



New Clothes for New Year's Day

By Hyun-Ju Bae

Before Reading:

- Read aloud the back pages of the book that explain the Korean New Year and thoroughly explain the celebration.
- Point out the location of South Korea on a map of the world.
- If there are Korean children in the class, ask if they celebrate the Korean New Year and if they will share how their family celebrates.
- Discuss the importance of family celebrations. What are some special days that are celebrated by your family? What does your family do to celebrate?
- Ask if anyone has clothing or an outfit that has been worn for a special occasion. What was the occasion?

After Reading:

- Korean rice cakes for the class to sample. (Recipes can be found online.)
- Use construction paper to cut and glue a flag of South Korea. You will need white, red, blue, and black paper.
- The Korean alphabet is called Hangul and contains 24 phonetic characters. Introduce children to these characters and the sounds each stands for. Children can try writing their names in Hangul.
- The New Year's Greeting in Korea is "say hay boke-mahn he pah du say oh." This literally means, "Please receive many blessings." Try repeating this blessing.
- The little girl in the book has a special charm that hangs from her jacket. Does anyone have a charm? Can you bring it to share with the class?

Activities:

The following games are popular among Korean children, especially on New Year's Day.

- Kite Flying: Kites (yon) are made from bamboo sticks and Korean paper. Kite fighting is popular and involves trying to slice through an opponent's string with small blades on the edges of very maneuverable kites
- See-saw (Nol-Ttwigi): Children stand on their side then jump up, pushing their partner into the air on the opposite side. They go back and forth, seeing how high they can toss their partner.
- Four-Stick Game (Yut): This game involves 4 players or teams. Four sticks, each one flat on one side and curved on the other, are tossed in the air for each side's turn. The combination of flat and curved faces pointing upwards determines the number of spaces to move along a board. The first person/team to travel all the way around the board wins.
- Snow sliding
- Top spinning