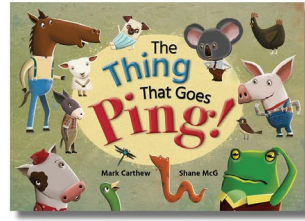




Mark Carthew Shane McG

FORD ST



SYNOPSIS

*In the faraway town of Figgy-tra-ling,
you may hear the faint **ring**
of a **thing** that goes **ping!***

*Join in the quest for the thing that goes ping–
and meet some fun animals along the way!*

This whimsical picture book by award-winning author Mark Carthew and illustrator Shane McGowan captures the delight of wordplay through rhythmic narrative and evocative illustration. Mark Carthew's award-winning love of alliterative and rhythmic language once again produces a delightfully engaging and playful story.

The Thing That Goes Ping! also introduces young readers to the concept of onomatopoeia through the comforting device of familiar animal sounds and images, something that makes this book a perfect read aloud text for shared reading.

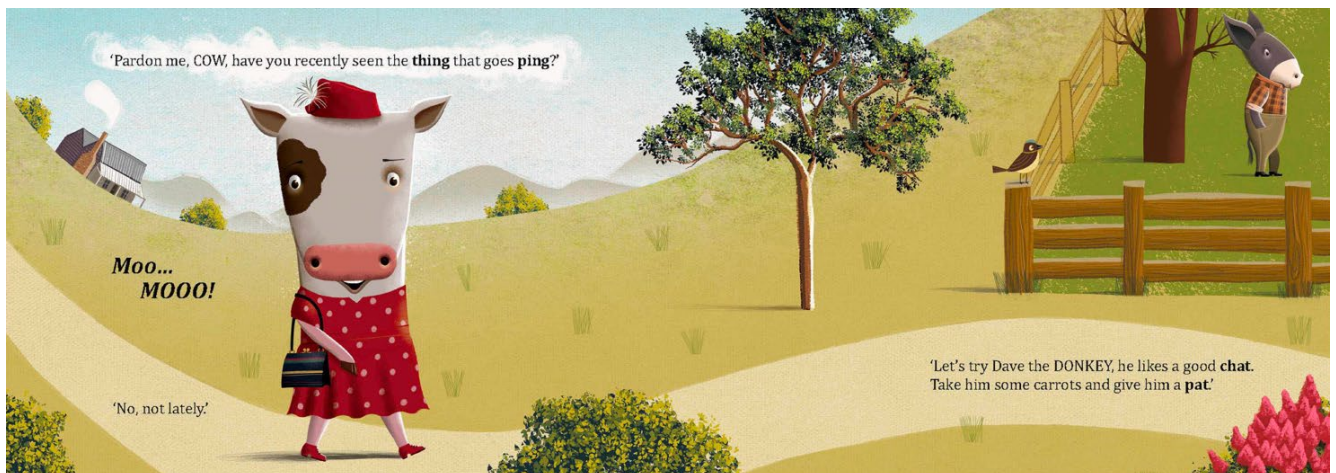
ISBN: HB: 9781925804652 PB: 9781925804669

Extent: 32 pages

Format: Landscape 297mm x 210mm

AUTHOR/ILLUSTRATOR STYLE OR MEDIUM

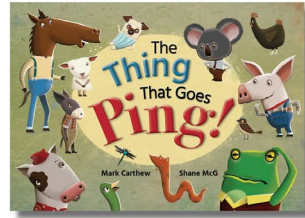
While the illustrations for *The Thing That Goes Ping!* evolved from initial pencil sketches, the final illustrations were produced digitally in Adobe Photoshop using pencil, pastel, watercolour and graphite brushes on canvas paper. Shane McG has incorporated quirky anthropomorphic features to provide a humorous connection with the characters in the narrative. Stylish design and set-out also includes minibeasts and other creatures to search for in the endpapers and each spread.





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AUTHOR STUDY

Mark Carthew is an award-winning children's author, poet, playwright, musician, primary teacher and May Gibbs Children's Literature Trust Alumni. Mark has previously won Speech Pathology Australia's (SPA) Book of the Year Award for *The Gobbling Tree*, along with SPA shortlistings for *Five Little Owls*, *The Moose is Loose!*, *Wicked Wizards & Leaping Lizards*, *Marvin and Marigold: The Big Sneeze* & *Marvin and Marigold: A Stormy Night* and *The Great Zoo Hullabaloo!*. His anthology *Can You Keep a Secret? Timeless Rhymes to Share & Treasure* was a CBCA Notable for Early Childhood. Mark's illustrated play script series *VOICEWORKS* sold over a million copies worldwide. His recent Ford Street title, *The Dingle Dangle Jungle*, illustrated by Dave Atze, was shortlisted for the 2020 Educational Publishing Awards Australia. You can find out more about Mark by checking his website, www.markcarthew.com.au

Make up your own name poem in a similar rhyming style to Mark's name poem, weaving in the letters of your name and telling something about yourself in the verse.

Mark likes playing his guitars,
And gazing up at night for stars.
He Reads a lot, collects old books,
Surfs King-sized waves and likes to cook.

Can you guess the simple clue?
About some things Mark likes to do.
write Rhymes, plays and songs,
Walking barefoot...sing-a-longs.
He also likes long
Nature walks,
Bird Watching and fireside talks!



ILLUSTRATOR STUDY

Shane McGowan currently lives and works in Melbourne, Australia, after having resided in London for almost twenty years. His work as an award-winning illustrator and designer has resulted in an extensive global client base. He also writes and illustrates picture books which are published traditionally and as e-books, and he is currently developing apps and a cartoon series based on a number of his books.

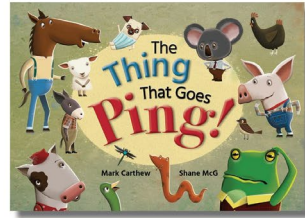


His work as an illustrator has been recognised on numerous occasions by Images (UK) and European Illustration, as well as having won a number of Gold, Silver and Bronze medals in the Illustrators Australia Awards in 2011, 2012, 2013 and 2015. His work has also been recognised by 3x3 and Lurzer's Archive where he was selected to appear in 200 Best Illustrators Worldwide 2013/2014. For more information on Shane's work, art and illustrations visit <https://www.shanemcgworld.com/>



Mark Carthew Shane McG

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MARKETING, MEDIA & EDUCATIONAL APPLICABILITY

- *The Thing That Goes Ping!* is a book with some Zing! ... and the choc top of fun picture books.
- Encourages engagement with shared reading, oral language and wordplay.
- Classic rhyme and playful text in the style of Dr Suess.
- A fun feature of this book is onomatopoeic language matched to animal sounds – perfect for reading out loud and exploring word study linked to onomatopoeia.
- Literary qualities include appealing alliteration, rhythm, rhyme and assonance.
- Contemporary features include eye-catching design, playful visual narrative and illustration.

