

The BFG

Guided Reading Questions and Activities

Chapter 14: Dreams

<p>Day 1 (AF2)</p> <ol style="list-style-type: none">1. What is the difference between the behaviour of a good dream and a bad dream as it sits in the jar? (See page 94)2. 'Sophie read them rapidly' (page 102). What does 'rapidly' mean?3. How did the BFG learn to write? <p>Challenge: Turn one of the dreams into a storyboard to explain the stages of the story.</p>	<p>Day 2 (AF3)</p> <ol style="list-style-type: none">1. On page 102, the BFG is described as 'long-suffering'. What does this tell you about his reaction to Sophie's question, 'Can I look?'2. How did Sophie react to the galloping giants heading for the girls' school and the boys' school? <p>Challenge: Design a perfect dream for Sophie. What do you think she would like to dream at the end of this chapter?</p>
<p>Day 3 (AF4/5)</p> <ol style="list-style-type: none">1. What is the effect of showing the dream labels all in capital letters?2. Do you think the illustrations in this chapter are helpful to the reader? Explain your answer. <p>Challenge: Make a list of all the characters you have read about so far and sort them into 'Good Character' and 'Mean Character'.</p>	<p>Day 4 (AF6/7)</p> <ol style="list-style-type: none">1. How is this story (so far) different to other Dahl stories you have read, or other stories in our classroom?2. Do you think the author believes girls and boys enjoy different dreams? Explain how you know. <p>Challenge: Most of Roald Dahl's characters are scary or mean. True or false? Explain your answer.</p>