## TIPS FOR THE READER

In this kit, you will find a wonderful children's book and practical resources you can use to help a child develop important lifelong skills. Use these tips to engage the child in talking about the story, further developing vocabulary, comprehension and a love of reading. Finally, use the provided materials and Activity Instructions to extend and practice new skills.

## IF YOU GIVE A MOUSE A COOKIE BY LAURA JOFFE NUMEROFF

With its spare, rhythmic text and circular tale, If You Give a Mouse a Cookie is perfect for beginning readers and story time!

Themes covered: routines, responsibility, consequences
Skills developed: sequencing, fine motor, vocabulary, counting, eye-hand coordination, object permanence

## Verbal Prompts

Before reading...

* Show children the front and back of the book and ask them what they see.
* Ask: "Who has ever seen a mouse?" Or "Have you ever seen a mouse?"
* Do you have a pet mouse at home? Pet cat? Pet dog? Pet fish?

While reading...

* Before turning the page, ask them what the mouse might want next or what he might do next.
* Ask: "What's your favorite cookie?"
* How many crayons do you see? What color are they?
* What would you use to make a mouse bed?

After reading, ask...

* Where did the mouse hang his picture?
* What did the mouse want to use to drink his milk?
* What did the little boy put in the mouse's bed to make it soft?


## SEQUENCING

Help kids follow along with If You Give a Mouse a Cookie by creating this sequencing game!

## Supplies You'll Need

$\square$ Templates of circles and images of objects from the book

- Scissors
- Glue sticks or glue dots
$\square$ Small plastic bag(s) or other container


## Kit Assembly Instructions

1. Make copies of the templates of circles and images of objects from the book.
2. Cut out the images and place them in the bags.
3. Include the book and Tips for the Reader in the kit.

# PROP/PUZZLE/GAME 1 

TEMPLATE


If You Give a Mouse a Cookie Soup by Laura Joffe Numeroff

## PROP/PUZZLE/GAME 1 <br> TEMPLATE



If You Give a Mouse a Cookie Soup by Laura Joffe Numeroff

## PROP/PUZZLE/GAME 1 ACTIVITY INSTRUCTIONS

## SEQUENCING

Help kids follow along with If You Give a Mouse a Cookie by creating this sequencing game!

## Follow These Steps

1. Give each child a page with the circles, a bag with images from the book, and a glue stick or glue dots.
2. Ask each child to find the cookie in their bag and paste it at the top of the circle chart. Show them where to paste it.
3. Try to get the children to figure out what's next by asking questions like, "Who remembers what the mouse wanted after he had a cookie?"
4. If they don't remember, read that page of the book. Show them where to paste the answer (milk). The pictures will be placed on the circles moving clockwise. Ask them what the mouse wanted next. If needed, keep reading to give them prompts and allow time for them to find and glue the next item until all items have been glued to the paper.
5. Once you're finished, sing, "Who Stole the Cookie from the Cookie Jar?" You can find one version here: https://www.youtube.com/watch?v=ertgzlCx21E


# PROP/PUZZLE/GAME 2 PREPARATION INSTRUCTIONS 

## DRAWING

Help kids feel connected to If You Give a Mouse a Cookie with this drawing activity!

## Supplies You'll Need

- Blank paper
- Crayons
- Milk
- Cookies
- Large plastic bag(s) or other container other container


## Kit Assembly Instructions

Include the book and Tips for the Reader in the kit.


# PROP/PUZZLE/GAME 1 ACTIVITY INSTRUCTIONS 

## DRAWING

Help kids feel connected to If You Give a Mouse a Cookie with this drawing activity!

## Follow These Steps

1. Ask each child to draw something $s /$ he remembers from the book.
2. When finished, ask them to tell you about their pictures.
3. Pass out milk and cookies.
4. While eating, write the children's name on their pictures.


# FIND THE COOKIE (AGES 0-2) <br> Help kids follow along with If You Give a Mouse a Cookie with this Find the Cookie game! 

## Supplies You'll Need

- Solid color plastic cups
- Small crackers like animal crackers;
packaged, single serving
- Large plastic bag(s) or other container

Kit Assembly Instructions
Include the book and Tips for the Reader in the kit.


# FIND THE COOKIE (AGES 0-2) <br> Help kids follow along with If You Give a Mouse a Cookie with this Find the Cookie game! 

## Follow These Steps

1. Have the child sit at a table or on the floor.
2. While the child is watching, place an animal cracker under one cup. Ask, "Where's the cracker?"
3. Let the child pick up the cup and eat the cracker.
4. Now put two cups in front of the child. Place a cracker under one cup. Move the cups around.
5. Ask, "Where's the cracker?"
6. Let the child pick up the cup and eat the cracker.
7. Repeat with up to five cups as long as the child is interested.
8. If you use different colors of cups, ask the child what color the cups are or name the colors for the child. "Can you point to the blue cup? Can you pick up the red cup?"


## TAKE HOME ACTIVITY KIT 2

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## COUNT THE CHOCOLATE CHIPS (AGES 3-5)

Help kids feel connected to If You Give a Mouse a Cookie with this Chocolate Chip Counting Game!

## Supplies You'll Need

Template with chocolate chip cookies in left column and room to write the number of chips in the right column
$\square$ One copy of template per child

- Pencils or crayons

P Plastic bag(s) or other container

## Kit Assembly Instructions

1. Make copies of the template with the chocolate chip cookies.
2. Include the book and Tips for the Reader in the kit.

| Count the Chocolate Chips. | Write the number here. |  |
| :---: | :---: | :---: |
|  |  |  |



# COUNT THE CHOCOLATE CHIPS (AGES 3-5) 

Help kids feel connected to If You Give a Mouse a Cookie with this Chocolate Chip Counting Game!

## Follow These Steps

Have the child count the number of chips on each cookie aloud and write the number of chips next to the cookie.

