









Nate The Great

Teachers Guide

Getting Started

-  Read *Nate the Great and the Big Sniff* and the teachers guide to determine which suggested classroom activities will be useful for you.
-  Use the Pre-Reading Activity to introduce Nate the Great to your students.
-  Read *Nate the Great and the Big Sniff* aloud to your class.
-  Integrate any or all of the classroom and interdisciplinary connections into your curriculum.
-  Use the handy ready-to-copy activity sheets. Look for  next to each activity that has a corresponding sheet.

Classroom Connections

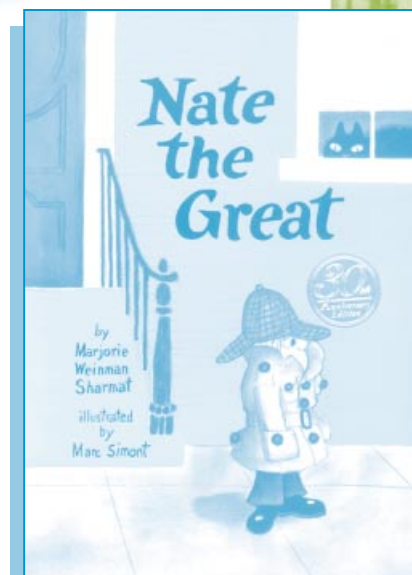
Problem Solving
Neighborhood
Diversity
Individuality
Trust
Animals and Pets
Grades 1-4

After tracking down culprits and solving mysteries in 22 baffling cases, Nate the Great, the world's foremost kid detective, celebrates his 30th anniversary with a special-edition hardcover reissue of his first case, *Nate the Great*.

In his newest mystery, *Nate the Great and the Big Sniff*, Nate can't find his dog, Sludge, who he depends on to help him solve all of his cases. Sludge is lost inside a big department store on a rainy day, and though Nate looks high and low, every clue leads to a dead end . . . until Nate realizes that Sludge *can* help him with this case!

The ready-to-copy activity sheets accompanying this guide offer fun problem-solving opportunities for sharp-witted classroom sleuths.

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PRE-READING ACTIVITIES

Prepare your students to participate in solving Nate's latest case in *Nate the Great and the Big Sniff* by creating a "Mystery Madness" atmosphere in your classroom. Set the scene by having students color and display the Magnifying Glass and Detective Hat cutouts . Ask them to think about the kinds of stories that might incorporate these two items.

Write "What is a mystery?" on the blackboard. Help students to define this term and to identify different types of mysteries (e.g., scientific mysteries, crime mysteries, etc.). Ask students to give examples of their favorite mystery books, movies, or TV programs and to explain why they like them. If possible, invite a police officer to explain procedures used in solving a crime and to demonstrate how investigators dust for fingerprints.

CLASSROOM CONNECTIONS

Problem Solving—Using "Tips on How to Be a Great Detective" in *Nate the Great and Me* (p. 54) as a guide, introduce students to elements of problem solving. Engage them in classroom games, such as "concentration" or "memory," designed to test their ability to recall details, and other activities that will test their observational and analytic skills. The

Show Nate the Way to the Fleeing Fang! maze  and the Spotting a Disguise and Unscrambling a Secret Code activities provided in *Nate the Great and Me* (pp. 56–58) are perfect for these purposes.

TIPS ON HOW TO BE A GREAT DETECTIVE by *Nate the Great*

- First, you have to think.
- Second, it helps to have a helper. I have a great one. Sludge. But it's all right if you don't.
- You have to remember.
- You have to notice people, places, and things.
- You have to look for facts and clues.
- You have to ask questions.
- You have to take ideas apart and put them together again.
- You have to figure out what is important. And what isn't.

Neighborhood—Nate's familiarity with his neighborhood is a key factor in finding his mother's Monster Cookies recipe in *Nate the Great and the Monster Mess* and finding Rosamond's money box in *Nate the Great Goes Down in*

the Dumps. Take a walking field trip in which students observe and make written notes on the makeup of a neighborhood area or areas.

Ask students to identify buildings, streets, parks, and other physical features unique to their neighborhood.

Working in small groups, students may construct cereal box buildings and traffic lights, street signs, trees, etc., made from other art materials to complete a 3-D model of their neighborhood.




Diversity—In *Nate the Great and the Big Sniff*, as in the entire Nate series, we see that Nate's neighborhood friends come from diverse ethnic backgrounds. Have students define the terms *multicultural* and *multiethnic* and identify the different ethnic/cultural groups in their community. Discuss the advantages of having a diverse community and how the influences of each group may be evidenced in their neighborhood.



