



Under the Home

Kindergarten Prose Lesson Guide Printout

My Father's Dragon by Ruth Stiles Gannett
The Great Big Treasury of Beatrix Potter by Beatrix Potter
Raggedy Ann Stories by Johnny Gruelle
Raggedy Andy Stories by Johnny Gruelle
The Velveteen Rabbit by Margery Williams
Uncle Wiggily's Adventures by Howard R. Garis

Learn from the Masters

KINDERGARTEN PROSE LESSON PRINT GUIDE

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My Father's Dragon

Chapter 1: My Father Meets the Cat

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Elmer Elevator, the narrator's father, brings an old alley cat home. Elmer's mother becomes angry about the cat, throws the cat out the door, and whips Elmer. Elmer sneaks out and finds the cat. Elmer says he'd do anything if he could fly. The cat replies that if Elmer likes flying, he knows a way. The cat describes a place called Wild Island and relates he saw something on Wild Island that made him want to weep.

Vocabulary

- **Narrator:** A person who gives a spoken or written account of something.
- **Alley:** A narrow passageway between or behind buildings.
- **Alley Cat:** A cat that lives wild in a town.
- **Saucer:** A shallow dish, typically having a circular indentation in the center, on which a cup is placed.
- **Island:** A piece of land surrounded by water.
- **Jungle:** An area of land overgrown with dense forest and tangled vegetation, typically in the tropics.
- **Weep:** To shed tears.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story. (e.g. Instructor asks children to describe each picture and to name items within each picture.)

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

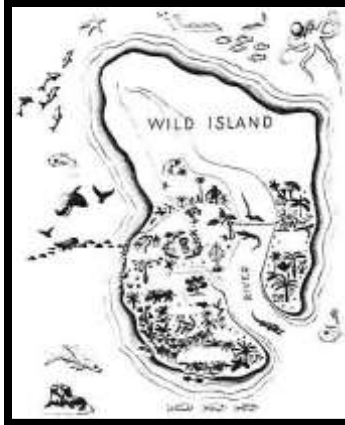
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Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Map the Story

Study the map of Wild Island.



Find and identify the following items in the waters surrounding the island:

- Whales
- Fish
- Starfish
- Sea Monster
- Octopus
- Seals

Find and identify the following items within the borders of the island:

- Island Itself
- River
- Jungle Plants
- Alligators Swimming in the River
- Gorilla
- Rhinoceros
- Tiger
- Lion
- Dragon Tied with a Rope

Review Questions

1. **Who is Elmer Elevator?** Elmer Elevator is the narrator's father and the main character in the book.
2. **What does Elmer bring home?** Elmer brings home an old alley cat.
3. **What does Elmer's mother do when she finds out Elmer is feeding the cat in the cellar?** Elmer's mother throws the cat out the door and whips Elmer.
4. **What would Elmer give anything to do?** Elmer would give anything to fly.
5. **Where does the cat see something that made him want to weep?** The cat saw something sad on Wild Island, across from Tangerina.

Chapter 2: My Father Runs Away

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the previous chapter, the cat relates to Elmer that he once saw something on Wild Island that made him want to weep. In this chapter, the cat tells Elmer about Wild Island. Wild Island is cut in two by a river. The lazy animals hate having to walk around the river, and the crocodiles that swim in the river refuse to help the other animals cross. Long ago, a baby dragon fell on the riverbank of Wild Island. The animals tied the baby dragon up and made him fly them across the river day and night. The cat became the dragon's friend, but the cat could not undo the thick rope tied to the dragon. The cat promised to return and help the dragon. Elmer agrees to run away to Wild Island and help the dragon escape. Elmer packs many things for the trip, including chewing gum, two dozen pink lollipops, a package of rubber bands, black rubber boots, a compass, a toothbrush and a tube of toothpaste, six magnifying glasses, a sharp jackknife, a comb and a hairbrush, seven hair ribbons of different colors, an empty grain bag with a label saying "Cranberry," and other things. Elmer sneaks on a ship and sails away to Tangerina.

Vocabulary

- **Bruised:** Inflict an injury on (someone or something) causing discoloration of the skin.
- **Passenger:** A traveler on a public or private conveyance other than the driver, pilot, or crew.
- **Knot:** A fastening made by tying a piece of string, rope, or something similar.
- **Rescue:** Save (someone) from a dangerous or distressing situation.
- **Knapsack:** A bag with shoulder straps, carried on the back, and typically made of canvas or other weatherproof material.
- **Gang-Plank:** A movable plank used as a ramp to board or disembark from a ship or boat.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

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After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Itemize the Story

Study the items Elmer brings with him.

Empty Grain Bag



Rubber Bands



Rubber Boots



Compass



Chewing Gum



Toothbrush and Paste



Comb and Hairbrush



Hair Ribbons



Magnifying Glasses



Lollipops



Jackknife



Activity 5: Post a List

- Write or dictate a list of the things that Elmer brings with him.
- Leave enough space to write a couple of sentences after each list item.
- Keep this list in a safe place, or fasten this list to a wall for easy reference. You will use this list in the upcoming chapters to record how Elmer uses each type of item.

Review Questions

1. **What cuts Wild Island into two parts?** A river cuts Wild Island into two parts.
2. **What fell from the sky and landed on the bank of Wild Island's river?** A baby dragon fell from the sky and landed on the bank of Wild Island's river.

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3. **Why do the animals tie the dragon up?** The animals tie the dragon up to keep him from flying away.
4. **Why do the animals make the dragon fly passengers across the river?** The animals are too lazy to walk around the river. The river crocodiles refuse to carry the other animals across the river.
5. **Why does Elmer sneak on a ship to sail away to Tangerina?** Elmer sneaks on a ship bound for Tangerina so he can reach Wild Island and rescue the dragon.
6. **What are some of the things Elmer packs for his trip to Wild Island?** Elmer packs items such as lollipops, rubber bands, boots, a compass, and hair ribbons for his trip to Wild Island.

Chapter 3: My Father Finds the Island

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer sneaks on a ship to travel to Cranberry on the Island of Tangerina. In this chapter, Elmer hides in the ship hold with bags of wheat for six days. When they are near Cranberry, and will unload the wheat, Elmer hides in his grain bag labeled 'Cranberry.' The sailors unload Elmer, thinking his bag is a bag of corn on the cob. Once onshore, Elmer sneaks out of the bag. He sleeps, and when he awakens is hit by a tangerine dropping from a tree overhead. He picks and eats tangerines and starts his journey to find the bridge of rocks that links Tangerina and Wild Island. By the time he finds the rocks, it is very dark. He puts on his rubber boots and crosses the rocks. At one point, Elmer accidentally steps on a whale, but the whale doesn't awaken. He crosses the rocks and reaches Wild Island.

Vocabulary

- **Cargo:** Goods carried on a ship, aircraft, or motor vehicle.
- **Sailor:** A person who works on a ship or boat, especially one who is below the rank of officer.
- **Merchant:** A person or company involved in wholesale trade, especially one dealing with foreign countries or supplying merchandise to a particular trade.
- **Tangerine:** A small citrus fruit with a deep orange-red skin.
- **Slippery:** Difficult to hold firmly or stand on because it is smooth, wet, or slimy.
- **Whale:** A very large marine mammal with a streamlined hairless body, a horizontal tail fin, and a blowhole on top of the head for breathing.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw two circles for the Island of Tangerina and Wild Island.
- Draw some water around the circles.
- Draw some circles for rocks linking the two islands.
- Draw a whale near the rocks.
- Draw Elmer climbing on the rocks.

Activity 5: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- Grain Bag (Elmer hid within from the sailors.)
- Rubber Bands (Elmer used to close the grain bag.)
- Rubber Boots (Elmer put on the boots to walk on rocks.)

Activity 6: Check Off Items on the List

- Check off the items that Elmer used that he brought with him in his knapsack (grain bag, rubber band, rubber boots).

Review Questions

1. **How does Elmer hide from the sailors?** Elmer hides in a bag and secures a rubber band around the top.
2. **What do the sailors believe is inside the bag that has Elmer inside?** The sailors believe the bag contains corn on the cob.
3. **What does Elmer find to eat on the Island of Tangerina?** Elmer finds and eats tangerines.
4. **What does Elmer accidentally step on as he crosses the rock bridge from Tangerina to Wild Island?** Elmer accidentally steps on a whale as he crosses the rock bridge from Tangerina to Wild Island.

Chapter 4: My Father Finds the River

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer reaches Wild Island. In this chapter, Elmer walks along the beach to find the river, knowing the dragon is tied next to the river. He ate some tangerines and slept in some grass. A little mouse sees Elmer's knapsack, thinks it is a weird rock, and runs off to tell someone. Elmer continues down the beach. It is dark and two tortoises see him and mistakenly think he is a monkey carrying his sick grandmother to the doctor's. He almost runs into two boars. The boars believe their island has been invaded by someone from Tangerina. The mouse has reported the strange 'rock', and they've found the tangerine peels Elmer has dropped. Tangerines do not grow on Wild Island. Elmer continues, picking up his tangerine peels after that.

Vocabulary

- **Jungle:** An area of land overgrown with dense forest and tangled vegetation, typically in the tropics.
- **Tortoise:** A turtle, typically an herbivorous one that lives on land.
- **Extraordinary:** Very unusual or remarkable.
- **Boar:** A tusked Eurasian wild pig from which domestic pigs are descended.
- **Floated:** Rest or move on or near the surface of a liquid without sinking
- **Invasion:** An incursion by many people or things into a place.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

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- In the story, two tortoises see Elmer and think he is a monkey. Draw a tortoise, as shown in the image below.



Review Questions

1. **What does the mouse believe is a rock?** The mouse thinks Elmer's knapsack is a rock.
2. **What do the tortoises think they see when they spot Elmer carrying his knapsack?** The tortoises think they see a monkey carrying his sick grandmother.
3. **Why do the boars suspect the island has been invaded?** The boars suspect the island has been invaded because the mouse reported seeing the odd rock. The boars have also found fresh tangerine peels, and tangerines don't grow on Wild Island.

Chapter 5: My Father Meets Some Tigers

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer encounters a mouse, two tortoises, and two boars before finding the river. The animals have found his tangerine peels and suspect someone has invaded their island. In this chapter, Elmer puts on his boots and starts walking along the river. The river bank becomes too swampy and Elmer wades to a drier place, but now he can't see the river. He takes out his compass and uses it to keep walking in the same direction. Unfortunately, Elmer doesn't know that the river takes a sharp turn, and he walks deeper into the jungle, away from the river. Elmer runs into seven hungry tigers, who want to eat him. Elmer gives the tigers chewing gum from his knapsack, and tells them if they chew it long enough it will turn green. He also tells them if they plant the green gum, it will grow more chewing gum. As the tigers chew the gum and look into each other's mouths, Elmer sneaks away.

Vocabulary

- **Fern:** A flowerless plant that has feathery or leafy fronds.
- **Swampy:** Characteristic of or resembling a swamp.
- **Compass:** An instrument containing a magnetized pointer that shows the direction of magnetic north and bearings from it.
- **Clearing:** An open space in a forest, especially one cleared for cultivation.
- **Contradict:** Deny the truth of (a statement), especially by asserting the opposite.
- **Tender:** Showing gentleness and concern or sympathy.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Itemize the Story

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Find and identify the following items within the borders of the island:

- Rubber Boots (Elmer put on the boots to walk along the river.)
- Compass (Elmer uses to walk in one direction when he can no longer follow the river.)
- Chewing Gum (Elmer gives the chewing gum to the tigers so that they do not eat him.)

Activity 5: Check Off Items on the List

Check off the items that Elmer used that he brought with him in his knapsack.

Review Questions

1. **Why does Elmer lose sight of the river?** Elmer veers away from the river, because the river bank is too swampy and almost pulls off his boots.
2. **What tool does Elmer use to walk in a straight line?** Elmer uses a compass to walk in a straight line.
3. **What does Elmer give the tigers?** Elmer gives the tigers chewing gum.

Chapter 6: My Father Meets A Rhinoceros

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer loses the river and avoids being given seven hungry tigers chewing gum to avoid being eaten up. In this chapter, Elmer finds a trail and follows it, hoping it will lead to the dragon. He almost runs into the boars again, but hides behind a tree in time. He stops to drink from a brook and is picked up by the seat of the pants and shaken. Something scolds him for drinking from his private weeping pool. The something also says he weeps over the color of his tusk. Elmer sees it is a rhinoceros. He scrubs the Rhino's tusk with his toothbrush and toothpaste and the tusk whitens. The Rhino grabs the toothbrush and toothpaste and scrubs his own tusk, and Elmer slips away. Elmer overhears one of the boars asking the Rhino where he got the toothbrush and muttering about the invasion. The boars are hot on Elmer's trail.

Vocabulary

- **Trail:** A mark or a series of signs or objects left behind by the passage of someone or something.
- **Weeping:** Shedding tears.
- **Tusk:** A long, pointed tooth.
- **Pearly:** Resembling a pearl in luster or color.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- Rubber Boots (Elmer put on the boots to walk on rocks.)
- Toothbrush and Paste (Elmer uses the toothbrush and paste to whiten the Rhino's tusk.)

Activity 5: Check Off Items on the List

Check off the items that Elmer used that he brought with him in his knapsack.

Review Questions

1. **Who lifts Elmer by the seat of his pants and shakes him?** A boar lifts Elmer by the seat of his pants and shakes him.
2. **Why does the boar weep?** The boar weeps because his tusk is no longer white.
3. **What does Elmer use to make the boar's tusk white?** Elmer uses a toothbrush and toothpaste to make the boar's tusk white.

Chapter 7: My Father Meets a Lion

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer helped a Rhinoceros whiten his yellow tusk with a toothbrush and toothpaste. The boars are hot on his tail. In this chapter, Elmer encounters a lion with a tangled mane. Elmer convinces the Lion not to eat him by giving him some hair ribbons, a brush, and a comb. Elmer shows the lion how to braid his mane. The lion is so busy grooming his mane, he doesn't notice Elmer slip away.

Vocabulary

- **Blackberrying:** Gathering blackberries.
- **Snarled:** Become twisted together with or caught in.
- **Twigs:** A slender woody shoot growing from a branch or stem of a tree or shrub.
- **Mane:** A growth of long hair on the neck of a horse, lion, or other animal.
- **Allowance:** The amount of something that is permitted.
- **Grooming:** Look after the coat of a horse, dog, or other animal by brushing and cleaning it.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

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Activity 4: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- Comb and Hairbrush (Elmer used to untangle the lion's mane.)
- Hair Ribbons (Elmer used to make the lion's mane beautiful.)

Activity 5: Check Off Items on the List

Check off the items that Elmer used that he brought with him in his knapsack.

Review Questions

1. **Who is angry about his messy mane?** The lion is angry about his messy mane.
2. **What is stuck in the lion's mane?** Blackberry twigs are stuck in the lion's mane.
3. **What does Elmer give to the lion to make the lion's mane beautiful and tidy?** Elmer gives ribbons, a brush, and a comb to the lion so the lion can keep his mane beautiful and tidy.

Chapter 8: My Father Meets a Gorilla

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer helped a Lion groom his mane by giving him ribbons, a brush, and a comb. In this chapter, Elmer encounters a gorilla. The gorilla want to interrogate Elmer, but becomes distracted by all the fleas biting him. The gorilla calls out for six monkeys, who come and begin picking the fleas off him. The monkeys can't find all the fleas, so Elmer gives the monkeys six magnifying glasses from his knapsack. Elmer sneaks away as the monkeys use the magnifying glasses to pluck off the gorilla's fleas.