STUDY NOTES

Before and during reading the book:

1. Introduce the book and Title Page

Read the title and ask children to look closely at the cover illustration. What do you think we might enjoy in this story? Why are the animals looking so quizzical on the cover? Why do you think there is a goat on the title page?

The Thing That Goes Ping!

Mark Carthew



Shane McG

Some children may notice the bell around the goat's neck and like to discuss why cows, goats and other animals sometimes wear bells.

2. Endpapers

Look carefully at the **endpapers**. What small creatures and birds can you see? (Note: These animals are delightfully placed for an eye spy-type game in each double page spread).

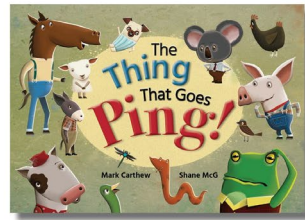
Ask the questions:

- Do you recognise any of these animals? What is a **minibeast**?
Do a project or display on minibeasts. Check out the excellent range of resources at <https://www.minibeastwildlife.com.au/resources/>
- How many legs does a spider have? How many legs does a ladybird have? Discuss the features of and differences between insects and spiders.
- Can you spot the differences between the front and back endpapers? Discuss.

The Thing That Goes Ping!

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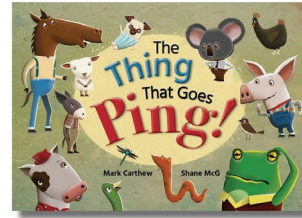


Front endpapers:



Back endpapers:





3. Ladybirds ... Ladybugs and Beetles!

Did you notice the red ladybird in the **endpapers**? There many, many different types of ladybirds – in some places, they are called ladybugs or beetles. Check out the fascinating facts about them at the National Geographic for Kids website:

<https://www.natgeokids.com/uk/discover/animals/insects/ladybird-facts/>

There are many online resources about **ladybirds**. You might like to try:

- **The World Animal Foundation:**
<https://www.worldanimalfoundation.com/advocate/wild-animals/params/post/1297319/>
- **Animal Corner:** <https://animalcorner.org/animals/ladybird/>
- **Kidskonnnect** (with extra free activity sheets):
<https://kidskonnnect.com/animals/ladybug/>
- **Animal Spot** also has some terrific images and information:
<https://www.animalspot.net/ladybugs>

TYPES OF LADYBUGS

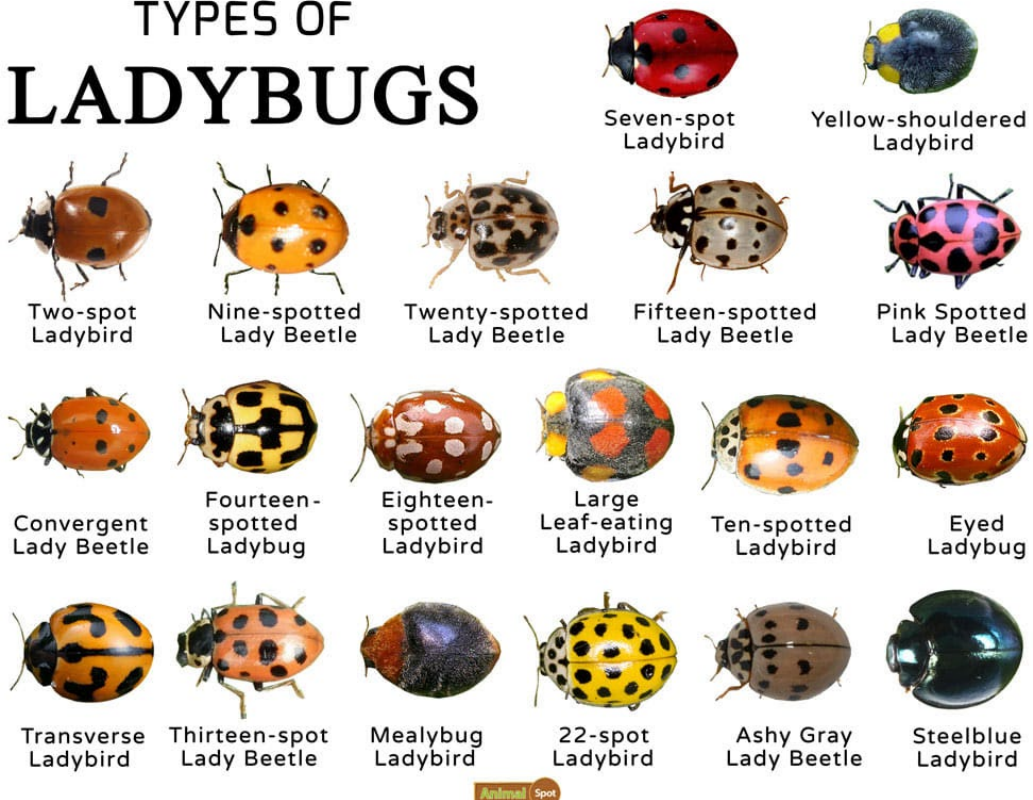


Image: Animal Spot

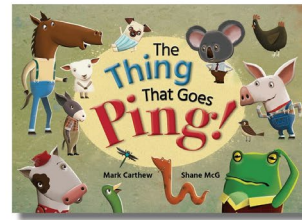
4. Narrative

As you read the opening pages and get into the playfulness of the story, invite the children to look for the fine details in the double page spread: eg. the goat hiding behind the tree, the snail coming last in line etc. Encourage further observations and comments.

The Thing That Goes Ping!

