

Gustav & Henri Volume 2

AUTHOR

ANDY MATTHEWS

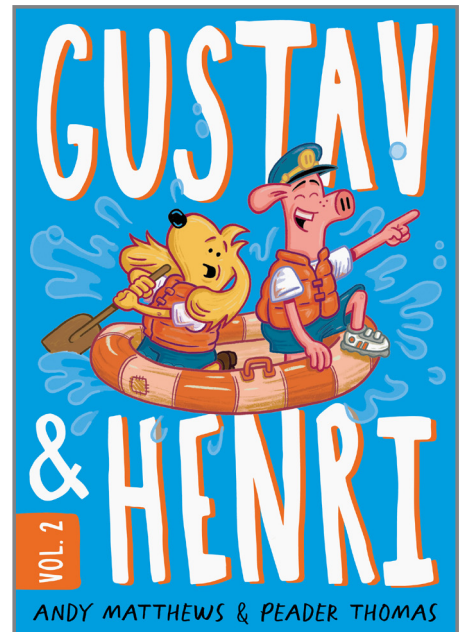
ILLUSTRATOR

PEADER THOMAS

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RECOMMENDED FOR: Lower to Mid Primary



SYNOPSIS

Gustav and Henri are best friends, but that doesn't mean they're the same! While Gustav likes to head straight towards trouble, Henri Normal prefers to go slow. And even though Gustav jumps into adventures without even thinking, Henri is very good at coming up with a plan (or an invention) to save the day.

Whether Gustav and Henri are playing badminton on the moon, travelling back in time to avoid overdue book fines, or escaping from a crew of sewer pie-rats, they always manage to find their way out of trouble. When you've got your best friend with you, you can turn any catastrophe into an adventure.

ABOUT THE AUTHOR

Andy Matthews is a Melbourne-based writer, comedian and actor. He has written and appeared on many of Australia's favourite comedy shows, such as Shaun Micallef's *Mad as Hell*, *The Project*, *Talkin' 'Bout Your Generation*, *The Checkout* and *The Chaser's Media Circus*. He has been a runner up in the national finals of Raw Comedy and nominated for the Golden Gibbo award at the Melbourne International Comedy Festival. He is passionate about space and pancakes.

ABOUT THE ILLUSTRATOR

Peader Thomas is an illustrator and comic book artist from Melbourne. While maintaining his own artistic practice, his illustrations can also be found in Treadlie, Marketing and on Punt Road wine labels. Peader has worked with the 100 Story Building and as an 'Artist in Schools' across Melbourne, teaching children to write and illustrate comic books. You can see more of Peader's work at peaderthomas.com, or more frequently @peaderthomas on Instagram. He has not (as yet) played badminton at the Olympics.

THEMES

- How to navigate differences
- Celebrating each other's strengths
- Using your imagination to solve problems
- Working together and having fun.

STUDY NOTES

- What is Gustav good at? What is Henri good at? Choose one of their skills and describe how it is used in the story.

- Who is more likely to suggest an adventurous outing?
- Describe a perfect day for Henri and a perfect day for Gustav. How are they different? What does your own perfect day look like?
- Find at least one example where Henri's practical advice would have avoided a problem.
- How does the size and shape of the text tell you about the emotions of the characters? How else can you show emotions in a story (either in words or pictures)?
- Why do you think the illustrator only uses one or two colours in the pictures? How does the illustrator use different shades of grey to add emphasis or detail to particular images?
- Think about some of the information images you find in the book—there are maps, pages from journals, blueprints and more. How are these illustrations different from the comic panels on the other pages? What does the style tell you about the type of information being presented? Create your own information image to accompany one of the stories in the book.

ACTIVITIES

- Make a list of the differences between Henri and Gustav. Are their differences good or bad? Look at the 'Introducing ...' page at the beginning of the book. What details are included on this page?
 - Draw a picture introducing yourself and your best friend. Make a list of each of your strengths and weaknesses to go with your picture.
- Pig Day is the opposite of Christmas Day. What is your Christmas Day, or other big celebration day like? Describe what would happen in your Pig Day if everything was opposite.
- As *Gustav & Henri* shows, a good adventure story has a problem to solve, a bad guy and a crazy invention. Write your own short comic strip where Gustav and Henri have to solve a brand-new problem, featuring your own bad guy creation and wild invention. Make sure you use pictures and dialogue to tell the story as well!
- How do Gustav and Henri each react to a crisis? Use what you know about Gustav and Henri to write a story that imagines what would happen to Gustav and Henri in one of the following scenarios:
 - They go on a nice peaceful mountain hike.
 - They meet a crocodile with a sore tooth.
 - They discover a trapdoor in the garden that leads to a deep, dark tunnel.
 - They go away for a week-long ocean cruise.