

- **Read-Aloud Guide**

BEFORE you read the book:

1. Show the front and back covers of the book and read the title, author, and illustrator.
2. Ask the children what they think will happen if they give a mouse a cookie. Give several a chance to share.
3. Tell the children to remember their idea and listen to see if they were right.

DURING reading:

1. Stop after "...he's going to ask for a glass of milk."
2. Ask the children if their idea was right. What did the mouse want? (a glass of milk)
3. Go slowly as you read the book. There is not much text on each page and you will want the children to have time to study the pictures.
4. As you come to each comma, ("When you give him the milk,) slow down and raise your voice a bit so that the children can begin to hear the pattern and make guesses in their mind.
5. Choose one or two other places in the book where you think that stopping for your students to predict "what comes next" would be successful.

AFTER you read the book:

1. Ask children if they can tell what will happen next, even though the story is finished. Possible responses: the whole thing will happen again, it keeps on going, the story goes in a circle, etc.
2. Have children color their Book Note. Have them take it home along with their art activity to share.
3. Play, "Who stole the cookies..."

- **Extension Activities**

Game

“Who Stole the Cookie From the Cookie Jar?”

Have children sit in a circle on the floor.

Everyone says, “Who stole the cookie from the cookie jar?”

Point to a child.

Everyone says “ _____ (name of child), stole the cookie from the
cookie jar.”

Child says, “Who, me?”

Everyone says, “Yes, you.”

Child says, “Not me.”

Everyone says, “Then who?”

Repeat from the beginning until everyone has been chosen.

- **Snack**

1. Help students to decorate their sugar cookies.
2. Enjoy!

- **Related Books**

Frederick

by Leo Lionni

Mouse Mess

by Linnea Riley

Lunch

by Denise Fleming

Whose Mouse Are You?

by Robert Kraus

Other books by Laura Numeroff

If You Give a Moose a Muffin

If You Give a Pig a Pancake

If You Take a Mouse to School

If You Take a Mouse to the Movies