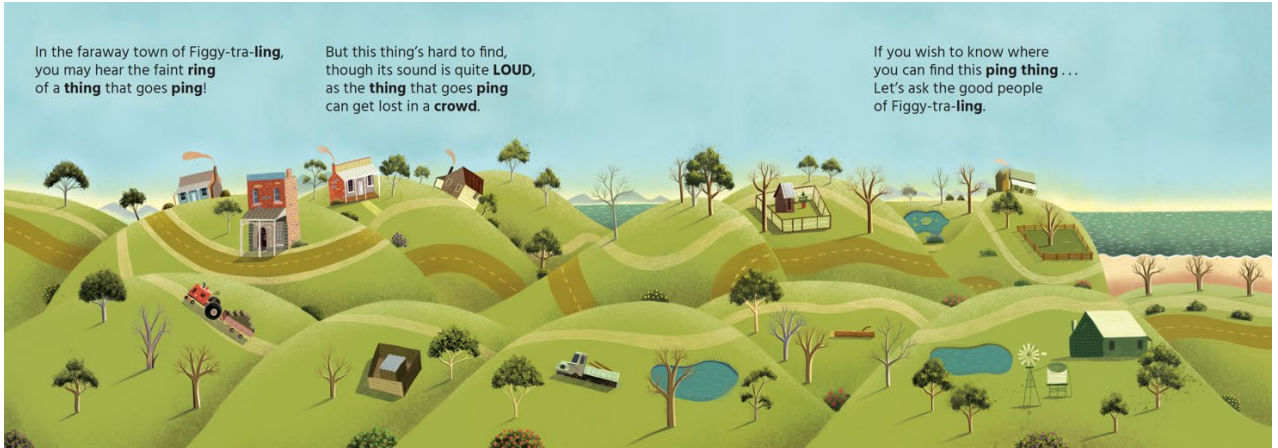
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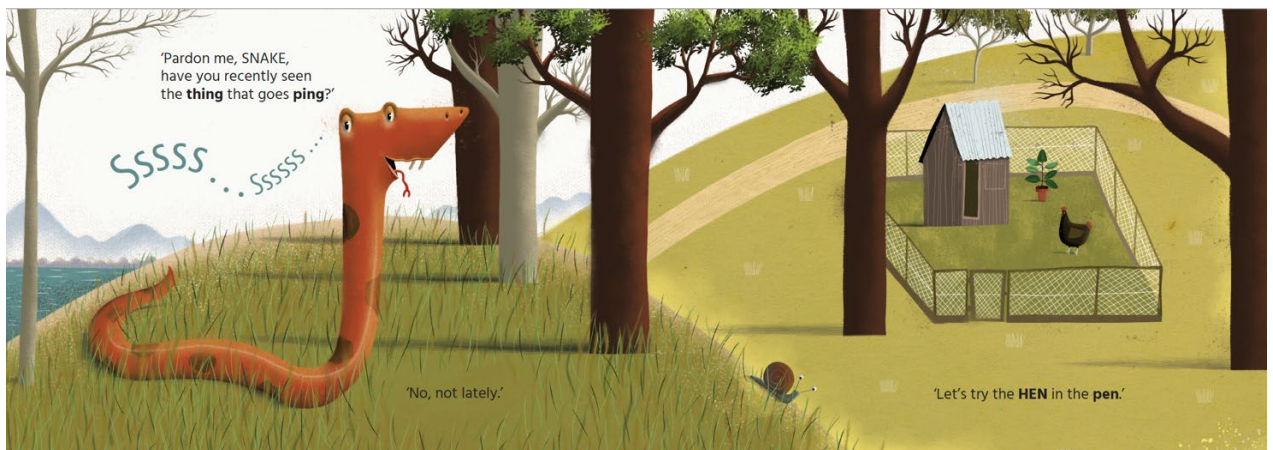
5. Setting – Imaginary Lands

Discuss the **setting**. Where do you think the land of **Figgy-tra-ling** might be?



Is it an imaginary place?

What makes you think this? Can you think of any other stories set in imaginary or special places?



6. Compare and contrast

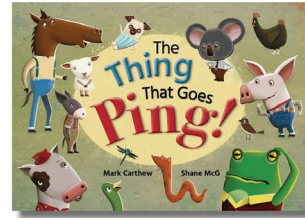
Some examples of books featuring imaginary or special places include: **The Lorax** (Dr Seuss), **My Magic Beach** (Allison Lester), **Where the Wild Things Are** (Maurice Sendak), **The Man from the Land of Fandango** (Margaret Mahy ill. Polly Dunbar) ... and of course, there are many more.

Encourage conversations about imaginary and special places, as well as other worlds. This fits perfectly with the Children's Book Council of Australia (CBCA) 2021 Book Week Theme, **'Old Worlds, New Worlds, Other Worlds'**: www.cbca.org.au/cbca-book-week



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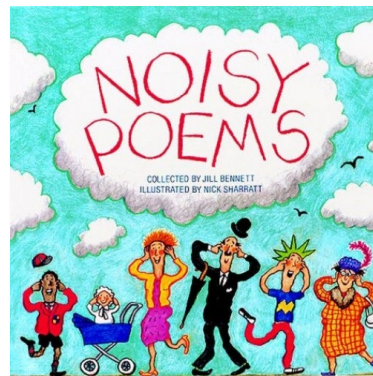
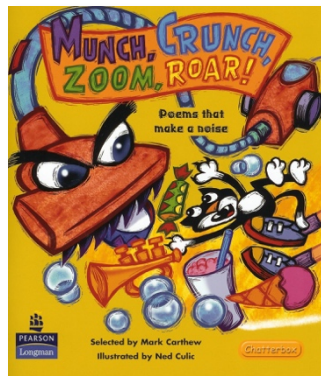
7. Onomatopoeia

Onomatopoeia is a word that names a sound, but also sounds like that sound. For example:

*Boom, honk, pop, crack, cuckoo, crack, splat, tweet,
zoom, sizzle, whizz, buzz, hiss, rip!*

Encourage students to research and seek out poems and books that feature onomatopoeic or 'noisy' words.

Mark's poetry anthology ***Munch, Crunch, Zoom, Roar! Poems that make a noise*** and Jill Bennett's ***Noisy Poems*** are great places start if you can find them in a library or online.