Vocabulary

- **Enormous:** Very large in size, quantity, or extent.
- **Fierce:** Having or displaying an intense or ferocious aggressiveness.
- **Twist:** Form into a bent, curling, or distorted shape.
- **Flea:** A small wingless jumping insect that feeds on the blood of mammals and birds.
- **Magnifying Glass:** A lens that produces an enlarged image, typically set in a frame with a handle and used to examine small or finely detailed things such as fingerprints, stamps, and fine print.
- **Miraculous:** Occurring through divine or supernatural intervention, or manifesting such power.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- To 'magnify' means to make something appear larger than it really is.

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- Tools used to magnify things include microscopes, telescopes, and magnifying glasses.
- In the story, Elmer gives the monkeys magnifying glasses so they can find fleas on the gorilla.
- Fleas are very tiny. It is hard to see them without magnification. Study the below image of a magnified flea and sketch it.



Activity 5: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- 6 Magnifying Glasses (Elmer gives the magnifying glasses to the monkeys so they can see the itty-bitty fleas on the gorilla.)

Activity 6: Check Off Items on the List

Check off the items that Elmer used that he brought with him in his knapsack.

Review Questions

1. **Who is still hunting for 'the invader'?** The boars are still hunting for 'the invader'.
2. **Who 'parades' past Elmer, but is too busy looking dignified to see him?** The Lioness 'parades' past Elmer and is too busy looking dignified to see him.
3. **Why doesn't the gorilla twist Elmer's arms?** The fleas biting the gorilla distract the gorilla from twisting Elmer's arms.
4. **Who picks fleas off the gorilla?** Six monkeys pick fleas off the gorilla.
5. **How does Elmer help the monkeys see the itty-bitty fleas?** Elmer gives the monkeys six magnifying glasses to help them see the itty-bitty fleas.

Chapter 9: My Father Makes a Bridge

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer helps six monkeys groom the gorilla by giving the monkeys six magnifying glasses. In this chapter, Elmer finds the river crossing where the dragon flies, but the dragon is on the other side of the river. A crocodile in the river invites Elmer in to go swimming, because the crocodile wants to eat something sweet. Elmer offers to fasten lollipops to the tails of the crocodiles in the river. He instructs them to line up across the river. He begins to cross the backs of the crocodiles, fastening lollipops with rubber bands to crocodile tails, as he goes.

Vocabulary

- **Flagpole:** A pole used for flying a flag.
- **Crank:** A part of an axle or shaft bent out at right angles.
- **Disorderly:** Lacking organization; untidy.
- **Sundown:** The time in the evening when the sun disappears or daylight fades.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw a bridge of crocodiles spanning a river.

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Activity 5: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- Lollipops (Elmer gives the lollipops to the crocodiles, enabling him to cross the river on their backs.)
- Rubber Bands (Elmer secures the lollipops to the tails of the crocodiles with rubber bands.)

Activity 6: Check Off Items on the List

Check off the items that Elmer used that he brought with him in his knapsack.

Review Questions

1. **What is attached to the rope that crosses the river?** A crank is attached on one end, and the dragon is attached on the other.
2. **Who invites Elmer into the river for a swim?** A crocodile invites Elmer into the river for a swim.
3. **What does Elmer give the crocodiles in the river?** Elmer give the crocodiles lollipops.
4. **Why does Elmer need rubber bands?** Elmer needs rubber bands to fasten the lollipops to the crocodile's tails.
5. **How does Elmer cross the river to the dragon?** Elmer walks along the backs of the crocodiles, fastening lollipops as he goes.

Chapter 10: My Father Finds the Dragon

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In the last chapter, Elmer begins crossing the river on the backs of the crocodiles by fastening lollipops to their tails. In this chapter, all the animals Elmer has met catch up with him. The animals realize Elmer wants to steal their dragon and are very angry. Elmer jumps off the last crocodile onto the opposite shore. The dragon runs out of the bushes, excited to be rescued. Elmer takes a jackknife out of his pack and begins cutting the rope around the dragon. The other animals start across the crocodile bridge to get Elmer and the dragon. The crocodiles, being moody and disagreeable, break up the bridge and swim down the river, carrying animals on their backs. Elmer and the dragon fly up into the sky where they are safe from the animals.

Vocabulary

- **Furious:** Extremely angry.
- **Raging:** Showing violent uncontrollable anger.
- **Screeching:** Giving a loud, harsh, piercing cry.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Itemize the Story

Study the items Elmer uses in this chapter and discuss how he used them.

- Jackknife (Elmer uses the jackknife to cut the rope tying down the dragon.)

Activity 5: Check Off Items on the List and Calculate the Final Count

- Check off the items that Elmer used that he brought with him in his knapsack (jackknife).
- Count the total number of times Elmer used each item.
- Which item(s) did Elmer use the most times?
- Which item(s) did Elmer use the fewest times?

Review Questions

1. **How does Elmer free the dragon?** Elmer cuts the dragon's rope with a jackknife.
2. **Is the dragon happy or sad about being rescued by Elmer?** The dragon is happy to be rescued by Elmer.
3. **Does Elmer realize his wish to fly?** Yes, Elmer flies on the dragon.
4. **Look at your list. Did Elmer use all the items on your list?** Yes, all of the items on the list aided Elmer in his quest to save the dragon.

The Great Big Treasury of Beatrix Potter

Chapter 1: The Tale of Peter Rabbit

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Peter Rabbit's mother instructs him not to go into Mr. McGregor's garden, but Peter disobeys and sneaks in anyway. He feasts on tasty vegetables until Mr. McGregor chases him and almost catches him. Peter becomes lost in the garden and loses his shoes and coat, but eventually makes it back home. Mr. McGregor makes a little scarecrow out of Peter's shoes and coat.

Vocabulary

- **Currant:** A small dried fruit made from a seedless variety of grape.
- **Gate:** A hinged barrier used to close an opening in a wall, fence, or hedge.
- **Gooseberry:** A round edible yellowish-green or reddish berry with a thin translucent hairy skin.
- **Implore:** Beg someone earnestly or desperately to do something.
- **Toolshed:** A one-story structure, typically in a backyard, used for storing tools.
- **Upset:** Knock something over.
- **Water-cans:** A portable water container with a long spout and a detachable perforated cap, used for watering plants.
- **Wheelbarrow:** A small cart with a single wheel at the front and two supporting legs and two handles at the rear, used typically for carrying loads in building-work or gardening.
- **Chamomile:** An aromatic European plant of the daisy family, with white and yellow daisylike flowers, often used to make tea.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

Examine the pictures of vegetables below. Study the names and pictures of the vegetables until you can easily identify them. Sketch, color, or paint a picture of each vegetable.

French Beans (Green Beans)



Cucumber



Green Lettuce



Cabbages



Radishes



Potato



Parsley



Review Questions

1. **What does Peter Rabbit's mother forbid Peter from doing?** Peter Rabbit's mother forbids Peter from going into Mr. McGregor's garden.
2. **Why doesn't Peter Rabbit's mother want Peter to go into Mr. McGregor's garden?** Mr. McGregor's wife put Peter's father into a pie.
3. **Why doesn't Peter listen to his mother?** Peter doesn't listen to his mother because there are delicious vegetables to eat in Mr. McGregor's garden.
4. **What does Peter lose in the garden?** Peter loses his shoes and coat in the garden.
5. **What does Mr. McGregor do with Peter's shoes and coat?** Mr. McGregor uses the shoes and coat to make a little scarecrow.

Chapter 2: The Tailor of Gloucester

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A tailor is sewing a fancy cherry-colored coat and waistcoat for the town mayor. He sends his cat Simpkin out for supplies with the very last of their money, as he has no more cherry twist for the buttonholes. As he awaits his supplies, he hears a tip tap sound, and sees a bunch of little mice. When Simpkin returns, he hides the twist from his master, angry because the tailor does not give him a plump mouse for his dinner. The sad tailor goes to bed, and Simpkin hunts for the mice and fails to find any. The tailor falls ill for three days. On Christmas, Simpkin feels bad and fetches the cherry colored twist for his master. The tailor goes to his shop and finds the coat completed, save one buttonhole. There is a tiny note that says, 'NO MORE TWIST.' The tailor finished the jacket and from that day on his luck changed. With the help of the mice, he made the most beautiful coats and became a rich man.

Vocabulary

- **Gloucester:** A seaport in England.
- **Tailor:** A person whose occupation is making fitted clothes such as suits, pants, and jackets to fit individual customers.
- **Lappet:** A decorative flap.
- **Paduasoy:** A heavy, rich corded or embossed silk fabric, popular in the 18th century.
- **Pompadour:** A man's hairstyle in which the hair is combed up from the forehead without a part.
- **Lutestring:** A glossy silk fabric, or a satin-weave fabric resembling it.
- **Tippet:** A long, narrow strip of cloth forming part of or attached to a hood or sleeve.
- **Twist:** A fine strong thread consisting of twisted strands of cotton or silk.
- **Skein:** A length of thread or yarn, loosely coiled and knotted.
- **Wainscot:** An area of wooden paneling on the lower part of the walls of a room.
- **Waistcoat:** A vest, especially one worn by men over a shirt and under a jacket.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, little mice sew a beautiful coat for the Mayor.
- Study the real mouse below and sketch it.



Review Questions

1. **Who is the tailor sewing the coat for?** The mayor.
2. **What color will the coat be?** Cherry red.
3. **What supply does the tailor run out of?** Cherry colored twist (thread).
4. **Who does the tailor send out for the twist?** His cat, Simpkin.
5. **After the cat buys the twist, why doesn't he give it to the tailor?** He is resentful and hungry and blames his master because he has not plump mice to eat.
6. **Who sews the Mayor's coat for the tailor?** The little mice.

Chapter 3: The Tale of Squirrel Nutkin

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

For seven days, Squirrel Nutkin and the other little squirrels travel to Owl Island to gather nuts for the winter. The owl, Old Brown, lives on Owl Island. The other little squirrels bring offerings to Old Brown in exchange for free passage to gather nuts. But Nutkin brings nothing for Old Brown. Instead, Nutkin taunts Old Brown with riddles, sassy dancing, and even jumps right on his head. Nutkin wears out Old Brown's patience. Old Brown captures Nutkin and intends to skin him, but Nutkin escapes, breaking his tail in two in the process. To this day, if you meet Nutkin and ask him a riddle, he will only scold you with a 'Cuck-cuck-cuck-cur-r-r-cuck-k!'

Vocabulary

- **Tale:** A fictitious or true story, especially one that is imaginatively recounted.
- **Tail:** The hindmost part of an animal, especially when prolonged beyond the rest of the body.
- **Island:** A piece of land surrounded by water.
- **Paddle:** A short pole with a broad blade at one or both ends.
- **Permission:** To grant allowance for someone to do something.
- **Impertinent:** Rude.
- **Obstinate:** Stubbornly refusing to change one's opinion or chosen course of action, despite attempts to persuade one to do so.
- **Nettle:** A herbaceous plant that has jagged leaves covered with stinging hairs.
- **Minnow:** A small freshwater fish that typically forms large shoals (groups of fish).
- **Herring:** A silvery fish that is most abundant in coastal waters and is of great commercial importance as a food fish in many parts of the world.
- **Riddle:** A question or statement phrased to require cleverness in finding its answer or meaning, typically presented as a game.
- **Dock leaf:** A flowering weed with broad leaves and often red stems.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Study the Riddles

- Study Nutkin's riddles.
- Practice reciting them and memorize the answers.
- Tell the riddles to your friends and family.

Activity 5: Act Out the Story

- Play the roles of Nutkin and Old Brown.
- While playing Nutkin, say the riddles and dance about impertinently.
- While playing Old Brown, at first keep still and ignore Nutkin. Then, lose your patience and get him.

Activity 6: Draw the Story

- In the story, Squirrel Nutkin teases an owl named Old Brown until Owl Brown loses his patience and decides to skin him.
- Study the real owl below and sketch your own picture.



Review Questions

1. **Why do the squirrels go to Owl Island?** To gather nuts for the winter.
2. **Describe how squirrel Nutkin is impertinent?** He brings nothing for Old Brown, taunts him, and jumps on his head.
3. **What are some of the items the other squirrels bring for Old Brown?** Things owls like to eat such as mice, moles, beetles, honey, minnows, eggs.
4. **Why do the squirrels bring Old Brown presents?** The island is Old Brown's territory, and they need his permission to gather the nuts. The squirrels do not want Old Brown to eat them.
5. **How does Old Brown react to Nutkin's taunts?** He ignores them at first, but eventually loses his patience and captures Nutkin, intending to skin him.
6. **How does Nutkin escape Old Brown?** He pulls away hard, breaking his tail in two, but escapes.

Chapter 4: The Tale of Benjamin Bunny

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Remember in the Tale of Peter Rabbit, when Mr. McGregor uses Peter Rabbit's coat and shoes to make a little scarecrow? When Mr. and Mrs. McGregor take off in their gig, Benjamin Bunny figures it is the perfect time to take back Peter Rabbit's coat and shoes. Peter and Benjamin retrieve Peter's clothes. Peter is very nervous, but Benjamin is at ease and gathers vegetables. As they head out of the garden, they run into the cat. They end up stuck under a basket with the cat on top until old Mr. Benjamin Bunny comes along to find his son, little Benjamin. Old Mr. Bunny attacks the cat and locks it in the greenhouse. He whips his son and takes Benjamin and Peter out of the garden.

Vocabulary

- **Gig (carriage):** A light two-wheeled carriage pulled by one horse.
- **Widow:** A woman who has lost her spouse by death and has not remarried.
- **Camomile:** An aromatic European plant of the daisy family, with white and yellow daisylike flowers, often used to make tea.
- **Sown:** Planted (seeds) by scattering on or in the earth.
- **Clog:** A shoe with a thick wooden sole.
- **Cuff:** Strike (someone) with an open hand, especially on the head.
- **Greenhouse:** A glass building in which plants are grown that need protection from cold weather.
- **Switch:** A slender flexible shoot cut from a tree.
- **Perplexed:** Completely baffled; very puzzled.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Mr. McGregor has a scarecrow made from Peter Rabbit's coat and shoes.
- Study the real scarecrow below and draw or color your own picture.



Review Questions

1. **Why does Benjamin claim it is a good time to fetch Peter's lost clothes?** Benjamin saw Mr. and Mrs. McGregor take off in their gig.
2. **Where are Peter's lost clothes?** On a scarecrow in Mr. McGregor's garden.
3. **Which bunny is more nervous about being in Mr. McGregor's garden, Benjamin or Peter?** Peter is far more nervous, probably due to his narrow escape when he lost his clothes.
4. **Who traps Benjamin and Peter under a basket?** The cat.
5. **Who rescues Benjamin and Peter from the cat?** Old Mr. Benjamin Bunny, little Benjamin's father.
6. **What does old Mr. Benjamin Bunny do after rescuing Benjamin and Peter?** He whips little Benjamin with a switch and leads both little bunnies out of the garden.

