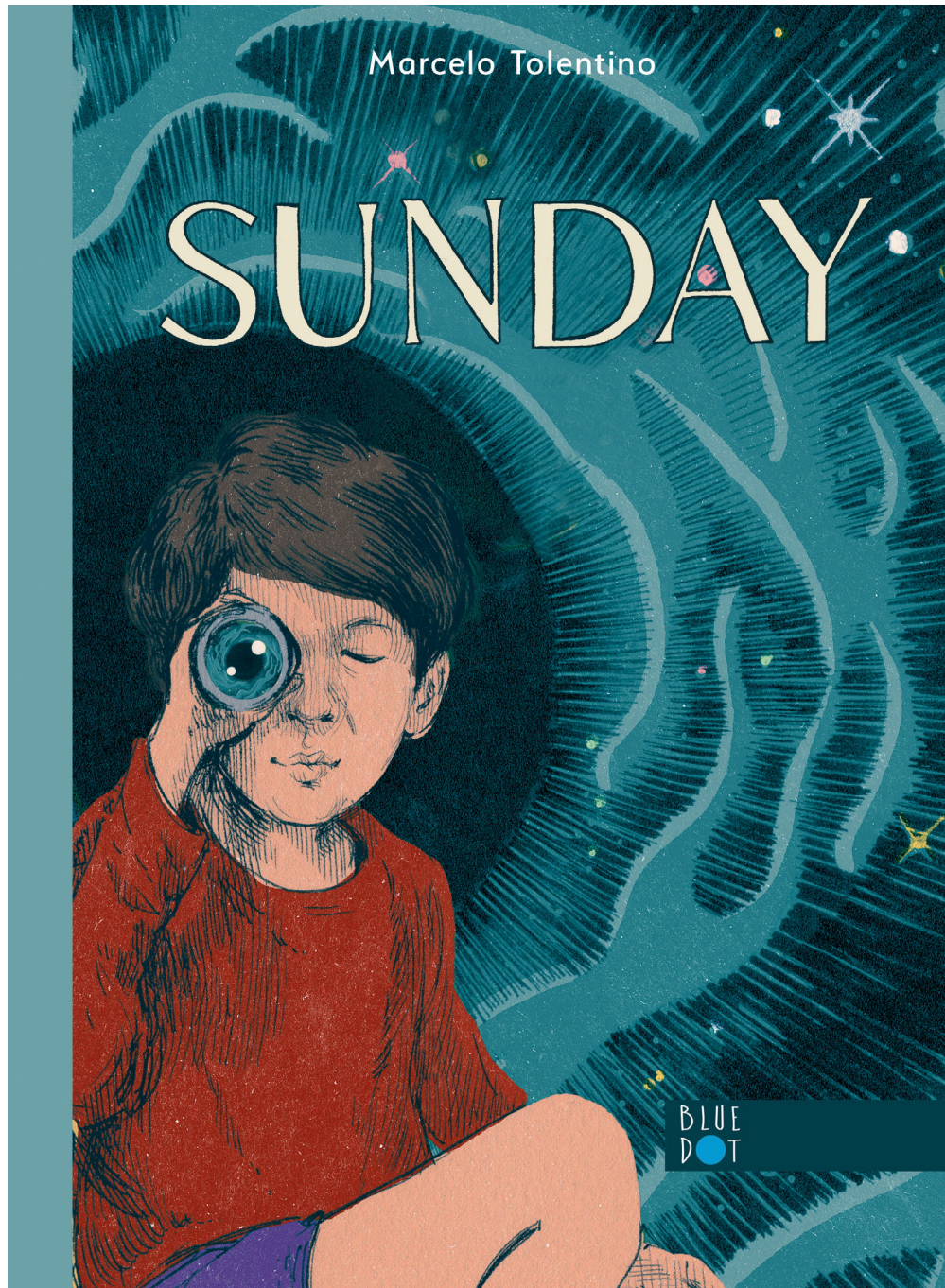


Your Teacher's Guide

from Blue Dot Kids Press

Grades pre-K-K-2



SUNDAY, written and illustrated by Marcelo Tolentino (translated by Rahul Bery)

Pub Date January 22, 2025 | ISBN 9798989858811 | Ages 3–7



We intentionally leave this page blank so our guides can be printed like a book.



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Before Reading

Establish background knowledge.

