

# CLOUDHAVEN - READER GUIDE

*Harper and the Sunflower Stalk*

## GETTING READY

Before visiting Clouthaven, read the original Jack and the Beanstalk. Give children time to explore, imagine, and play with the familiar story. When playtime is over, gather everyone at the reader circle. A new adventure is waiting - and this time, the stalk may lead somewhere they never expected!

Optional Before They Arrive: Create a little mystery by making a beanstalk appear to grow through the classroom, with a pair of jean-clad legs disappearing into the ceiling. The website includes setup ideas and printable story pieces.

## LIVE THE STORY

Introduce Harper and the Sunflower Stalk. Invite the children to imagine that they, too, have climbed high above the clouds into a world filled with giant sunflowers and magical creatures.

## ENTER CLOUDHAVEN

One at a time, invite each child to wave a wand and step into the reader circle. After everyone has entered, have children place their wands beside them so they are ready to listen. When Harper discovers that the creatures need help, they can pick up their wands again and join her mission.

**As each child enters: "Welcome to Clouthaven, where even the smallest helper can make a big difference."**

## STORY MAGIC MOMENTS

- Grow a Giant Sunflower: Before reading, place a giant paper sunflower near the reader circle, hidden from view if possible. When Harper reaches Clouthaven, reveal it.

**Say: "I think something from Clouthaven has grown in our classroom!"**

- Clouthaven Needs Your Help: Before the story, hide several mythical creatures around the room. When Harper discovers that the animals need help, invite children to find the creatures and bring them safely back to the reader circle.

## FIRST READING - EXPERIENCE THE MAGIC

Let the story unfold and allow children to become absorbed in Harper's adventure. Enjoy the surprises, reveal the giant sunflower, and let the children join Harper's mission to help the creatures. Save most discussion for another reading.

## SECOND READING - NOTICE, WONDER & DISCUSS

On a second reading, slow down at natural moments and invite children to notice the problem, think about feelings, and imagine what they might do.

- What do you notice?
- What do you think is happening?
- How do you think the creatures are feeling?

Let children discover the problem alongside Harper rather than explaining it in advance.

# AFTER THE STORY - HEAD, HEART, HANDS

## HEAD - What Did We Discover?

- What was happening to the flowers in Clouthaven?
- Why did the creatures need Harper's help?
- What did Harper decide to do?
- What happened when other people joined Harper's mission?

## HEART - What Did We Feel?

- How do you think the creatures felt when they were running out of flowers?
- How do you think Harper felt when she realized they needed help?
- How do you feel when you are able to help someone?
- How do you think the creatures felt when they knew they weren't alone?

## HANDS - What Can We Do?

- What are some ways children can help animals?
- What can we do when we notice that someone - or an animal - needs help?
- Who could we ask for help if a problem is too big to solve on our own?
- What is one small thing you could do to make a difference?

## KEEP THE MAGIC GOING

Grow Your Own Magic Stalk. Plant a bean and add each child's 'climbing' photograph to a craft stick or small dowel. As the stalk grows, children can observe, measure, count new leaves, draw changes, and watch themselves 'climb' higher.

Jack and Harper: Same and Different. After children know both stories, use the printable Venn diagram to compare Jack and the Beanstalk with Harper and the Sunflower Stalk. What happened in both stories? What was different?

Clouthaven Helping Hands. Turn Harper's lesson into real-world action. Consider a class or schoolwide collection for a local animal shelter or rescue - unopened pet food and needed supplies, or a 'Pennies for Pets' collection. Contact the organization first to learn what it needs and can accept. Let children help make signs, decorate collection boxes, count donations, and share the project.

The magic leaves the storybook when children discover that their own hands can help someone else.

## TAKE THE MAGIC HOME

Once each child's beanstalk has grown tall enough to wind around its climbing stick, send it home with the Clouthaven Family Note so families can continue the adventure and conversation together.

Reader tip: Keep this guide behind the reader-version picture pages while you read. Children can stay focused on the illustrations while you glance at the prompts without needing a laptop.