



Genie Snail

Educator Notes



Written by Bethany Loveridge
Illustrated by Chris Kennett

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Recommended for: ages 3-6
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Plot Summary

Give this regular garden snail a rub and... POOF! He turns into Genie Snail – a finicky critter who leaves a trail of magical mayhem wherever he goes.

A funny tale full of clever rhymes, silly surprises and one tiny plot twist – this slippery genie only grants wishes that rhyme with 'snail'.

Themes

- Rhyme
- Imagination
- Fantasy
- Wishes

Rich and interesting words: glittery, debt, scrambled, billowing, gloriously

Key Curriculum Learning Areas

Early Years Learning Framework:

Outcome 5 - Children are effective communicators

Sub-element 5.2 - Children engage with a range of texts and gain meaning from these texts

The rhythm and repetition in this story lead children to chant rhymes and anticipate the rhyming aspects. The strange and wonderful wishes that rhyme with 'snail' create interesting opportunities for children to play and experiment with rhyme.

Outcome 4 - Children are confident and involved learners

Children develop a growth mindset and learning dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity.

Australian Curriculum

Learning Area: English

Foundation

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| <p>Language: Language for interacting with others</p> | <p>Explore different ways of using language to express preferences, likes and dislikes (AC9EFLA02)</p> |
| <p>Language: Language for expressing and developing ideas</p> | <p>Explore the contribution of image and words to meaning in stories and informative text (AC9EFLE07)</p> |
| <p>Literacy: Phonic and word knowledge</p> | <p>Recognise and generate rhyming words, alliteration patterns, syllables and sounds (phonemes) in spoken words (phonological awareness) (AC9EFLY09)</p> |
| <p>Literacy: Examining literature</p> | <p>Recognise different types of literary texts and identify features including events, characters, and beginnings and endings (AC9EFLE03)</p> |
| <p>Literature: Engaging with and responding to literature</p> | <p>Respond to stories and share feelings and thoughts about their events and character (AC9EFLE02)</p> |



Conversation Starters

Before Reading

- 'This book is called *Genie Snail*. I wonder what a genie is?' Using 'I wonder' statements and open-ended questions allow for language-building opportunities and back-and-forth interactions.
- What clues does the front cover give us?
- Ask children to make predictions about what they think this book is about based on the front and back cover.

While Reading

- Make sure the readers know what's going on. Take time to ask them if they know what something is by using open-ended questions or 'I wonder' statements, for example, 'Look at his gloriously long rattail. I wonder what a rattail is?'
- Stop at points in the story and explore the rare words and plot. Explore the wishes made, and encourage children to make predictions about what might happen if those wishes came true.
- Take time to point out things in the illustrations. On the second-to-last page where everyone is enjoying the backyard fun park, take time to allow children to make their own observations, as there is so much going on in that one scene.
- Use points in the story to slow down and stop to break down and identify the words that rhyme.

After Reading

- This book is all about rhyme – making a wish that rhymes with 'snail'. Children need to learn what rhyme is before they make up words. You might offer felt pieces with a range of items that rhyme with the sound 'ail' and some that do not, and do a sorting experience. You may like to go through the book and ask children to turn on their attention to help identify the 'ail' words again.
- 'What other animal would you choose to rhyme with? What sort of wishes could you make?'
- 'If you found a genie snail, what's something you'd wish for?' Wishes may seem fantastical, but it's a great doorway to lead conversations around hopes and aspirations. You may like to discuss wishes with the children, what they may wish for (even if it doesn't rhyme with snail).
- Genies originate from Arabic mythology. You may like to explore the concept and history of genies through other Arabic folklore and fairy tales.
- Explore the order of events in the story.
- 'Lucky I'm not Genie Turtle.' Take the opportunity to explore this joke with children, emphasising the fact that very few words rhyme with turtle.

FURTHER ACTIVITIES AND DISCUSSIONS

Snails are interesting animals:

- Snails are not insects. They are gastropods, and are more closely related to animals like clams and octopus than insects.
- When they feel threatened, they usually retreat into their shell to protect themselves.
- Snails do not change shells when they grow up. Instead, the shell grows with them.
- Snails move very slowly. If they moved without stopping, it would take more than a week for them to travel one kilometre.

You may like to explore some more fun facts about snails and non-fiction texts together.

Check out the activities on our website littlebookpress.com.au

About the Author

Bethany Loveridge is a children's author, illustrator and educator based on Yagara and Turrbal Country. She is the author of the upcoming middle grade trilogy *Harper Wells: Renegade Timeline Officer* and the author and illustrator of chapter book series *Josie Mack and the Mega Division*, both with Wombat Books. An experienced presenter, curriculum specialist and arts education advocate, Bethany is also the SCBWI Assistant Regional Advisor for Queensland and co-founder of Perentie Press.

About the Illustrator

Chris Kennett is a children's book illustrator and author based in Bendigo, Victoria. Originally from Canterbury, England, Chris has been creating characters ever since he could hold a pencil - and professionally for over 20 years. Known for his bright, cartoony style, Chris has illustrated over 15 books, including the *Star Wars Little Golden Books* series for Random House, *School of Monsters* with Sally Rippin, and *Brunocorn* with Rory H. Mather. He is also the creator of two picture books, *Alpha Monsters* and *Rudy Toot*. Chris has also been involved with animation, including character design for the TV show *The Day My Butt Went Psycho* by Andy Griffiths.

