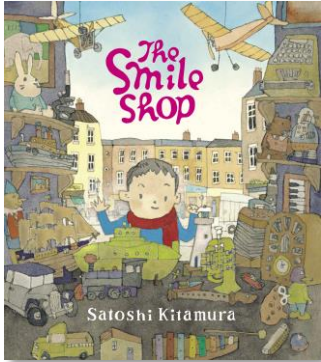


Ω
PEACHTREE
TEACHER'S GUIDE



The Smile Shop

Written and illustrated by Satoshi Kitamura

HC: 978-1-68263-255-0

Ages 4–8

Lexile • F&P • GRL L; Gr 2

ABOUT THE BOOK

A small boy has saved all his pocket money and visits the market with high expectations. When disaster strikes and he loses his money, he feels very devastated. But wait, what's that? A Smile Shop? He could really do with a smile. What will happen if he goes in?

THEMES

Happiness | Disappointment | Adjusted expectations | Community | Emotions | Kindness | Communication

DISCUSSION QUESTIONS

After reading the story together, discuss as a class. Ask the following questions:

- What did you like about this book?
- Where does this story take place?
- Who are the characters in this story?
- How did the story make you feel?
- Does this book/story remind you of any others?
- What would you tell other people about this book (without spoiling it!)?

CLASSROOM ACTIVITIES

LANGUAGE ARTS

- Descriptive writing: Describe the market and the stalls/produce/atmosphere. Use your senses—describe what you can see/smell/hear/taste/feel.
- Diary: Write diary entries as if you were different characters from the story, recounting the same events from their points of view.

- Create an advertisement for the Smile Shop, using persuasive language to entice customers to come into the shop.

VISUAL ARTS

- Roleplay: Act out the story, giving different students roles from the book, including shopkeepers and customers, children or parents at the market, the child who has lost something, and the Smile Shop owner.
- Use the activity sheets at the end of this guide to have students draw their smiles and draw things that make them smile.
- Look at examples of fruit and shopping-related art (e.g. *Basket of Fruit* by Caravaggio, *The Basket of Apples* by Paul Cézanne, *32 Campbell's Soup Cans* by Andy Warhol) and have students create their own versions of them. Investigate the artists and their lives/inspirations.
- Investigate the work of Leonardo da Vinci and his painting of Mona Lisa and her famous smile.
- Photography: Have students create scenes and take portrait pictures using cameras.
- Using the photos the students take, create and design photo frames for them.
- Discuss the use of colors in the book. Ask students: “Why do you think the illustrator chose to change the color of the illustrations after the boy loses his money? What mood does the artist capture? Do you think colors evoke certain emotions or moods?”

SOCIAL STUDIES

- Look up different types of shops/markets in your local area and investigate how they have changed over time (Was there an increase in large shops/supermarkets in modern time? Did shops start to sell more specialized items?). Have students speak to relatives about shopping when they were growing up and how things have changed.
- Map your local area and where the markets are.
- Compare shops in your town with that of a similar town in another country. What would be different? Why?

MATH

- Money: Create a shopping list as if you were going shopping at the market. Make up prices for each of the items to buy. Calculate the total and make amounts using different coins. Then, with a set amount of money, figure out how much of your shopping list you can actually purchase.
- Measurements: Weigh out amounts of different items using a scale (as a market vendor would do). Record each object and its weight and put in order from heaviest to lightest.
- Data: Carry out a survey of favorites with the class (for example, favorite type of fruit at the market), and complete a tally chart. Then create a pictogram or bar chart from the results.

SOCIAL EMOTIONAL LEARNING

- Going back through the story, discuss these themes in the story with the students, including when they occur and how they know it is happening:
 - Feelings (sadness, happiness, etc.)
 - Kindness
 - Sharing
 - Caring

REVIEWS

★ “Told in the first person, the boy’s narrative features evocative language that conveys his experiences as he takes in the sights, smells, and temptations of the shops.... Simple illustrations brimming with eye-catching details are stylistically reminiscent of Uri Shulevitz with a dash of Tomie dePaola. The classic, subdued palette perfectly complements the boy’s journey... A satisfyingly—and deceptively—simple tale about sincere pleasures in hectic times.”
—**Kirkus Reviews, STARRED REVIEW**

ABOUT THE AUTHOR/ILLUSTRATOR

Satoshi Kitamura is an award-winning children’s picture book author and illustrator. As a child, he drew constantly and devoured comics. A self-taught artist, his career began in advertising and magazines before he moved to London, where he debuted as a picture book illustrator with Hiawyn Oram’s *Angry Arthur*, a 1983 Mother Goose Award-winner for the Most Exciting Newcomer to British Illustration. Since then, he has illustrated over twenty of his own books, plus collaborated on many others.

