

Safari Guide



By Tim Clifford

DISCUSS

Talk through your thoughts.

- This book is from a series called, "Jobs That Rock." Have a discussion with someone about jobs that you think are interesting.
- Make an argument to convince someone why they should read books instead of playing video games!

CREATE

Make an experience of your own.

- Get creative and make one of the Big Five animals out of recycled paper.
- This book is a graphic novel so the pictures tell a lot about the story and the words are in text boxes and speech bubbles. Create your own graphic novel.

IMAGINE

Use your imagination to explore.

- Pretend you are the characters in the story and read the story to someone with a lot of expression!
- Explore more about Africa and safari animals at your public library.

EXPLORE

Like this book? Find more:

- *Video Game Designer* by Alix Wood
- *Marine Biologists* by Ruth Owen
- *My Weird School* series by Dan Gutman
- *Safari Survival* by Jan Burchett