

The

SERIOUS GOOSE

BY

JIMMY
KIMMEL!

The SERIOUS GOOSE

BY JIMMY KIMMEL Classroom Activities



Photograph_Credit 2019 by Molly McNearney

ABOUT THE BOOK

Meet a very Serious Goose in late-night host Jimmy Kimmel's first fun and funny picture book! There is nothing silly about this goose. You CANNOT make her laugh, so DON'T EVEN TRY!

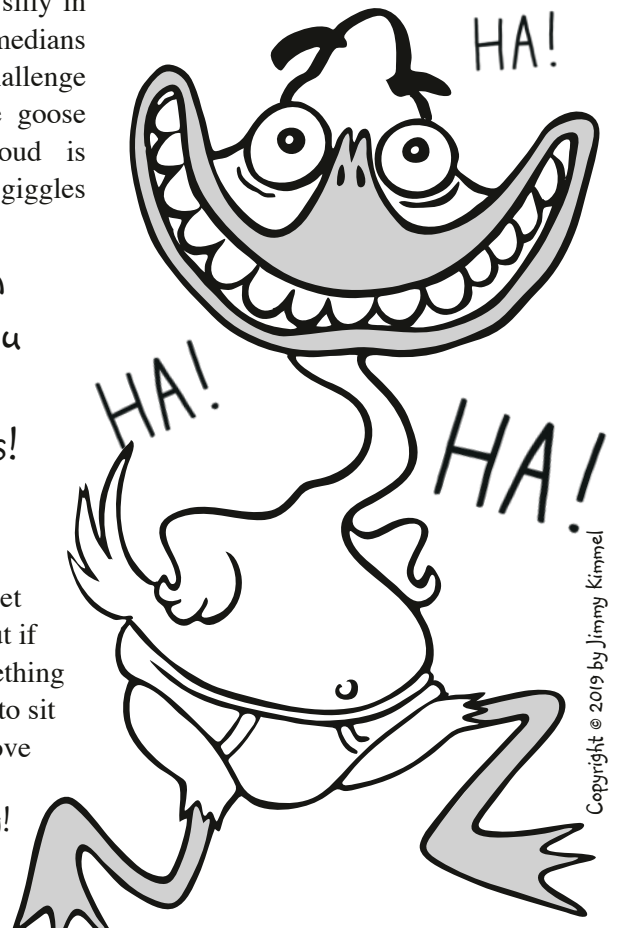
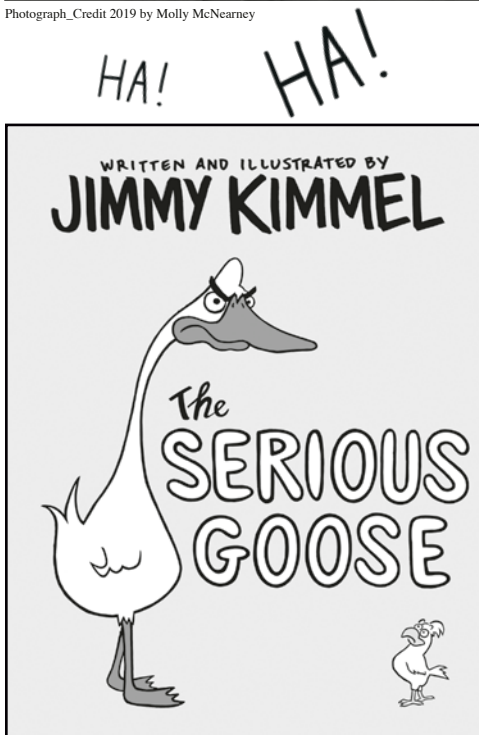
Written, illustrated, and lettered by Jimmy Kimmel, this picture book challenges young readers to bring the .silly out of a very Serious Goose. Inspired by Jimmy's nickname for his kids, *The Serious Goose* reminds us to be silly in a serious way. Put your little comedians in front of a mirror and challenge them to make this no-nonsense goose smile. This delightful read-aloud is guaranteed to create gaggles of giggles time and time again!

ways to be silly, you get blood flowing to their brains, making them more ready to listen and learn. *The Serious Goose* is a great launching point to discuss serious ideas about being silly.

