

## *Stuff* - Teacher Notes



*Stuff Teacher Notes* by Jen Sherrington and Hélène Magisson

ISBN: 9781922858771

MidnightSun Publishing | July 2026

Morri is chuffed when Birdee gives him stuff. Having stuff is fun!

Morri looks up to those with lots of stuff. He looks down on those with less stuff. Morri wants more stuff because he thinks he doesn't have enough. Morri wants better stuff. Morri wants space to stuff piles of stuff. Will Morri ever have enough?

Inspired by real events, *Stuff* is a story about having enough, being enough and finding ways to make enough go around.

## About the Author



Jen Sherrington is a writer and educator based in Perth, Western Australia. She loves creating stories that celebrate the wonders of reading, writing, and creative thinking. Family moments, friendship fun and farm life adventures sneak into her books. Jen is the author of *Grandma Love* and *Grandpa, Read This Book*, published by Wild Eyed Press in 2023. Her article *Motorbike Frog* was published in *The School Magazine* in 2020. Latin dancing, craft dabbling and world discovering put a smile on Jen's face. Grins also grow when she's enjoying time with her husband, sons and their families.

### About the Illustrator



H      Magisson is a critically acclaimed French-Australian illustrator of many books for children. Before H      turned to book illustration, she was a painting restorer in Paris, where she was also trained in the art of medieval illumination. H     's children's books are widely known and loved across the world. Her timeless style lends itself beautifully to classics, such as *The Velveteen Rabbit* (New Frontier, 2021), and also universal contemporary stories, such as *Before You Were Born* (HarperCollins, 2020). H      is frequently recognised by the Children's Book Council of Australia. Most recently, she was awarded the CBCA 2020 Notable Picture Book of the Year Award for *Little Puggle's Song*, written by Vikki Conley. She also won the 2025 Speech Pathology Award for *Willow's Gumboots*, which was written by Beverley McWilliams and published by MidnightSun.

## **Before Reading**

- Look at the front cover. What's the title? What do you think the story will be about? What's your favourite part of the front cover? Does this cover remind you of another book? Do you think this book is fiction or non-fiction? Do you think *Stuff* will be a funny story?
- Look at the spine. Who is the author and illustrator? Where would you find this book in a library?
- Look at the back cover. What does the blurb tell you? Who do you think will like this book? Why?
- Look at the front endpapers. What objects can you see?
- Look at the title page. What do you notice about the word *Stuff*? What information is on the opposite page?

## **After Reading**

- Where is the story set? What does this setting remind you of?
- What do you know about the main character?
- What animal is Birdee? How does Birdee help Morri?
- What problems do the characters face?
- Why does Morri want more stuff? Have you ever felt this way?
- When does Morri think having stuff is tough? Have you ever felt this way?
- What would be a good name for the bird in the story? What does the bird do?
- What does having enough mean? Can Morri be enough if he has less stuff?
- How does Morri make stuff go around? How does Morri make enough go around? When have you been able to do this?
- At the end of the story, why do you think Morri is chuffed?
- Look at the back endpapers. How are they different to the front endpapers?
- What were the main events in this book? How did the story start? What happened in the middle? How did it end?
- What could be another ending for this story?
- What was your favourite part of the story? What was your favourite illustration?
- What messages do you think the author and illustrator want to share?

## **Themes**

### **Needs and Wants**

- What are Morri's needs and wants?
- Why does Morri want more? Have you ever felt that way?
- How does advertising make us want more stuff?
- Can a want for one person be a need for someone else?

### **Well-Being**

- How does Morri show gratitude?
- When do you think Morri finally thinks he has enough? When have you felt this way? Do you think having enough means having the same amount as everyone else?
- How do the characters in the story show empathy and kindness?
- How do you think Morri feels when he makes stuff go around? How do you feel when you make stuff go around?
- Can you be enough without stuff? Can you be chuffed without stuff? Why?

