Text Overview & Chapter Summaries

Key Information	
Author	Roald Dahl
Illustrator	Quentin Blake
First published	1982
Awards	• **Deutscher Jugendliteraturpreis, 1985:** The BFG won in the 'Children's Book' category of this prestigious German Youth Literature award • **Federation of Children's Book Groups Award (UK), 1982**
Facts	• Roald Dahl dedicated the book to his daughter, Olivia, who died tragically at the age of 7 in 1962 (measles encephalitis) • The book has been adapted into two films - an animated film in 1989 and a live-action film in 2016 • The BFG has been translated into over 40 languages • Queen Elizabeth II was the inspiration for the character of the Queen in The BFG

About the author

Roald Dahl was a famous British author, who was born in Llandaff, Wales, on 13th September 1916. He wrote several well-known children's books, such as *Charlie and the Chocolate Factory*, *Matilda*, *The BFG*, and *The Twits*. Dahl is known for his imaginative plots and memorable characters, as well as writing with a mix of humour and a touch of darkness.

Before becoming a writer, Dahl worked for an oil company and later became a pilot during World War II. During the war, he was badly injured in a crash in the desert. Although the accident ended his flying career, it gave him many experiences to inspire his later writing.

Dahl loved storytelling and began writing for a younger audience in the 1940s. He drew on his vivid imagination to create memorable stories that often feature clever children who overcome unkind adults or frightening situations. Dahl's stories are also loved for their playful use of language, such as made-up words like "scrumdiddlyumptious" and "gobblefunk".

Sadly, Dahl lost his young daughter Olivia to an illness in 1962. This, and his other life experiences, gave his stories an emotional depth.

Dahl's writing is so popular that it has been translated into over 60 languages and millions of copies of his books have been sold worldwide. Many of his books have also been adapted into musicals, plays, and films. His characters are also well recognised because of the distinctive style of Quentin Blake, who illustrated most of his children's books.

On 23rd November 1990, Roald Dahl passed away. Today, his legacy lives on through his books, which continue to be enjoyed by both children and adults alike.

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Introduction

The BFG is about a young orphan called Sophie, who it taken from her bed one night by the Big Friendly Giant (BFG). The other giants in Giant Country eat humans, but the BFG is gentle and kind, and he loves to catch dreams and gift them to children while they sleep.

Sophie and the BFG become friends and Sophie enjoys learning about what it's like to live in Giant Country, but it saddens her to know that he is bullied by the much larger giants. Together, they come up with a plan to stop the giants from hunting humans at nighttime, which involves convincing the Queen of England to help capture and imprison the cruel man-eating giants.

Thanks to Sophie's courage and the BFG's dream-mixing talents, the plan succeeds! At the end of the story, the Queen adopts Sophie and the BFG enjoys the rest of his days living peacefully and writing a book about his adventures.

Structure

- **Linear narrative structure:** clear beginning, middle, and end
- **Third person:** Having an omniscient narrator allows readers to see events from different perspectives (e.g. Sophie vs the BFG)

Style

- Third person narrative
- Playful, imaginative language
- Rythmic language
- Lively, fun dialogue
- Vivid descriptions
- Fantastical elements
- Fast-paced and suspenseful

Settings

- The orphanage
- Giant Country
- Dream Country
- London & Buckingham Palace

Themes

- Friendship
- Courage & bravery
- Good vs evil
- Imagination & creativity
- Empathy & kindness
- Challenging stereotypes

Characters

Sophie: the main protagonist - a brave, curious orphan who befriends the BFG after being taken from her orphanage. Together they devise a plan to stop the man-eating giants.

The BFG (Big Friendly Giant): a gentle, kind-hearted giant who catches dreams and delivers them to sleeping children. He refuses to eat humans and speaks in his unique "Gobblefunk" language.

The Queen of England: the compassionate and wise Queen who helps Sophie and the BFG carry out their plan to imprison the giants.

Mary: the queen's maid, who welcomes Sophie and the BFG to Buckingham Palace

Mr. Tibbs: the queen's butler who organises a special breakfast for Sophie and the BFG at Buckingham Palace, which includes adapting the palace furniture for the giant.

The Fleshlumpeater: the largest and most fearsome giant, who bullies the BFG and hunts humans at night

The Bloodbottler: another cruel giant, who nearly eats Sophie when he discovers her hiding in the BFG's cave

The other giants (Bonecruncher, Manhugger, Childchewer, Meatdripper, Gizzardgulper, Maidmasher, Butcher Boy): the terrifying, man-eating giants who travel to different parts of the world to capture and eat children.