The Serious Goose has an important message for you and your students: it is okay to be silly sometimes!

If the idea of having kids act out words, imitate animals, or make funny faces sounds like it could get more than silly, well, it might! But if a child equates reading with something uncomfortable, like being forced to sit still, they're not going to fall in love with books anytime soon.

Time to get moving and reading! When you give kids productive



MAKE TIME FOR LAUGHS

Humor increases enthusiasm, creativity, and optimism in the classroom. Make a point of bringing your sense of humor to school every day. Especially use it for reading aloud—polish your act with appropriate pauses, silly voices, and fitting facial expressions! Humor is also great for bringing content to life, fueling engagement, and opening students to learning.

1. Outfitted for Laughs

Kids will notice that Goose didn't crack a smile when dressed as a moose, but by the end of the book, Goose was happy to be sporting some underwear and mismatched footwear! Dressing up kicks imaginations into high gear and can be both silly and serious fun. Boost creativity and get kids laughing with special dress-up days.

2. Charades

Sometimes you don't need to say anything to get a laugh. In charades, players act out a word or phrase without speaking, and sometimes they have to do some very silly things to get their point across!

For classroom charades fun, come up with a few topics, such as "things that make me laugh" or "favorite funny books" or "silly songs." Write all your topics on the board. Then have each student write a word, phrase, or title for each topic on small sheets of paper. Fold each paper in half, and place them in a box.

Invite a student to choose a paper from the box. Quietly offer any needed assistance to read the paper, and have the student point out to the class which topic on the board the word, phrase,

or title comes from. The student has up to three minutes to get someone in the class to guess what is being acted out! The student who guesses correctly can be the next to play.

You can also try variations: have pairs of students act out a charade together, or add special content to your charade topics, such as science vocabulary or historical events.

3. Comedy Classroom

Kids have a lot of unexpected and funny ideas. When you put unexpected and

funny together, you get silly jokes! Ask students to share some of their favorite jokes. Talk about what makes a joke funny and what different kinds of jokes there are. Then turn your natural comedians loose to write their own riddles, knock-knock jokes, and more! Riddles often use ordinary words in unexpected ways. To write a riddle, ask a question that

describes something without actually naming what it is. The answer to the question is a surprise twist! Here are some examples:

- **What can honk without using a horn?**
A goose!
- **What can make an octopus laugh?**
Ten tickles (tentacles)!

Knock-knock jokes follow a pattern. There should be five lines of text, with the first line always being "Knock, knock," and the second line being "Who's there?" To write a knock-knock joke, find a noun (person, place, or thing) for the third line that can also sound like another word or phrase used in the fifth line. Here is an example:

KNOCK, KNOCK!
WHO'S THERE?
GOOSE.
GOOSE WHO?
GOOSE
WHO IT IS!



Give students a chance to tell their jokes and share some silliness with their classmates!

OUTFITTED FOR LAUGHS

- **Inside-Out Day:** Kids turn their clothes inside out and wear them to school.
- **Silly Shoe Day:** Students can add wild shoelaces or wear two different shoes.
- **Crazy Hat Day:** No chickens as headgear, please, but students can get creative in their choice of toppers.

MAKE TIME FOR SILLY MOVES

Movement activities are a great way to get everyone focused and to help reinforce or emphasize an idea or concept. An energizing movement activity could be something as simple as marching in place, freeze dancing, or singing a song with hand motions. You can also connect movement to themes or ideas in books you are reading. Try these moves for *The Serious Goose*.