Peachtree Teacher’s Guide
prepared by Rich Simpson, Primary School teacher
and English lead, Isle of Wight, UK.
[Adapted from guide provided by Scallywag Press.](#)

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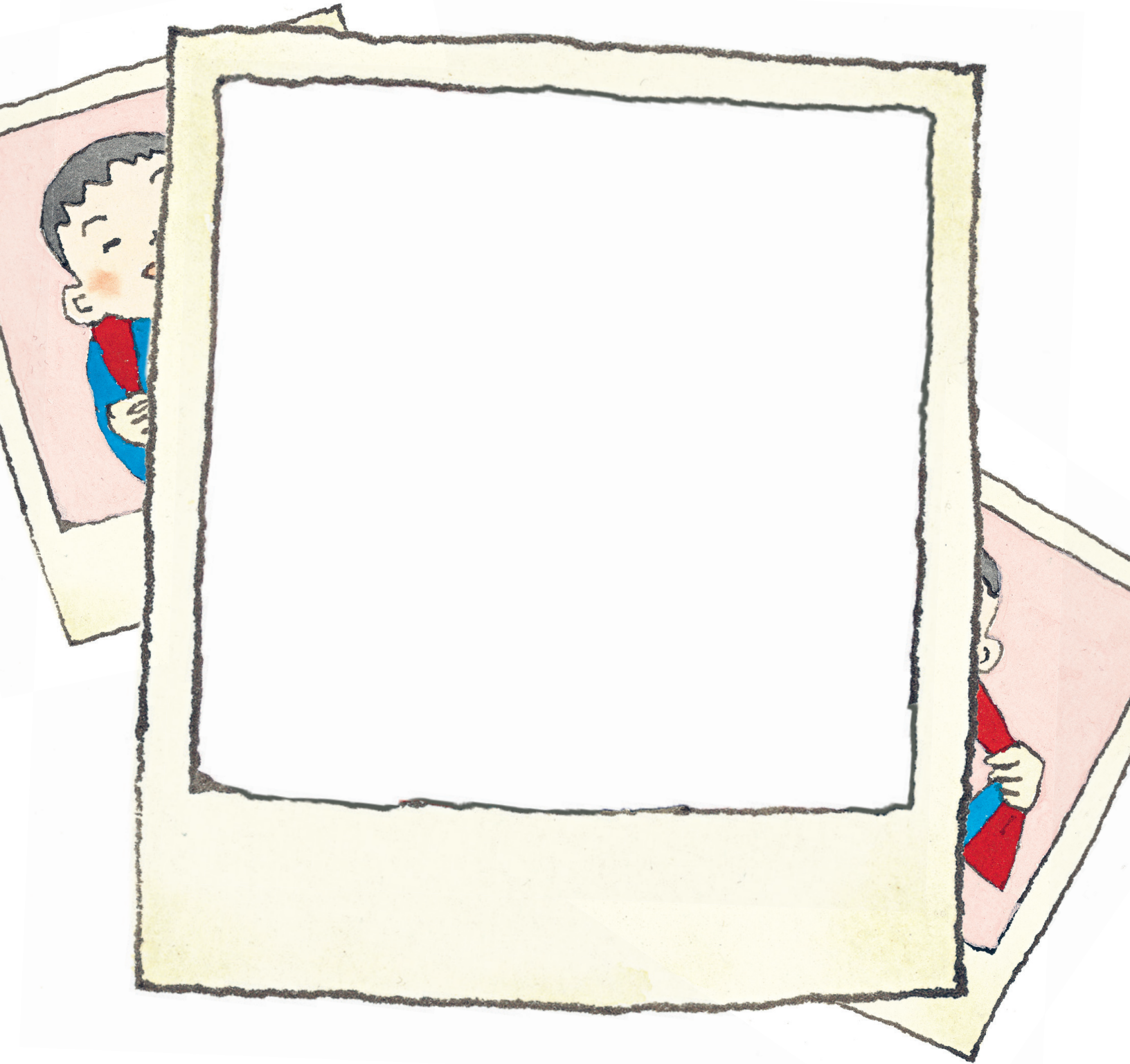
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Name: _____

The Smile Shop

Draw a picture of you smiling.



Name: _____



The Smile Shop

On the front of this sheet, list different things that make you smile. Using the back of this sheet, draw a picture of one of the things you listed that makes you smile.

What Makes Me Smile:



1.

2.

3.

4.

5.



The Smile Shop

Looking at the picture below, can you find...

- A person selling loaves of bread
- A person selling fruit
- A person selling flowers
- A person carrying a guitar case
- A person carrying a ladder
- Four birds



Artwork ©2021 by Satoshi Kitamura from The Smile Shop