### **Sustainability**

- Where did Morri's stuff come from? What resources were used to make some of this stuff? How does this affect our world?
- If Morri chose to throw his stuff out instead of sharing it, where would it go?
- How could Morri and the other characters in the story reduce, reuse, recycle, rethink, refuse, regift, repurpose or repair stuff?
- What can you do with the stuff you don't need or want anymore? How will this make a difference to your world?

## **Language**

### **Rhyme**

Find rhyming words in the story. Using these words, write a poem or rap about stuff.

### **Alliteration**

Find words in the story starting with the letter S. Use these words to make up a tongue twister.

### **Verbs**

Find verbs in the story. Play a guessing game, acting out these action words.

## **Literacy**

### **Bookmark**

Make a *Stuff* bookmark. Add words and pictures. Include information about the characters, setting, problems, events and the ending.

### **Advertisement**

Design an advertisement about what to do with stuff. Use persuasive techniques to help you get your point across. Share ideas using facts, reasons, examples, catchy phrases, rhetorical questions and humour. Sum up with a powerful ending and a call to action.

### **Postcard**

Write a postcard sent from a character or an object in the book. On the front of the postcard, write where the location is and draw a picture. On the back of the postcard, write a message and an address.

### **Mini-Book**

Create a mini book about stuff with you as the main character. Include a book cover, endpapers, title page, characters, setting, problems, events, a resolution, illustrations and a blurb.

### **Gift Vouchers**

Make gift vouchers for family members or friends that don't involve buying stuff. Your gifts might include helping someone, creating something or enjoying an experience together.

### **Thank You Notes**

Send thank-you notes to someone who has given you something that didn't involve buying stuff. Let them know why you're chuffed.

### **Newspaper Article**

Write a newspaper article about *Stuff*. Make sure your headline states the most important idea to hook readers into reading the article. Write about the topic in the article. Include a picture with a caption.

### **Haiku**

Write haiku poetry about stuff you hold close to your heart. Haiku poems include a title and three lines. The first line has five syllables, the second has seven and the last has five. These poems rarely rhyme.

## **STEM (Science, Technology, Maths and Engineering)**

### **Stuff Treasure Hunt**

Make a treasure map for a *Stuff* Treasure Hunt. Your map might include coordinates, grids, measurements, codes, directions, legends, obstacles, paths, a compass rose and spots marking where the treasures are located.

### **Puppet Fun**

Recycle and repurpose stuff to make puppets, props and backdrops for a puppet play about *Stuff*.

### **Stuff Swap Shop**

Set up a shop to swap stuff. Jot down possibilities for displaying, advertising, sorting, swapping, selling and donating stuff.

### **Book Costume Parade**

Repurpose clothing and other stuff to make costumes for a book parade. Use the creative brainstorming technique SCAMPER (Substitute, Combine, Adapt, Modify, Put to other uses, Eliminate and Reverse) to generate ideas for your creations.

### **Invention Convention**

Create an invention using recycled stuff. To generate ideas, use the creative brainstorming technique SCAMPER, where stuff is substituted, combined, adapted, modified, put to other uses, reversed or rearranged. Jot down plans. Build a prototype. Test and improve your invention. Come up with ways to promote your invention.

### **Stuff Contraption**

Sketch a complicated machine to solve a simple problem. Use pictures from *Stuff* as well as ideas from Rube Goldberg for inspiration. Consider using levers, pulleys, wedges, wheels, inclined planes and chain reactions in your design.

## **Art**

### **Picture Discoveries**

Look at the illustrations on a page from the book *Stuff*. What information can you find? What colours, shapes, objects and characters stand out? What is in the background? Illustrate this page differently.

### **Calligrams**

Look at the title *Stuff* on the book cover. It's a calligram. This type of word art makes letters look like pictures of their meaning. Draw calligrams for your name, other words and phrases.

### **Favourite Stuff**

Find illustrations of Morri's stuff. These pictures include objects, interests and symbols. On a piece of paper, sketch pictures to represent your favourite possessions, activities and wishes.