Oh No, George!

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George the dog promises he will be good while his human friend Harry is gone, but he cannot resist doing his favorite messy things. On a walk outside, George has another chance to be good, but he has to decide whether he will or not.

Haughton’s story effectively shows the challenge of impulse control for those new to it. The bold color illustrations are half the charm of this book – they’re abstract, bright, and a little blocky, as though painted by a child. George, a red dog with a purplish muzzle, is in the middle of an orange landscape when acting on his impulses (which always seem fun at the time) but in a white nether-space when faced with a decision or dealing with the consequences of his actions. The text is all in the present tense – readers are right there with George as he struggles to keep his promise to be good. Haughton takes an abstract concept like ‘being good’ and makes it concrete almost effortlessly. Readers get a clear sense that George really does want to be good but struggles resisting temptation – the open ending could lead to a great talk between children and caregivers.