Story Summary

Meet Iz and Norb. They’re cute, they’re fun, and they’re best friends! These silly friends love to play and go on adventures, racing to see who can get in the silliest situation. But, sometimes play is more than just fun and games. When Iz takes things a bit too far and bumps her head, Norb helps her get back on her feet and push past her fears.

Activity Ideas

Rhyme Book
This can be done individually, in small groups, or in whole groups. Ask children to draw pictures of objects that rhyme or cut out pictures from magazines. Children can also write rhyming words.

Whack a Rhyme Game
Use the Rhyming Cards to play this game. Choose one card and place it for players to see. Turn over the rest of the cards in the deck, one at a time. If the word on the card rhymes with the word on the original card, children slap the table with their hand. Assign points as desired.

Write a Rhyme
Write a rhyme about your favorite place to read, your favorite food, and/or an animal you would like to ride.

Additional activities can be found in the following pages of this document.
Where Are You?

Meet Iz and Norb. These silly friends love to play and go on adventures, racing to see who can get in the silliest situation. But, sometimes play is more than just fun and games.

What is your favorite Iz and Norb adventure?

_______________________________________________________________________________________________
_______________________________________________________________________________________________

Have you ever been discouraged and felt afraid? What made you feel that way?

_______________________________________________________________________________________________
_______________________________________________________________________________________________

Did someone help you overcome those feelings? What did they do?

_______________________________________________________________________________________________
_______________________________________________________________________________________________

Do you make excuses if you can’t do something? What are some examples of the excuses you make?

_______________________________________________________________________________________________
_______________________________________________________________________________________________

What are some rhyming words?

_______________________________________________________________________________________________
_______________________________________________________________________________________________

Words from the story: plum, chum; nook, book; play, stay, way
Vooks Pause & Ponder

Where Are You?

0:34
Where is your favorite place to read? Why is it your favorite place?

0:56
What is your favorite food? Describe how it tastes.

1:35
What animal would you like to ride? Why?

2:37
Where would you hide to feel safe?

3:32
What does Iz mean when telling Norb “thanks for the boost”?

After viewing the Book:

1. What are some things that make you want to hide?
2. Share an adventure that you would like to go on.
3. Have you ever fallen and hurt yourself? Did someone give you a “boost” to make you feel better?
4. Write and share a “boost” for someone in your family.
5. Play “Where Are You?”:
   - **Player 1**: Think of a place.
   - **Player 2**: Ask “Where are you?”
   - **Player 1**: Describes the place in one sentence. (Modification: use a rhyme.)
   - **Player 2**: Guesses the place.
   (Repeat as necessary. Keeping score is optional.)
Rhyming Cards

<table>
<thead>
<tr>
<th>book</th>
<th>McDeuce</th>
<th>porpoise</th>
</tr>
</thead>
<tbody>
<tr>
<td>socks</td>
<td>loose</td>
<td>enormous</td>
</tr>
<tr>
<td>box</td>
<td>chalks</td>
<td>from</td>
</tr>
<tr>
<td>knocks</td>
<td>bum</td>
<td>Freddy</td>
</tr>
<tr>
<td>spaghetti</td>
<td>way</td>
<td>Guzetti</td>
</tr>
<tr>
<td>goose</td>
<td>stay</td>
<td>sweaty</td>
</tr>
<tr>
<td>noose</td>
<td>stump</td>
<td>ready</td>
</tr>
<tr>
<td>plum</td>
<td>chum</td>
<td>beach</td>
</tr>
</tbody>
</table>

These rhyming cards can be used for the Rhyming Mat and Container Rhyme Match activities below.
Cut out the Rhyming Cards and place them on the Rhyming Mat with the words that they rhyme with.

speech

plump

spruce

gum

play

blocks

yeti

gorgeous

nook
Container Rhyme Match

1. Cut out the characters and attach them with tape to separate jars or cups.
2. Use the Rhyming Cards above and place them in the jar/cup of the word that they rhyme with.

BLOCKS

SPRUCE

YETI
Fill in the Blanks

Choose from the following words to complete the sentences from the story.

- ready
- yet
- crackers
- back
- quackers
- pack
- Freddy

Norb is riding on the ________________ of a giraffe gone ________________________________

while snackin' on a ________________ of alpaca-shaped ________________________________.

Iz is gettin' __________________________ to slurp spaghetti with __________________________ Guzetti

the sweaty __________________________ .
Draw a picture of a time when you boosted someone who was feeling down.

When _______________________________ was feeling ______________________________________ ,
I ___________________________________________________________________________________ .

friend's name  
how they were feeling  
what you did
**Memory Matching Game**

1. Cut out each card
2. Arrange in random order face down
3. Flip over one card and match it with a word that it rhymes with. Example would be, turning over yeti and matching it with spaghetti.

<table>
<thead>
<tr>
<th>nook</th>
<th>book</th>
<th>spaghetti</th>
</tr>
</thead>
<tbody>
<tr>
<td>yeti</td>
<td>way</td>
<td>stay</td>
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<td>loose</td>
<td>goose</td>
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<td>beach</td>
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<td>chum</td>
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</tbody>
</table>