

TEACHER NOTES & RESOURCES

Let's Go Shopping, Grandma!

Sharon Giltrow

Dhwani Gosali

4-8 years

English, Mathematics, Science – STEAM, Health and Physical Education, The Arts, Humanities and Social Sciences



SYNOPSIS:

Taking Grandma shopping can be tricky! She will dawdle to the bus, ask to push the trolley and plead for chocolate. But with cuddles, a few deep breaths and a piggy back ride, you and your grandma will get the shopping done! Let's Go Shopping, Grandma! an essential guide for anyone who has ever had to take a grown-up shopping.

THEMES:

Routines, Family Dynamics - grandma child relationship, Links to own family, Shopping, Feelings and emotions, Empathy

SELLING POINTS:

Let's Go Shopping, Grandma! is a funny role-reversal tale of a stubborn grandma on her shopping trip with her ever-so-patient and independent young granddaughter. Besides the pure entertainment factor, this book by Sharon Giltrow and Dhwani Gosalia also creates a wonderful array of learning opportunities and play experiences that will help children in many developmental and interpersonal areas of growth. Further, it's a great chance to celebrate National Grandparents Day with some fun activities! Enjoy!

WRITING STYLE:

Let's Go Shopping, Grandma! is a second person point of view story. It is a humorous 'how to' role-reversal book, which guides the reader step by step in how to take their grandma shopping. Children and adults will have a lot of fun reading it together.

Sharon Giltrow grew up the youngest of eight children in a century-old farmhouse, where she turned her bedroom into a library filled with other people's books. Today in her Perth home, she's filling the shelves with her own! An award-nominated children's author, Sharon writes stories that bring joy, laughter and connection to families everywhere.

TEACHER ACTIVITIES/NOTES:

DISCUSSION:

Do you have a favourite activity or memory about spending time with a grandparent?
What things are you better at doing than your grandparent?
Do you like to visit the shops with your grown-up? Why or why not?
What is your favourite treat? What is your grown-up's favourite treat?
Look at the cover of 'Let's Go Shopping, Grandma!' What do you notice? How do you think the characters are feeling? How does it make YOU feel? What might happen in this story?
What was your favourite part of the story? Why?

ACTIVITIES:

ENGLISH

Use the image below to:

Write adjectives (describing words) about the characters. [AC9E1LA07](#), [AC9E2LA07](#)

Create a character profile, describing the behaviours, appearance, likes, dislikes, etc of a character. [AC9EFLA08](#), [AC9E1LE01](#), [AC9E2LE01](#), [AC9EFLE02](#), [AC9E2LE02](#), [AC9EFLE03](#), [AC9E1LE03](#), [AC9E2LE03](#)

Innovate and complete the sentence, "When it's time to go to the shops..." [AC9EFLE05](#), [AC9E1LE05](#), [AC9E2LE05](#)

Write a role-reversal narrative about a young child being in charge of a grown-up. [AC9EFLE05](#), [AC9E1LE05](#), [AC9E2LE05](#), [AC9EFLY06](#), [AC9E1LY06](#), [AC9E2LY06](#)

Write 'an essential guide' (or procedural text) on 'How to...' (for example, take a grown-up shopping, get them ready for work, bed, etc). [AC9EFLY06](#), [AC9E1LY06](#), [AC9E2LY06](#)



ACTIVITIES:

Mathematics

AC9MFN05, AC9MFN06, AC9M1N04, AC9M1N05, AC9M1N06, AC9M2N04, AC9M2N05, AC9M2N06

Use the images below to:

Create a shopping list using a supermarket catalogue (or your own catalogue) or real/toy items with prices.

Draw, cut out or choose the items you will buy, and add them to your shopping trolley/cart/basket.

Add up the total cost of all the items.

Count the money you need to pay for the items. Will you need change? Calculate the change as necessary.

Create mathematical problems, such as limiting the spend to \$10/\$20/\$100, etc, or limiting the number items to a maximum of 5, or maybe Grandma added a chocolate bar and now you need to subtract the cost, etc.

Note: students can role play different scenarios with a partner. You might like to include other props like a cash register, scanner, etc.



Mathematics



Visual Arts

AC9AVAF01, AC9AVA2C01, AC9AVAFP01, AC9AVA2P01

Use the image below as inspiration to:

Make a card with a special (or funny) message for a grandparent.

Take a fun photo (or draw a picture) with a grandparent and create a nice frame to put it in.

Take your grandparent out on a special adventure!

Try and do something active with a grandparent (for example, a bush walk, a bike ride, etc).

Colour in the activity sheets and make a book for your grown-up.

Read your favourite books together!

LET'S GO SHOPPING, GRANDMA!

WRITTEN BY SHARON GILTROW
ILLUSTRATED BY DHWANI GOSALIA



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