1. Goose, Goose,

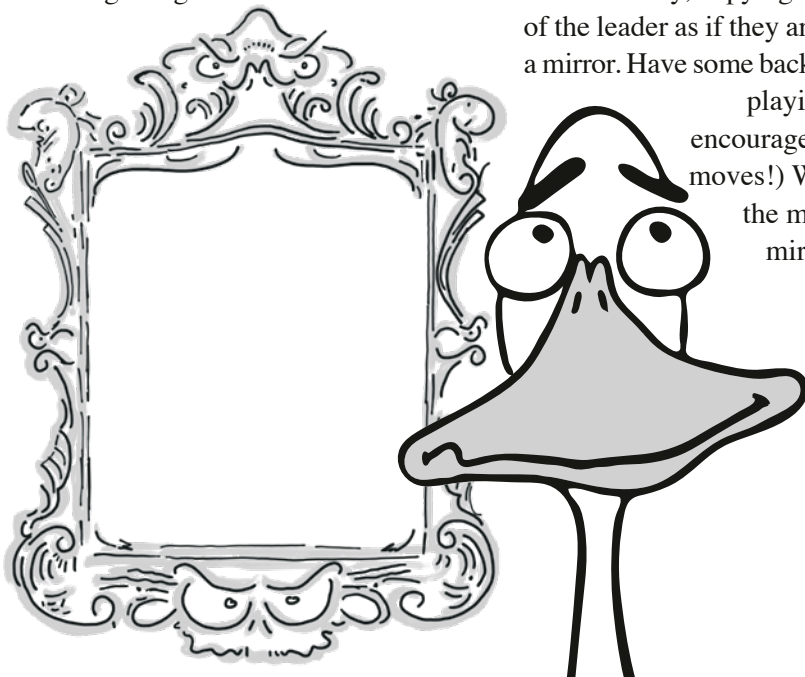
After a read-aloud of *The Serious Goose*, have students sit in a circle. Talk about the things that were done to try to get the Goose grinning. What other ideas do students have for how to make someone laugh? Have them test their ideas with this twist on Duck, Duck, Goose!

One player starts the game by walking around the outside of the circle, patting each person's shoulder and saying "Goose." Then the walking player chooses a sitting player, but tells that player the name of an animal they think might be able to make the Goose laugh. The tagged player steps into the circle and acts like that animal (cluck like a chicken, moo like a cow, move like a monkey) until someone in the circle laughs. Then the player leaves the inside of the circle and walks around the outside, patting each person's shoulder while saying "Goose," until another sitting player is tagged and given a different animal. Try not to repeat animals, and keep it going as long as the laughs continue.

2. Goose Face

Kids will do this on their own after a read-aloud of *The Serious Goose*, but try this activity in small groups to be sure everyone is included.

Designate one student as the Goose. The challenge is for others in the group to get the Goose to smile or laugh. Students take thirty-second turns, trying to make the Goose grin using their funniest faces, silliest dances, and goofiest jokes. Touching the Goose is not allowed. When the Goose smiles or laughs, the student who caused the laughter becomes the Goose, and the fun begins again.



3. Mirror, Mirror

Making faces in the mirror is silly fun. Imitating a partner is also fun—and supports the development of social emotional skills, spatial awareness, and focus and concentration.

Pair students, and have partners face each other at arm's distance. Ask one student to be the leader and slowly perform simple movements. Ask the partner to imitate the leader as a mirror reflection. For example, if the leader sticks out their tongue and wiggles their ears, the mirror sticks out their tongue and wiggles their ears in the same way, copying the movement of the leader as if they are looking into a mirror. Have some background music

playing. (This may encourage mirror dance moves!) When you stop the music, have the mirror and leader change roles.

MAKE TIME FOR SILLY WORDS

Some words, like doofy and goofy, are funny because they sound funny. Play with words together—students are sure to find silliness in the sounds words make!