Chapter 5: The Tale of Two Bad Mice

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Two dolls named Lucinda and Jane live in a beautiful doll house. One morning, they go out for a drive, and two bad mice named Tom Thumb and his wife Hunca Munca sneak into the dolls' house. The mice try to eat the food in the doll house, but become enraged when they realize the food is fake. The mice break the food, try to burn things in the fake fire, throw clothes out the window, and steal anything they can fit into their mouse hole. When the dolls return, they are shocked. The two bad mice feel guilty for what they have done. Later, Tom Thumb put a sixpence in one of the dolly's stockings at Christmas to pay for what they broke and stole. Plus, Hunca Munca sneaks into the dolls' house and sweeps with a broom.

Vocabulary

- **Muslin:** Lightweight cotton cloth in a plain weave.
- **Perambulator:** A baby carriage; pram (British).
- **Skirting-board:** A narrow wooden board running along the base of an interior wall.
- **Oilcloth:** Fabric treated on one side with oil to make it waterproof.
- **Hearthrug:** A rug laid in front of a fireplace to protect the carpet or floor.
- **Ham:** Meat from the upper part of a pig's leg salted and dried or smoked.
- **Cheesemonger:** A person who sells cheese, butter, and other dairy products.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Draw the Story

- The story takes place in a doll house.
- Study the picture of a doll house below. What types of rooms does it have?
- Draw or color your own doll house. Which rooms does it have? What furniture will you draw in each of the rooms?



Review Questions

1. **Where do Lucinda and Jane go when they leave their house?** For a drive in their perambulator.
2. **Why do Tom Thumb and Hunca Munca become enraged?** When they discover the food in the doll house is not real.
3. **Why don't things burn in the doll house fireplace?** The fire is not real and is made of paper.
4. **Why don't Tom Thumb and Hunca Munca steal the bookcase and bird cage and instead hide them behind the coal-box?** Those items do not fit into the mouse hole.
5. **What do Tom Thumb and Hunca Munca do to make amends with the dolls?** Tom Thumb gives them money, and Hunca Munca sweeps their house.

Chapter 6: The Tale of Mrs. Tiggy Winkle

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A little girl named Lucie loses her handkins and a pinny and sets out to find them. She comes to a little house inside a hill. Inside she meets a washer-woman named Mrs. Tiggy-winkle who is ironing and starching clothing. Mrs. Tiggy-winkle takes out and irons Lucie's handkins and her pinny. Lucie and Mrs. Tiggy-winkle take bundles of clothing and deliver them to various animals. When they are done delivering the laundry, Lucie realizes Mrs. Tiggy-winkle isn't a person, she's a hedgehog.

Vocabulary

- **Pocket-Handkin:** Handkerchief
- **Pinny:** A pinafore. A sleeveless apron-like garment worn over a child's dress.
- **Stile:** An arrangement of steps that allows people but not animals to climb over a fence or wall.
- **Clothes-props:** A support to hold wet clothing for air drying.
- **Bracken:** Large ferns.
- **Plaited Rushes:** Braided leaves used for strewing on floors.
- **Flagged Floor:** Floor covered in flat, square pieces of stone.
- **Singey:** A burned scent.
- **Curtsey:** A woman's or girl's formal greeting made by bending the knees with one foot in front of the other.
- **Damask:** A figured woven fabric with a pattern visible on both sides, typically used for table linen and upholstery.
- **Goffered:** Treated (a lace edge or frill) with heated irons to crimp or flute it.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Mrs. Tiggy-winkle does a curtsy in the story.
- Practice doing your own curtses.

Activity 5: Draw the Story

- In the story, the character of Mrs. Tiggy-winkle is a hedgehog.
- Study the real hedgehog below and draw or color your own picture.



Review Questions

1. **Why does Lucie go into Mrs. Tiggy-winkle's house?** To look for her handkerchiefs and pinny.
2. **What does Mrs. Tiggy-winkle do for a living?** She is a washer-woman who does laundry.
3. **Who has Lucie's handkerchiefs and pinny?** Mrs. Tiggy-winkle
4. **Is Mrs. Tiggy-winkle a person?** No, she is a hedgehog.
5. **What clues does Lucie have early on that Mrs. Tiggy-winkle is a hedgehog and not a person?** Mrs. Tiggy-winkle had a little black nose and prickles. She had a brown hand. Through her gown and cap, she had hairpins sticking out.

Chapter 7: The Tale of the Pie and the Patty Pan

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A pussy-cat named Ribby invites a little dog named Duchess for tea and promises to serve a delicious pie. Duchess accepts the invitation, but hopes the pie does not have mouse in it, for she does not like mouse. Ribby makes a mouse and bacon pie and puts it into the bottom of her two ovens. Duchess makes a veal and ham pie in a patty-pan and sneaks the pie into Ribby's top oven. When tea time comes, Duchess eats four servings of pie. Then she realizes there is no patty-pan and believes she has eaten it. When Ribby fetches the doctor, Duchess realizes her pie is still in the top oven and that she has eaten a mouse pie.

Vocabulary

- **Larder:** A room or large cupboard for storing food.
- **Ornamental:** Decorative.
- **Coal:** A combustible black or dark brown rock burned as fuel.
- **Hearth:** The area in front of a fireplace.
- **Kettle:** A vessel, usually made of metal and with a handle, used for boiling liquids or cooking foods.
- **Marmalade:** A preserve made from citrus fruit, especially bitter oranges, prepared like jam.
- **Gossip:** Casual or unconstrained conversation or reports about other people, typically involving details that are not confirmed as being true.
- **Hob:** A flat metal shelf at the side or back of a fireplace, having its surface level with the top of the grate and used especially for heating pans.
- **Genteel:** Polite, refined, or respectable, often in an affected or ostentatious way.
- **Minced:** Cut up or grinded (food, especially meat) into very small pieces.
- **Patty-pan:** A small pan used to make small flat cakes of minced food.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Duchess prefers veal and ham pie to mouse pie. Study the meat pie below. Is it in a patty-pan?
- Draw Ribby's mouse and bacon pie without a patty-pan.
- Draw Duchess' veal and ham pie in the patty-pan.



Review Questions

1. **How many ovens does the pussy-cat Ribby have?** Two ovens.
2. **Why doesn't Duchess want to eat Ribby's pie?** Because it contains mouse, and Duchess does not like mouse.
3. **Why doesn't Duchess write to Ribby that she doesn't want a mouse pie?** She thinks it would be rude.
4. **Why does Duchess think she's eaten a patty-pan?** She believes she is eating her veal and ham pie, which has a patty-pan. She is actually eating Ribby's mouse and bacon pie, which has no patty-pan.
5. **What does Ribby find broken in her yard at the end of the story?** Duchess' patty-pan.

Chapter 8: The Tale of Mr. Jeremy Fisher

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A frog named Jeremy Fisher goes fishing for minnows, but instead is injured by a stickleback and almost gets eaten by a trout.

Vocabulary

- **Buttercup:** A plant with bright yellow cup-shaped flowers.
- **Mackintosh:** A full-length waterproof coat.
- **Galoshes:** A waterproof overshoe, typically made of rubber.
- **Rod:** A thin straight bar, especially of wood or metal.
- **Basket:** A container used to hold or carry things, typically made from interwoven strips of cane or wire.
- **Punted:** Travel or convey in a punt, a long, narrow, flat-bottomed boat.
- **Stickleback:** A small fish with sharp spines along its back, able to live in both salt and fresh water.
- **Shoal:** Many fish swimming together.
- **Trout:** A chiefly freshwater fish of the salmon family, highly valued as food and game.
- **Cork:** The buoyant, light brown substance obtained from the outer layer of the bark of the cork oak, used to stopper bottles.
- **Pike:** A long-bodied predatory freshwater fish with a pointed snout and large teeth.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Jeremy Fisher fishes for minnows, is injured by a stickleback, and is almost eaten by a trout.
- Sketch each type of fish shown below.
- Minnow (small and harmless):



- Stickleback (note its prickly spine - ouch!):



- Trout (almost ate poor Jeremy):



Review Questions

1. **What does Jeremy Fisher want to eat for dinner?** Jeremy Fisher wants to eat minnows for dinner.
2. **What does Jeremy Fisher catch on the end of his fishing line?** Jeremy Fisher catches a spiny fish called a stickleback.
3. **What tries to eat Jeremy Fisher?** A big trout tries to eat Jeremy Fisher.
4. **What saves Jeremy Fisher from the trout?** The trout doesn't like the taste of Jeremy Fisher's mackintosh and spits him back out.

Chapter 9: The Story of a Fierce Bad Rabbit

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A fierce, bad rabbit scratches a nice rabbit and steals the nice rabbit's carrot. The nice rabbit hides in hole and is sad. A man with a gun shoots the bad rabbit's whiskers and tail off.

Vocabulary

- **Fierce:** Having or displaying an intense or ferocious aggressiveness.
- **Savage:** Fierce, violent, and uncontrolled.
- **Gentle:** Mild in temperament or behavior; kind or tender.
- **Creep:** Move slowly and carefully, especially to avoid being heard or noticed.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, a hunter shoots the whiskers and tail off a bad rabbit.
- Study the real rabbit below. Find the rabbit's whiskers and tail.



- Draw the bad rabbit with no whiskers and no tail.

Review Questions

1. **What does the fierce, bad rabbit do to the gentle rabbit?** Scratches him and takes his carrot.
2. **What does the good rabbit do after the bad rabbit takes his carrot?** Hides in a hole and is sad.
3. **What does the man do to the bad rabbit?** Shoots him.
4. **What does the bad rabbit lose?** His whiskers and tail.
5. **What does this story mean?** What goes around comes around.

Chapter 10: The Story of Miss Moppet

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A kitten named Miss Moppet tries to catch a taunting mouse and hits her head. Miss Moppet ties up her hurt head and pretends to be ill. The mouse comes closer for a look and Miss Moppet catches him. She ties the mouse up in her duster and tosses it around. The mouse escapes through hole in the duster, climbs up on cupboard, and dances a jig.

Vocabulary

- **Cupboard:** A cabinet or closet, usually with a door and shelves, used for storage.
- **Duster:** A cloth or brush for dusting furniture.
- **Bell Pull:** The handle or cord used to ring a bell.
- **Jig:** A lively dance with leaping movements.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, a kitten and a mouse taunt and tease one another.
- Study the real cat and mouse below.



- Draw a cat and a mouse together.

Review Questions

1. **How does Miss Moppet hit her head?** She jumps to catch a taunting mouse and misses, hitting her head on the cupboard.
2. **How does Miss Moppet catch the mouse?** She pretends to be hurt and grabs the mouse when he comes near to investigate.
3. **How does the mouse escape Miss Moppet?** He escapes through a hole in the duster she's tied him in.
4. **What does the mouse do after he escapes?** He taunts Miss Moppet again and dances a jig on top of the cupboard.

Chapter 11: The Tale of Tom Kitten

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

In preparation for a tea party, Tom Kitten and his two sisters, Mittens and Moppet are groomed and dressed in fancy clothes by their mother, Mrs. Tabatha Twitchit. Mrs. Tabatha sent them into the garden to play. While playing, the kittens get their nice clothes dirty and lose them. Some puddle-ducks pick up the clothes and dress themselves, then waddle off to the pond. The ducks lose the clothes in the pond, as the buttons have come off. Mrs. Tabatha finds the kittens without their clothes, smacks them, and makes them stay upstairs while company visits. However, the rascally kittens kick up a ruckus, disturbing the visitors below.

Vocabulary

- **Pinafore:** A sleeveless apron-like garment worn over a child's dress.
- **Tucker:** A piece of lace or linen worn in or around the neck.
- **Frock:** A woman's or girl's dress.
- **Rockery:** A heaped arrangement of rough stones with soil between them, planted with rock plants.
- **Affronted:** Offend the modesty or values of.
- **Measles:** An infectious viral disease causing fever and a red rash on the skin.
- **Repose:** A state of rest, sleep, or tranquility.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, kittens are dressed in fancy clothes and eventually lose them to some puddle-ducks.

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- Study the image below of kittens wearing clothes.
- Draw a kitten wearing clothes.



Review Questions

1. **Why does Mrs. Tabatha Twitchit dress her kittens in fancy clothes?** She is hosting company for a tea party.
2. **What happens to the fancy clothes when the kittens go out into the garden?** The clothes become dirty, buttons pop off, and clothes fall off.
3. **Who picks up and puts on the clothing?** The puddle-ducks.
4. **What does Mrs. Tabatha do when she discovers the kittens without their clothing?** She smacks them and makes them stay upstairs during the party.
5. **Do you think the kittens were sad about missing the party?** No, they were probably having a fun time upstairs, making a ruckus.

Chapter 12: The Tale of Jemima Puddle Duck

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Jemima Puddle-Duck doesn't want her eggs taken away again at the farm, so she flies into the woods in search of a place to make a nest. She meets a kind black-eared, whiskered gentleman, who takes her to his shed, which is full of feathers. When she lays her eggs, the gentleman asks her to get him some sage and onions for an omelet. As Jemima gathers the herbs and onions, collie dog Kep asks her why and Jemima tells him all about the whiskered gentleman and her nest. When Jemima returns to forest and her shed, Kep and two puppies lock her in the shed. She hears a ruckus outside and never sees the whiskered gentleman again. The puppies eat her eggs, but later she lays more and hatches four ducklings.

Vocabulary

- **Hatch:** Incubate an egg. Emerge from an egg.
- **Poke bonnet:** A woman's bonnet with a projecting brim or front.
- **Brushwood:** Undergrowth, twigs, and small branches, typically used for firewood or kindling.
- **Foxgloves:** A tall plant with erect spikes of pinkish-purple or white flowers, shaped like the fingers of gloves.
- **Shed:** A simple roofed structure, typically made of wood or metal, used as a storage space, a shelter for animals, or a workshop.
- **Snippet:** A small piece or brief extract.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Jemima runs away because she wants to hatch her own eggs.
- Study the image below of eggs in a nest.
- Draw a nest with some eggs in it.



Review Questions

1. **What kind of animal is the whiskered, black-eared gentleman?** A fox.
2. **Why did the fox have a shed full of feathers?** The feathers were most likely from his past feathered victims.
3. **Why didn't the fox eat Jemima right away?** He wanted to eat her eggs too.
4. **Why did the fox ask Jemima to gather onions and herbs?** He wanted to cook poor Jemima and her eggs and season them with the herbs and onions.
5. **What happens to the fox?** It is unclear, but the fox was either driven away or killed by the dogs.

Chapter 13: The Roly-Poly Pudding

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Mrs. Tabitha Twitchit decides to lock her children up on baking day to keep them out of mischief. Tom Kitten sneaks away, climbs up the chimney, and discovers a passage to the attic. Two hungry rats in the attic tie up the poor kitten, cover him in butter and dough in a plan to make kitten dumpling roly-poly pudding for dinner. The dog John Joiner comes to the rescue, scaring off the rats and rescuing poor Tom. When Tom grows older, his brother and sister become successful rat hunters, but poor Tom is still afraid of rats.

Vocabulary

- **Cupboard:** A cabinet or closet, usually with a door and shelves, used for storage.
- **Pantry:** A small room or closet in which food, dishes, and utensils are kept.
- **Wainscot:** An area of wooden paneling on the lower part of the walls of a room.
- **Cat's Cradle:** A child's game in which a loop of string is put around and between the fingers and complex patterns are formed.
- **Soot:** A black powdery or flaky substance consisting largely of amorphous carbon, produced by the incomplete burning of organic matter.
- **Fender:** A low frame bordering a fireplace to contain burning materials.
- **Roly-poly:** A sweet pastry dough covered with jam or fruit, formed into a roll, and boiled, steamed, or baked.
- **Flue:** A channel for smoke and waste gases produced by a fire, a gas heater, a power station, or other fuel-burning installation.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, Tom Kitten is saved by a dog named John Joiner.
- John Joiner is a Cairn terrier. Cairn terriers are dogs originating in Scotland, bred to chase quarry around cairns.
- Find the UK on the map of Europe below. Scotland is in the northern part of the island.