Well known poets such as **Jack Prelutsky** <https://www.poetryfoundation.org/poets/jack-prelutsky>, **Michael Rosen** <https://www.michaelrosen.co.uk> and **Bobbi Katz** <https://www.bobbikatz.com/> are examples of popular writers whose works also explore the fun 'noises' and sounds of language.

Depending on the age and ability of the children involved, students could be asked to research and choose a noisy poem they like. Teachers could compile a display or a class list of favourite noisy poems or phrases. They may be asked to think about writing their own noisy poem, or changing the form of the poem by substituting key words and sounds.

After reading the book:

- I. The narrative built up to a surprise ending and last page reveal (a common technique in picture book publishing).

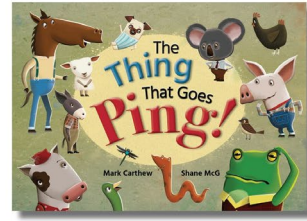
Ask some open-ended questions:

- Why do you think the author constructed the story like that?

The Thing That Goes Ping!

Mark Carthew Shane McG

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- Did anyone guess the ending or did you think something else was going to happen with the PING! sound?
- Has anyone ever had an ice-cream from an ice-cream van? What was interesting about that experience?



Note: When many parents and grandparents were young, it was quite common to hear the musical sounds of a Mr Whippy or similar soft serve ice-cream van moving around suburban streets. Children and families would often rush outside to buy an ice-cream when they heard the van approaching.

You can find a musical sound bite of various ice-cream van chimes at:

www.youtube.com/watch?v=htAMXx3upow

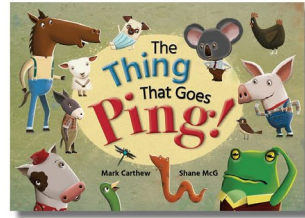
- Discuss the narrative's trip through the countryside. Did you notice anything interesting in the background illustrations? Re-visit and discuss the images on each page, and the little hidden creatures and features that illustrator Shane McG has cleverly woven into each page spread.
- Some children will point out the windmill, the old Bedford truck and 44-gallon drum, the curious rabbit, the mini-beast creatures ... and lots more.



The Thing That Goes Ping!

Mark Carthew Shane McG

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- Ask the children: Why did the Koala appear so cross about being called a bear?

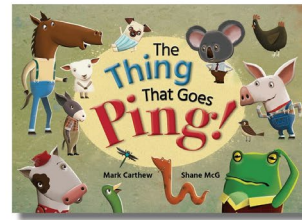


- Discuss how misinformation about animal species can sometimes occur. Are there any other Australian or overseas examples you can think of?



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ACTIVITIES

The following activities are included in these teachers notes and are also downloadable at <https://fordstreetpublishing.com/book/the-thing-that-goes-ping/>

SNAP/MEMORY CARD GAMES – Sound/Word Matching (*Sets 1 & 2 attached)

Print, cut out and make cards from the attached activity sheets.

Card games such as **SNAP** or **MEMORY** are wonderful for word / sound recognition.

Set 1 – Sounds Like... Animal Noises Game Cards (Pictures and words set)

Sounds like ...

The Thing That Goes Ping! Mark Carthew Shane McG FORD ST

Hee-HAW!		SHHHH...
	Neigh ...	
MOOO!		SSSS...

© Mark Carthew, Shane McGowan & Ford Street Publishing <https://fordstreetpublishing.com/book/the-thing-that-goes-ping/> 1

Sounds like ...

The Thing That Goes Ping! Mark Carthew Shane McG FORD ST

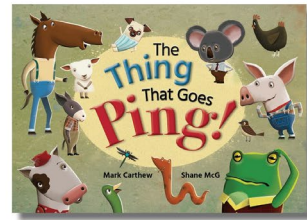
	Quack!	
Oink!		GRRR...
	brrk-brrk-brrk ...	

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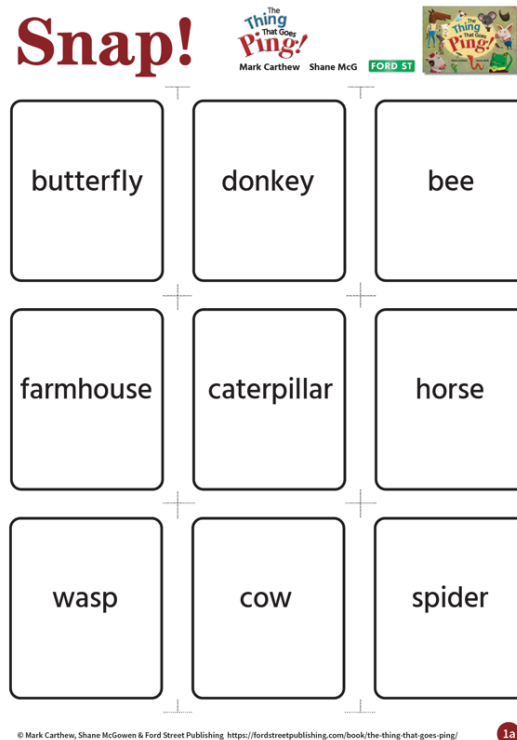


Make your own Sounds like... Game cards

Children can make their own Sounds like... game cards with words and/or pictures using the blank cards template on **Page 4** of the **Sounds like... Game cards** set.



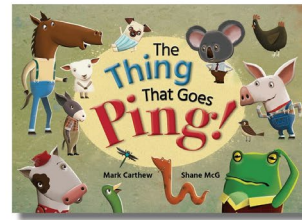
Set 2 – Snap! or Memory Game Cards (Pictures and words set)





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Make your own Snap! or Memory Game cards

Children can make their own Snap! game cards with words and/or pictures using the blank cards template on **Page 5** of the **Snap! Game cards** set.



Diorama or Artwork

Children will also have great fun making a diorama or artwork featuring their own imaginary farmland. This could be part of a broader discussion on farms, old trucks, windmills, farmland features, introduced and native animals, as well as land and ocean habitats.

'Ping Ting-a-Ling' – Free Bonus SONG Lyrics and Music (*See attached)

Author Mark Carthew is also a musician, and with the professional studio expertise of Highway 9 Productions, Australia, he has written and produced song called 'Ping Ting-a-Ling' that links with the book.

