



## **SOME QUESTIONS ABOUT *D-DAY DOG* AND WAR**

Here are some questions about some of the issues that come up in *D-Day Dog*. Can you answer them? Then ask yourself about the reasons for your answer. Is there someone else in your class at school or at home that thinks differently? It might be interesting to talk to them about the differences in your opinions. There are no right or wrong answers, but these are important issues to think about.

- In *D-Day Dog* Jack thinks that playing video games about war is exciting. Why do you think that some people find war video games exciting?
- When Jack visits the grave of Emile Corteil and Glen, he says thank you to them. Have you ever visited a soldier's grave or a memorial? Would you say thank you? What would you be saying thank you for?



- Jack is proud his dad is a Reserve soldier. Would you be proud if someone in your family was – or had been – a soldier?
- On the Animals in War Memorial in London there is a sentence carved into the stone. It says “They had no choice”. Because they have no choice, do you think it is ever acceptable for animals to be used in war?
- Why do you think that a lot of people chose to become soldiers and fight against Hitler in the Second World War?
- The D-Day soldiers gave their tomorrow so we could have our today. Do you think that was the right thing for the soldiers to do?

- Kasandra wanted her city in Syria to be liberated like the French were on D-Day. Do you think war can be justified if its aim is to liberate innocent civilians?
- “Collateral damage” is a phrase used to describe people who are killed when they accidentally get caught up in a war. Do you think that collateral damage is ever an acceptable cost of war?
- Glen and Emile Corteil were killed accidentally by their own side in a friendly-fire incident. What do you think of the term “friendly fire”?
- When the children visit the beach where thousands of American soldiers were killed, do you think it is right that they play football there?