Activity 5: Model the Story

- A 'cairn' is a pile of stones stacked atop one another. Cairns are used to mark hiking trails or landmarks or to mark burial plots (Google define).
- Construct your own cairn out of stones (or substitute blocks, Legos, or other items) as shown below.



Review Questions

1. **Why did Mrs. Tabitha Twitchit decide to lock up her three kittens?** She wanted to bake without them getting in to mischief.
2. **Why did Tom go up into the chimney?** He didn't want to be locked up.
3. **What did the rats do to Tom Kitten?** They tied him up and covered him in butter and dough to make a kitten roly-poly pudding.
4. **Who saved Tom Kitten?** The dog John Joiner.
5. **Why doesn't Tom become a rat hunter like his brother and sister?** He is still afraid of rats.

Chapter 14: The Tale of the Flopsy Bunnies

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Mr. Benjamin Bunny and his little bunnies stuff themselves with lettuces from Mr. McGregor's rubbish heap and fell asleep. Mr. McGregor captures the little bunnies, ties them in a sack, and leaves the sack on the wall. Mrs. Thomasina Tittlemouse nibbles a hole in the sack and Mr. Benjamin Bunny pulls the babies out. Then the bunnies stuff the bag full of rotten vegetables and hide under a bush to wait and watch. Mr. McGregor brings the bag home. Mrs. McGregor opens the sack, finds rotten vegetables instead of bunnies, becomes angry, and throws the vegetables.

Vocabulary

- **Soporific:** Tending to induce drowsiness or sleep.
- **Improvident:** Not having or showing foresight; thoughtless.
- **Rubbish:** Waste material; refuse or litter.
- **Slumber:** Sleep.
- **Tread:** Walk in a specified way.
- **Marrow:** A white-fleshed green-skinned gourd, which is eaten as a vegetable (British). An overgrown, overripe zucchini.
- **Turnips:** A round root with white or cream flesh that is eaten as a vegetable and has edible leaves.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

In the story, several types of vegetables are mentioned, including lettuces, cabbages, marrow, and turnips.

Examine the pictures of vegetables below. Study the names of each vegetable until you can identify them by sight. Sketch and color each one.

- Green Lettuce



- Cabbages



- Marrows (CC-BY-SA-4.0 Dbfirs. Wikipedia Commons. commons.wikimedia.org)



- Turnip



Review Questions

1. **Why do the bunnies become soporific?** The bunnies eat a large quantity of lettuces.
2. **What does Mr. McGregor do to the bunnies when he finds them sleeping?** Mr. McGregor ties them in a bag.

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3. **How are the little bunnies freed from the bag?** Mrs. Tittlemouse nibbles a hole in the bag and the little bunnies are pulled out.
4. **What is put in the bag in place of the little bunnies?** Rotten vegetables are put in the bag in place of the little bunnies.
5. **Why does Mrs. McGregor get angry at Mr. McGregor?** Mrs. McGregor opens the bag and expects to find bunnies, but instead she finds rotten vegetables.

Chapter 15: The Tale of Mrs. Tittlemouse

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Poor tidy Mrs. Tittlemouse just wants a clean house. Unfortunately, her house is invaded by beetles with dirty feet, ladybugs, spiders, bees that bring in moss, a toad named Mr. Jackson, creepy-crawlies, and a butterfly. She kicks them all out, cleans her home until it is neat and clean again, and throws a party for some of her mice friends. When Mr. Jackson wants to attend the party, she won't let him inside, but passes cups of honeydew outside, which makes him happy.

Vocabulary

- **Passage:** A narrow way, typically having walls on either side.
- **Cellar:** A room below ground level in a house, typically one used for storing food, wine, or coal.
- **Larder:** A room or large cupboard for storing food.
- **Ladybird:** Ladybug.
- **Cherrystone:** The hard inner stone of the cherry fruit.
- **Cowslips:** A plant with clusters of drooping fragrant yellow flowers in spring, growing on dry grassy banks and in pasture.
- **Moss:** A small flowerless green plant that lacks true roots, growing in low carpets or rounded cushions in damp habitats.
- **Tidy:** Arranged neatly and in order.
- **Untidy:** Messy and disordered.
- **Lodging:** A place in which someone lives or stays temporarily.
- **Intrusion:** The act of putting oneself deliberately into a place or situation where one is unwelcome or uninvited.
- **Offend:** Resentful or annoyed, typically because of a perceived insult.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

In the story, several types of creatures invade poor Mrs. Tittlemouse's house.

Examine the pictures of the invaders below. Study the names of each type of creature until you can identify them by sight.

Sketch and color each one.

- Beetle (Rhinceros)



- Ladybug



- Bee



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- Spider



- Toad



- Creepy-Crawlies (Centipede)



- Butterfly



Review Questions

1. **Who is the tidy character in the story?** Mrs. Tittlemouse is the tidy character.
2. **Why does Mrs. Tittlemouse kick the other animals out of her house?** Mrs. Tittlemouse wants to keep her house neat and the others are messing up her house.
3. **Why does Mrs. Tittlemouse's house smell of honey?** Bees invaded Mrs. Tittlemouse's storeroom, have filled it with untidy moss, and are living there.
4. **What does Mrs. Tittlemouse do after cleaning her house?** Mrs. Tittlemouse throws a party for her mouse friends after cleaning her house.
5. **Is Mrs. Tittlemouse kind? Why or why not?** Answers will vary. Mrs. Tittlemouse does seem to be kind, although somewhat consumed with cleanliness. At the end of the story, even though she will not let Mr. Jackson inside, she still gives him refreshments.

Chapter 16: The Tale of Timmy Tiptoes

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Gray squirrels Timmy Tiptoes and his wife Goody store nuts for when they awaken from winter hibernation in spring. Since squirrels often forget where they bury nuts in the ground, Timmy and Goody empty bags of nuts through a small woodpecker hole high up in a hollow tree. A bird begins singing near Timmy, 'Who's been digging up my nuts?' When the other squirrels hear the song, they think Timmy has stolen their buried nuts. They grab Timmy and shove him into the small hole high up in the tree. Timmy barely fits through the hole, but eventually the squirrels shove him through, bruising his ribs badly. Timmy tumbles down and lands among the nuts he'd stored there. Down in the trunk, Timmy meets a chipmunk named Chippy Hackee who encourages Timmy to eat nuts. Timmy keeps eating nuts, growing fatter and fatter. Timmy and Chippy's wives find them, but Timmy is far too plump to get out the hole and Chippy doesn't want to go home. Timmy stays in the tree until a big wind blows off the top of the tree. Chippy stays until a hungry bear comes looking for the nuts and ends up with a bad head cold.

Vocabulary

- **Hibernate:** Of an animal or plant, spend the winter in a dormant state.
- **Stump:** The bottom part of a tree left projecting from the ground after most of the trunk has fallen or been cut down.
- **Thatch:** A roof covering of straw, reeds, palm leaves, or a similar material.
- **Thicket:** A dense group of bushes or trees.
- **Woodpecker:** A bird with a strong bill and a stiff tail, that climbs tree trunks to find insects and drums on dead wood to mark territory.
- **Peck (amount):** A measure of capacity for dry goods, equal to a quarter of a bushel (8 US quarts = 8.81 liters, or 2 imperial gallons = 9.092 liters).
- **Venture:** A risky or daring journey or undertaking.
- **Fie:** Used to express disgust or outrage. (archaic)

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the main character of Timmy Tiptoes is a gray squirrel.
- Study the real gray squirrel below and sketch your own picture.



Review Questions

1. **Why don't Timmy and Goody bury their nuts in the ground?** Squirrels lose half of the nuts because they can't remember where they buried them.
2. **Who made the small hole high up in a tree where Timmy and Goody dump bags of nuts?** A woodpecker made the hole high up in the tree.
3. **Why do the other squirrels shove Timmy through the woodpecker hole?** The other squirrels believe Timmy's been digging up and stealing their buried nuts.
4. **Who does Timmy meet at the bottom of the hollow tree?** Timmy meets Chippee Hackee at the bottom of the hollow tree.
5. **Why is Timmy stuck in the hollow tree?** Timmy eats too many nuts and becomes too plump to fit out of the hole.

Chapter 17: The Tale of Mr. Tod

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Fox Mr. Tod keeps many homes, and badger Tommy Brock often stays without permission in Mr. Tod's unoccupied homes. Tommy Brock steals Benjamin Bunny's babies and brings them back to one of Mr. Tod's homes. He stashes them in the cold oven for the morning's breakfast and goes to bed. Benjamin Bunny and Peter Rabbit come to rescue the baby bunnies, but cannot get inside the house. Mr. Tod comes to the house and finds Badger sleeping in his bed. Enraged, he hangs a bucket of water attached to a long rope over Tommy Brock. Mr. Tod goes outside and frees the rope, causing the bucket to come crashing down on the bed. Mr. Tod sees an unmoving lump on the bed, he rejoices because he believes Tommy Brock is dead. But Tommy Brock was awake and laughing at Mr. Tod the whole time and is now sipping tea at the kitchen table. Tommy Brock and Mr. Tod get into a brawl, smash up the house, and tumble out the door and outside. In the chaos, Benjamin Bunny saves his babies.

Vocabulary

- **Pollard:** A tree whose top and branches have been cut off to encourage new growth.
- **Crag:** A steep or rugged cliff or rock face.
- **Muffler:** A scarf or wrap worn around the neck and face for warmth.
- **Wood Sorrel:** A small woodland plant with cloverlike leaves and five-petaled flowers.
- **Darnel:** A ryegrass.
- **Flag:** Short for 'flagstone', which is a flat stone slab, typically rectangular or square, used for paving.
- **Midge:** A small two-winged fly that is often seen in swarms near water or marshy areas.
- **Coal Scuttle:** A metal container with a sloping hinged lid and a handle, used to fetch and store coal for a domestic fire.
- **Caper:** A bramble-like shrub.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- In the story, the character of Tommy Brock is a badger.
- Study the real badger below and draw or color your own picture.



Review Questions

1. **Why does Tommy Brock steal the baby bunnies?** Tommy Brock is very hungry and wants to eat the baby bunnies.
2. **Why doesn't Mr. Tod like Tommy Brock?** Tommy Brock breaks into Mr. Tod's houses and stays uninvited. Tommy is also very smelly and dirty.
3. **What trick does Mr. Tod try to play on Tommy Brock?** Mr. Tod tries to dump a bucket of water on Tommy while Tommy is sleeping.
4. **Does the trick work?** No, Tommy is awake the whole time and leaves the bed before the bucket of water crashes down.
5. **How does Mr. Tod unwittingly help to rescue the baby bunnies?** Mr. Tod fights Tommy Brock, causing a distraction and enabling Benjamin Bunny to sneak in the house and rescue the babies.

Chapter 18: The Tale of Pigling Bland

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Pigling Bland's mother has too many piglets and decides to send all but one away. She gives Pigling Bland and his brother, Alexander, licenses and sends them to market to be hired by farmers. Alexander acts up, loses his license, and a policeman walks him back home to the farm. Pigling Bland continues to the market, becomes lost, and falls asleep in a hen house. The owner, Peter Thomas Piperson, comes and puts Pigling Bland and some hens in a hamper and takes them back to his house. Mr. Piperson lets Pigling sleep on a rug and feeds him. Pigling finds that another small, black pig named Pig-wig lives in Mr. Piperson's house. Pigling and Pig-wig run away from Mr. Piperson, who aims to make hams and bacon out of them. A grocer stops them and demands to see their licenses. The pigs run far away and dance with joy.

Vocabulary

- **License:** A permit from an authority to own or use something, do a particular thing, or carry on a trade.
- **Market:** A regular gathering of people for the purchase and sale of provisions, livestock, and other commodities.
- **Reproved:** Reprimanded or censured.
- **Frivolity:** Silliness.
- **Grocer:** A person who sells food and small household goods.
- **Ploughman:** A person who uses a plow, such as a farm worker.
- **Pelted:** To run somewhere very quickly.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- The story centers around the friendship and escape of two pigs named Pigling and Pig-wig.
- Examine the pictures of real pigs below.
- Draw and color Pigling and Pig-wig. Remember, Pig-wig is a small, black pig.



Review Questions

1. **Why does Pigling Bland's mother send him to market?** Pigling Bland's mother has too many piglets getting into too much trouble and eating too much.
2. **Why does Alexander return to the farm?** Alexander loses his license.
3. **Who does Pigling meet at Mr. Piperson's house?** A little black pig named Pig-wig.
4. **Why do Pigling and Pig-wig run away from Mr. Piperson?** He wants to make ham and bacon out of them.
5. **Why do Pigling and Pig-wig run away from the grocer?** He is suspicious of their licenses, both have boy names and Pig-wig is a girl pig.

Chapter 19: The Tale of Ginger and Pickles

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Cat and dog team Ginger and Pickles run a small shop and make the mistake of giving unlimited credit to their customers. Their customers take advantage of them, making them so poor they must eat their own goods and Pickles can't afford a dog license. Eventually, they can't pay their taxes and go out of business. Ginger moves to game preserve for rabbits and Pickles becomes a game-keeper. Sally Henny Penny reopens the shop, gives no credit, and insists of being paid cash.

Vocabulary

- **Shop:** A store where goods or services are sold.
- **Till:** A cash register or drawer for money in a store, bank, or restaurant.
- **Customer:** A person or organization that buys goods or services from a store or business.
- **Credit:** The ability of a customer to obtain goods or services before payment, based on the trust that payment will be made in the future.
- **Game-keeper:** A person employed to breed and protect game, typically for a large estate.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw and color Ginger and Pickles.
- Remember that Ginger is a yellow cat and Pickles is a terrier.
- See below pictures of a real yellow cat and a real terrier dog for reference.



Review Questions

1. **What do Ginger and Pickles do for a living at the beginning of the story?** Ginger and Pickles run a small shop.
2. **Why are the rabbits afraid of Pickles and the mice afraid of Ginger?** The rabbits and mice are afraid they will be eaten, as dogs often chase and eat rabbits and cats often chase and eat mice.
3. **What is credit?** Credit is when customers take goods without paying for them, with the promise to pay in the future.
4. **Why do Ginger and Pickles go out of business?** Ginger and Pickles' customers never pay for what they take on credit.
5. **What does Sally Henny Penny do differently when she reopens the shop?** Sally Henny Penny gives no credit and insists on being paid in cash.

Raggedy Ann Stories

Chapter 1: Raggedy Ann Learns a Lesson

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

The book 'Raggedy Ann Stories' relates tales of the adventures of the dolls owned by a little girl named Marcella. In this story, the dolls sneak out of the nursery, with Raggedy Ann leading the expedition. The dolls sneak into the pantry, feast on cream, corn bread, molasses, and raspberry jam, and then return to the nursery. When Marcella finds her dolls sticky and messy, she washes them and hangs them to dry. After the dolls are clean and dry, Marcella holds a tea party for the dolls. Later that night, Raggedy realizes Marcella taught the dolls two lessons by holding the tea party. Never take what can be yours for the asking, and don't do things that cause our loved ones unhappiness.