1. Rhyme That Name

You'll have everyone laughing when students come up with rhymes for their names, nonsense words included! Help them make name tags with their rhyming names, and call students those names all day. Be sure to make a name tag for yourself, too, and rhyme other names you encounter throughout the day, such as names of authors whose books you read, like Jimmy Swimmy Kimmel Dimmel.

2. The Name Game

The nonsense words generated by the Name Game can't be beat. Teach this classic to your students using Goose as the example. Then have them play the game with their own names! Goose, Goose, bo-boose bonana-fanna fo-foose fee fi mo-moose, Goose!

3. Rhyme-Time Calisthenics

Kids can flex their rhyming muscles with this workout. When you call out a word, students have to think of the body part that rhymes with that word and then touch it. Have them call out the rhyme as they move. Keep students thinking and moving by changing up the rhyming words when you repeat body parts.

"I SAY grow, YOU TOUCH YOUR _____ (TOE)."

"I SAY sweet, YOU TOUCH YOUR _____ (FEET)."

"I SAY freeze, YOU TOUCH YOUR _____ (KNEES)."

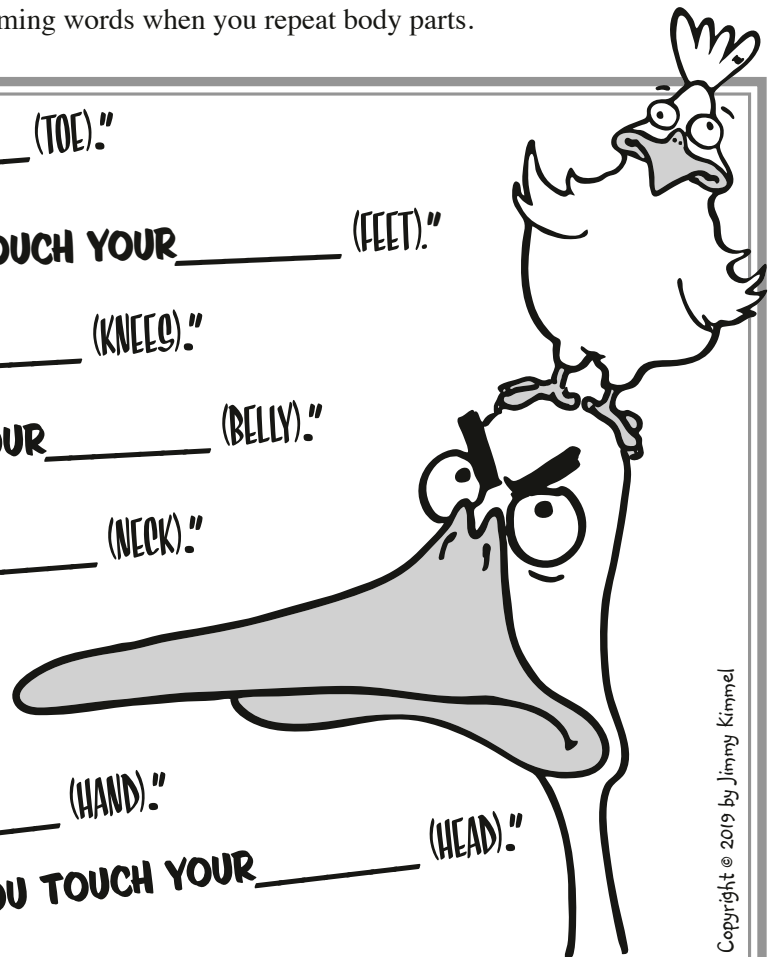
"I SAY jelly, YOU TOUCH YOUR _____ (BELLY)."

"I SAY deck, YOU TOUCH YOUR _____ (NECK)."

"I SAY farm, YOU TOUCH YOUR _____ (ARM)."

"I SAY band, YOU TOUCH YOUR _____ (HAND)."

"I SAY bed, YOU TOUCH YOUR _____ (HEAD)."



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