* Song lyrics and sheet music, along with a free downloadable MP3 vocal and instrumental file, are available from <https://fordstreetpublishing.com/book/the-thing-that-goes-ping/> and from Mark's website, www.markcarthew.com.au

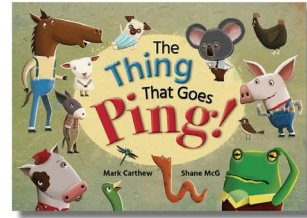
Image: Mark Carthew at Highway 9 Studios recording *Ping Ting-a-Ling*.



The Thing That Goes Ping!

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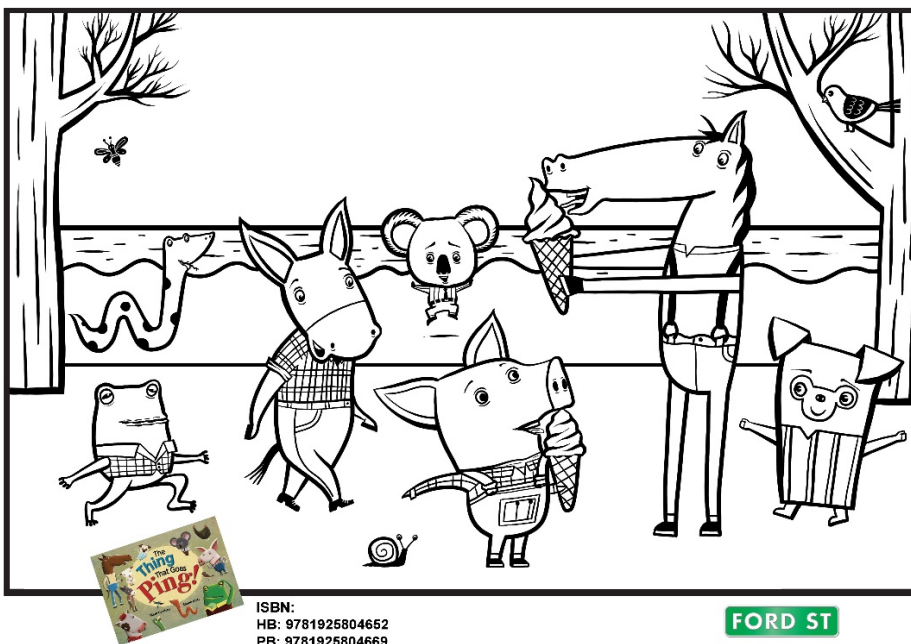
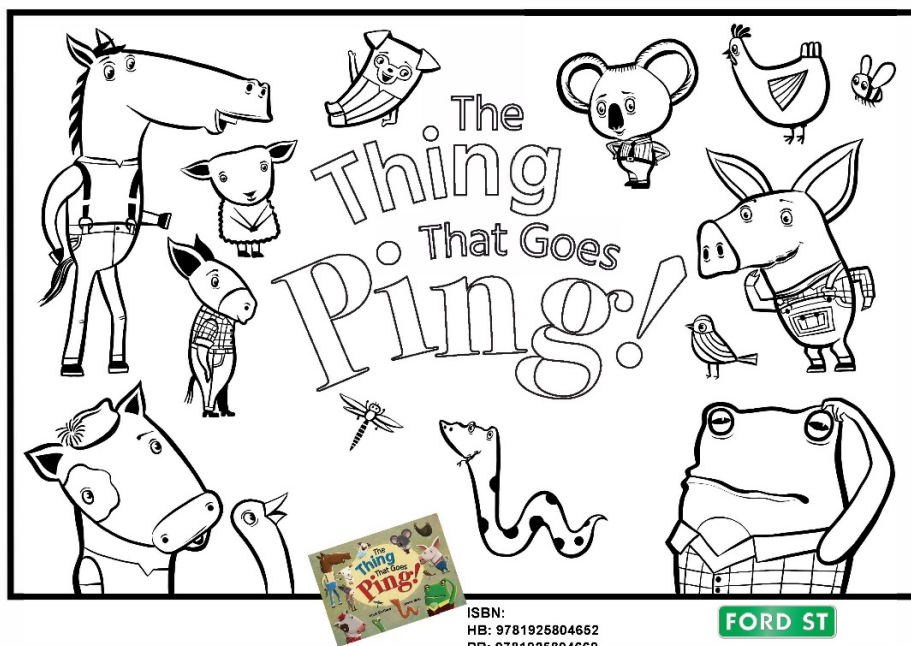
Word Searches

Children can explore the spelling of key words from the story, including some of the matching onomatopoeic sounds in the following word searches.

Colouring Pages (*See attached)

Enjoy the colouring sheets featuring characters from the book.

Children can have fun adding in extra features or characters of their own.

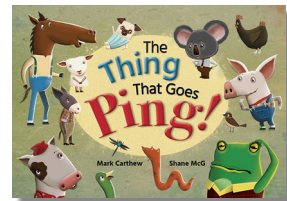


Sounds like . . .

The
Thing
That Goes
Ping!

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Hee-
HAW!



SHHHH . . .



Neigh . . .



MOOOO!



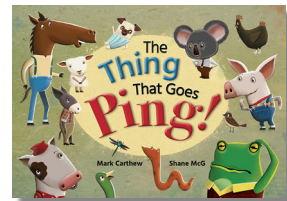
SSSSS . . .

Sounds like . . .

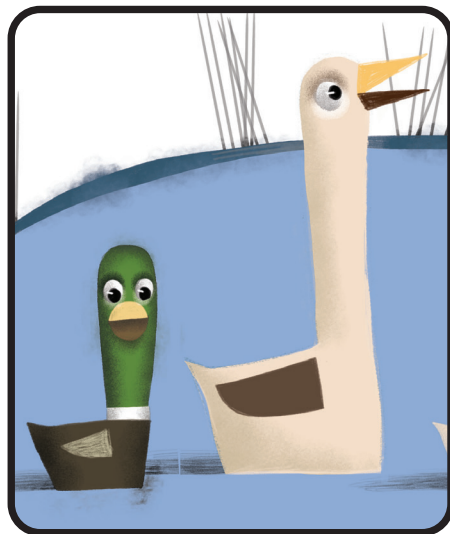
The
Thing
That Goes
Ping!

