

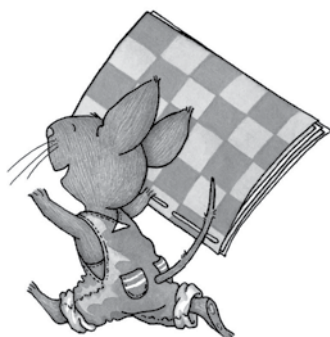
# If You Take a Mouse to School

*When is school an adventure?  
When Mouse goes to school, of course!*

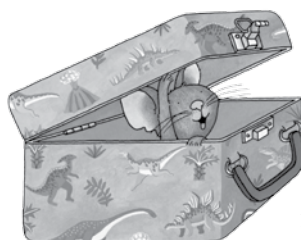
**Getting Ready.** Hold a class discussion about getting ready for school: What is it like for you to get up and at 'em in the morning? How is your lunch packed? What do you bring? Do you buy your lunch? Who helps you get ready in the morning? Does it take long? Why? Is your routine the same each day or does it change? Students can compare and contrast getting-ready experiences.

**In the Bag.** Bring in a knapsack filled with items from the story. Have students consider the uses of the items prior to reading and try to predict outcomes. As a group, put the items in order of appearance in the book to set up a sense of anticipation.

**Let's Go Shopping!** *Note: To complete this activity, students should feel comfortable manipulating play money and corresponding values. You may wish to change prices to reflect skill levels of the group, and round off numbers if necessary.* Collect store circulars from local shops and/or collect pictures of items from newspapers, magazines, and the internet. Have students create shopping lists of supplies needed for school along with the prices of the items. Using a given amount of money, prompt students to decide if they have enough money, how much they will need, and how much is left. **Activity Extension:** Create a store in the classroom for children to practice shopping for the various items.



**Mapping Mouse.** Discuss, write, or draw the places Mouse goes in the story. Then, as a class, create a map of the story, complete with a map key using symbols of the places. With students working either alone or in pairs, have them follow your example and create a map of the different areas Mouse visits. Each student or set of partners can be responsible for mapping a single event in the story, and the class can come together and piece the story back together with their individual maps. **Activity Extension:** Have students create maps of their school or classroom and mark all of the places where the school day takes them.



**Lunchtime.** Read or reread *If You Take a Mouse to School*, focusing on the lunchbox section. Talk to students about lunchboxes and show them pictures of the lunch boxes of old. Have each child bring in (or you can supply) empty baby-wipe containers and cover them in white contact paper or plain white paper. Then have students draw scenes from the story on the different sides of the box. Children can share results with the class, and they can use the boxes to hold their own school supplies at their desks.

**Animal Friends at School.** Animal friends, including Dog, Cat, Moose, Mouse, and Pig, populate the *If You Give...* books. In honor of Mouse (or another favorite character), have your students bring their own special stuffed animals to school for a day. In preparation for the big day, reread *If You Take a Mouse to School* and have students create invitations to bring home to their animal friends. On the day itself, read several favorite *If You Give...* books with your students and their animals and arrange activities for everyone to do together. **Activity Extension:** Have a "pack a suitcase race" in which the children must gather items as in a scavenger hunt. Pack the items in a suitcase, follow a map to another area of the room, and unpack. First to finish wins!