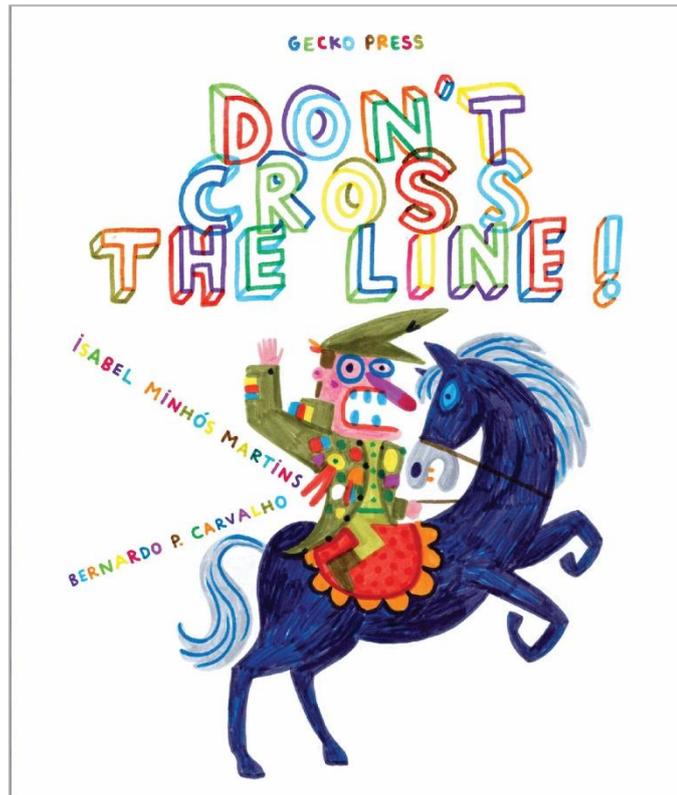


Teaching Notes

Don't Cross the Line!

Written by Isabel Minhós Martins and illustrated by Bernardo P. Carvalho



Synopsis

The guard always follows the general's orders without question. This time, the order is that no one must cross the line. The right-hand page of this book must be kept blank for the general. As the crowd builds up on the border, the guard is under pressure. If no one is allowed onto the next page, what will happen to the story?

The Author and Illustrator

Bernardo P. Carvalho and Isabel Minhós Martins were born in Lisbon, where they both studied fine arts and design. They co-founded the publisher Planeta Tangerina, which won Best European Children's Publisher at the Bologna Book Fair in 2013 (the same year Gecko Press won for Oceania!). They have produced books together and independently, and both have won numerous awards in design, illustration, and picture books. Their many previous books translated into English include:

- *The World in a Second*
- *Coming and Going*
- *Where Do We Go When We Disappear?*
- *Follow the Firefly / Run Rabbit Run*

Themes

This postmodern picture book, filled with slapstick and joy, has some profound themes.

The theme of a dictatorship overthrown by a peaceful revolution is evident. The hapless guard follows the general's orders without question until one small action involving a dropped ball there is a leads to a peaceful revolution. The crowd crosses the line, the guard becomes a hero and the controlling general is left angry but powerless as he is abandoned by all, even his trusty steed!

Another theme is that of the diversity of communities. Throughout the book a myriad of characters all with their own individual looks, likes and lives, are featured as part of the crowd who end up joining together with the intent and ability to cross the line.

Activities

1. Before reading the book, look at the cover image and title. Discuss what you think this story might be about?
2. The entire book is in direct speech in speech bubbles. Imagine you have been commissioned to write some third person indirect text to accompany each double page spread. Write one or two sentences of text for each.
3. Exclamation marks, question marks and ellipses are all types of punctuation found in the book. Find and list an example of each from the book as well as their grammatical purpose.
4. Onomatopoeia is a figure of speech for a word which imitates a noise or action. What example of onomatopoeia can you find in the book? Think of some more examples that could have been used to describe some of the other actions in the book.
5. Examine the illustrations in the book. Do you like the style? What colours are used? What kinds of lines and textures are used? Choose your favourite illustration from the book and create your own artistic interpretation of it, for example, a painting, drawing, photograph, model, poem, etc. Or, design your own illustrations for the cover and/or one page of text.
6. Choose a page from the book and two of the characters on the page. Carefully study the characters and their expressions. What range of emotions is evident? How has Bernardo P. Carvalho achieved these feelings in the illustrations? (Think about colour, size, composition, etc). Draw your own picture that expresses another emotion, such as sadness, happiness, anger or hope.
7. There are many characters featured in the book. Choose three to describe using only three statements for each character. In pairs, try and guess which characters your partner has described.



8. Choose your favourite character from the book. Write a personal description about what is happening around them as they are waiting to cross the line. Think about how they would describe the physical scene and the other characters, as well as their feelings about what is happening around them. Either describe the scene orally in pairs or write a descriptive paragraph or poem.
9. Choose your favourite character from the book and follow them from the front to the back endpapers to use them and/or their actions in the book as inspiration for a short story. Write, illustrate, bind and publish your own children's picture book of your story.
10. In pairs, discuss what you think are the most humorous elements in this book and how they succeed in being funny and entertaining.
11. In pairs, choose a page to study for ten seconds to play a memory game to see how many objects and or characters you can remember.
12. Review the book for your favourite magazine or website. What do you like about it? Why? What did you dislike about it? Why? Give it a rating, such as stars, or a number out of ten.