

An Educator's Guide to

Karung Guni Boy



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Specially For



Recycling is an integral part of our society. Every person, big or small, plays an important part in keeping our Earth clean. By recycling we help preserve the beauty of our Earth for all the generations to come!



ASK AWAY

Story Content and Comprehension



Before the Story

What can you see on the cover of the book?

What do you think the story is about?

What do you think Ming is sitting on? Do you think it moves?

During the Story

What are some things you can make at home using recycled materials?

Do you know who is a “Karung Guni” man? Do you know what a Karung Guni man does?

What does a Karung Guni man collect?

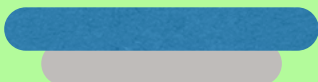
What do you think Ming was building?

After the Story

What would you make with the things that Ming collected?

Do you remember some of the things he used?

What would you use to make a robot?





Play Pals

Suggested Activities Related to the Book

- Last Building Standing -

Suitable for: 3-6 years old

Learning Domain/s: Numeracy/Motor Skills/Discovery of the World/ Aesthetics and Creative Expression

Duration: 30 – 45 mins

Objective: Children should be able to work in a team and use problem-solving skills to make a tall building with recycled materials

1. Draw the children's attention to the buildings and flats made of cardboard in the storybook.
2. Discuss the materials that are used to build actual buildings.
3. Divide the children into groups and provide them with a variety of recyclable materials and some masking tape.
4. Children will be given a time frame to use the materials provided to make the tallest building that can stand for at least 5 seconds. (You may vary the time frame according to the children's needs)

Follow-up activity: Children may make famous monuments or buildings in Singapore or around the world based on pictures they have collected.

- Tennis Trash -



Suitable for: 3-6 years old

Learning Domain/s: Motor Skills Development/ Aesthetics & Creative Expression/ Language and Literacy

Duration: 20-30 mins

Objective: Development of motor skills such as balancing and running through participation of physical activity

1. Explain to the children that they are going to be helper robots in this game by throwing trash into the bins to help keep the place clean.
2. Children stand facing each other and work in pairs to toss crumpled up paper balls to each other using cardboard/paper plates as tennis rackets.
3. The aim of the game is not to let the paper ball fall onto the floor as they walk down a line.
4. At the end of the line, the pair is to throw the paper ball into a bin.
5. This game can be played as a race.

Follow up activity: Plan a clean-up day where children can help to pick up trash (at the beach, nearby park or even around the neighbourhood) to throw into bins.



- Let's sort! -

Suitable for: 3-6 years old

Learning Domain/s: Numeracy/Motor Skills/Language & Literacy

Duration: 30 – 40 mins

Objective: Children should be able to sort the materials provided into the appropriate categories - plastic, metal, paper

1. Encourage the children to bring in the actual items/ pictures of the items which Ming has collected in the book. (E.g. cardboard, kettle, three legged stool, socks, dentures, etc.)
2. Children to sort the items gathered into plastic/metal/paper categories.
3. Place the items into the correct recycling bins.

Follow-up activity: The teacher and children to create a graph of the items they have sorted together. Children count the items in each category to determine which category has more/less.



- The Karung Guni Man -

Suitable for ages: 5-6 years old

Learning Domain/s: Social & Emotional/Language & Literacy

Duration: 15 – 20 mins

Objective: Children should be able to share with their friends what they think a Karung Guni man does

1. Show children a picture of a Karung Guni man and engage in picture talk.
2. Have a discussion about the role of a Karung Guni man.
3. Teachers may share the importance of the role of a Karung Guni man, what he does on a daily basis and how he transports his items.
4. Compare the ways a Karung Guni man transported the items in the past and how he does it today. (In the past: He carried a gunny sacks on his back and walked. Today: He uses trolleys, horns, motorcycles and trucks.).

Follow-up activity: Place various recyclable materials around the area. Divide children into groups. Give each group a child sized trolley/wheelbarrow/basket. Within a set time frame, children take turns picking up one item to put into their group's basket. The group with the heaviest collection wins the game.

- We Can Fix It! -



Suitable for: 5-6 years old

Learning Domain/s: Social & Emotional/ Motor Skills Development/ Discovery of the World

Duration: 2-6 Weeks

Objective: Enhance children's ability to communicate and build relationships with friends and their parents

1. Teachers may collaborate with parents to collect and bring recyclable materials. Parents are welcome to bring in bigger objects like a fan or an office chair.
2. Once teachers have gathered enough scrap materials, teachers could invite parents to join the class for "FIX IT DAY".
3. Parents are invited to bring in their own tools to fix the items with the children. The items need not be fixed back into working condition.
4. This fixing project can be done within the day itself or over a period of time.
5. Teacher may draw children's attention to the wires and gears inside the different machines they are working on

Follow-up activity: Teachers may invite people from the community who can fix something that is spoilt or broken to come into school for a presentation. Consider having a discussion about gears and machines with the children.

