

LESSON PLAN GUIDE

PictureBook English Reading Series

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Category	Vocabulary	Title	B25 – Little Greeny the Alien
Ages	4-8	Theme	Earth's Biomes + Environmental Vocabulary + Conservation

INTRODUCTION OF THE BOOK

In this book, children explore the beauty of our planet with a very special visitor — Little Greeny, a curious alien who studies Earth while waiting for his rescue ship. As children search for Little Greeny camouflaged among mountains, forests, deserts, and oceans, they master essential vocabulary for Earth's diverse biomes.

The story ends with a powerful Earth Day message, inviting children to appreciate our planet as a precious gift worth protecting. This book beautifully combines environmental science, visual discovery, and a genuine love for the natural world.

LEARNING OBJECTIVES

Children will be able to:

- Name and describe Earth's major biomes — desert, forest, ocean, arctic tundra, mountains, and more
- Use environmental vocabulary in context
- Compare different environments and explain how they differ
- Sort things into what is good and what is harmful for creatures on Earth
- Express simple ideas about conservation and how to protect the planet

LEARNING ACTIVITIES

1. Play the Invisible Visitor game

Encourage your child to look closely at every page to find Little Greeny hiding in camouflage. This is not just for fun — it builds visual scanning skills that are vital for reading. Ask: 'Is he hiding in the desert or the arctic tundra?' Using the biome names as clues helps children practise the new science vocabulary in a genuinely exciting way.

2. Imagine an alien home

In the book, Little Greeny loves the desert because it reminds him of his own planet. Ask your child: 'If you visited Little Greeny's home, what would it look like?' and 'Which Earth biome is most different from his planet?' Comparing environments helps children understand how vastly different habitats can be — and builds vocabulary for describing them.

3. Play Pros vs Cons — Good or Harmful for Earth?

After reading, play the Pros vs Cons sorting game. Write or say a mix of things — clean water, plastic pollution, forests, air pollution, recycling, deforestation — and ask your child to sort each

one into two groups: Good for all creatures on Earth or Harmful for all creatures on Earth. Use the table below as a guide. Encourage your child to explain their choices using sentences like: 'Plastic pollution is harmful because it makes the ocean dirty and hurts sea creatures.' This builds both vocabulary and environmental awareness.

4. Celebrate Earth Day every day

The story ends with an Earth Day message. Use this as a chance to talk about how your family can help the planet. Ask: 'What is your favourite thing about Earth?' and 'How can we keep the forests and oceans clean?' Encourage your child to choose one simple action they can do every day to help — such as turning off lights, using a reusable bottle, or picking up litter.

PROS VS CONS — GOOD OR HARMFUL FOR EARTH?

Good for All Creatures on Earth	Harmful to All Creatures on Earth
Clean water	Plastic pollution
Sunlight	Air pollution
Forests and trees	Deforestation
Recycling	Burning fossil fuels

FOLLOW-UP ACTIVITIES

Ask your child to draw their own planet — what would it look like? What biomes would it have? Would it be good for creatures to live there? Then ask them to compare it to Earth: 'What does your planet have that Earth does not? What does Earth have that your planet needs?' This imaginative activity reinforces all the biome vocabulary while encouraging creative thinking about what makes Earth so special.

Try the fun online learning activities for this book on our website!

[Click here to try the online learning activities](#)

TEACHER'S NOTES AND TIPS

The Pros vs Cons game is a wonderful way to develop both critical thinking and environmental literacy at the same time. Start with clear-cut examples — clean water (good) and plastic pollution (harmful) — before moving to trickier ones that children may debate, such as cars or factories. There are no wrong answers as long as children can justify their thinking. For classroom settings, the game works beautifully as a whole-class sorting activity using cards on the board, with children taking turns to place each card and explain their reasoning.