

Here's a selection of activity ideas to accompany the picture book, *Ganesha Goes Green*, written by Lakshmi Thamizhmani, illustrated by Debasmita Dasgupta, and published by Barefoot Books.

Please decide the appropriateness of the activities based on the age group of the class.

Before reading the book:

- Ask students if they've heard about Ganesha or Ganesha Chaturthi
- Discuss what the story could be about

After reading the book:

- Discuss the causes of river or water pollution where you live and what can be done to prevent it
- Research the Hindu festival of Ganesha Chaturthi and how it is celebrated in different parts of India and around the world
- Research what a 'sari' is and look up how to wear one

Illustration study:

- Identify objects, buildings, etc. that are new to you
- What professions are shown in the pictures? What do the shops in the market sell?
- Notice the outfits of the characters in the illustrations. How are they similar to or different from those in your country?

Discussion:

- What is your favorite line in the book? Why?
- What adjectives would you use to describe Prema, Mani, and the statue seller?
- What are some similes and metaphors used in the book?
- Were there unfamiliar words in the story? Could you guess the meaning?
- Extrapolate: What would have happened if...?

Writing:

- Write about your real or imaginary best friend
- Write about a time a friend helped you. How did that make you feel?
- Write about a time you helped a friend. How did that make you feel?
- Research Ganesha, the Hindu God of New Beginnings, and write an essay
- Research the Ganesha Chaturthi festival and write an essay
- Write the story from a different point of view
- Write a different ending for the story
- Write a Haiku themed on water pollution

Activities:

- On a world map, circle the continent of Asia. Next, circle the country of India. Finally, circle the state of Tamil Nadu in southern India, where the story is set.
- With the help of an adult, make your own playdough following the instructions in the back of the book and try making any animal from it!
- Enact the story in class