Notes for parents and other helpers

Enjoying and talking about the story

CLL 1 listening and responding to stories; **CLL 4** understanding of stories

- Remember that the most important thing is to have fun and enjoy the story!
- Make sure that you are both in the mood for a story before you begin.
- Read the title and talk about the cover. 'Who is Max?' 'I wonder what a monster meal is?' Build
 up a sense of anticipation.
- Talk about Max's unusual food combinations. Read these pages with horror and disgust on your face as well as in your voice!
- Show the child how to respond: 'Yuk! I don't want gravy on my grapefruit. I like sugar on my grapefruit'. Encourage the child to join in.
- Discuss events shown in the pictures how the monster prepares the food and the expressions
 on his face as he eats.
- Encourage the child to join you in making munching, crunching, slurping and slopping sounds.
- On page 11, point to Max's face. Encourage the child to predict what will happen next.
- Talk about how Max feels at the end (pages 12 and 13). 'Why does Max feel so bad?', 'What might the other toy be saying to him?'
- This story gives opportunities for talking about the child's own food likes and dislikes: link it to his or her own experience.

Health and safety

Point out to the child that Max is standing on a chair (page 4). Explain that standing on a chair can be dangerous and discuss what the possible consequences might be.

Note that Max is using a rounded knife in the illustration on pages 2 and 10. Remind the child that using sharp knives can be dangerous.

Playing with sounds – letter sounds

CLL 3 hear and say initial sounds; CLL 4 exploring sounds

- Read the story to the child, exaggerating the words that begin with the same sound:
 Max the monster likes mushrooms on his marmalade
- On each page, ask the child if he or she notices words beginning with the same sound. For example, 'Max starts with an "mm" sound. Did you notice any other words with that sound?'
- Play 'I-Spy' with the pictures on each page. Ask, 'Can you spot other things in the picture with