

The BFG

Guided Reading Questions and Activities

Chapter 12: Dream-Catching

<p>Day 1 (AF2)</p> <ol style="list-style-type: none">1. How did the BFG hold his long net?2. Why is the BFG very excited about the first dream he catches?3. What happened when the BFG caught a trogglehumper? <p>Challenge: Draw a diagram that shows how to catch a dream.</p>	<p>Day 2 (AF3)</p> <ol style="list-style-type: none">1. Why did the BFG answer Sophie sharply?2. How do we know that the BFG likes children? Use the text to prove this.3. Why did the BFG keep the trogglehumper in a jar? <p>Challenge: What would be your ideal (perfect) dream?</p>
<p>Day 3 (AF4/5)</p> <ol style="list-style-type: none">1. How does this chapter help you to understand how important the BFG is?2. How does the final word of the final sentence of this chapter prepare the reader for what is about to happen next? <p>Challenge: Summarise (put into our own words) the relationship between the BFG and Sophie.</p>	<p>Day 4 (AF6/7)</p> <ol style="list-style-type: none">1. The trogglehumper dream is described as moving 'violently, thrashing against the sides of the jar and forever changing shape'. Do you think this is an effective description of the trogglehumper? Explain why you think that.2. Why do you think the author made the BFG a dream catcher? <p>Challenge: Make a fact sheet about dreams (as if Sophie wrote the fact sheet).</p>