Individuality—Although Nate and his friends have a great deal in common, they all possess unique characteristics. In *Nate the Great San Francisco Detective*, Nate describes Claude as “always losing something.” Have students list and discuss distinguishing attributes for different characters in other Nate stories (e.g., Esmeralda is “smart,” Oliver is a “pest”). Ask students to identify those characteristics that help define themselves as individuals. Conclude with a discussion on the value of individual differences.

Trust—All of Nate's friends place their trust in him when they ask him to take their cases. Even Finley, who tests Nate's skills in *Nate the Great and the Phony Clue*, comes to trust in Nate as a great detective. Have students define the term *trust*. Ask them to list people they trust and mistrust along with the reasons for feeling as they do. Lead a discussion that highlights the importance of trust in all our lives.

Pets and Animals—The “Smartest Pet Contest” in *Nate the Great and the Fishy Prize* and Nate's reptile experiences in *Nate the Great and the Tardy Tortoise* highlight the many different pets owned by Nate's friends and neighbors. Using Nate's Animal Crisscross , have students match each character with his/her different pet. Discuss with them the general responsibilities of owning a pet and those specific to the care of particular animals. Have students draw a picture of a pet or favorite animal and write about the care each requires.

Celebrate the
holidays with
Nate the Great!


Nate the Great and the
Mushy Valentine


Nate the Great and the
Crunchy Christmas
(Hanukkah, Christmas)


Nate the Great and the
Halloween Hunt



INTERDISCIPLINARY CONNECTIONS

Art—Nate's sense of color blending helps him to find Annie's picture of Fang in *Nate the Great*. Define primary colors and have students search for reds, yellows, and blues in their classroom. Using Nate's Color Wheel , have students paint primary color sections of their color wheels, making sure they put yellow at the top and skip a section between each. Then, after experimenting with mixing colors using their classroom paints, crayons, or food coloring in various ways, have them paint remaining sections of their color wheels with secondary colors, orange, purple, and green, in the correct pieces of the pie.

Use the Mosaic Picture Riddle , featuring a hidden figure from *Nate the Great and the Stolen Base*, for coloring fun. Allow students to create original paintings emphasizing primary and/or secondary colors. Discuss with them how the colors affect the mood and feeling of their paintings.

Math—Using folded pieces of paper, demonstrate fractional parts of a whole in halves, thirds, quarters, and eighths. Define *numerator* and *denominator* and have students practice identifying and naming different fractional parts, adding and subtracting fractions with common denominators. Reinforce learned concepts by having students decode Nate's Fraction Hunt Mystery Message .

After reading *Nate the Great and the Lost List*, have students form small groups to estimate the cost of each item on Claude's list (below) and calculate a total. Then, have students go to their local grocery store to determine the exact price of listed items. Discuss discrepancies and determine which group came closest to their estimations.

Rosamond's Cat-Pancake Recipe (aka Claude's Lost Grocery List)

Salt	Baking Powder
Milk	Sugar
Butter	Salmon
Flour	Liver
Tuna	
Fish	
Eggs	

Rosamond's Cat-Pancake
Recipe from *Nate the Great
and the Lost List*
© 2002 Marjorie Weinman
Sharmat
Art © 2002 Marc Simont

Science—In *Nate the Great Goes Undercover*, Nate concludes that Oliver's garbage can is raided each night by a nocturnal animal. Using the library and Internet resources, on page 7, have students identify one or more physical features enabling these night creatures to move about in darkness. Compare the sleep habits of Nate and his friends in *Nate the Great and the Pillowcase* to the habits of nocturnal creatures.

Nate learns a great deal about gardens in *Nate the Great Stalks Stupidweed* and *Nate the Great and the Tardy Tortoise*. Have students identify, list, and draw pictures of flowers and weeds that are familiar to them. Explain why plants need soil, sun, and water to stay healthy. Plant a windowsill garden in your classroom.

Conduct a unit on reptiles after reading *Nate the Great and the Tardy Tortoise*. Begin students' research techniques with a trip to the library. Gather books, pictures, and unusual facts. Set up a class reptile



Social Studies—Nate approaches his search in *Nate the Great and the Missing Key* in a systematic fashion. Introduce students to directional concepts—north, east, south, west—using a compass as an instrument for determining direction. Using school as a base point, have students directionally locate landmarks in their neighborhood.

Language Arts—The informal notes written by Nate in *Nate the Great and Me* and each of his stories may be used to introduce students to personal letter writing. Have students write a letter to a friend or relative and help them to address envelopes properly and mail their letters. Introduce them to other books in which letter writing plays an important role.