Vocabulary

- **Mistress:** A woman in a position of authority or control.
- **Soldier:** A person who serves in an army.
- **Expedition:** A journey undertaken by a group of people with a particular purpose, especially that of exploration, scientific research, or war.
- **Leader:** The person who leads or commands a group, organization, or country.
- **Pantry:** A small room or closet in which food, dishes, and utensils are kept.
- **Rip:** Tear or pull something quickly or forcibly away from something or someone.
- **Leak:** Lose or admit contents, especially liquid or gas, through a hole or crack.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

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Activity 4: Discuss the Story

- In the story, Marcella teaches the dolls two lessons. Never take what can be theirs for the asking, and don't do things that cause our loved ones unhappiness.
- Discuss polite ways to ask for something.
- Talk about how you can be considerate and keep from causing your loved ones unnecessary unhappiness.

Activity 5: Draw the Story

- In the story, one of the dolls is a jumping-jack. Draw a jumping-jack doll as shown below in the picture entitled 'The English Ladies' Dandy Toy', by Isaac Robert Cruikshank.



Review Questions

1. **Why do the dolls sneak out of the nursery?** The dolls sneak out of the nursery to get a snack from the pantry.
2. **Why can't Raggedy Ann think clearly?** Raggedy Ann can't think clearly because she has a rip in her head.
3. **How does the French Dolly fix Raggedy Ann's head?** The French Dolly pins Raggedy Ann's head closed.
4. **What does Marcella do when she notices the dolls are sticky from their pantry snack?** Marcella takes the sticky dolls outside, washes them, and hangs them up to dry.
5. **What two lessons does Raggedy Ann learn?** Raggedy Ann learns to never take what can be hers for the asking and to never do things that cause her loved ones unhappiness.

Chapter 2: Raggedy Ann and the Washing

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Marcella wakes in a bad mood. She accidentally flings Raggedy into the hamper with the dirty laundry. Dinah collects the laundry, boils and wrings out Raggedy Ann. Raggedy's dress buttons fall off, her button eye becomes loose, and she's wrung out flat as a pancake. Marcella is angry at Dinah, until she realizes it was her bad temper that put Raggedy in the laundry. Dinah hangs Raggedy out to dry, pats her, and rolls her until she is soft and round again. Marcella apologizes to the dolls for her bad mood that morning.

Vocabulary

- **Sob:** Cry noisily, making loud, convulsive gasps.
- **Downhearted:** Discouraged; in low spirits.
- **Cross:** Annoyed or angry.
- **Clothes Hamper:** A large basket with a lid used for laundry.
- **Boiler:** A metal tub for washing or sterilizing clothes at a very high temperature (archaic).
- **Stuffing:** Padding used to stuff cushions, furniture, or soft toys.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Discuss the Story

Discuss the ways Marcella acted inappropriately in the story.

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- Marcella took out her bad mood on Raggedy Ann by throwing Raggedy Ann in the hamper.
- Marcella blamed Dinah for her own mistake.

Discuss how Marcella made amends for her inappropriate behavior.

- Marcella acknowledged her mistakes to her mother and Dinah.
- Marcella apologized to the dolls for her bad mood.
- The story doesn't say specifically that Marcella apologized to Dinah, but that also would have been the right thing to do.

Review Questions

1. **How does Raggedy Ann end up in the hamper?** Marcella accidentally tosses Raggedy Ann in the hamper.
2. **What does Dinah do to Raggedy Ann?** Dinah places Raggedy with the other clothes into the boiler and wrings her out.
3. **What happens to Raggedy Ann while she is boiled and wrung out?** Raggedy Ann loses two buttons from her dress, her button eye becomes loose, and she is wrung out flat as a pancake.
4. **Why is Marcella wrong to blame Dinah for what happened to Raggedy Ann?** Marcella is the one who was cross and tossed Raggedy into the hamper.
5. **How does Dinah fix Raggedy Ann?** Dinah hangs Raggedy Ann out to dry, pats Raggedy Ann, and rolls Raggedy Ann until she is soft and round again.

Chapter 3: Raggedy Ann and the Kite

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Marcella and Raggedy Ann watch some boys build a kite out of sticks and cloth and try to fly it. Unfortunately, the kite crashes into the ground because it needs more tail. Marcella and the boys tie Raggedy Ann to the tail. Raggedy Ann soars up into the sky attached to the kite. Raggedy enjoys flying until the wind rips the rag tying her to the kite and she falls through the air. Marcella and the boys look for Raggedy Ann, but cannot find her. Raggedy Ann has fallen into a tree over Marcella's house, next to two robins and their nest. The next morning, as the robins sing, Marcella looks at the Robins and sees Raggedy Ann peeping out of the tree. Marcella's daddy rescues Raggedy Ann from the tree.

Vocabulary

- **Kite:** A toy consisting of a light frame with thin material stretched over it, flown in the wind at the end of a long string.
- **Twine:** Strong thread or string consisting of two or more strands of hemp, cotton, or nylon twisted together.
- **Breeze:** A gentle wind.
- **Nest:** A structure or place made or chosen by a bird for laying eggs and sheltering its young.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Model the Story

In the story, Raggedy Ann falls next to next to two robins and their nest. Create your own paper nest.

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- Use a scissors to cut thin strips or 'branches' out of construction paper.
- Study the picture of a nest below. Interweave the paper strips to form your own nest.
- Using construction paper and crayons or markers, color and cut out some birds and eggs.
- Place the birds and eggs into your nest.



Review Questions

1. **What do the boys build?** The boys build a kite.
2. **What do the boys do when their kite can't fly?** When the kite won't fly, the boys tie Raggedy Ann to the kite.
3. **What happens when the wind rips the rag tying Raggedy Ann to the kite?** Raggedy Ann falls into a tree near a robin's nest.
4. **Why does Marcella look up into the tree and see Raggedy Ann?** Marcella hears the robins singing and looks up.

Chapter 4: Raggedy Ann Rescues Fido

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Raggedy Ann can't sleep. She realizes she hasn't seen the dog, Fido, all day long. Fido is lost. The dolls decide to look for Fido and jump out the nursery window. The Indian doll tracks Fido's trail. They come across a dog in a dog house named Peterkins. Peterkins saw the Dog Catcher come with a long stick catch Fido, put him in a wagon with a lot of other dogs, and then take him to a big wire pen. Peterkins leads the dolls to the wire pen. Peterkins lifts Raggedy Ann up so she can lift the latch and free the dogs. They run home. Fido is so grateful, he licks each of the dolls' cheeks.

Vocabulary

- **Tin Soldier:** A toy soldier made of metal.
- **Penny Doll:** Small doll sold for one cent (archaic).
- **Track:** Follow the course or trail of (someone or something), typically to find them or note their location at various points.
- **Dog Catcher:** An official who rounds up and impounds stray dogs in a community.
- **Pen:** A small enclosure in which animals are kept.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Play the roles of the Dog Catcher, Fido, and Raggedy Ann.

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- Act out the Dog Catcher catching Fido and placing him in a pen (you might use a room or a couch as a pen).
- Act out Raggedy Ann freeing Fido from the pen.

Review Questions

1. **Why is Raggedy Ann worried?** Raggedy Ann is worried because she hasn't seen Fido all day long.
2. **How do the dolls get out of the nursery?** The dolls get out of the nursery by jumping out the nursery window.
3. **What does the Dog Catcher do?** The Dog Catcher traps Fido with a long stick, puts Fido in a wagon, and locks Fido in a pen with other dogs.
4. **How does Raggedy Ann reach the latch to open the pen and free the dogs?** Peterkins lifts Raggedy Ann up to reach the latch.
5. **Why does Fido lick the dolls' cheeks?** Fido is grateful that the dolls rescued him from the Dog Catcher.

Chapter 5: Raggedy Ann and the Painter

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Painters come to repaint the nursery. A painter dances with Raggedy Ann and throws her into the air. One time he misses catching her and she lands in a paint bucket. Marcella cries when she sees Raggedy Ann covered in paint. The painter brings Raggedy Ann home so his mother can clean the paint off. The painter's mother cleans Raggedy, fills her with new stuffing, and adds something special. The painter's mother puts a candy heart labeled, 'I LOVE YOU', inside Raggedy Ann.

Vocabulary

- **Nursery:** A room in a house for the special use of young children.
- **Painter:** A person who paints buildings, walls, ceilings, and woodwork, especially as a job.
- **Tossing:** Throw something somewhere lightly, easily, or casually.
- **Trifle:** A thing of little value or importance.
- **Secret:** Not known or seen or not meant to be known or seen by others.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Discuss the Story

- In the story, the painter's mother puts a candy heart labeled, 'I LOVE YOU', inside Raggedy Ann.
- Color and cut out a picture of Raggedy Ann's secret, the candy heart with the words, 'I LOVE YOU.'
- Tape the special candy heart to your shirt, over your own heart.

Review Questions

1. **How does Raggedy Ann become covered in paint?** The painter tosses her up and does not catch her. Raggedy Ann lands in a paint can.
2. **What does Marcella do when she sees Raggedy Ann covered in paint?** Marcella cries when she sees Raggedy Ann covered in paint.
3. **Who cleans the paint off Raggedy Ann?** The painter's mother cleans the paint off Raggedy Ann.
4. **When Raggedy Ann returns to the nursery, what secret does she tell the other dolls?** Raggedy Ann tells the other dolls that the painter's mother placed a candy heart inside her that reads, 'I LOVE YOU.'

Chapter 6: Raggedy Ann's Trip on the River

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

After an outdoor tea party, Marcella leaves Raggedy Ann alone outside. Fido thinks Raggedy Ann wants to play, grabs her, and shakes her. Although Fido has fun, Raggedy Ann does not enjoy the rough play. Another dog comes along, and the dogs play tug-of-war on a bridge. Raggedy Ann accidentally falls into the water. Raggedy Ann floats on the brook, enjoying the soothing current, and falls asleep. Eventually, she lodged against a big stone. Marcella and her daddy found Raggedy Ann. They brought Raggedy home and dried her. Raggedy Ann is so happy, she thinks the water melted her candy heart and the heart has filled her whole body. All the other dolls are happy too.

Vocabulary

- **Orchard:** A piece of land planted with fruit trees.
- **Tea Party:** A social gathering in the afternoon at which tea, cakes, and other light refreshments are served.
- **Tug-of-War:** A contest in which two teams pull at opposite ends of a rope until one drags the other over a central line.
- **Foot-Bridge:** A bridge designed to be used by pedestrians.
- **Brook:** A small stream.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

In a safe, open area, play tug-of-war with a jump rope, a sheet, or other item.

Review Questions

1. **Why is Raggedy Ann outside?** Raggedy Ann is at Marcella's outdoor tea party. Marcella asks Raggedy to watch Marcella's things.
2. **Why does Fido think Raggedy Ann wants to play?** Fido thinks Raggedy Ann wants to play because Raggedy Ann is smiling.
3. **How does Raggedy Ann fall into the brook?** Fido and another dog play tug-of-war with Raggedy Ann on a foot-bridge, and Raggedy Ann accidentally falls over the side.
4. **Who rescues Raggedy Ann from the brook?** Marcella and her daddy rescue Raggedy Ann from the brook.

Chapter 7: Raggedy Ann and the Strange Dolls

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Two new, beautiful dolls named Annabel-Lee and Thomas come to the nursery. The new dolls do not act nice. They say mean things about the looks of Raggedy Ann and the other dolls. When night comes, the two dolls fall asleep in red chairs. Raggedy and Uncle Clem move the dolls to Raggedy Ann's bed and tuck them in. The next morning, the two dolls saw Raggedy Ann sleeping on the floor and felt very much ashamed of themselves. The two new dolls kissed Raggedy Ann, put her in her own bed, and returned to their two chairs. The two new dolls feel so much happier now that they have treated Raggedy Ann with kindness. Raggedy Ann is also very happy, for she is not asleep and knows the two new dolls were kind to her.

Vocabulary

- **Sprawled:** Sit, lie, or fall with one's arms and legs spread out in an ungainly or awkward way.
- **Mustache:** A strip of hair left to grow above the upper lip.
- **Kiltie:** A person who wears a kilt (knee-length skirt worn as part of Scottish Highland dress).
- **Hasty:** Done or acting with excessive speed or urgency; hurried.
- **Favorite:** Preferred before all others of the same kind.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- With a pillow, a blanket, and dolls or toys, act out the roles of Raggedy Ann and the two new dolls.

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- First, have the new dolls say something not so nice to Raggedy Ann.
- Next, have Raggedy Ann carry the dolls to bed and tuck them under a blanket. Raggedy Ann then sleeps on the floor.
- Finally, have the two dolls kiss Raggedy Ann and put her in the bed.

Review Questions

1. **Who is mean to Raggedy Ann and the other dolls?** The two new dolls, Annabel-Lee and Thomas, are mean to Raggedy Ann and the other dolls.
2. **How are the new dolls mean to the other dolls?** The new dolls say mean things about how the other dolls look.
3. **How does Raggedy Ann treat the new dolls after the new dolls are mean to Raggedy Ann?** Raggedy Ann is very kind to the two new dolls. Raggedy Ann puts the new dolls in her own bed and sleeps on the floor.
4. **How do the new dolls feel when they awaken in Raggedy Ann's bed and see Raggedy Ann on the floor?** The new dolls feel ashamed of themselves when they awaken in Raggedy Ann's bed and see Raggedy Ann on the floor.
5. **How do the new dolls feel after they kiss Raggedy Ann and put Raggedy Ann back in her own bed?** The new dolls feel much happier.

Raggedy Ann Stories

Chapter 8: Raggedy Ann and the Kittens

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Fido the dog tells the dolls there are new kittens in the barn. The dolls jump out the window and follow Fido to visit the Kittens in the barn. Mamma Cat howls and attacks Fido. Raggedy Ann tells Mamma Cat that Fido can be trusted. Raggedy Ann and Mamma Cat bring the kittens to the nursery. Marcella is delighted by the kittens and names them after fairy tales.

Vocabulary

- **Hurried:** Done in a hurry; rushed.
- **Slipped:** Go or move quietly or quickly, without attracting notice.
- **Basket:** A container used to hold or carry things, typically made from interwoven strips of cane or wire.
- **Disappeared:** Cease to be visible.
- **Wise:** Having or showing experience, knowledge, and good judgment.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

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Activity 4: Draw the Story

Study the picture of a real barn below. Use the picture as a guide to draw your own barn.



Review Questions

1. **What does Fido want to tell Raggedy Ann about?** Fido wants to tell Raggedy Ann about some new kittens.
2. **Where are the kittens?** The kittens are in the barn.
3. **Who yowls at Fido when he is near the kittens?** Mamma Cat yowls at Fido when he is near the kittens.
4. **Where do Mamma Cat and Raggedy Ann carry the kittens?** Mamma Cat and Raggedy Ann carry the kittens to the nursery.

Chapter 9: Raggedy Ann and the Fairies' Gift

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Fido the dog tells the dolls there are new kittens in the barn. The dolls jump out the window and follow Fido to visit the Kittens in the barn. Mamma Cat howls and attacks Fido. Raggedy Ann tells Mamma Cat that Fido can be trusted. Raggedy Ann and Mamma Cat bring the kittens to the nursery. Marcella is delighted by the kittens and names them after fairy tales.

