

# Light Up the Night

By Jean Reidy  
Pictures by Margaret Chodos-Irvine

# Light Up the Night

*Light Up the Night* is a story where a young child's sense of adventure is fueled by imagination and the understanding of his place in the world. Use the following enrichment activities with young readers as you share *Light Up the Night* with them.

By Jean Reidy • Illustrated by Margaret Chodos-Irvine

This guide was created by Rose Brock, a school librarian and doctoral candidate at Texas Woman's University, specializing in children's and young adult's literature. Many more Teacher's Guides can be found on the Disney-Hyperion Web site at [disneyhyperionbooks.com](http://disneyhyperionbooks.com).

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## Pre-Reading/Prediction Activity—PICTURE IT!

**Purpose:** To confirm and revise predictions about what will be found in *Light Up the Night* based on the book's illustrations.

**Directions:**

1. Divide the class into groups and distribute a copy of an illustration from *Light Up the Night* to each team. Have the group study the picture and discuss what they think happened immediately before and after the moment shown in the image.
2. After giving students time to plan, have groups improvise a scene that would “bookend” the action in the illustration. Have students consider what happened in the story that led up to the moment shown and consider what happens immediately following this image. Next, have each group “freeze” in the middle of their scene imitating the action in the image.
3. After each group performs their scene, read *Light Up the Night* and have students explore the importance of illustrations. How would the story be different without the art? In what ways does it enhance the story?



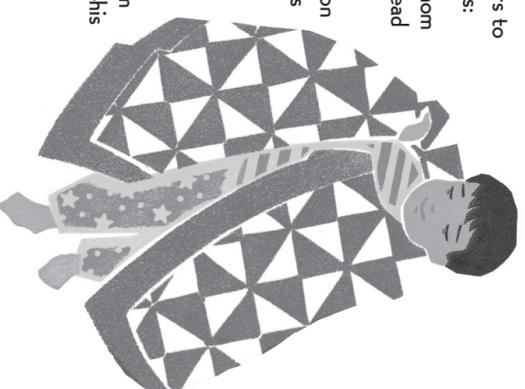
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## During Reading: Discussion Points

While sharing *Light Up the Night*, encourage readers to consider the story by utilizing these discussion points:

- Have you ever pretended to go to sleep when your mom or dad put you to bed? If so, what did you do instead of sleeping?
- What is the boy's special object that is the inspiration for his adventures? Where are some of the places we see it in the story?
- Where are some of the places he goes during his adventure? Would you want to go there, too? Why or why not?
- Though he loves using his imagination to take him places, he returns to his favorite spot in the world—his room. Do you have a special place? Where is it? What makes it so special?



## Light Up the Night Post-Reading Activity—CONNECT IT!

**Purpose:** Students make connections between characters or events in *Light Up the Night* with people and events in their lives.

**Directions:**

After reading *Light Up the Night*, ask students to complete these sentences considering the ways in which the story relates to their life and the world at large.

- As I read *Light Up the Night*, I noticed . . .
- As I read *Light Up the Night*, I wondered . . .
- Sensory descriptions in *Light Up the Night* (smell, hear, touch, sight, taste) included . . .
- This is similar to my life because . . .



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## Extend Learning by Using These Extension Activities

**Science Connections:** Using his rocket ship, the young boy in *Light Up the Night* travels into space, where he observes his place in the galaxy. Help students learn more about space by investigating the solar system. Place them in small groups and have each team select from the following terms: universe, galaxy, planets, sun, moon, and earth. After researching and learning more about their chosen topic, have them present their findings to the class. To reinforce learning and have some fun, take students to play online astronomy games at [www.kidstastronomy.com](http://www.kidstastronomy.com).

**Geography Connections:** Throughout *Light Up the Night*, important geographical locations are referenced. Using the illustrations in the book as inspiration, place students in pairs and have them role-play as news reporters giving a report on their selected geographical location. Location reports may include the North and South Poles, the Equator, North America, the United States, or any of the states illustrated in the book. To enrich the activity, record the “report” and allow students to use props and costumes for their news report.

**Math Connections:** In *Light Up the Night*, many places in the young boy's world are highlighted by the story's text and illustrations. As a class, have students select a specific location mentioned in the book. Have each student guess the distance to that location (from where they are now—the classroom). Take the estimates and find the average of the class's predictions. Next, using library resources and the Internet, have students research the actual distance (Google Maps could be one resource). As an extension, take the measurement and calculate lining up everyday items to reach the destination (for example, how many pencils, paper clips, etc. would be needed to reach the location).



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## Extend Learning by Using These Extension Activities

**Language Arts Connections:** In *Light Up the Night*, the rhythm and repetition of the language helps set the mood of the story. Begin by reading the story in its entirety. Next, teach a mini-lesson on mood. After the lesson, reread *Light Up the Night*, asking students to analyze the mood created by the language. Next, lead a discussion about the ways the story's mood would change if the rhythm and repetition of the language were different. To further the discussion, be sure to also consider the role the story's illustrations has on setting the mood of the story.

**Creative Writing Connections:** In *Light Up the Night*, the young boy's story focuses on his connection to the places in the world that matter most to him. Ask students to consider their special places in their worlds. What makes their place so important? Have students compose a personal journal entry where they share their thoughts. Have them answer the following questions: Where is your special place? What makes it so special? Do you share that place with anyone or is it something you enjoy alone? What are your favorite memories there? To culminate, ask for volunteers to share their writing with the class.

**Art Connections:** Throughout *Light Up the Night*, the boy's special red-and-white checkered blanket plays a significant role in the illustrations of the book. Examine each spread. Ask students the following questions: What effect does the illustrator's use of pattern and repetition have on the work? Would the art be as effective without this unifying element? Next, have students consider a beloved item (blanket, stuffed animal, doll) and craft a four-panel original illustration where they creatively incorporate their possession in each illustration. After completion, display all work in a gallery and invite other classes to come view the art.



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