

# The Super Adventures of Ollie and Bea #5: Bunny Ideas

AUTHOR/ILLUSTRATOR  
**RENÉE TREML**



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RECOMMENDED FOR: Lower Primary

## SYNOPSIS

Ollie (an owl who wears glasses) and Bea (a bunny with very big feet) will delight young readers in this super sweet and funny full-colour graphic novel series that celebrates friendship and the differences that make us special.

Bea has a PAW-some plan for fun games to play with her friends (as long as everyone follows her rules). Can Bea have a hoot with her friends? Even when she doesn't win?

## ABOUT THE CREATOR

Renée Trembl is the author and illustrator of several successful picture books for very young readers, including *Once I Heard a Little Wombat*, *Sleep Tight*, *Platypup*, and *Wombat Big, Puggle Small*. She is also the creator of the highly engaging and funny junior fiction graphic novels *Sherlock Bones and the Natural History Mystery*, *Sherlock Bones and the Sea-Creature Feature* and *Sherlock Bones and the Art and Science Alliance*, as well as the Super Adventures of Ollie and Bea junior graphic novel series. Renée has a degree in environmental science and has a passionate love of natural history.

## STUDY NOTES

**Please note: If your class is familiar with earlier books in the series you may not need to do the following exercise. If students are not familiar with the earlier books you can introduce them to the series with book five, as the stories are entirely standalone.**

- Hold up the cover of book five to show your class and run your finger along the book's title, reading it out loud. Now ask the following questions:
- What kind of animal is Ollie? Owls have particularly good eyesight: can you see anything that might be a little unusual about Ollie?
- What kind of animal would you say Bea is? What things can you tell me about bunnies?
- How can you tell Ollie, the owl, and Bea, the bunny, are good friends?
- Do you think this is going to be a funny or serious story?
- A pun is a joke that plays with words that sound alike or have more than one meaning. Can you find a pun in the story's title?
- You don't always need words to tell you how a character is feeling in a graphic novel. The creator, Renée Trembl, is very good at showing us how Ollie and Bea are feeling when she draws their faces and/or bodies. Find examples of Bea feeling:

- grumpy
- frustrated
- happy
- triumphant.

Explain what it was in each image that helped you recognise how that character was feeling? Come up with some different feelings—excited, tired, full of energy, etc.—and see if you can capture them in your own drawing.

- Words tell us a lot about what happens in a graphic novel but the way words are shown on a page can tell us a lot, too. Turn to p 12 of *Bunny Ideas* and explain why Ollie’s words are in capital letters, thicker and darker than on other pages?
  - Sometimes words aren’t needed at all. Turn to p 35 of *Bunny Ideas* and explain what the panel featuring question marks and an ellipsis say about everyone’s response to Bea’s game rules?
- Lines can communicate ideas about speed and direction in a graphic novel. Turn to pp 36–37 of *Bunny Ideas* and explain how Renée Tremi shows us how the ball travels from character to character. Why do you think there are two balls in one panel connected by broken lines on p 36? Are the friends playing with lots of different balls on p 37 or can you think of another reason for showing multiple balls and multiple broken lines in the same image here?
- A pun is a joke that plays with words that sound alike or have more than one meaning. Many of the puns in *Ollie and Bea* are words that are close to but not the correct word readers might expect. For instance, instead of saying ‘Here I come’,—Bea, the bunny—says ‘Hare I come’. Choose five of your favourite puns in *Bunny Ideas*, then divide a sheet of paper in two columns: list the puns in one column and in the other column list the word or words you think readers might have expected.
- Ollie and Bea are very good friends but sometimes they need to learn lessons on how to behave as a friend. What qualities do you think make a very good friend? Make a list of words to describe your perfect friend and give examples of things a good friend might do in the school playground.

## COMPREHENSION

- Why doesn’t Bea laugh at Ollie’s bunny jokes? (p 8)
- Why might everyone be late for Bea’s plans? (p 14)
- Bea’s first game is called G.... C..... (p 13)
- Why do you think Bea changed the rule about counting in the game? (p 10)
- How many gummies does Pedro count? (p 24)
- Why doesn’t Ollie think it is fair that Bea is made the Lion and gets to make all the rules? (p 29)
- Does Bea really give her friends a chance to become the Lion? (pp 29–32)
- Why are Bea’s Lion game rules not always fair to everyone? (pp 36–43)
- How is Bea not very fun to play with on the HOP-stacle course? (pp 50–59)
- What lesson about friendship and playing together do you think Bea learned?