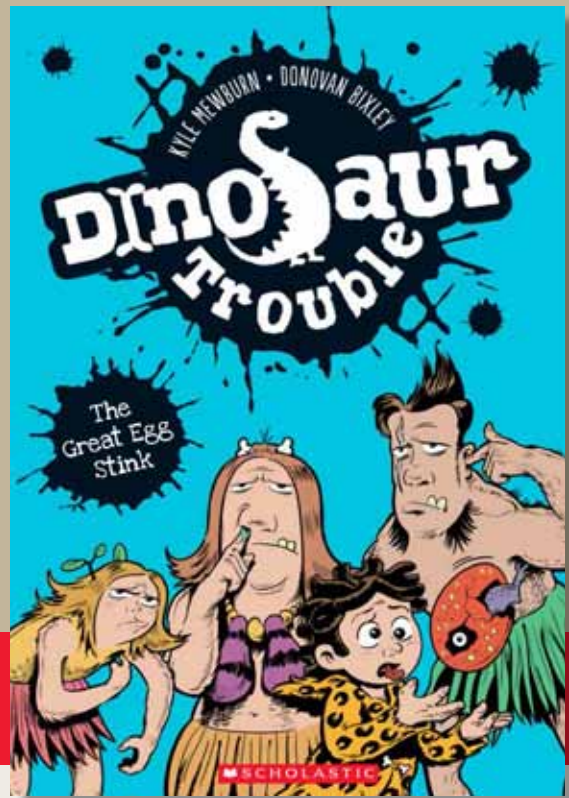


# Dinosaur Trouble: The Great Egg Stink

Text by Kyle Mewburn

Illustrations by Donovan Bixley



• Reading • Writing • Visual Literacy

## Synopsis

Mewburn and Bixley have teamed up to create a revolting funny series for younger dinosaur fans, prequels to the Dinosaur Rescue books.

In Book 1, young Arg is sitting in his cave, hungry and bored. Mum arrives back with some dinosaur eggs, and they discover to their delight that some have baby dinosaurs inside – a particular delicacy. However, when one hatches before it is cooked, Arg hides it from his mother and his greedy sister Hng – with disgusting consequences. (Fart and vomit alert!) The newly hatched Krrk-Krrk survives by hiding under Arg's coat, but nearly gives himself away when he does a disgusting smelly poo that fills the cave with an awful stench. Arg's mother thinks Arg must have eaten a rotten dinosaur egg and forces him to eat chewed-up prickly green berries that taste worse than mouldy cycad roots, causing Arg to be violently sick. Krrk-Krrk is discovered rolling in Arg's vomit, which his mum finds hilarious – hence allowing Arg to keep his pet because he is so cute and funny. Krrk-Krrk goes on to appear in the Dinosaur Rescue books as Arg's trusty sidekick!

## About the Author and Illustrator

**Kyle Mewburn** is one of New Zealand's finest, and most eclectic, picture book writers. His titles have been published in a dozen countries and won numerous awards including Children's Book of the Year (*Old Hu-hu*), Picture book of the Year (*Kiss!Kiss! Yuck!Yuck!*), two Children's Choice awards (*Kiss!Kiss! Yuck!Yuck!* and *Melu*) and a Flicker Tale award in North Dakota (*Kiss!Kiss! Yuck!Yuck!*). His stories are noted for being multi-layered, funny and linguistically creative.

He has been a frequent Finalist at the New Zealand Children's Book Awards and many of his titles have been included on Notable Books lists in both New Zealand and Australia.

As well as picture books, he has published numerous school readers and junior fiction titles, including his popular Dinosaur Rescue series which has been published in over 20 countries. He was the Children's Writer in Residence at Otago University in 2011 and is currently President of the New Zealand Society of Authors.

Originally from Brisbane, Kyle lives with his wife, Marion, a well-known potter, in a house with a grass roof in Millers Flat. When he's not writing, Kyle's free time is almost wholly consumed trying to maintain a semi-self-sufficient lifestyle ... or watching the endlessly entertaining drama of chickens trying to get to bed under the watchful eyes of two teasing cats.

**Donovan Bixley** is a talented artist with a wide range of styles. His work brings another dimension to Mewburn's text, adding additional humour to enhance the storyline.

Donovan grew up in the central North Island, half way between the Hobbiton and Mordor locations in Peter Jackson's *Lord of the Rings*, with the bush and geothermal areas around his home his own private adventure lands. He has drawn ever since he was a child, and cites some of his most influential books as *The Hobbit* and *The Lord of the Rings*, and then later *Asterix and Footrot Flats*. He later studied Graphic Arts at AUT School of Art and Design in Auckland and then began, with his wife, his own design business, Magma Design.

Since then Donovan has illustrated more than 90 books, published in 27 countries, and has been awarded as both a writer and illustrator, and also as a book designer. Donovan is the only illustrator to have ever had three books simultaneously shortlisted for the New Zealand Book Awards for Children and Young Adults (in 2015), with Scholastic titles *Dragon Knight: Fire!*, *Little Red Riding Hood ... Not Quite*, and his debut graphic novel as author and illustrator, *Monkey Boy*, which took out the top prize for junior fiction. He is the co-creator of the international hit series *Dinosaur Rescue* and *Dragon Knight* (both with Kyle Mewburn, published by Scholastic NZ).