Mrs. Clonkers: the strict and unfriendly matron of the orphanage where Sophie lived before being taken by the BFG

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Plot Summary

Chapter	Summary
Chapter 1: *The Witching Hour*	Sophie, an orphan, lies awake in her bed, unable to sleep due to a bright moonbeam shining through a gap in the curtains. The house is unusually silent, and Sophie realises it is the "witching hour," a mysterious time when everyone sleeps deeply, and dark things come out. Curious, she gets up to close the curtains, despite knowing she could be punished for being out of bed. Sophie is drawn to look outside and sees her familiar village looking eerie and ghostly in the moonlight. Suddenly, she spots something tall, black, and thin approaching.
Chapter 2: *Who?*	Sophie observes a huge black figure outside her window during the witching hour. The figure, which she realises is a giant, peers into the upstairs windows of the houses, carrying a long trumpet and a large suitcase. The giant pours a substance from a jar into the trumpet and blows it into the Goochey children's bedroom. As the giant looks up and catches Sophie watching, she sees his frightening face with enormous ears and sharp features. Terrified, Sophie hides under her blanket, overwhelmed by fear.
Chapter 3: *The Snatch*	The giant's huge hand reaches in, snatching Sophie from her bed and carrying her away in a blanket. Sophie, terrified, feels the giant sprinting through the village, across fields, and over rivers. She fears he is taking her to eat her. The giant's speed increases to a blur as they travel through the night, and Sophie is jostled around in the blanket, wondering what fate awaits her.
Chapter 4: *The Cave*	The giant slows down and enters a dark, vast cave. Sophie is terrified as he rolls a massive stone to block the entrance and sets her down inside. The cave is filled with shelves of glass jars and a large table and chair. The giant, dressed in worn clothing, seems to be preparing something. Sophie tries to understand what will happen next as the giant's loud voice echoes through the cavern.
Chapter 5: *The BFG*	The giant introduces himself as the Big Friendly Giant and reassures Sophie that he does not eat humans like the other giants. Instead, he is gentle and kind. The BFG explains that he collects dreams and has a peculiar way of speaking. He tells Sophie about the other giants' horrific eating habits and how he is different. Sophie learns that the BFG is the only friendly giant in Giant Country, and they begin to bond over their shared experiences and fears.
Chapter 6: *The Giants*	Sophie learns why the BFG took her away: to prevent the giants from discovering her and causing a commotion. The BFG explains that if anyone were to see a giant, they would cause a giant hunt, leading to the BFG being captured and put on display. Sophie peeks outside and sees the other giants in Giant Country, who are enormous, ugly, and eat humans every night. The BFG is the only giant who does not eat people, and he reveals there are nine giants, each with different tastes. Sophie is horrified and realises that escaping the giants is crucial.
Chapter 7: *The Marvellous Ears*	The BFG explains his unique ability to hear things others cannot, like the footsteps of a ladybird or the chattering of ants. He reveals that he collects dreams, which float around and make a soft buzzing noise, which he can hear due to his enormous ears. He shows Sophie his dream-catching net, used to gather dreams. Sophie learns that the BFG's ears allow him to hear even the quietest sounds, including the moans of trees and the conversations of tiny creatures. The BFG's ability to hear dreams and small noises fascinates Sophie.
Chapter 8: *Snozzcumbers*	The BFG explains to Sophie that he refuses to eat humans like the other giants and instead eats a disgusting vegetable called a snozzcumber. Sophie is horrified by the sight and taste of it, but the BFG has no other choice in Giant Country. The BFG expresses sadness over his muddled language skills, revealing he never went to school and has no mother, as giants simply "appear." Sophie reassures him that his unique way of speaking is beautiful, and they bond over their shared predicament. The BFG's moral code stops him from stealing food from humans, despite his dislike of snozzcumbers.
Chapter 9: *The Bloodbottler*	The Bloodbottler, a fearsome giant, arrives at the BFG's cave, suspecting he is hiding a human. Sophie hides inside a partially eaten snozzcumber to avoid detection. The Bloodbottler decides to try the snozzcumber, nearly eating Sophie in the process, but spits it out in disgust. Sophie is hurled across the cave but lands safely in the BFG's cloak. After the Bloodbottler leaves, the BFG comforts Sophie, who is covered in snozzcumber and giant spit. Angry at the other giants, the BFG wishes they could all disappear, and Sophie promises to help him find a way to do so.
Chapter 10: *Frobscottle and Whizzpoppers*	The BFG introduces Sophie to "frobscottle," a sweet, fizzy drink with bubbles that travel downwards instead of upwards like in soda. When Sophie questions why this is better, the BFG explains that upward bubbles cause belching, which he finds disgusting. Downward bubbles, however, cause "whizzpoppers," loud, fart-like noises that giants find hilarious and a sign of happiness. The BFG drinks the frobscottle, producing a series of enormous "whizzpoppers," and Sophie joins in, finding the experience fun and the drink delicious.
Chapter 11: *Journey to Dream Country*	Sophie watches as the BFG prepares to catch dreams. He offers to take her along, hiding her in his waistcoat pocket for safety. As they pass the other giants, Sophie is frightened by the sight of them, especially the Fleshlumpeating Giant. The giants confront the BFG and play a cruel game of tossing him like a ball. As they travel, the BFG explains how the giants capture humans, and Sophie learns more about their different hunting methods, which makes her question human behaviour compared to the giants.
Chapter 12: *Dream-Catching*	In the misty darkness, the BFG teaches Sophie about dream-catching. He uses a long net to catch dreams, which are initially invisible. When he captures a particularly good dream, a "golden phizzwizard," he becomes excited, explaining that it will bring happiness to a child. However, the next dream he catches is a nightmare, a "trogglehumper." Distressed, he explains that nightmares are fierce and wild, like trapped animals. The