Vocabulary

- **Keen:** Highly developed.
- **Bone:** Any of the pieces of hard, whitish tissue making up the skeleton of vertebrates.
- **Wonder:** A feeling of surprise mingled with admiration, caused by something beautiful or unexpected.
- **Radiant:** Sending out light; shining or glowing brightly.
- **Bundle:** An item or items tied or wrapped up together.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

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Activity 4: Draw the Story

- In the story, a group of fairies bring a bundled baby through the nursery.
- Study the picture of a fairy figurine below. How do you know she is a fairy? Use the picture as a guide to draw your own fairy.



Review Questions

1. **What makes the music that Fido and Raggedy Ann hear?** Fairies make the music that Fido and Raggedy Ann hear.
2. **What do the fairies carry into the nursery?** Fairies carry a bundle into the nursery.
3. **What sticks out from the bundle?** A tiny foot sticks out from the bundle.
4. **What is in the bundle?** A baby brother for Marcella is in the bundle.

Chapter 10: Raggedy Ann and the Chickens

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

Marcella leaves Raggedy Ann sitting on the chicken yard fence. Raggedy Ann turns her head to look at a hummingbird and accidentally falls in. The Rooster, Old Ironsides, tries to fight Raggedy Ann, but the hens protect her by pulling her into the chicken coop. The hens show Raggedy Ann their nests of eggs. Raggedy Ann sits on the nests so the hens can eat and drink. The chicks hatch under Raggedy Ann. Marcella finds Raggedy Ann and the chicks. Marcella's father builds the chickens and their chicks nice new beds.

Vocabulary

- **Chicken Yard:** A fenced in enclosure for chickens.
- **Rooster:** A male chicken.
- **Chicken Coop:** A cage or pen for confining chickens.
- **Hatch:** Emerge from an egg.
- **Chick:** A baby chicken.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Explore the Story

- In the story, a rooster called 'Old Ironsides' attacks Raggedy Ann, but the hens pull her into the chicken coop to protect her. Raggedy Ann sits on eggs and helps the hens hatch their chicks.
- Do you know the difference between a rooster, a hen, and a chick? Study the definitions and pictures until you know the difference.
- A rooster is a male chicken.



- A hen is a female chicken.



- A chick is a baby chicken.



Review Questions

1. **Why does Raggedy Ann fall down amongst the chickens?** She turns her head to look at a hummingbird and loses her balance.
2. **What is 'Old Ironsides?'** 'Old Ironsides' is a rooster.
3. **What does Old Ironsides try to do with Raggedy Ann?** Old Ironsides tries to fight Raggedy Ann.
4. **Who saves Raggedy Ann from Old Ironsides?** The hens save Raggedy Ann from Old Ironsides.
5. **What do the hens want to show Raggedy Ann?** The hens show Raggedy Ann their eggs.
6. **What happens when Raggedy Ann sits on the eggs to keep them warm?** When Raggedy Ann sits on the eggs to keep them warm, the eggs hatch into chicks.

Chapter 11: Raggedy Ann and the Mouse

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A new wax doll, Jeanette, comes to live with the dolls. One night, something eats Jeanette's wax face. The next day, the dolls find a mouse hole and plug it with rags and paper. Marcella's daddy takes Jeanette away to be fixed. Later that day, Marcella brings a new kitten named Boots into the nursery to protect against the mice. Jeanette comes home with a new coating of wax. Boots catches a mouse coming out of the hole. The mouse is not the one who ate Jeanette's wax. It is a Mamma mouse with three baby mice who lives in the barn. The Mamma mouse promises never to come back and to stay in the barn if she is let go, but Boots refuses to let the Mamma mouse go and wishes to eat her. Boots begins playing with the mouse, letting her go and catching her again. Raggedy Ann grabs Boots and other dolls push the Mamma mouse into the mouse hole. Boots is angry with Raggedy Ann at first, but eventually forgives her.

Vocabulary

- **Wax:** A white translucent material obtained by bleaching beeswax, a wax secreted by honeybees.
- **Culprit:** Someone who is responsible for a crime.
- **Plug:** To block or fill in (a hole or cavity).

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Discuss the Story

- In the story, a mouse comes out of a mouse hole and eats Jeanette's wax face.

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- Draw a mouse peeping out of a mouse hole.



Review Questions

1. **What eats Jeanette's wax face?** A mouse eats Jeanette's wax face.
2. **Why does Marcella bring a kitten into the nursery?** Marcella brings a kitten into the nursery to catch mice.
3. **Why does Boots refuse to let the Mamma mouse go?** Boots refuses to let the Mamma mouse go because he wants to eat her.
4. **Who saves the Mamma mouse from Boots?** Raggedy Ann and the other dolls save the Mamma mouse from Boots.

Chapter 12: Raggedy Ann's New Sisters

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the Synopsis.
- Study the Vocabulary words.
- Complete the Enrichment Activities.
- Discuss the Review Questions.

Synopsis

A stranger man visiting Marcella's Mamma and Daddy borrows Raggedy Ann from Marcella. The stranger places Raggedy Ann into his grip and takes her to a room containing women dressed in white aprons. The women undress Raggedy Ann, take her apart to make a pattern out of her, and then put her back together. Then the women make many more rag dolls just like Raggedy Ann. Raggedy Ann now has hundreds of sisters, each dressed the same, and each having a candy heart that says, 'I LOVE YOU.'

Vocabulary

- **Grip:** A traveling bag.
- **Pattern:** A model or design used as a guide in needlework and sewing.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Study the Story

Study the picture of Raggedy Ann below. Find the following items:

- Red yarn hair
- Eyes
- Eyebrows
- Eyelashes
- Triangle nose
- Smile
- Blue dress
- White lace collar
- White pantaloons
- White apron
- White and red striped tights
- Black shoes



Review Questions

1. **What does the stranger borrow from Marcella?** The stranger borrows Raggedy Ann from Marcella.
2. **Where does the stranger take Raggedy Ann?** The stranger takes Raggedy Ann to a room with women in white aprons.
3. **What do the women do with Raggedy Ann?** The women take Raggedy Ann apart and make a pattern out of her.
4. **What do the women make out of the pattern?** The women make more Raggedy Ann dolls, or Raggedy Ann's sisters.
5. **What special heart-shaped item do the women put inside each of Raggedy Ann's sisters?** The women add a candy heart that reads, 'I LOVE YOU.'

Raggedy Andy Stories

Chapter 1: How Raggedy Andy Came

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Marcella's daddy borrows Raggedy Ann and brings her to his office. Daddy receives a letter and a package in the mail which contains Raggedy Andy. Raggedy Ann was originally owned by Marcella's grandmother. Raggedy Andy was owned by a little girl who played with Marcella's grandmother. Raggedy Ann and Raggedy Andy are now reunited after fifty years. Daddy fastens a rubber band around Raggedy Ann and Raggedy Andy's hands so they can hold hands.

Vocabulary

- **Propped:** Put something underneath someone or something for support.
- **Package:** An object or objects wrapped in paper or plastic, or packed in a box.
- **Lump:** A piece or mass of something.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Study the Story

Study the picture of Raggedy Andy below. Find the following items:

- Red yarn hair
- Eyes
- Triangle nose
- Smile
- Blue trousers/overalls
- Plaid shirt
- White and red striped socks
- Black shoes
- Sailor hat
- Black bow tie
- Colored buttons
- Bouquet



Review Questions

1. **What is in the package that Daddy receives?** The package that Daddy receives contains Raggedy Andy.
2. **Why does Daddy borrow Raggedy Ann from Marcella?** Daddy borrows Raggedy Ann to reunite her with Raggedy Andy.
3. **Why does Daddy fasten a rubber band around Raggedy Andy and Raggedy Ann's hands?** Daddy fastens the rubber band so the two dolls can hold hands.

Chapter 2: The Nursery Dance

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

When Raggedy Andy first arrives at the nursery, Marcella comes to the nursery and has tea with the dolls. Mostly Marcella drinks the tea herself, but sometimes she pours a little into the dolls' mouths, making them sticky. Fido the dog licks the sweet tea off dolls, which helps to clean them, but sometimes he misses spots. After Marcella leaves the nursery, Raggedy Ann introduces the dolls to Raggedy Andy. They listen to music and dance in a circle. Although Raggedy Andy was not lonely in the trunk, for there was always a nest of mice in the trunk, he is happy to come to the nursery and make new friends.

Vocabulary

- **Sticky:** Something that fastens or clings to other things on contact.
- **Trunk:** A large box with a hinged lid typically used to store things.
- **Nest:** A structure or place built by an animal for sheltering its young.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw a nest with baby mice in it.

Review Questions

1. **Why do the dolls sometimes get sticky?** Marcella feeds the dolls tea. The tea makes them sticky.
2. **Who licks the dolls and cleans them?** Fido the dog licks the dolls and cleans them.
3. **Where was Raggedy Andy before coming to the nursery?** Raggedy Andy was in an attic inside a trunk with mice.

Chapter 3: The Spinning Wheel

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

The dolls have a pillow fight. During the scuffle, Raggedy Andy loses an arm. The dolls fetch a needed, thread, and a thimble from the sewing machine drawer. While she sews Raggedy Andy's arm on, Raggedy Ann remembers another time, in the past, when she had to sew Raggedy Andy's arm on. Raggedy Ann and Andy played with a whirligig, or a spinning wheel. Raggedy Andy became caught in the spinning wheel. Raggedy Ann pulled him out, but ripped off his arm in the process. Back then, Raggedy Ann sewed the arm back on, just as she did this time.

Vocabulary

- **Needle:** A long, thin piece of metal with a point at one end and a hole for thread at the other, used in sewing.
- **Thread:** A long, thin strand of cotton or other fibers used in sewing.
- **Thimble:** A metal or plastic cap with a closed end, worn to protect the finger and push the needle in sewing.
- **Whirligig:** A toy that spins around, for example, a top or a pinwheel.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw a needle and thread.

Review Questions

1. **How did Raggedy Andy's arm get pulled off the first time?** Raggedy Andy became caught in a spinning wheel. When Raggedy Ann pulled him out, his arm ripped off.
2. **How did Raggedy Andy's arm get pulled off the second time?** Raggedy Andy's arm get pulled off the second time in a pillow fight.
3. **Who sewed Raggedy Andy's arm on both times?** Raggedy Ann sewed Raggedy Andy's arm on both times.

Chapter 4: The Taffy Pull

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Raggedy Andy suggests the dolls have a taffy pull. The dolls heat sugar and water on the stove to make the taffy. They pour the golden candy on a buttered platter. Henny is too excited to wait, so he sticks his hand into the candy before it cools. The candy sticks Henny's fingers together. Uncle Clem chips the candy off Henny's hand. To prevent sticking, the dolls butter their hands. Then they each take a piece of taffy and pull it until it becomes snow white. They break the taffy into pieces by tapping it with a stick. The dolls clean the kitchen, wrap the candies, put them in a bag, and throw the bags out the window to a little girl and boy. The children are happy to get the candy. Raggedy Ann says the candy wrapped in paper are called 'Kisses.'

Vocabulary

- **Taffy**: A candy similar to toffee, made from sugar or molasses, boiled with butter and pulled until glossy.
- **Platter**: A large flat dish or plate, typically oval or circular in shape, used for serving food.
- **Stew Kettle**: A metal vessel with a handle, used for cooking meat and vegetables.
- **Waxed Paper**: Paper that is combined with wax to make it waterproof.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story (optional)

Make the taffy recipe from Betty Crocker (<http://www.bettycrocker.com/recipes/taffy/4c5e2e18-9122-4ea8-b390-9463727f2260>) and have your very own taffy pull, just like Raggedy Ann and Raggedy Andy.

Review Questions

1. **What is one ingredient in taffy?** Taffy contains ingredients such as sugar, vinegar, water, flavoring, butter, ..
2. **How do sugar, water, and other ingredients become taffy?** The ingredients are cooked on a stove, cooled, buttered, and pulled to become taffy.
3. **What color does the taffy turn when it is pulled?** The taffy turns snow white when pulled.

Chapter 5: The Rabbit Chase

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Fido hears something go 'Scratch! Scratch!' from outside. He goes outside to investigate, barking in a loud voice and running around the yard. As the dolls look outside through a door, something jumps inside and knocks them down. Fido has chased a rabbit into the house. They track the rabbit back to the nursery and learn that it is an Easter bunny who has come to leave Marcella some eggs. Unfortunately, the eggs are broken. The bunny and the dolls fetch more eggs from the Easter bunny's house. Marcella finds the pretty basket of eggs the next day.

Vocabulary

- **Scratch**: Score or mark the surface of (something) with a sharp or pointed object, such as a nail or claw.
- **Shrill**: High-pitched and piercing.
- **Quavery**: Trembling or quivering.
- **Easter Egg**: A hard-boiled egg that is dyed and often decorated as part of the Easter celebration.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Study the decorated Easter eggs below and draw them.



Review Questions

1. **What makes the 'scratch, scratch' noise from outside?** An Easter bunny makes the 'scratch, scratch' noise from outside.
2. **What does Fido do outside?** While outside, Fido chases the Easter bunny and barks.
3. **What breaks in the story?** Easter eggs break in the story.
4. **Why do the Easter bunny and the dolls go to the Easter bunny's house?** The Easter bunny and the dolls go to the Easter bunny's house to fetch more Easter eggs to replace those that broke.
5. **Who are the Easter eggs for?** The Easter eggs are for Marcella.

Chapter 6: The New Tin Gutter

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

The dolls watch workmen add new gutters around the eaves of the house. When the workmen leave, the dolls climb up onto a window sill. The dolls slide down one of the new gutters. Unfortunately, the penny dolls slide down a hole. Raggedy Andy slides down after them but gets stuck in the pipe. It starts to rain and Daddy notices that the pipe is plugged up. A workman comes back to fix it. He pushes a pole down the pipe, but cannot dislodge Raggedy Andy. The man cuts a hole in the pipe with tin shears and finds Raggedy Andy, with the two penny dolls stuck in his waist. All three dolls are saved and returned to the nursery.

Vocabulary

- **Gutter:** A shallow trough fixed beneath the edge of a roof for carrying off rainwater.
- **Drain Pipe:** A pipe for carrying off rainwater from a building.
- **Tin Shears:** Hand tools, looking somewhat like scissors, used to cut sheet metal.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Study the Story

- Draw Raggedy Andy stuck in a pipe

Review Questions

1. **Who accidentally slides down a drain pipe?** Two penny dolls accidentally slide down a drain pipe.
2. **Who goes down the drain pipe to rescue the penny dolls?** Raggedy Andy goes down the drain pipe to rescue the penny dolls.
3. **How does the workman get Raggedy Andy and the penny dolls out of the drain pipe?** The workman cuts through the pipe with tin snips to make a hole and pulls the dolls out.

Chapter 7: Doctor Raggedy Andy

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Marcella often pretends to give the dolls medicine made from tea or soda water, except for the French doll, who has a mouth that opens to really take medicine. One day, Marcella pretends the French doll has the croup, then the measles, and finally yellow fever. Marcella pours medicine in the French doll's mouth every minute or two, until Marcella is called to dinner. After Marcella leaves, Raggedy Andy suggests the dolls have a dance. The French dolly finds she can no longer open her eyes due to all the sticky medicine Marcella poured into her mouth. The dolls stand the French doll on her head, hoping the medicine will run through a hole in her head, but it does not work. The dolls take off the French dolly's hair and try to wash the sticky medicine from inside her head. This time, their efforts succeed, thanks to 'Doctor' Andy. To celebrate their success, the dolls dance to music.

