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Final Project  
Book Guide for If You Give a Mouse a Cookie

**Reason for Selecting Topic:**

This book has always been one of my personal favorites and I enjoy using it in the classroom whenever I can. The book has a simple storyline, but there are many themes and ideas that can be addressed from reading this book. The text and plot are simple enough so that concepts in the book can be thoroughly understood before moving on with the additional activities. For remedial reading students, the book is one that children enjoy and the activities provide practice with several concepts that are common in primary-level books.

**Grade Level:** First Grade

**Objectives**

The children will:

- predict events in the story
- read the book, If You Give A Mouse A Cookie
- sequence the events of the story
- identify cause and effect relationships
- explain the term circular story and provide an example
- discover information about Laura Numeroff and Felicia Bond

**Wisconsin Learning Standards Addressed**

- A.4.1 – Use effective reading strategies to achieve their purpose in reading
- A.4.2 – Read, interpret, and critically analyze literature
- B.4.1 – Create or produce writing to communicate with different audiences for a variety of purposes
- C.4.2 – Listen to and comprehend oral communications
- C.4.3 – Participate effectively in discussion
- D.4.1 – Develop their vocabulary of words, phrases, and idioms as a means of improving communication
- E.4.1 – Use computers to acquire, organize, analyze, and communicate information

**Literature Activities**

Discussion Topics

- Stop several times while reading to predict next event; confirm predictions

- Discuss how the items connect to each other (think logically about why the mouse may have wanted the next item)
- Talk about how the boy may be feeling throughout the story

#### Word identification

- match word cards to picture cards
- play a game of Go Fish or Memory using key words from the story

#### Cause and effect

- provide examples of cause and effect situations
- use the episodes in the book to portray cause and effect
- match "if" and "then" cards to complete the story (example: if you give a mouse a cookie, then he's going to ask for a glass of milk)

#### Order of Events

- Make a graphic organizer of the events in the story
- Use cards with scenes and objects from the story to order the events
- Put sentence strips in order

#### Cloze

- Have students fill in the blanks of a cloze activity

#### Author Information

- Discuss facts about Laura Numeroff
- Visit and explore her website <http://www.lauranumeroff.com/>

#### Illustrator Information

- Share facts about Felicia Bond
- Identify and/or read Tumble Bumble, a book written and illustrated by Felicia Bond

#### Circular Story

- discuss the term circular story
- examine the events of the story to demonstrate how it is a circular story
- make wheels with each wedge of the wheel showing a different part of the book; the wheel will end at the beginning of the story
- create a class circular story – it could follow the pattern "if you give a \_\_\_\_\_ a \_\_\_\_\_"
- brainstorm additional titles that follow a circular story pattern

Make a class book following the same pattern

- individually or cooperatively write and illustrate a book in the same manner

Follow-up readings –

If You Give a Pig a Pancake

If You Give a Moose a Muffin

If You Take a Mouse to the Movies

If You Take a Mouse to School

- compare and contrast these books
- complete similar activities as in previous lesson to strengthen those concepts covered

### **Cross-Curricular Activities**

Math –

- Solve story problems using items from the story
- Sequence events
- Create a graph depicting students' favorite flavor of cookies
- Estimate how many cookies are in a cookie jar

Science –

- Complete an experiment that demonstrates the cause and effect relationship
- Learn about mice

Social Studies –

- Make a map of the path the mouse took during the story
- Complete a treasure hunt using a map of sequential events
- Create treasure hunt/clue maps for classmates to solve
- Discuss goods and services; separate the mouse's wants into goods and services; brainstorm other goods and services; create a story using the same format and filling in the blanks with various goods and services

Art –

- Create mouse craft out of toilet paper rolls
- Make mouse finger puppets
- Illustrate events from the book
- Illustrate events from individual or class books

Music –

- Sing "Who Took the Cookies from the Cookie Jar?"
- Rehearse Hickory Dickory Dock

Additional Activities –

- bake cookies
- use dominoes to depict the idea of cause and effect/chain reaction

**Resources:**

Numeroff, Laura J (2006). Retrieved August 9, 2006, from Laura numeroff's web site Web site: <http://www.lauranumeroff.com/>

Numeroff, Laura J. (1991) *If you give a moose a muffin*. New York: Scholastic.

Numeroff, Laura J. (1985) *If you give a mouse a cookie*. New York: Scholastic.

Numeroff, Laura. (1998) *If you give a pig a pancake*. New York: Scholastic.

Numeroff, Laura. (2002) *If you take a mouse to school*. New York: Scholastic.

Numeroff, Laura Joffe. (2000) *If you take a mouse to the movies*. New York: Scholastic.