Donovan also plays the guitar, piano and saxophone, and is the singer and percussionist for a 13-piece funk-jazz ensemble Hot Tub. He has also performed in the musicals *Les Misérables* and *Fang - A Rock Horror Comedy*. He lives with his wife and three daughters in Taupo.

## Writing Style

*The Great Egg Stink* has fabulously funny illustrations on each page to support a beginner reader, particularly in a shared reading setting. The story moves quickly, with short chapters to hold young readers' attention. Adults may require a strong stomach but children will no doubt be compelled to read on to find out what gross thing will happen to Arg next.

## Shared Learning and Discussion Points

- Show the children the cover. Ask them if they think the book will be true or made-up? Do they think that the book will be set in the past, present or future?
- Look at the dedication page. (p. 3) Does anyone know why 'bronto' is crossed out?
- Ask the children to look at the map. (pp. 4–5) Which part do they think looks most dangerous? Why?
- Introduce the characters. (pp. 6–7) Ask the children who they think will be the main character.

### Chapter 1

- What do you think the mums might be gathering for lunch? (p. 9)
- What do you think a cycad is? What might the roots taste like? (pp. 10–11)

### Chapter 2

- Why is Arg never allowed to do anything exciting? Why does Arg's mum make him stay in the cave? (pp. 12–13) What kind of dangerous things might the children's own mothers worry about when they leave their house?
- What kind of things might happen to Arg out in the jungle? What might happen to him nearer to home? (pp. 14–15)
- What is a 'fossil'? What is Hng doing to the beetles? If you had to describe what kind of person Hng is with one word, what word would you choose? (pp. 16–17)
- Why is there suddenly a lot of noise outside? What have the mothers brought back for lunch? (pp. 18–19)

### Chapter 3

- What does Arg's stomach sound like? Can you make a noise that might sound like that? (pp. 20–21)
- Why is Arg even more excited when he finds out what's in the eggs? Ask the children what they would think is a special treat. (pp. 22–23)
- Why did Arg's family used to eat their meat raw? What does Hng try to do while the eggs are cooking? (pp. 24–25)

### Chapter 4

- What does Arg hear when he catches the egg? (pp. 26–27)
- What pops out of the egg? What does Arg do? Does he still want to eat it? (pp. 28–29)
- Why does having a bigger brain than usual make the decision harder for Arg? (pp. 30–31)
- What does the microceratops do that nearly gives away its hiding place? (p. 32)



teacher toolkit

 SCHOLASTIC

## Chapter 5

- Why do cave people not have many rules? (p. 33)
- How does Arg's mum know he is feeling guilty? What does she think Arg has done? What have you done in the past that you have felt guilty about? (pp. 34–35)
- What does the microceratops do now that almost gives him away? (p. 37)
- What do you think it is that dribbles down Arg's belly? (pp. 38–39)

## Chapter 6

- How did Arg know the mastodon wasn't sleeping? (pp. 40–41)
- What idea did Arg have? How did Arg try to stop the smell? (pp. 42–43)
- Why is Arg's mum worried? (pp. 44–45)
- What is all over the baby dinosaur? (pp. 46–47)

## Chapter 7

- What kind of face does Arg make when the baby dinosaur tickles him? What do you think the berries will taste like? (pp. 48–49)

- Can you think of a time when your 'skin pricked'? (pp. 50–51)
- Why do you think the baby dinosaur stops tickling Arg? (pp. 52–53)
- Can you keep your mouth shut if someone is pinching your nose? Why not? What does it mean when someone's eyes are 'popping'? (pp. 54–55)
- Why is Arg's stomach gurgling like a volcano? (pp. 56–57)
- What happens to the baby dinosaur when Arg runs to the toilet bush? (pp. 58–59)

## Chapter 8

- When Arg returns to the cave, what does he think has happened to the baby dinosaur? Why do you think Arg's mum might be laughing? (pp. 60–61)
- Why does his mum let him keep the baby dinosaur? What does Arg name it? Why? Would your mum let you keep a pet that you found? (pp. 62–63)
- Why isn't Arg bored anymore? (p. 64)

# Activities

## ACTIVITY 1: BACK IN TIME

Show the children the first illustration of Arg's family. Ask them to draw or paint their own family as cavemen, with labels. To extend the activity include some expectations around the labels, e.g. ask them to add an adjective for each person.

## ACTIVITY 2: MAPPING IT OUT

Using the map as an example, ask the children to draw their own map of either a real place like their school or neighbourhood, or an imaginary place like Arg's jungle. Encourage the children to use labels in their maps. You may wish to make a word bank on the whiteboard of the labels they'll need.

## ACTIVITY 3: COMIC RETELLING

Print off a comic strip or ask the children to fold an A4 piece of paper into 4 or 6 squares and ask them to retell in pictures a part of the story. Ask them to write a sentence under each picture.

## ACTIVITY 4: WORD PLAY

Look again at page 8. Tell the children what a 'pun' is and discuss the way the illustrator has played with the words to show a different meaning than we would normally use. As a group encourage the children to come up with some more examples. Make a bank of examples on the whiteboard for the children to illustrate. Come back together as a group and ask the children to share their work. Can the other children guess which one was being illustrated? The children might like to take their illustrations home to share with their families.

Written by Sarina Dickson