Vocabulary

- **Medicine:** A substance, often taken by mouth, to cure an illness.
- **Doctor:** A qualified practitioner of medicine.
- **Cure:** To make a sick person better.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- Play doctor with a partner.
- One person can pretend to be sick and rest.
- The other person can give the first medicine and cure them of the sickness.

Review Questions

1. **Why won't the French dolly's eyes open?** The French dolly's eyes are stuck shut with sticky 'medicine.'
2. **Who gives the French dolly the medicine?** Marcella gives the French dolly the medicine.
3. **Does standing the French dolly on her head cure her eyes?** No, the French dolly's eyes remain stuck shut.
4. **What suggestion does 'Doctor' Andy make that cures the dolly's eyes?** 'Doctor' Andy suggests taking out the French dolly's hair and washing the inside of her head with water.

Chapter 8: Raggedy Andy's Smile

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

On Christmas Eve, toddler Dickie feeds Raggedy Andy orange juice, which takes off most of his smile. Marcella hangs stockings for the dolls. The dolls move to leave the nursery, then collapse in a heap, for a man stands in the doorway. It is Santa Claus. Santa Claus touches the dolls' faces with a magic liquid, which repairs problems such as Raggedy Andy's missing smile. Dolly Susan's cracked head became whole, and Henny's voice was repaired. Santa puts something in each of the dolls' stockings. The dolls watch Santa place presents about the hearth, then vanish up the chimney. The dolls hear the tinkle of sleigh bells grow fainter. The dolls are filled with happiness as they go to bed.

Vocabulary

- **One-sided:** Having or occurring on one side of something only.
- **Sorrow:** A feeling of distress caused by loss, disappointment, or other misfortune.
- **Christmas Stockings:** A long sock or similar receptacle hung up by children on Christmas Eve for Santa Claus to fill with presents.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Study the Story

- Draw Raggedy Andy with only half a smile.

Review Questions

1. **What happens to Raggedy Andy when toddler Dickie feeds him orange juice?** When toddler Dickie feeds him orange juice, most of Raggedy Andy's smile disappears.
2. **Who fixes Raggedy Andy's smile?** Santa Claus fixes Raggedy Andy's smile.
3. **Who puts something in each of the dolls' stockings?** Santa Claus puts something into each of the dolls' stockings.
4. **How does Santa Claus get out of the house?** Santa Claus exits the house by going up the chimney.

Chapter 9: The Wooden Horse

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Santa Claus leaves a wooden horse, which came hitched to a beautiful red wagon with four wheels. The wooden horse talks and frisks his tail for the first time ever. He rolls around on his shiny wheels, bumping into the dolls. The dolls ride the horse and in the horse's wagon around the room and have a wonderful time together.

Vocabulary

- **Canton Flannel:** A plain-weave or twill-weave cotton fabric with a long, fleecy nap usually on one side only, used for sportswear, undergarments, backings and linings (dictionary.com).
- **Dappled:** Marked with spots or rounded patches.
- **Frisk:** An animal to move or wave its tail or legs playfully.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw your own wooden horse

Review Questions

1. **Who brought the wooden horse?** Santa Claus brought the wooden horse.
2. **What does the wooden horse do for the very first time?** The wooden horse talks and frisks his tail for the very first time.
3. **What do the dolls ride?** The dolls ride the wooden horse.

Chapter 10: Making 'Angels' in the Snow

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Marcella brings Raggedy Andy to Grandma's house, and takes him to sled on a hill by a frozen pond. Marcella also showed Raggedy Andy how to make angels in the snow. Marcella ran inside to get a doughnut and forgot Raggedy Andy outside on the sled. Raggedy Andy froze to sled. When Marcella tried to limber his arm, it ripped. Raggedy Andy returns and tells the dolls his story.

Vocabulary

- **Frozen:** A liquid turned into ice or another solid because of extreme cold.
- **Sled:** A vehicle on runners that conveys goods or passengers over snow or ice.
- **Limber:** Stretch or loosen up in preparation for exercise or activity.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Act Out the Story

- If it is snowy, go outside and make your own snow angels just like Marcella and Raggedy Andy. Otherwise, pretend to make them on a smooth floor or on a big bed.

Review Questions

1. **Who does Marcella take to her Grandma's?** Marcella takes Raggedy Andy to her Grandma's.
2. **What do Raggedy Andy and Marcella play out by the pond?** Raggedy Andy and Marcella sled and make snow angels out by the pond.
3. **How does Raggedy Andy rip his arm?** Raggedy Andy is left outside and freezes. Marcella later tries to limber Raggedy Andy's arm and it rips.

Chapter 11: The Singing Shell

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Marcella's Grandma gives her a beautiful shell, and Marcella brings the shell to the nursery. The dolls examine the shell, turning it and trying to figure it out. At Raggedy Andy's suggestion, the dolls lie next to the shell and listen to see if it speaks. The shell tells them the story of how it lived on the ocean floor, the sea weeds and fish it saw, and how a diver scooped it up and it ended up at Grandma's house. The shell then sings for the dolls.

Vocabulary

- **Shell**: The hard, protective outer case of an animal.
- **Coarse**: Rough, bumpy to the touch.
- **Smooth**: Having an even surface free of bumps or indentations.
- **Sea**: The great expanse of salt water covering the earth.
- **Seaweed**: Large plants growing under the sea.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Listen to the Story

- If you put your ear next to some shells, you hear a far-off roar, like the crashing waves of the ocean.
- Listen to the sound of the ocean below.

Review Questions

1. **What does Grandma give to Marcella?** Grandma gives Marcella a shell.
2. **What do the dolls do with the shell?** The dolls look at the shell, turn it, and listen to it.
3. **What story does the shell tell the dolls?** The shell tells the dolls the story of how it lived under the sea and was brought up by a diver.

The Velveteen Rabbit

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

The boy receives the Velveteen Rabbit in his Christmas stocking. The old, wise Skin Horse tells the rabbit that when a child loves a toy for a long time, it can become real. One day, the boy cannot find the china dog he sleeps with, and he sleeps with the rabbit instead. After that, the rabbit sleeps with the boy every night. The rabbit is so happy, he doesn't notice his fur growing worn and shabby. One day, the boy forgets the rabbit outside and demands the rabbit be found and brought to bed. He insists his bunny is real. This makes the bunny so happy and fills him with love for the boy. When the boy becomes ill with Scarlet Fever, his bedding must be burned, including the Velveteen Rabbit. A fairy saves the Velveteen Rabbit by turning him real and bringing him to the other real rabbits. Now, the Velveteen Rabbit has hind legs that can jump and dance. The Velveteen Rabbit returns once to look at the boy who loved him and helped him become real.

Vocabulary

- **Velveteen:** A cotton fabric with a pile resembling velvet.
- **Cupboard:** A cabinet or closet, usually with a door and shelves, used for storage.
- **Nursery:** A room in a house for the special use of young children.
- **Real:** A living, breathing being.

Enrichment Activities

Activity 1: Study the Story Pictures

Before reading or listening to the story, study and describe the pictures accompanying the story.

Activity 2: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 3: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 4: Draw the Story

- Draw the Velveteen Rabbit before and after he becomes real.
- See below pictures of the Velveteen Rabbit and a real rabbit.



Review Questions

1. **On what special day does the boy receive the Velveteen Rabbit?** The boy receives the rabbit on Christmas.
2. **What does the boy sleep with after he can't find the china dog?** The boy sleeps with the Velveteen Rabbit.
3. **Why is the Velveteen Rabbit thrown away to be burned?** The rabbit is tainted with Scarlet Fever germs.
4. **What grows from the Velveteen Rabbit's tear?** A flower and a fairy grow from the rabbit's tear.
5. **What does the fairy do to the Velveteen Rabbit?** The fairy turns the Velveteen Rabbit into a real rabbit.

Uncle Wiggily's Adventures

Chapter 1: Uncle Wiggily Starts Off

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

Uncle Wiggily Longears is a nice old gentleman rabbit. Uncle Wiggily's rheumatism gives him pain, so Dr. Possum comes to examine him. Dr. Possum advises him to travel and get some exercise. Uncle Wiggily says goodbye to his niece and nephew, Sammie and Susie Littletail, packs his valise, grabs his red, white, and blue-striped barber pole crutch, and sets off to find his fortune. As Uncle Wiggily walks through the woods, a voice tells him to come into a hollow stump. The voice claims Uncle Wiggily will find his fortune and a cure for rheumatism down in the black hole of the stump. Uncle Wiggily jumps down into the stump and is trapped in a closet by a black bear that wants to eat him up for dinner.

Vocabulary

- **Rheumatism:** Any disease marked by inflammation and pain in the joints, muscles, or fibrous tissue, especially rheumatoid arthritis.
- **Possum:** A tree-dwelling Australasian marsupial that typically has a prehensile (capable of grasping) tail.
- **Valise:** A small traveling bag or suitcase.
- **Barber Pole:** A pole painted with spiraling red and white stripes and hung outside barbershops as a business sign.
- **Crutch:** A long stick with a crosspiece at the top, used as a support under the armpit by a lame person (or a nice old gentleman rabbit).
- **Fortune:** Chance or luck as an external, arbitrary force affecting human affairs.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw Uncle Wiggily, his valise, and his red, white, and blue-striped barber pole crutch.

Activity 4: Model the Story

Make your own bunny ears and hop like a bunny.

- Cut out two long 1-inch strips of construction paper and glue or tape them together at the short end.
- Color or decorate the long strip.
- Cut out two bunny ears from the construction paper and decorate them.
- Glue or tape the bunny ears to the long strip.
- Wrap the long strip around the wearer's head to estimate the proper size.
- Glue or tape the long strip into a circle.
- Wear the bunny ears and hop about.
- See below an image for reference.



Review Questions

1. **Why does Uncle Wiggily call Dr. Possum?** Uncle Wiggily calls Dr. Possum because his rheumatism pains him.
2. **What does Dr. Possum advise Uncle Wiggily to do?** Dr. Possum advises Uncle Wiggily to travel and get more exercise.
3. **What does Uncle Wiggily take with him on his journey?** Uncle Wiggily takes his valise and his red, white, and blue-striped barber pole crutch.
4. **What does Uncle Wiggily hope to find on his journey?** Uncle Wiggily hopes to find his fortune.
5. **What happens when Uncle Wiggily jumps into the dark hole of the stump?** A black bear locks him in a closet.

Chapter 2: Uncle Wiggily Goes Fishing

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily Longears, nice old gentleman rabbit, sets off to find his fortune and ends up down a stump and about to be a bear's dinner. Uncle Wiggily is locked in the bear's closet. The bear growls that he is getting a fire ready to cook the rabbit. Uncle Wiggily remembers Sammie Littletail has placed something in his valise, in case of trouble. Uncle Wiggily finds a rope in his valise. Uncle Wiggily finds a window in the closet, ties a rope to a hook on the window sill, and uses the rope to escape. Uncle Wiggily makes his way back above ground and finds a little brook. He decides to go fishing, but catches an alligator instead of a fish. The alligator throws Uncle Wiggily up into a tree, stands on his tail, and opens his mouth to catch Uncle Wiggily when he falls. Uncle Wiggily is trapped in the tree.

Vocabulary

- **Stump:** The bottom part of a tree left projecting from the ground after most of the trunk has fallen or been cut down.
- **Savage:** Fierce, violent, and uncontrolled.
- **Shaggy:** Of hair or fur, long, thick, and unkempt
- **Hook:** A piece of metal or other material, curved or bent back at an angle, for catching hold of or hanging things on
- **Window Sill:** A ledge or sill forming the bottom part of a window.
- **Brook:** A small stream.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw Uncle Wiggily, his valise, and his red, white, and blue-striped barber pole crutch.

Activity 4: Make a Letter 'A' Alligator Collage

In the story, Uncle Wiggily is trapped up a tree by an alligator. In this activity, you'll make an alligator collage out of the letter 'A.'

- Cut out an uppercase block letter 'A' out of green construction paper. (Instructors, trace the 'A' and have children cut out the 'A' as they are able.)
- Cut out two white circles for eyes.
- Cut out six white triangles for teeth. Draw black circles for pupils.
- Paste the letter 'A' on a new piece of construction paper.
- Paste the eyes and teeth on your alligator.
- Color and decorate your alligator, as desired.
- See below an image for reference.



Review Questions

1. **What did Sammie Littletail leave in Uncle Wiggily's valise?** Sammie Littletail leaves a rope in Uncle Wiggily's valise.
2. **How does Uncle Wiggily escape from the bear's closet?** Uncle Wiggily uses a rope to escape out a window in the bear's closet.
3. **What does Uncle Wiggily do when he finds the brook?** Uncle Wiggily goes fishing when he finds the brook.
4. **What does Uncle Wiggily catch as he fishes?** Uncle Wiggily catches an alligator while fishing.
5. **Where is Uncle Wiggily at the end of the story?** At the end of the story, Uncle Wiggily is stuck in a tree with the alligator waiting below to eat him.

Chapter 3: Uncle Wiggily and the Black Crow

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily Longears, nice old gentleman rabbit, is stuck up a tree with a hungry alligator waiting on the ground below. Uncle Wiggily searches his valise for something that might help him and finds some toothache drops from Susie Littletail. The alligator gets tired of standing on his tail and decides to sharpen his teeth. After sharpening his teeth, the alligator stands on his tail and opens his mouth again. The alligator threatens to saw the tree down with his tail. Uncle Wiggily takes the cork out of the toothache medicine and drops it into the alligator's open mouth. The medicine burns the alligator's mouth. The alligator jumps in the water and swims off to cool his mouth. A nice crow rescues Uncle Wiggily and shows him a hollow stump where Uncle Wiggily can sleep. The next day, Uncle Wiggily comes to a house made of bark with sign that reads, 'If you want to be surprised, open this door and come in.' Johnnie Bushytail, the squirrel boy, warns Uncle Wiggily not to go in, but it is too late. A claw grabs Uncle Wiggily and pulls him in the house.

Vocabulary

- **Satchel**: A bag carried on the shoulder by a long strap and typically closed by a flap.
- **Gnaw**: Bite at or nibble something persistently.
- **Saw**: A hand tool for cutting wood or other materials, typically with a long, thin serrated steel blade and operated using a backward and forward movement.
- **Crow**: A large perching bird with mostly glossy black plumage.
- **Claw**: A curved pointed horny nail on each digit of the foot in birds, lizards, and some mammals.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Make a Basket Out of Paper

In the story, a crow carries Uncle Wiggily down to the ground in a basket. In this activity, you'll make a basket out of paper.

- Get a piece of construction paper.
- Cut a one-inch strip of paper, the long way, for a handle.
- Color or decorate the remaining rectangle and the strip.
- Roll the rectangle into a cone and glue, staple, or tape the cone.
- Glue or tape the handle to the cone.
- Get a fresh piece of construction paper. Color and cut out a bunny and put the bunny into your basket.
- See below an image for reference.



Review Questions

1. **What does Uncle Wiggily drop into the alligator's mouth?** Uncle Wiggily drops toothache drops into the alligator's mouth.
2. **How does Uncle Wiggily get down from the tree?** A crow carries Uncle Wiggily down in a basket.
3. **What does Johnnie Bushytail, the squirrel boy, warn Uncle Wiggily not to do?** Johnnie Bushytail warns Uncle Wiggily not to go into the bark house.
4. **Why does Uncle Wiggily enter the bark house?** A claw grabs Uncle Wiggily and pulls him inside the bark house.

