery

(Reading, Writing, SEL, and Art)

Note: This activity can be used as an extension of “What Makes a Good Friend” or as a standalone.

- Brainstorm as a class what qualities make a good friend or use the list from “What Makes a Good Friend”
- Reading aloud any (or all) of the Fox books, make a new list of ways that Fox or the other animals have been good friends. Post list on the board or chart paper.
- Students choose one example to write and draw about. Model using your own example and then give students time to create. Template included.
- Post all examples in the classroom to create the Good Friend Gallery. Put pages together as a book to make a Good Friend Guide.

Classroom Activities

Name the Game

Even though they are using a football, the game the animals are playing doesn't look much like our game of American football. After reading the story, discuss with your reader(s):

- If it were up to you, what would the name of this game be?
- What would be the rules for this new game? Use information from the story to come up with the rules for the game.

For a writing extension, have readers write out their list and add illustrations.

And the winner is... Snail!

After reading the story, discuss with your reader(s):

- Why did Snail decide not to jump for the ball when all the other animals did?
- How did Snail win the game in the end?

Who Will Win?

Before reading the story, introduce the following characters: Fox, Elephant, Bear, Snail and Rabbit. Discuss with your reader(s):

- Which animal will be the fastest player?
- Which animal will be the strongest player?
- Which animal will be the most careful player?
- Which animal will be the _____ player?

Change the Ending

After reading the story, discuss with your reader(s):

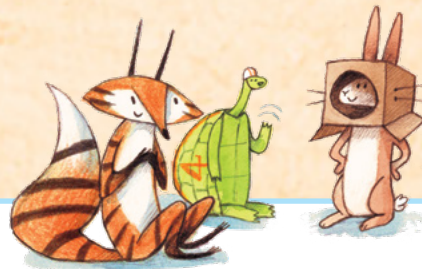
- Which animal do you think should have won the game instead of Snail?
- How would this change the story?

For a writing extension, have readers create the pages for their new ending.



Guide prepared by Louie Lauer, a library media specialist in the Fargo Public Schools school district in Fargo, North Dakota.










Good Friend Gallery



A large, empty rectangular area with a light blue border, intended for students to draw or write about their good friends.

Three horizontal blue lines, intended for students to write their names or other information.

My Reading Journal

Title	Rating	My Favorite Part
	  	
	  	
	  	



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