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	BFG decides to destroy it later to prevent it from causing fear. Upset by this unexpected catch, he ends the dream-catching session early, and they begin their journey home.
Chapter 13: ***A Trogglehumper for the Fleshlumpeater***	Returning home, the BFG notices the other giants sleeping and hatches a plan to use the nightmare, the "trogglehumper," on the Fleshlumpeater, the most fearsome giant. The BFG releases the nightmare into the Fleshlumpeater's nose. The giant thrashes about in his sleep, terrified of "Jack," the legendary giant-killer. His violent thrashing wakes the other giants, leading to a chaotic brawl. The BFG enjoys the scene, and they escape safely. Sophie praises his clever use of the nightmare, and they both feel satisfied with their creative revenge against the cruel giants.
Chapter 14: ***Dreams***	The BFG shows Sophie the process of categorising dreams, explaining that each dream makes a unique sound that he can "read" like a language. He labels a good dream, a "phizzwizard," that describes Sophie saving a teacher from drowning, resulting in her becoming a school hero. Sophie sees more dreams, including amusing ones for boys and girls. The BFG shares that he taught himself to read and write from a borrowed book, *Nicholas Nickleby*. Suddenly, they hear the other giants leaving to hunt children in England, and Sophie realises they must find a way to stop them from their gruesome plan.
Chapter 15: ***The Great Plan***	Sophie and the BFG discuss how to stop the other giants from eating children. Sophie suggests they should alert the Queen of England to the danger. The BFG is hesitant, fearing he will be captured or laughed at, but Sophie insists they make the Queen dream about the giants. She proposes they create a dream where the Queen learns about the giants' plans and meets Sophie and the BFG. Convinced by the idea of not having to eat snozzcumbers again, the BFG agrees to help, and they set off to prepare the special dream.
Chapter 16: ***Mixing the Dream***	The BFG and Sophie enter the cave to create the dream for the Queen. The BFG gathers various dream ingredients from his shelves, carefully selecting dreams about giants, little girls, and the Queen. He mixes them in a giant jar using an egg-beater, creating a colourful froth. The resulting dream is a "trogglehumper," a nightmare that will frighten the Queen into action. Sophie is initially concerned about giving the Queen a nightmare, but realises it is necessary to save the children.
Chapter 17: ***Journey to London***	Sophie rides in the BFG's ear as he races across Giant Country, moving swiftly towards London. Along the way, they encounter the nine gruesome giants returning from their night-time hunt, a grim reminder of their mission's urgency. Sophie is determined to go through with her plan to save the children from the giants. The BFG finally reaches London, moving stealthily through the city's streets with a magical grace that keeps him hidden from the people.
Chapter 18: ***The Palace***	The BFG and Sophie arrive at Buckingham Palace. Unsure of the Queen's exact location, the BFG uses his exceptional hearing to find her bedroom window. He opens the window and gently places Sophie on the windowsill. The BFG carefully blows a special dream through his trumpet into the Queen's bedroom. Sophie, feeling nervous but brave, waits for the dream to take effect. The BFG melts into the shadows to wait in the garden, promising to return at Sophie's call. He gives Sophie an unexpected kiss before disappearing, leaving her alone to face the crucial moment.
Chapter 19: ***The Queen***	Sophie hears the Queen having a distressing nightmare about children being taken by giants. As Sophie waits, the Queen awakens, shocked by the vividness of her dream, which mirrors real-life reports of missing children. The Queen's maid, horrified by the coincidence, faints after seeing Sophie. The Queen, initially petrified, eventually questions Sophie, who reveals the giant is outside. Sophie and the Queen await the BFG at the window. When he finally appears, towering at 24 feet tall, both the Queen and the maid are initially shocked. The BFG, in his dignified manner, introduces himself and seeks the Queen's help, despite his awkward speech. The Queen, maintaining her composure, invites Sophie and the BFG to breakfast, suggesting they avoid snozzcumbers. The BFG is delighted, and the Queen, noting Sophie's nightie, decides to find her appropriate clothing.
Chapter 20: ***The Royal Breakfast***	Mr Tibbs, the Queen's butler, orchestrates a grand breakfast for the BFG in the Ballroom, arranging makeshift furniture with grandfather clocks and a ping-pong table. Despite some mishaps, including the BFG crashing into a chandelier, breakfast is served. The BFG is delighted by the feast but is disappointed by the lack of frobscottle. The Queen learns from Sophie and the BFG about the giants' recent rampages. A phone call to Sweden and Baghdad confirms the giants' attacks, prompting the Queen to prepare a response to the giants' threat.
Chapter 21: ***The Plan***	The Queen, Sophie, and the BFG devise a plan to capture the giants. The Queen explains the situation to the military heads, and the BFG suggests capturing the giants while they're asleep in the "Land of Nod." The military agrees to use helicopters to transport the giants back.
Chapter 22: ***Capture***	The BFG leads them to Giant Country, and the soldiers successfully tie up eight giants while the Fleshlumpeater causes trouble. Sophie saves the day by using the Queen's brooch to distract and subdue the Fleshlumpeater. The giants are then transported back to England, with the BFG and Sophie following.
Chapter 23: ***The Author***	After capturing the giants, the UK undertakes a massive effort to build a giant pit for their confinement. The BFG bravely enters the pit to untie the giants and then throws them snozzcumbers, a vile-tasting vegetable, which they detest. The BFG and Sophie receive global recognition and gifts, and the BFG's special house is built next to the Queen's castle. He becomes The Royal Dream-Blower and enjoys teaching himself to read and write.

