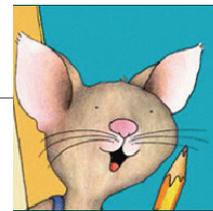


M is for Mouse, S is for School

Practice printing letters of the alphabet by putting assorted ingredients on a cookie sheet (flour, cornmeal, sawdust, pudding etc.) Let your child use his/her finger to draw the letter, then gently wipe it away. Start with the letters in your child's name. Talk about the shape of the letter as you make it.



You can...

Make a homemade book:

- Fold sheets of paper in half and staple along the folded side *or*...
- Fold sheets of paper in half and hole punch along the fold, then string wool through *or*...
- Punch a hole at top left corner and add a shower curtain ring to keep pages together.

Re-tell the story:



After reading the story several times, invite your child to draw a picture about what happened in the book. Ask him/her to tell you (dictate) a story about the picture and you can write it down for your child. Repeat this story writing activity often and collect all your child's pages into a homemade book to read aloud.

Five Little Mice

Use five fingers or five mice finger puppets.

Five little mice came out to **play**,
Gathering crumbs upon their **way**;
Out came a pussy cat
Sleek and **black**,

Four little mice went scampering **back**.

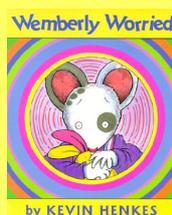
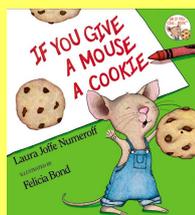
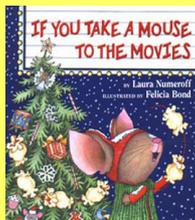
Continue with four little mice came out to play....

Rhymes and
finger-plays
help children
with reading!

Say "play rhymes with way, they both end in ay"

Daily routines help children feel secure and comfortable. Routines at school and at home help children predict what comes next and can reduce stress.

If you enjoyed this book, look for these other great stories at the Library:

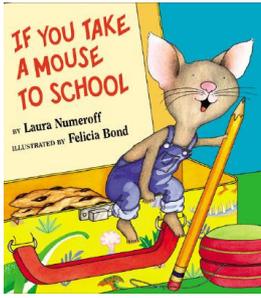


Spark conversation with open-ended questions.
Children learn best when they are actively involved.



Donna Kaye
Early Literacy Specialist
Hastings-Prince Edward
613-966-9427 x 270

Let's Share: **If You Take A Mouse To School**



This upbeat story is about an enthusiastic little rodent filled with adventurous spirit. He helps make going to school a lively and fun experience.

This is a great circular story because the story ends where it begins, with school.

Ask your child what might happen if he/she took a mouse to school. How would the other children react? What did the mouse in the story do?

When reading the story:

- Explore concepts of cause and effect by using the words "if...then" (*if he gets dirty then he needs to wash*)
- Ask your child to predict: "What will the mouse do next?"
- Pause at the end of a sentence and let your child finish it: "...he'll play a quick game of _____." Point to the picture to provide a clue.

Let's play together

Help your child think about **cause and effect**.

- Begin a sentence with "If I..."
- Encourage your child to think of possible outcomes, for example:
If I go to bed with my clothes on... If I turn on the hot water...
If I go outside without a coat... If I forget to take my lunch box to school...

Time for Rhymes

Play this game after your child has learned about rhyming.

Tell your child you want to find words that rhyme with _____. (ie. *block*)

Ask questions that describe a rhyming word and let your child guess what the word is. Keep it simple and give extra clues if needed.

A word that rhymes with *block* is something to tell the time. What is it?

A word that rhymes with *block* is something on a door. What is it?

A word that rhymes with *block* is something on your foot. What is it?



Make up a silly story together:

If you give a snake a soda ...

If you give a horse a hat ...

Parents & Caregivers, remember:

Children understand stories best when they can relate them to their own experiences. Help them connect the story to familiar things and events in their own world. You may want to talk about the similar items in your child's school or make a comment about an activity that both the mouse and your child did, such as building with blocks.

Prompt your child to say something about the book you are sharing.