Music—Help students solve the riddle in *Nate the Great and the Musical Note* by labeling the lines and spaces of a treble clef musical staff. Have students sing along as you demonstrate how notes can step up and down the scale. Use the scale to label the white keys on a piano. Explain how fingers can step up (sharp) or step down (flat) to black keys.

VOCABULARY/USE OF LANGUAGE

Throughout the Nate series, Marjorie Sharmat makes frequent use of alliteration, the repetition of initial consonant sounds in words at close intervals. Such phrases as “goody green grasshopper” in *Nate the Great and the Fishy Prize*, or “big, blue bump” in *Nate the Great and the Boring Beach Bag*, or “stegosaurus stamp” in *Nate the Great and the Sticky Case* bring pleasure to the ear as they reinforce meaning. Have students search for other instances in Nate’s stories. Then, ask them to create their own alliterative phrases.

Have students identify and keep track of words that they are unfamiliar with. Use Nate’s Secret Word Search  to get your class started.

Using Invisible Ink

Take a second look next time you see a blank piece of paper. It may not be as blank as it seems.

You may want to leave someone you know an invisible message.

You will need:

1. Lemon juice in a bowl.
2. A thin paintbrush.
3. White or pink paper.

Dip the paintbrush in the lemon juice and write something you don’t want others to read. Wait for the paper to dry. Poof! What you wrote cannot be seen. Or can it? Hold the paper up to a bright light. What you wrote is now visible again!



ENJOY A DETECTIVE PARTY WITH NATE!

Now that your students have shared many of Nate's mysteries and learned what it takes to be a detective of the "greatest" kind, allow them to celebrate their newly found skills.

First, identify each of your students as a "pancake-eating supersleuth" with a Name Tag 🏷️. Then, following the mystery message format of Rosamond's letter in *Nate the Great Saves the King of Sweden* (p. 4), have students describe something in their classroom. Put all of the messages in a box or a jar, separate your class into two teams, and have each member draw a message to be solved. Points may be given for each correct answer and prizes awarded to the winning team.

Students will be ready to see fractions at work in the real world as they measure ingredients in the recipes provided in *Nate the Great and Me: The Case of the Fleeing Fang* and, with supervision, prepare (and eat!) Nate's pancakes or potato pancakes. As the supersleuth himself would say, "Come in. Join the party. Have a pancake or two."

Happy Detective Day!



Illustration from
*Nate the Great and
Me: The Case of the
Fleeing Fang* by
Marjorie Weinman
Sharmat
Art © 2002 Marc
Simont

About the Author

Born in Portland, Maine, in 1928, **Marjorie Weinman Sharmat** dreamed of becoming a writer. Little did she know that she would be the author of more than 70 books for children of all ages. Another of her childhood dreams, that of becoming a detective, has also been realized in her popular Nate the Great series, begun in 1972. Many of Sharmat's books have been Literary Guild selections and chosen as Books of the Year by the Library of Congress. Several have been made into films for television, including *Nate the Great Goes Undercover*, winner of the Los Angeles International Children's Film Festival Award. *Nate the Great Saves the King of Sweden* has been named one of the New York Public Library's 100 Titles for Reading and Sharing.

About the Illustrators

Born in Paris, France, in 1915, **Marc Simont** has given visual life to nearly 100 children's books. Among these are Marjorie Weinman Sharmat's Nate the Great series, in which Simont's cartoon-like illustrations convey, with humor and charm, the distinct personalities of a varied cast of characters. Winner of a Caldecott Honor for Ruth Krauss's *Happy Day* in 1950, and the Caldecott Medal for Janice May Udry's *A Tree Is Nice* in 1955, Marc Simont has established his place as one of America's best-loved children's illustrators.

Martha Weston has illustrated 58 books for kids, 10 of which she also wrote. Her favorite part of writing and illustrating is creating a world of her own—generally a goofy one—and feeling like she's stepping into it. Weston lives in the San Francisco area with her husband and their two children.

Internet Resources

For mystery fun, games, and events, visit **Kids Love a Mystery**.

www.kidsloveamystery.com

To learn fun techniques with coloring products, visit **Crayola's Art Techniques** site.

www.education.crayola.com/educators/techniques

To learn how to use a compass, go to Kjetil Kjernsmos's illustrated guide on **How to Use a Compass**.

www.learn-orienteeering.org/old

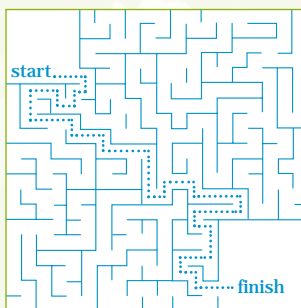
For music activity sheet ideas, visit **Sharon's "Tiny Hands" Music Tutorials**.

www.hinet.net.au/~mvisser/musicitut

Note: Web sites often change, so be sure to check out the resources before using with your class.

