

The Gothamites

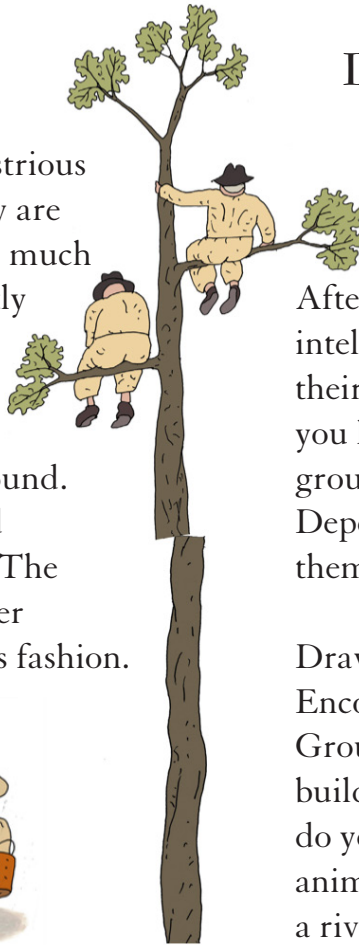
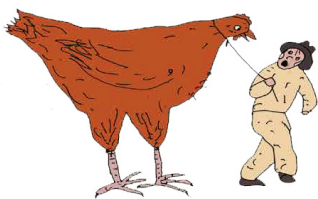
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EduCaTor'S GuiDe

About the Book

In a faraway land live a wise, industrious people called the Gothamites. They are known for being model citizens, so much so that other communities constantly call upon them for advice, leaving the Gothamites with no time for themselves. Fed up, they decide to become the most foolish people around. Forgetting all their knowledge and losing their wisdom, chaos ensues. The Gothamites encounter problem after problem, solving each in a hilarious fashion.



Discussion Questions & Group Activities

STARTING FROM SCRATCH

After the Gothamites lose their intelligence, they have to rebuild their town. Ask the students: if you had to build a town from the ground up, what would it look like? Depending on the age group have them either:

Draw a picture of their town. Encourage them to be creative. Group brainstorming: What do the buildings look like? What building do you build first? Are there animals? Is the town on a mountain, a river, a desert?

Write 1-2 pages describing their town. Group brainstorming: Are there rules? Is there a government? What building would you start building first and why? How do you power the town? What sort of food do they eat? How do people get around?

Group activity: have them break into groups and build a model town together. Reflect with them about the challenges of organizing a town and how they solved these problems.

As a brainstorming activity, look at pictures of different towns and cities from around the world. Discuss the different ways they function, the different jobs people have, the different landscapes etc.

GROUP PROBLEM SOLVING

The Gothamites encounter many silly problems and have to solve them together, as a group. Miscommunication and chaos ensues. Have the students do some group problem solving, communication building activities (for suggestions, see online resource below). After doing these activities, bring the class back together and reflect on their group-communication. What worked and what didn't?



<https://tinyurl.com/gothamitesactivities>

Recommendations: "Count 30," "Amoeba," "Hidden polygon," and "All aboard"



UNFAMILIAR WORDS

Have each student write down one word from the book that is unfamiliar to them. In groups or individually, have them guess what that word might mean, given its context in the story.

SEARCH & FIND

There are many repeating images and motifs in the book. Have the students figure out what those images are (there's a pink bunny, a soccer ball, an egg, a man on skis). Go through the book and have them point out these images and discuss their significance.