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Quack!



Oink!



GRRR...



***brrk-brrk-
brrk . . .***

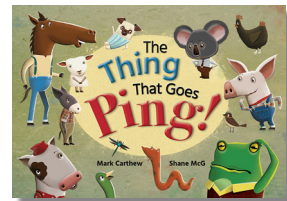


Sounds like . . .

The
Thing
That Goes
Ping!

Mark Carthew Shane McG

FORD ST



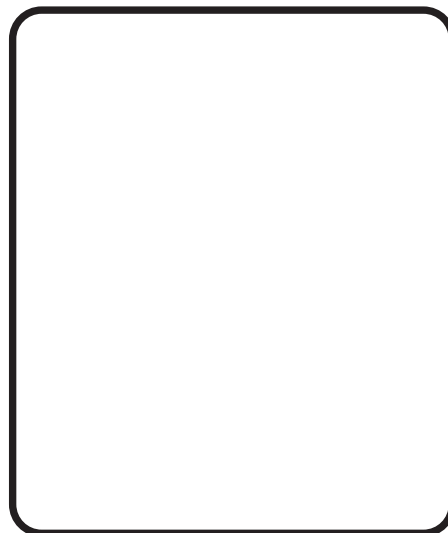
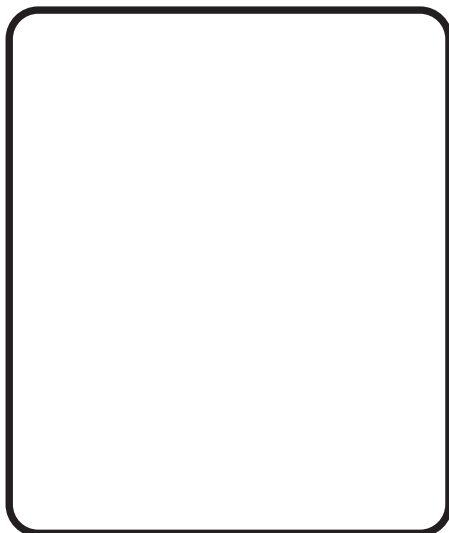
Croak . . .



Baa . . .



Woof . . .



Sounds like . . .

The
Thing
That Goes
Ping!

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Shane McG

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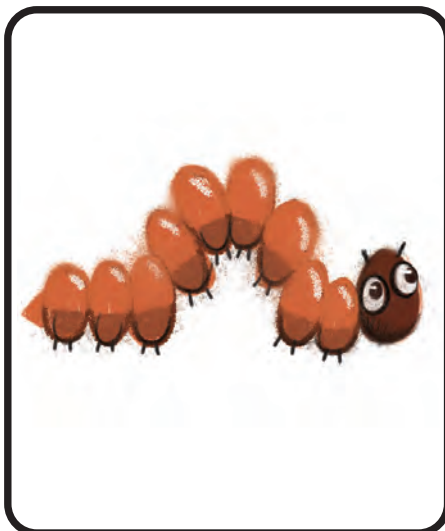
Make
your own
sounds like
cards

Snap!

The
Thing
That Goes
Ping!

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Snap!

The
Thing
That Goes
Ping!

Mark Carthew

Shane McG

FORD ST

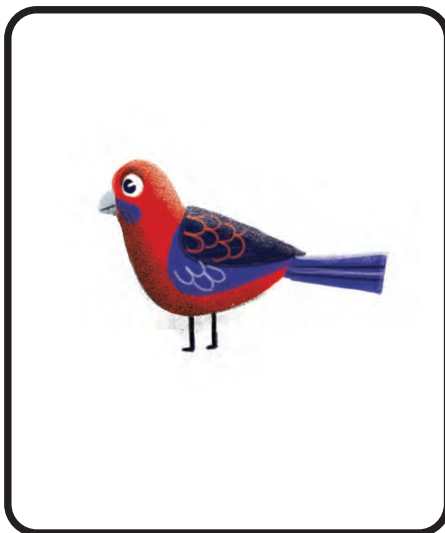
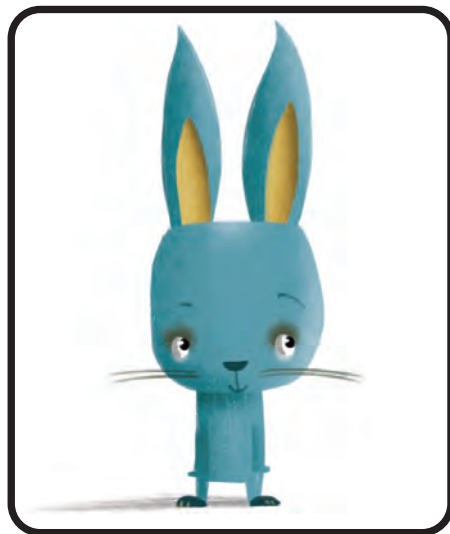


Snap!

The
Thing
That Goes
Ping!

Mark Carthew Shane McG

FORD ST

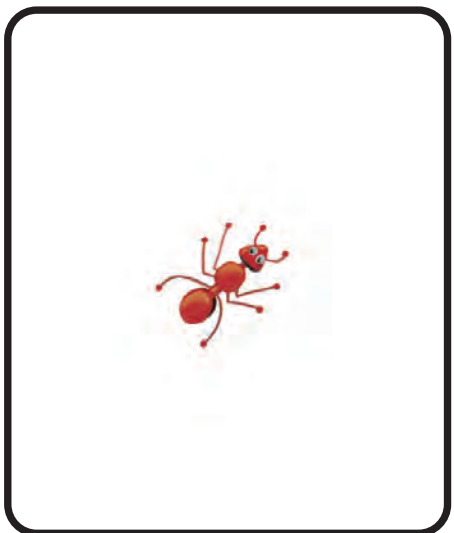


Snap!

The
Thing
That Goes
Ping!

Mark Carthew Shane McG

FORD ST



Snap!

The
Thing
That Goes
Ping!

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butterfly

donkey

bee

farmhouse

caterpillar

horse

wasp

cow

spider

Snap!

The
Thing
That Goes
Ping!

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snake

cow

ducks

snail

pig

goat

koala

ladybird

hen

Snap!

The
Thing
That Goes
Ping!

