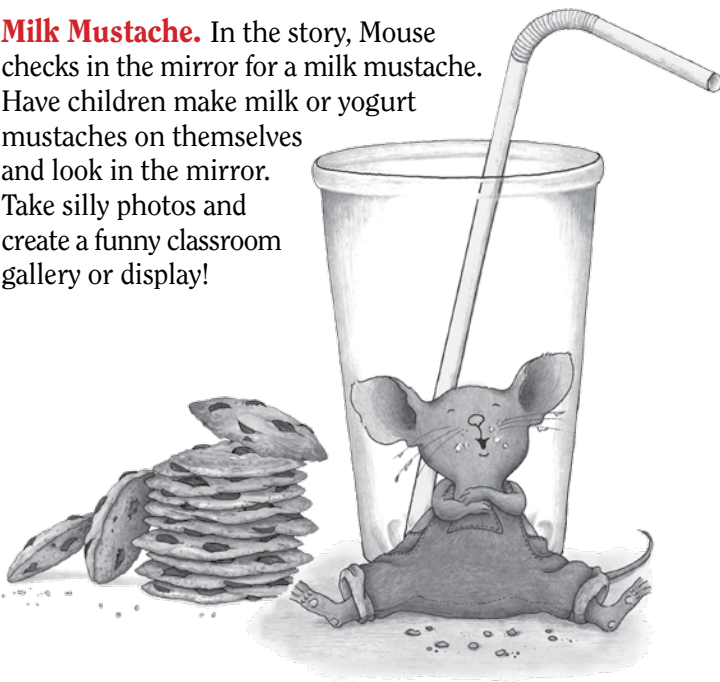


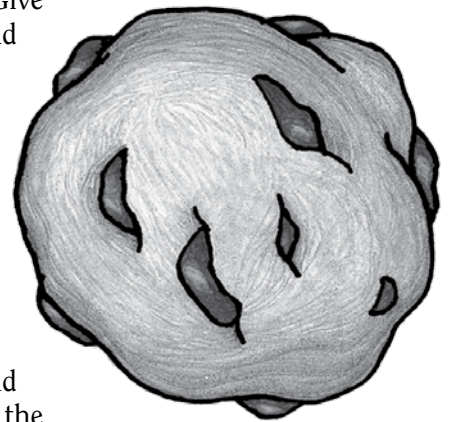
If You Give a Mouse a Cookie

*What happens if you give a mouse a cookie?
Much more than you'd imagine!
This is the classic book that started it all.*

Milk Mustache. In the story, Mouse checks in the mirror for a milk mustache. Have children make milk or yogurt mustaches on themselves and look in the mirror. Take silly photos and create a funny classroom gallery or display!



How Many Chips? Give each child a cookie and ask them to estimate the number of chips in it. Discuss with the class estimating techniques and the best way to go about finding out how many chips are really in the cookie. Students can try to count and then (of course!) eat the cookies.



Mouse Murals. Divide the class into groups and have each one choose a favorite scene from the book. Then have the groups paint their scenes on large butcher paper. The final result will be a huge mural of the various scenes from *If You Give a Mouse a Cookie*, which can be hung in the hallway, the classroom, or even the cafeteria.



Mirror, Mirror in My Hand. As a class, discuss how the various characters in the stories use mirrors. From here you can also discuss symmetry in nature—for example, the human face, butterflies, snowflakes, etc. Give students a hand mirror and half of an illustration (either an image from one of the *If You Give...* books or a different kind of illustration found elsewhere) to experiment with symmetry. Have them complete the picture by drawing the other half. **Activity Extension:** Give children a drawing of half a butterfly, snowflake, or human face and ask them to draw the matching half.

