



## Teachers' Notes - suggested activities for students

### Research projects – Googling a Googly

- *The googly bites and bamboozles the bat....* What is a googly? Students research unfamiliar words in the text.
- Every colour and symbol on a national flag has deep significance. Students read the book and identify national flags on each page. Students choose three of the national flags from the book and research what the designs reveal of their country's story.
- On the Australian page well known cricket commentator Alan McGilvray sits beside the great Don Bradman. In the 1930s McGilvray was involved in the famous 'synthetic cricket broadcasts'. Students find out what these were and how they were transmitted and develop a timeline to show how cricket broadcasting have changed over the years. They should include the dates of important games along with famous players and commentators
- Choose one of the double page spreads and look closely at the illustrations. Students list some of the important features they see of that country's culture. For example, food, clothing, music, building design, transportation and so on.

### Making a flag, logo or 'coat of arms'

- Heraldry is an early example of colours and symbols being used for identification. The knights of old in their suits of armour would wear their coat of arms (with specific colours and symbols) so they could be recognized in battle. Students research the history of heraldry and design a flag, logo or coat of arms for themselves. They explain the significance of each feature of their design.
- Research what the design on the school logo represents.

### Walking in their shoes

- After reading the book and studying the pictures, students discuss in which countries they would feel most comfortable and in which countries they might feel uncomfortable? They use the pictures to give evidence of their feelings.

### Invent a game

- An official cricket match is played on a large ground between two teams of 11 players with one reserve (the 12<sup>th</sup> man). Students design a cricket game that can be played in a small space by fewer players. They test it out with their friends.
- Students invent a tabletop cricket game using objects such as table tennis balls and pencils for bats. Encourage them to use recycled materials where possible. They make up and write out rules for their game to test it.

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### Rhyming text

During a literacy session, discuss syllables, word stress and meter with your students. Here are some websites that will help:

<http://www.dorichaconas.com/lcing%20the%20Cake%20page.htm>

<http://www.rhymezone.com>

<http://www.fun-with-words.com/index.html>

On a second or subsequent reading of *Howzat!* pay particular attention to the rhyming patterns for the West Indies, America, New Zealand, Australia, South Africa and Kenyan pages.

Ask students to choose another country that has not been represented in the book and write a page using rhyming text. Later, they can research the country and illustrate their page.

### The re-cycled cricket team

In some places in the world proper cricket equipment is very hard to find and far too expensive to buy.

As an example look through the book and note the variety of objects that have been used for wickets.

Have students create cricket equipment from the recycle bin.

Some suggestions could be:

- A ball from screwed-up paper and string
- Wickets from tubes of cardboard
- Bails from toilet paper tubes
- A cardboard bat?

What else? Wicket-keeping gloves, batting gloves, pads, a cap and a scoreboard.

Think of a name for the team and design a logo.

Let the game begin!



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