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Dad

frog

rabbit

lamb

crimson
rosella

dog

pram

truck

windmill

Snap!

The
Thing
That Goes
Ping!

Mark Carthew Shane McG

FORD ST



ice-cream
cone

tractor

ice-cream
van

red robin

yellow
robin

wasp

ant

Mum

butterfly

Snap!

The
Thing
That Goes
Ping!

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Make
your own
Snap!
game cards



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Ping Ting-a-Ling

Words & Music by Mark Carthew

Chorus:

Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.

Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.

Verse 1. Dad goes **Shhh...** 'Bear' goes **Grrr...**
Snake goes **Sssss...** just where we were.
Frog goes **Croak!** Cow goes **Moo!**
The donkey **Hee-Haws** at me and you.

Chorus

(Instrumental Bridge)

Chorus

Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.

Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.

Verse 2. The dog goes **Woof!** Lamb goes **Baa...**
Ducks go **QUACK!** both near and far.
Pig goes **Oink!** Horse goes **Neigh!**
And tells us he can show us the way.

Chorus

(Instrumental Bridge)

Chorus

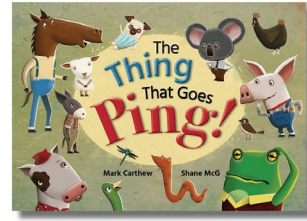
Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.

Ping! Ting-a-ling! Ping! Ting!
Let's go find the thing that goes ping.



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Word Search I - Find as many words from the list as you can!

R G D Y D Q K F C D H M O P Y
O M L L X I P C O R A H Q P K
S D N F N R M N Q E I M H F F
E U G N D U K U R E T M A H B
L C P O M E A C S E L R S R S
L K S G Y C E R W I I P U O P
A S A A K C O O O M A D I C N
C J W R I H C X N I N L K G K
U I J D H E E H A W S K N I O
Y T S G I P M P E E A F D Y M
R T Y S L J S N E I G H A X N
K Y P O C R D Y J Z A J D Z N
Q A R T H K M O O Y B G W S L
J H O Z Q V Y E I E U A Z A I
O Z K G R F Z W D D U X S T A

COW
DAM
DUCKS
ICE-CREAM
NEIGH
PIGSTY
ROSELLA
TRUCK

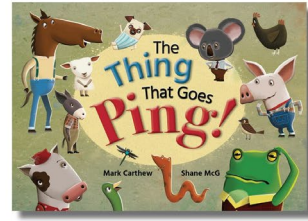
CRIMSON
DONKEY
HEE-HAW
MOO
OINK
PRAM
SHHHH
WASP

DAD
DRAGONFLY
HORSE
MUM
PIG
QUACK
SNAIL



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Word Search 2 - Find as many words from the book as you can!

B S U E E G G P K U F N H P S
P U N M T Z G R A F C E L R S
G J T A D K R G A A N A F A S
G O D T K B V J B R L V A V S
C H T Q E E L L I M D N I W S
G O R F K R A U B H R O B I N
T V C O M D F U E O T U O R P
K T A M Y B L L E U V A J R E
C L I B I T U E Y S I H O R S
A C I B K L X Y W E N R H G A
F R C A B W A K T L H E I U E
D W O O F A U M A L N D T Z U
J R N C N O R V B P O I F N Z
C A T E R P I L L A R P F V A
V M I Z K D L P R D F S G J K

ANT
BRK
CROAK
FROG
HEN
LAMB
SNAKE
VAN

BAA
BUTTERFLY
DOG
GOAT
KOALA
RABBIT
SPIDER
WINDMILL

BEE
CATERPILLAR
FARMHOUSE
GRRR
LADYBIRD
ROBIN
Sssss
WOOF



Mark Carthew Shane McG

FORD ST



Junior Word Search 1

F Y V D U C K S Y
R L H D O G E E X
O F F O O X K E L
G R H A R N T W B
W E T E O S T O A
C T Y D N D E C Y
G T C N D T F H S
T U Q A D H C O Q
C B D B T N A U V