ANSWER KEY

SHOW NATE THE WAY TO THE FLEEING FANG!



NATE'S ANIMAL CRISSCROSS

- | ACROSS | DOWN |
|--------------|-------------|
| 3. octopus | 1. parrot |
| 6. Anastasia | 2. tortoise |
| 7. Fang | 4. Sludge |
| 8. Hexes | 5. rat |
| | 9. eel |

NATE'S COLOR WHEEL

Primary colors: **YELLOW, BLUE, RED**

Secondary colors: RED + YELLOW = **ORANGE**
YELLOW + BLUE = **GREEN**
BLUE + RED = **PURPLE**

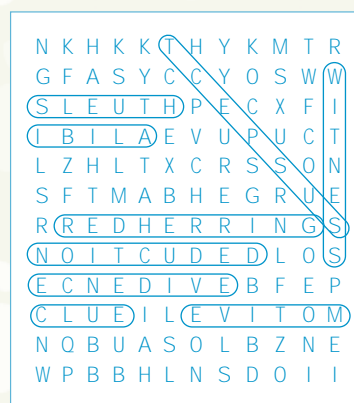
MOSAIC PICTURE RIDDLE

Rosamond's Cat

NATE'S FRACTION HUNT
MYSTERY MESSAGE

REMEMBER, /GOOD DETECTIVES
EAT PANCAKES!

NATE'S SECRET WORD SEARCH





Use All These NATE THE GREAT Detective Stories by Marjorie Weinman Sharmat with Illustrations by Marc Simont* with Your Students

Nate the Great

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0-440-46126-X
Animals (Pets), Friendship, Art, Theater

Nate the Great Goes Undercover

0-440-46302-5
Night Animals, Birds,
Common Childhood Experiences

Nate the Great and the Lost List

0-440-46282-7
Friendship, Maps, Wind Currents

Nate the Great and the Phony Clue

0-440-46300-9
Responsibility (Logic, Deadlines),
Handwriting Analysis, Trust

Nate the Great and the Sticky Case

0-440-46289-4
Activities, Crafts & Hobbies (Stamps), Dinosaurs

Nate the Great and the Missing Key

0-440-46191-X
Poetry, Parties, Friendship, Coins, Camouflage

Nate the Great and the Snowy Trail

0-440-46276-2
Seasons (Winter), Birthdays, Descriptions,
Individuality

Nate the Great and the Fishy Prize

0-440-40039-2
Animals (Pets)

Nate the Great Stalks Stupidweed

0-440-40150-X
Activities, Crafts & Hobbies (Gardening),
Animals (Worms)

Nate the Great and the Boring Beach Bag

0-440-40168-2
Friendship, Travel & Vacation (Beach), Ocean

Nate the Great Goes Down in the Dumps

0-440-40438-X
Friendship, Ecology, Money, Neighborhood

Nate the Great and the Halloween Hunt

0-440-40341-3
Holidays & Special Days (Halloween),
Weight Measurement

Nate the Great and the Musical Note

by Marjorie Weinman Sharmat
and Craig Sharmat
0-440-40466-5
Art, Music, Theater, Word Riddles

Nate the Great and the Stolen Base

0-440-40932-2
Sports (Baseball), Animals (Sea life)

Nate the Great and the Pillowcase

by Marjorie Weinman Sharmat
and Rosalind Weinman
0-440-41015-0
Animals (Pets), Sleep Customs

Nate the Great and the Mushy Valentine

0-440-41013-4
Holidays & Special Days
(Valentine's Day), Art

Nate the Great and the Tardy Tortoise

by Marjorie Weinman Sharmat
and Craig Sharmat
0-440-41269-2
Animals (Reptiles), Science & Nature
(Flowers, Gardens)

Nate the Great and the Crunchy Christmas

by Marjorie Weinman Sharmat
and Craig Sharmat
0-440-41299-4
Holidays & Special Days (Christmas, Hanukkah),
Card/Letter Writing

Nate the Great Saves the King of Sweden

0-440-41302-8
Foreign Lands (Sweden), Travel

Nate the Great and Me: The Case of the Fleeing Fang

Illustrated by Martha Weston
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Illustrated by Martha Weston
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Travel, Family

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by Marjorie Weinman Sharmat and Mitchell
Sharmat
Illustrated by Martha Weston
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0-440-41502-0 (Avail. 2/03)
Animals (Pets), Neighborhood



On the Web!

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*Unless otherwise noted

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