



George Most Wanted

Ingrid Lee

illustrated by Stéphane Denis

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AR Quiz # 102509

About the Book

George, the little plastic figure, explodes into parts when he rides a firecracker into space in his opening adventure, *The True Story of George*. Now he must get himself back together. His owners, Katie and Mackenzie, help George in his journey to find himself. So do many other unlikely characters, including a hobo, a plastic babe and a paper dog.

About the Author

Ingrid Lee was born in 1948 in East York, a suburb of Toronto, Canada, the daughter of a Canadian soldier and a Dutch war bride. She graduated from the University of Toronto and became a teacher of lots of things, but mostly of art and English. She has taught steadily since then, most of the time to intermediate students that are twelve and thirteen. She has probably taught close to ten thousand of Toronto's great kids.

About the Writing

When Ingrid's two children were small, they did find a little plastic guy. They spent many a day thinking up terrible adventures for the toy. When she decided to write a book about these exploits, Kate, her daughter, suggested Ingrid write the book from different points of view. She felt that readers would enjoy seeing how George and other characters experienced the adventures too. This is the second book in the series.

Teaching Ideas—Curriculum Connections

Prereading Ideas

- *George Most Wanted* is a tale of a little plastic figure and his owners. What is your favorite plastic figure? What does it look like? What are some of the games you play with your figures?
- Have you ever lost anything that you found later in a strange place? This is a coincidence. What does that mean? What are other examples of coincidence?

Classroom Discussion Questions

1. What does *optimistic* mean? Is George optimistic? How do you prove your answer from the story? Who else do you know that is optimistic? How do they show that? What is the opposite of this trait?
2. Look at the picture on page 35. Where do you think George is in our big wide world? Why do you think that? Are you able to point to the area on a map?
3. George has a lot of lucky coincidences in his journey back to himself. What does that mean? What are some examples of good coincidence that he experiences in *George Most Wanted*?
4. A writer always thinks hard before naming their characters. Ingrid Lee named the fisherman who caught George's leg Jonah Trout. Why? George admires a beautiful girl. At the end of the story, she still does not have a name. What name would you give this girl? (Read *George, the Best of All!* to find out what name the writer chooses.)
5. Read the last page of the book. Practice predicting. Will George make his dreams come true? Why or why not? Will Katie and Mackenzie see him again? Why or why not? (Read *George, the Best of All!* to find out what the writer decides.)

Suggested Activities

Plasticine Makeover (Art)

Make a little George. First make each of George's parts out of Plasticine. Use the cover page and the illustrations to help you shape each part. (The picture on page 53 is easy to copy.) Then put all the parts together.

OR

Do you have a poster on your wall? Why do people make posters? Make your own "Wanted" poster for George. Read page 12 and decide how you want to draw your version of George. Be sure to put all the important information on your poster.

Presentation (Drama)

Memorize the verse, which mimics the noise of a train on a track (pages 33 and 34). Perform it for the class. Try to alter the speed of your voice to suggest when the train speeds and when it slows. The sounds run together more when the train travels quickly. Now pick a sound and make your own sound verse.

Character List (Reading Comprehension)

There are a lot of characters in this book. Some of them will reappear in the sequel, *George, the Best of All!* Make them easy to remember. List all the real and play personalities that meet some, or all, of George. Put a little heart or flag beside the characters in your list that try to help George put himself back together. Give your list a proper title.

Blackberry Muddle (Mathematics)

What is the picking rule in the chapter titled “George Gets in a Jam”? Use the picking rule to answer these problems. (Remember two things: The little boy loves blackberries. And he always follows the picking rule.)

- If the little boy picks 77 blackberries, how many does he get to eat? How many are in the pot?
- If the little boy has eaten 5 blackberries, what are all the possible numbers of blackberries that he has in his pot?
- A cup holds about twenty big blackberries. A blackberry pie needs four and a half cups of berries. How many berries will you need to make a pie? (Don't count George!)
- Blackberries grow on vines. Every vine produces about a hundred berries. It takes ten minutes to pick all the berries on one vine. If you have six vines, how long will it take you to pick all the berries? (This is a trick! You don't need all the information to answer the question.)
- Follow the picking rule. If you have a blackberry for every letter in the word “blackberries,” how many berries will you have in your hand? How many will you have in your mouth?

Other Titles and Websites of Interest

The True Story of George by Ingrid Lee (Orca Echoes)

George, the Best of All! by Ingrid Lee (Orca Echoes)

Steadfast Tin Soldier by Hans Christian Andersen (Andersen Press)

Other Books by the Author from Orca Book Publishers

Dragon Tide

George, the Best of All!

Maybe Later

Reviews

“A fun little chapter book that will delight young readers. Recommended.”

—*CM Magazine*

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