ANT
COW
DONKEY
GOAT

BEE
DAD
DUCKS
HEN

BUTTERFLY
DOG
FROG
HORSE



Mark Carthew Shane McG

FORD ST



Junior Word Search 2

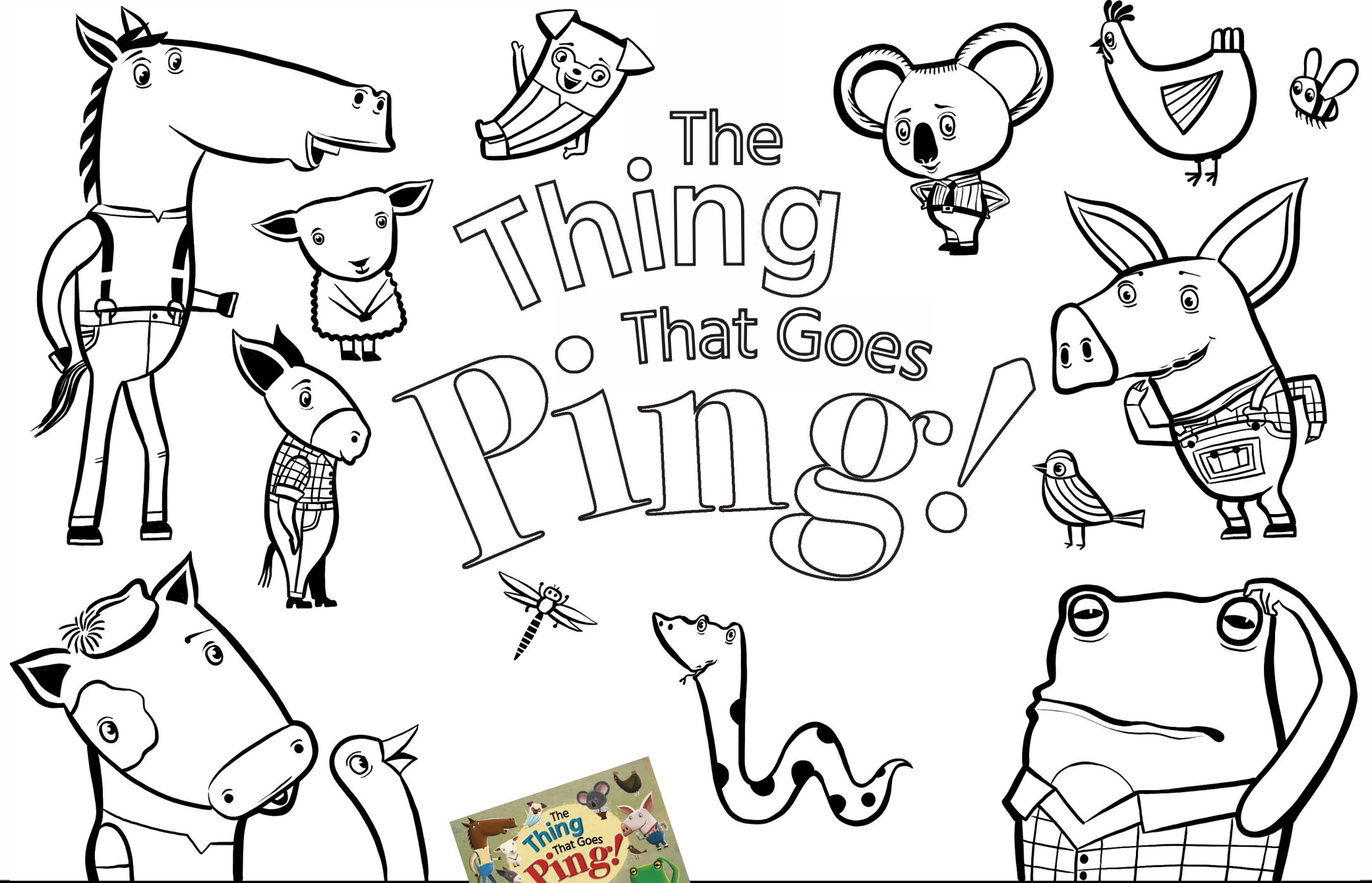
I A L A O K P F L
S C K T C I W P A
L E E U G R L C D
N I R C A N A V Y
P T A B R W E M B
E R B N R E K U I
Q I A L S C A M R
T L A M B E N M D
R U Q Y F U S I L

ICE-CREAM
LAMB
PRAM
SNAKE

KOALA
MUM
RABBIT
TRUCK

LADYBIRD
PIG
SNAIL
VAN

The Thing That Goes Ping!

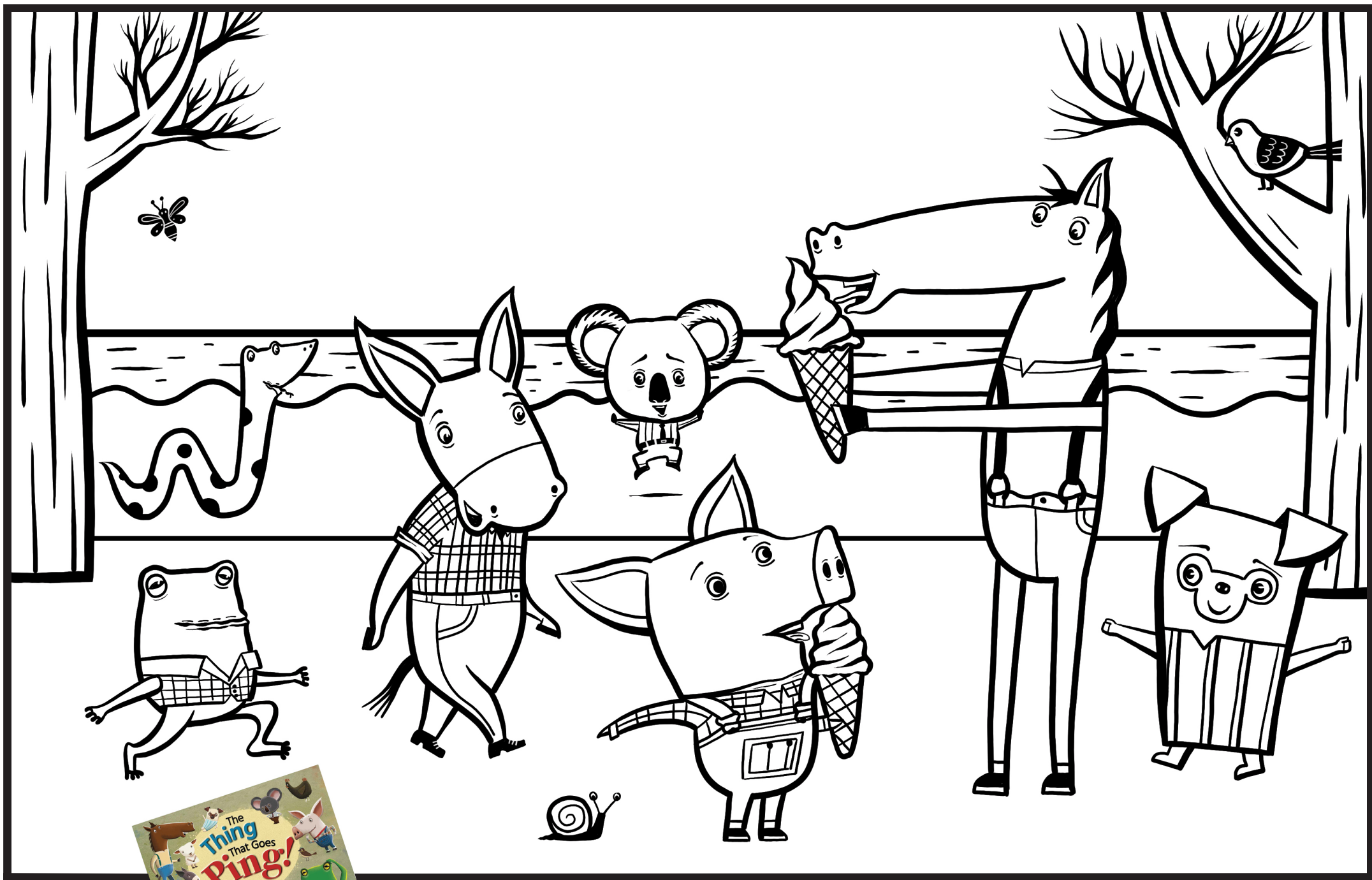


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