- Let's Build! -

Suitable for: 5-6 years old

Learning Domain/s: Social & Emotional/ Language & Literacy/ Aesthetics & Creative Expression/ Numeracy

Duration: 30 – 45 mins

Objective: Enhance children's communication skills with others and ability to describe their inventions

1. Create a big idea journal before this activity.
2. Provide children with plenty of recycled items.
3. Get children to work individually or in groups.
4. Get children to make something that they have drawn from their big idea journal.
5. Children should use their imagination and recycled items to make their drawings come alive!



Follow-up activity: Children may make robots from lego and other recycled materials to try to make a robot that moves.

- Creating a Light for Karung Guni Agent 1.0 -

Suitable for: 5-6 years old

Learning Domain/s: Social & Emotional/ Motor Skills Development/ Aesthetics & Creative expression

Duration: 60 mins

Objective: Children should be able to manipulate “littleBits” independently to make a flashlight using creativity and inventiveness

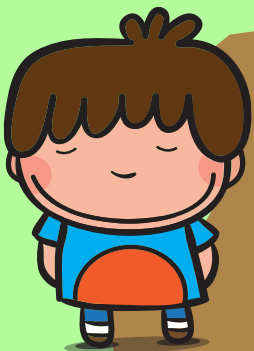


1. Inform the children that they are going to use “littleBits” and recyclable materials to make a light for Krung Guni Agent 1.0.
2. Teacher may review the basics of “littleBits” with the children.
3. Divide the children into groups.
4. Encourage the children to draw or jot down the “littleBits” that they will use on a piece of paper before building their lights.
5. Children may use a button/dimmer/buzzer to create their flashlights. Each group’s flashlight might look different.

Follow-up activity: Children may create other things which Karung Guni Agent 1.0 can use. Children may also embark on other projects that make use of “Little Bits” such as creating a musical instrument/rotating signs/bells.

Dig Deeper

Activities Beyond the Story



Bottle Cap Mural

Materials: Bottle caps (assorted colours), large piece of corrugated board/ cardboard, glue gun/glue stick

1. Start the activity after collecting bottle caps of different shapes, sizes and colours.
2. Decide on a design and draw it out on the corrugated board.
3. Create a “key” (colour-by-number style) for the children to follow.
4. Use the bottle caps and glue to make your design come to life!

Egg Carton Keychain/Plaque/ Magnet

Materials: Egg carton (cardboard), white glue, corn flour, water, baking/wax paper, silicon baking tray/ice tray(optional), string(if making keychain)

1. Tear up the egg carton into tiny pieces and place them into a bowl. Pour in some water and leave it to stand for a while.
2. Mash the soggy egg carton with your fingers until mouldable.
3. Pour in white glue and some corn flour and work them into the egg carton mixture.
4. Either shape the mixture on a baking/wax paper or separate the mixture into the silicon baking/ice tray and let it dry overnight.
5. Once dry, the children may decorate their artworks.

* Remember to poke a hole through the hardened artworks when making a keychain.



Pop Tab Bracelet

Materials: 20-25 can tabs (Ensure that the tabs have been washed & have no sharp edges), scissors, 2 pieces of 18-20' ribbons, scotch tape (optional)

1. Place tabs facing alternate directions.
2. Cut two pieces of long ribbon and tie knots at the end.
3. Thread one ribbon up through the top hole in a tab.
4. Take the second ribbon and thread it up the bottom hole.
5. Lay a second tab on top of the first tab so that the holes overlap.
6. Thread the top ribbon over the left edge of the 2nd tab and down through the hole of the 1st tab.
7. Do the same with the bottom ribbon.
8. Pull the ribbons tightly through the tabs to give a layered look.
9. Continue until the bracelet is as long as you need it to be.
10. Tie a knot to secure your pretty bracelet!



Crushed Can Art

Materials: Empty soda cans, spray paint (any colour), acrylic paint (any colour), permanent markers, scissors, magnets

1. Collect empty cans, wash them with warm soapy water and let them dry.
2. Crush can with feet (May require an adult's assistance).
3. Ensure that the can is properly crushed.
4. Spray paint and let the can dry for at least an hour.
5. Draw with permanent marker/ paste cut-outs of ears and mouths on to the can.
6. You can glue on googly eyes and paste a magnet at the back of the crush can to create your very own magnet!



Help Ming collect materials that can be recycled so that he can invent something! Roll the dice and follow the path. If you land on the square that has a recyclable item, you may collect the material card. The person who reaches the end with the most materials collected wins the game!