- What do the title and front and back cover illustrations tell you about the book? Where do you think the story takes place? Who will be in the story? What might happen in the story?
- What does the bio on the inside flap of the back cover tell you about the author and illustrator, Marcelo Tolentino? Where in the world is Brazil? What do you know about Brazil? Would you like to go to Brazil? What would you pack? How would you get there? What would you do once you were there?

During Reading

As you read, think about the elements of the story.

- Setting: Where and when is the story taking place?
- Point of view: Who is telling the story?
- Cause-and-effect relationships: What is happening and why?
- Characters: Who is in the story? How are they related? What are their traits—their characteristics, their motivations, and their feelings?
- Pause occasionally and wonder, *What will happen next?*
- How do the illustrations create mood, emphasize aspects of a character, and show the setting?



After Reading

Check for understanding.

- Who were the book's main characters?
- Who were the supporting characters?
- Who told the story?
- What happened in the story?
- Did you laugh at any point during the story? Were you ever scared? Sad?
- Were you surprised by what happens at the end of the story? What clues did the author put in the story that could have led you to expect this? If the book continued, what do you think would happen next?
- Did you see any hints of the “real world” in Martin’s “imaginary world”? Look carefully at each of the seven imagination spreads and pick out what from Martin’s real life inspired the scene. Who in his life was connected to each of those inspirations? You may have to flip through earlier pages to remember!
 1. Martin and Maize setting out on their adventure
 2. The ice caps
 3. The lava flows
 4. The sacred creatures
 5. The deserts
 6. The forests
 7. The pirate ships
- What are the themes or messages of the book?
- What was the author’s purpose for writing this book?
- When did you connect with or relate to Martin? Have you ever experienced anything like what Martin experienced?



STEAM Art Activity: Draw Your Imaginary World

Martin thinks his Sundays are pretty boring—everyone and everything are always the same. But in the book, he figures out a way to turn ordinary objects into amazing adventures! For example, his dad’s cold refrigerator items take Martin to the ice caps, while his mom’s cake baking sends him to an erupting volcano.

Look around your school or home and make lists: What are some things you see every day? What do the people there do every day? This may be a good group exercise—working together, you may notice things you have otherwise stopped noticing because they are so commonplace.

Then, think about each object’s characteristics: Is it cold or hot? Is it smooth or textured? What imaginary place or creature has similar characteristics?

Now, activate your imagination to draw or collage an unrealistic scene inspired by these realistic items. In *Sunday*, a T-shirt flapping on a clothesline became a pirate ship flag in a storm and a face became a hilly, sandy desert, so what wild adventure could your objects help take you on?



STEAM Writing Activity: Invite a Buddy

Does Martin go on his adventure alone? No! Maize the dog is with him the whole way. Why do you think Martin wanted Maize to join him? Why do you think Maize wanted to go?

Who would you invite on an adventure? Write them an invitation. An invitation usually includes a picture related to the event, a description of the event, and why the person is being invited.

Think of at least three places you’ll go on this adventure and describe each of them. Include why you think your friend would be a great travel buddy for this journey. Then draw a picture that represents the adventure you’ve just described. (And it’s OK if, like Maize, your buddy can’t read. After all, you can always read the invitation to them!)

More Resources: Travel without Packing a Bag

You can explore the real world too—and, as a first step, you don't even have to leave home!

Our *Words of the World* board book series encourages language exploration by even the youngest readers (ages zero to five). These books burst with colorful collages of animals and plants, alongside their names in English, Mandarin, Hindi, Spanish, French, and Arabic, as well as the language of universal friendship, Esperanto.

Lonely Planet's First Words also helps kids learn a few words in different languages. Can you say ice cream in French, Spanish, Italian, Mandarin, and Japanese? Give it a try!

National Geographic Kids has [games](#) and [videos](#) about different parts of our big world. And there are also tons of [Weird but True](#) stories about this incredible world. For example, hiccups are pretty common, maybe even boring, right? But...what about a hiccup world record?

See, you can turn anything ordinary into something extraordinary!





Blue Dot Kids Press inspires curiosity with beautifully crafted stories that connect us to each other and the planet we share. Written and illustrated by impassioned **storytellers and artists from around the world**, our books engage young readers' innate sense of **wonder and empathy**, connecting them to our global community and **the pale blue dot we call home**.

As an **independent, mission-driven**, children's publisher based in San Francisco, California, and Wellington, New Zealand, our **passion for nature and its stewardship** are evident in every book we publish—as well as in our business practices.

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