Kookoo is a kind and well-loved kookaburra who is famous for entertaining the other bush creatures with his funny stories. One day Kookoo runs out of kind stories to tell, and he turns to teasing and making fun of the other animals. Refusing to listen to the sage advice of his uncle, Kookoo finds himself alone and ignored by his friends. When he listens to the sound of his own laughter, it is an unhappy sound. Finally he remembers his uncle's words "Kindness is like a boomerang - if you throw it often, it comes back often..."

**Themes:**
- Kindness
- Advice from others
- Making fun of others
- Dreamtime

**Discussion Points**
- This story is set in the ‘Dreamtime’. Have you ever heard of it? What do you know about it?
- Why do you think Kookoo changed how he behaved and suddenly started teasing his friends?
- How did his friends react to his teasing? Do you think their reaction was a natural one?
- What is the difference between laughing WITH people and laughing AT people? Can you think of some examples?
- Kookoo’s Uncle Gugurrgaagaa, who was an elder, tried to give him this advice ‘Kindness is like a boomerang - if you throw it often, it comes back often.’ As a class, discuss what this means.
- Do you know what an ‘elder’ is?
- Do you know what a boomerang is and what it is used for?
- His uncle also had wise words for Kookoo: ‘You have two eyes, you have two ears. You only have one mouth, look and listen twice as much as you speak’. What do you think this really means? Is this something that you will remember and try and do?
- Do you have someone that you look up to who gives you advice? Can you recall something wise that they have told you?

**Activities:**
- Indigenous art is very unique. Research how it is done and using one of the techniques that you found out about, choose your favourite picture from the story and re-create it.
- The boomerang is an important part of this story and indigenous life. Make and decorate your own, then have a class boomerang throwing competition.
- Kookoo originally told stories that made his animal friends laugh. Think about something silly that an animal might do and write your own story about it.