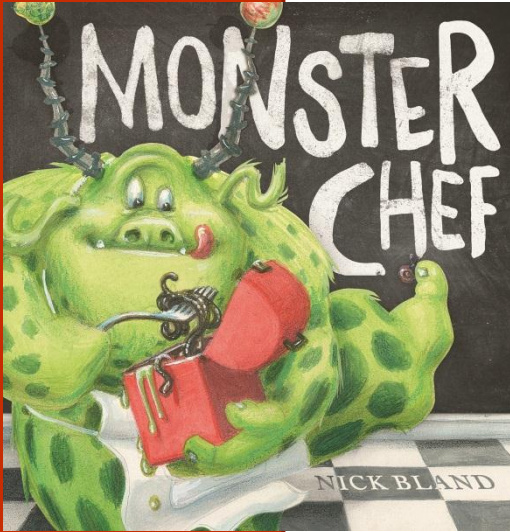


MONSTER CHEF

NICK BLAND



Marcel was a monster of medium size, with crotchety horns and googly eyes. He was lumpy and grumpy and suitably hairy, but Marcel had a problem . . . he just wasn't scary.

Marcel is not very good at being a monster. He doesn't seem to be able to scare anybody! But one day, Marcel discovers that his gruesomely-good cooking can give kids a real fright!

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TEACHER NOTES

- Why do you think Marcel just isn't scary? How does the way Nick Bland has drawn him make him look less-than-scary? Compare Marcel to the other monsters in the book. Do they look more or less scary than him? Why?
- Look at the pages where Marcel is trying to scare different children. Instead of being scared, they watch TV with him, paint him and play with him. If you found a monster like Marcel, what would you do with it?
- Marcel isn't any good at scaring children the usual way (eg jumping out of closets), but he finds a creative way to be scary. He uses his talent as a monster chef to help him solve the problem. Have you ever had to do something that you struggled with? What creative ways did you use or could you have used to solve the problem?
- Marcel cooks to relax after work. How do you like to relax after a big day?
- The pictures in **Monster Chef** are filled with many different kinds of patterns, from the spots on Marcel's body to the wallpaper prints, the bathroom tiles and the pyjamas worn by the children. Reread the book, taking note of all the different patterns in the pictures. What extra element do they add to the pictures?

- Marcel looks like a combination of a bear (body), a warthog (face) and a buffalo (horns). Pick three animals and create your own monster. What features will you use from each animal?
- Look at and touch the front cover of the book. What does Marcel's body look like? What does it feel like? What does the texture of the cover tell you about Marcel's body? As a class, talk about how you can add texture to a picture to enhance the effect of it. How would you, for example, show that something is scaly? What about something that is furry, or leathery? Experiment with different mediums and craft materials to add texture to your monster.
- Marcel cooks earthworm spaghetti and apple-core cake. Think of all the things you eat for lunch and dinner. How would you make them scary and gross as if they had come from Marcel's kitchen? Design Marcel's menu at Monster's Delight and fill it with lots of gruesome dishes.