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National Curriculum Coverage
Reading Units 1-3

Year 3 National Curriculum Objectives
Fluency • To read words accurately and fluently without overt sounding and blending • To re-read text to build up fluency and confidence in word reading • To test out different pronunciations, attempting to match what they decode to words they may have already heard but may not have seen in print **Vocabulary** • To apply their growing knowledge of root words, prefixes and suffixes, to read aloud and understand new words • To read further exception words, noting the unusual correspondences between spelling and sound, and where these occur in the word • To check that the text makes sense to them, discussing their understanding and explaining the meaning of words in context **Comprehension** • To identify main ideas drawn from more than one paragraph and summarise these • To ask questions to improve their understanding of a text • To draw inferences, such as inferring characters' feelings, thoughts and motives from their actions, and justify inferences with evidence • To predict what might happen from details stated and implied • To identify how language, structure, and presentation contribute to meaning • To retrieve and record information from non-fiction

Units and Page Numbers

Unit 1		Unit 2		Unit 3	
L1, L2, L3	*1. The Witching Hour* 2. *Who?* p. 1-7	**L1, L2 & L3**	*10. Frobscottle and Whizzpoppers* P.56- 61	**L1, L2 & L3**	*17.Journey to London* p.125-132
additional read	*3.The Snatch* p.8- 11	**additional read**	*11. Journey to Dream Country* p.62- 72	**additional read**	*18. The Palace* p.133- 138
L4, L5 & L6	*4.The Cave* p.12- 16	**L4, L5, L6**	*12. Dream-Catching* p.73-78	**L4, L5, L6**	19.*The Queen* p.139- 153
additional read	*5.The BFG* *6. The Giants* p.17- 29	**additional read**	*13. A Trogglehumper for the Fleshlumpeater* p. 79-88	**additional read**	*20. The Royal Breakfast* p.154- 167
L7 & L8	*Non-fiction*	**L7 & L8**	*Non-fiction*	**L7 & L8**	*Non-fiction*
additional read	*7.The Marvellous Ears* p.30-39	**additional read**	*14. Dreams* p.89- 106	**additional read**	*21.The Plan* p.168- 173
L9- Unit Assessment	8. *Snozzcumbers* p.40-46	**L9- Unit Assessment**	*15.The Great Plan* p.107-116	**L9- Unit Assessment**	22.*Capture!* p. 174- 190
additional read	*9.The Bloodbottler* p.47-55	**additional read**	*16. Mixing the Dream* p.117- 124	**additional read**	23. Feeding time 24. The Author p.191-198
				L10- Big Idea	(whole book)

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