Chapter 4: Uncle Wiggily Starts Off

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, a claw grabs Uncle Wiggily and pulls him into a bark house. The claw belongs to an owl who wants to serve Uncle Wiggily in sandwiches to his friends. The owl locks the front door to prevent Uncle Wiggily from leaving and puts the kettle on for his friends. Outside the house, Johnnie Bushytail throws acorns at the Owl's door. The owl keeps answering the door, thinking his friends have arrived. Realizing someone is playing tricks, the owl grows angry, rushes out to catch the trickster, and leaves the door open. Uncle Wiggily escapes into the woods. He meets a circus poodle dog named Fido Flip-Flop, who can turn somersaults in the air. The two new friends travel together until two foxes jump out at them.

Vocabulary

- **Shears:** A cutting instrument in which two blades move past each other, like scissors but typically larger.
- **Kettle:** A vessel, usually made of metal and with a handle, used for boiling liquids or cooking foods.
- **Tea:** A hot drink made by infusing the dried, crushed leaves of the tea plant in boiling water.
- **Acorn:** The fruit of the oak, a smooth oval nut in a rough cuplike base.
- **Poodle:** A dog of a breed with a curly coat that is usually clipped.
- **Fox:** A carnivorous mammal of the dog family with a pointed muzzle and bushy tail, proverbial for its cunning.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Make an Origami Fox

In the story, two foxes grab Uncle Wiggily and Fido. In this activity, you'll make a fox face out of paper.

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- Get a piece of paper.
- Fold the paper on the diagonal to make a triangle. Unless your paper is already square, there will be some excess.



- Cut off any excess.



- Fold the top of the triangle down to the base of the triangle.



- Fold one corner of the trapezoid up to the diagonal triangle fold.



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- Fold the other corner of the trapezoid up to the diagonal triangle fold.



- Flip the paper over.
- Add eyes and a nose to finish your fox.



Review Questions

1. **Whose claw pulls Uncle Wiggily into the bark house?** The claw that pulls Uncle Wiggily into the bark house belongs to an owl.
2. **What does the owl plan to do with Uncle Wiggily?** The owl plans to serve Uncle Wiggily in sandwiches to his friends.
3. **How does Johnnie Bushytail, the squirrel boy, trick the owl into rushing from the house and leaving the door open?** Johnnie makes the owl angry by throwing acorns at the door and hiding when the owl answers the door.
4. **Who is Fido Flip-Flop?** Fido Flip-Flop is a poodle dog from the circus.
5. **Who jumps out to get Uncle Wiggily and Fido Flip-Flop?** Two foxes jump out at Uncle Wiggily and Fido Flip-Flop.

Chapter 5: Uncle Wiggily Does Some Tricks

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, two foxes accost Uncle Wiggily Longears, nice old gentleman rabbit, and Fido Flip-Flop, circus dog. Fido tells Uncle Wiggily to close his eyes before turning flip-flops so fast that the foxes become dizzy and fall over. Fido and Uncle Wiggily run away and escape. Fido shows Uncle Wiggily how to do flip flops and some other tricks. The two friends decide to travel and perform tricks for money. Before the friends can enact their plan, two bad boys grab poor Fido.

Vocabulary

- **Pinwheel:** A child's toy consisting of a stick with colored vanes that twirl in the wind.
- **Dizzy:** Having or involving a sensation of spinning around and losing one's balance.
- **Stagger:** Walk or move unsteadily, as if about to fall.
- **Flip-Flop:** A backward handspring.
- **Show:** A spectacle or display of something, typically an impressive one.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Learn New Tricks

In the story, Fido teaches Uncle Wiggily how to do flip-flops and other tricks. Now you will learn two tricks - how to flip and spin coins. Fetch a couple of quarters for the tricks.

Trick #1: Heads or Tails

- Make a fist with your thumb up.
- Move your thumb back a little, and push your thumbnail into the back of your pointer finger.
- Balance a coin on your thumbnail and on the side of your pointer finger.
- Flick your thumb up to toss the coin into the air.
- Call heads or tails as it spins. Did you guess right?

Trick #2: Spinning Globe

- With one pointer finger, hold a quarter upright on a smooth surface.
- Use the fingers on your other hand to flick the quarter so it spins and remains upright.
- If it spins fast, it looks like a solid, spinning globe.
- Practice this trick until you master it.

Review Questions

1. **How does Fido make the foxes dizzy and fall over?** Fido turns flip-flops and runs in circles.
2. **What does Fido teach Uncle Wiggily?** Fido teaches Uncle Wiggily how to do flip-flops and other tricks.
3. **How do Fido and Uncle Wiggily decide to earn money?** Fido and Uncle Wiggily plan to put on shows featuring their tricks.
4. **Who grabs Fido?** Two boys grab Fido.

Chapter 6: Uncle Wiggily Starts Off

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, two bad boys grab poor Fido and run away with him. Uncle Wiggily decides to save Fido. Uncle Wiggily covers himself in mud stripes and runs ahead of the boys to hide in the bushes. When the boys pass by, they spot Uncle Wiggily and believe he is a tiger. Afraid the tiger will eat them up, the boys drop Fido and run away. Uncle Wiggily and Fido continue until they are invited to a party by Arabella chick. They attend the party and see Sammie and Susie Littletail. They eat good food and play games until there is a knock at the door. It's a big dog dressed like a soldier, and the dog wants Uncle Wiggily to come with him immediately.

Vocabulary

- **Ferocious:** Savagely fierce, cruel, or violent.
- **Wits:** Mental sharpness and keen intelligence.
- **Rattle:** Cause (someone) to feel nervous, worried, or irritated.
- **Chicken Coop:** A cage or pen for confining chickens.
- **Decoration Day:** The original name for the holiday of Memorial Day, where people put flowers on soldiers' graves.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

In the story, Uncle Wiggily pretends to be a tiger, hides in the bushes, and growls at the boys so they will let Fido go.

- Make your own tiger mask and pretend to be a tiger like Uncle Wiggily.
- Color a paper plate orange or cut a large circle out of orange construction paper.
- Cut two triangles out of orange construction paper for ears. Glue, staple, or tape the ears to the plate or circle.
- Draw black stripes, a mouth, a nose, and whiskers on the tiger mask.
- Cut out eye holes.
- Make two small holes on each side of the mask. Tie a piece of elastic, string, or dental floss through to hold your mask on.
- Hide and pretend to scare the bad boys by growling at people as they pass.

Review Questions

1. **How does Uncle Wiggily's cover himself with stripes?** Uncle Wiggily dips his crutch in mud and painted the stripes on.
2. **What does Uncle Wiggily pretend to be to frighten the bad boys?** Uncle Wiggily pretends to be a tiger.
3. **What does Arabella Chick invite Uncle Wiggily to?** Arabella Chick invites Uncle Wiggily to attend a party.
4. **Why does the big dog dressed like a soldier want Uncle Wiggily?** The big soldier dog wants Uncle Wiggily to come with him.

Chapter 7: Uncle Wiggily In A Parade

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, a soldier dog knocks on Arabella Chick's door during her party. The dog, a nice old circus dog named Percival, wants Uncle Wiggily to come to a Decoration Day (Memorial Day) parade since Uncle Wiggily fought in the war. Uncle Wiggily marches in the parade with the bands, soldiers, horses, and wagons filled with flowers to put on the graves of soldiers. During the parade, a horn blares and scares a pony ridden by a little boy named Jimmy Wibblewobble. As the pony races away, Uncle Wiggily jumps on a little pony named Munchie and sets off to save Jimmy Wibblewobble. Uncle Wiggily and Munchie catch the runaway pony and rescue Jimmy.

Vocabulary

- **Puzzled:** Unable to understand; perplexed.
- **Parade:** A public procession, especially one celebrating a special day or event and including marching bands and floats.
- **Decoration Day:** The original name for the holiday of Memorial Day, where people put flowers on soldiers' graves.
- **Fife:** A kind of small shrill flute used especially with the drum in military bands.
- **Trolley:** A passenger vehicle powered by electricity obtained from an overhead cable by means of a trolley wheel.
- **Runaway:** An animal or vehicle that is running out of control.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Act Out the Story

Pretend to be a runaway pony spooked by a loud horn sound.

- First, make a loud horn noise.

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- Then gallop wildly through your house.

Review Questions

1. **What does the soldier dog want Uncle Wiggily to do?** The soldier dog asks Uncle Wiggily to march in a Decoration Day (Memorial Day) parade.
2. **Why does the dog want Uncle Wiggily to march in the parade?** The dog asks Uncle Wiggily to march since Uncle Wiggily had fought in a war.
3. **Why does Jimmy Wibblewobble's horse spook and run away?** A loud blast of a horn spooks the horse.
4. **Who saves Jimmy Wibblewobble?** Uncle Wiggily and Munchie save Jimmy.

Chapter 8: Uncle Wiggily in the Fountain

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily marches in a Decoration Day (Memorial Day) parade and saves a little boy riding a runaway pony. Uncle Wiggily sets off again to find his fortune. As he eats lunch in the forest, he hears a cat-bird and his children making the sound of a kitty crying. Uncle Wiggily gives the cat-birds some peanuts. The birds thank Uncle Wiggily and offer to do a favor for him someday. Uncle Wiggily continues walking and encounters a dry fountain. Uncle Wiggily jumps in the fountain and falls asleep. When he wakes, the fountain has been turned on. Uncle Wiggily cannot get out and fears he may drown. The cat-bird and her kitty-birds build a raft out of twigs for Uncle Wiggily and pull him to the side of the fountain.

Vocabulary

- **Cat Bird:** A long-tailed American songbird of the mockingbird family, with mainly dark gray or black plumage and catlike calls.
- **Fountain:** An ornamental structure in a pool or lake from which one or more jets of water are pumped into the air.
- **Basin:** A wide, round open container, especially one used for holding liquid.
- **Drown:** Die through submersion in and inhalation of water.
- **Raft:** A flat buoyant structure of timber or other materials fastened together, used as a boat or floating platform.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw Uncle Wiggily, his valise, and his red, white, and blue-striped barber pole crutch.

Activity 4: Model the Story

In the story, the birds build a raft to save Uncle Wiggily from drowning.

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Make your own raft out of twigs and string or dental floss.

- First, gather 10 small sticks from outside to make your raft.
- Break the sticks so that they are the same length.
- Take two of the sticks and cross them so that you form a lower-case letter 'r.'
- Cut off a long piece of string, around three feet long.
- Tie the string diagonally to secure the two sticks together, first one way and then another to form a cross.
- Add an additional seven sticks, tying each.
- Add another crosswise support stick to the other side of the raft. Tie the sticks to the support stick with another long piece of thread.
- Sail your raft in the bathtub, sink, or other container of water.

Review Questions

1. **What does Uncle Wiggily hear in the forest that alarmed him?** Uncle Wiggily hears the sound of a cat crying.
2. **What makes the sound of a cat crying?** A cat bird and her children make the sound of a cat crying.
3. **What does Uncle Wiggily give to the cat-bird?** Uncle Wiggily gives peanuts to the cat-bird.
4. **Where does Uncle Wiggily almost drown?** Uncle Wiggily almost drowns in a fountain.
5. **How do the cat-bird and her children save Uncle Wiggily from drowning?** The cat-bird and her children build Uncle Wiggily a raft of sticks and pull him to the side of the fountain.

Chapter 9: Uncle Wiggily and the Dog

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, a cat-bird and her kitten-birds saved Uncle Wiggily from a fountain. The cat-bird and kitten-birds take Uncle Wiggily home with them and build him a nice bed under their nest. The next day, Uncle Wiggily sets off to find his fortune and comes across a Gypsy woman who tells fortunes. But before he can have his fortune told, two bad dogs chase Uncle Wiggily and want to eat him for dinner. As Uncle Wiggily runs from the dogs, a Gypsy man fires his gun at Uncle Wiggily. Uncle Wiggily jumps into a hole to escape. The dogs decide to pour water into the hole to drive Uncle Wiggily out. Uncle Wiggily digs with his sharp claws and escapes from a new hole far off where the dogs can't see him.

Vocabulary

- **Teakettle:** A metal or plastic vessel with a lid, spout, and handle, used for boiling water.
- **Gypsy:** A member of a traveling people with dark skin and hair who speak Romany and traditionally live by seasonal work, itinerant trade, and fortune-telling.
- **Fortune Teller:** A person who is supposedly able to predict a person's future by palmistry, using a crystal ball, or similar methods.
- **Potpie:** a meat and vegetable pie baked in a deep dish, often with a top crust only.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a gray catbird, as shown in the picture below.



Activity 4: Experience the Story

Listen to the online video of a green catbird from Queensland, Australia.

Review Questions

1. **Why do the two bad dogs chase Uncle Wiggily?** The bad dogs want to eat Uncle Wiggily for dinner.
2. **Why does the Gypsy man shoot his gun at Uncle Wiggily?** The Gypsy man wants to make a potpie out of Uncle Wiggily.
3. **What does Uncle Wiggily first do to escape the Gypsy man and the dogs?** Uncle Wiggily jumps down a hole.
4. **How do the dogs plan to drive Uncle Wiggily out of the hole?** The dogs plot to pour water down the hole.
5. **How does Uncle Wiggily escape from the hole?** Uncle Wiggily digs a tunnel and a new hole far from the dogs.

Chapter 10: Uncle Wiggily and the Monkey

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily escapes two bad dogs by jumping down a hole and digging a new hole some distance away. After escaping the bad dogs, Uncle Wiggily sits down for lunch. When a red ant asks for his crumbs, Uncle Wiggily gives the ant and her ant friends a slice of buttered bread. The ants suggest Uncle Wiggily go to work for his fortune, and he thinks it is a good idea. Uncle Wiggily asks a mouse lady for work. She suggests he join the circus. Uncle Wiggily knocks on another door and asks for work, but it is a wolf who wants to eat him. Uncle Wiggily hears a monkey dressed in a clown suit singing and playing a fiddle. The monkey sings about giving a cent to someone who can keep the boys from climbing in his tent. As Uncle Wiggily offers his services to the monkey, a black bear jumps out of the bushes to grab Uncle Wiggily. The monkey hurls a pie at the bear and scares the bear back into the woods, saving Uncle Wiggily.

Vocabulary

- **Ant:** A small insect, often with a sting, that usually lives in a complex social colony with one or more breeding queens.
- **Turnip:** A round root with white or cream flesh that is eaten as a vegetable and has edible leaves.
- **Fiddle:** A violin, especially when used to play folk music.
- **Clown:** A comic entertainer, especially one in a circus, wearing a traditional costume and exaggerated makeup.
- **Tent:** A portable shelter made of cloth, supported by one or more poles and stretched tight by cords or loops attached to pegs driven into the ground.
- **Whip:** A strip of leather or length of cord fastened to a handle, used for urging on an animal.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw Uncle Wiggily, his valise, and his red, white, and blue-striped barber pole crutch.

Activity 4: Model the Story

In the story, the monkey saves Uncle Wiggily by hitting the attacking black bear with a pie. Use Play-Doh or modeling clay to sculpt your own pie.

- Roll out and mold a thin, shallow bowl-like lower crust.
- Roll multiple small balls for fruit and place in your crust.
- Roll out a thin, circular upper crust. Top your pie as shown below.



- OR - if you're feeling fancy, create several strips of 'crust' and create a lattice top, as shown below.



Review Questions

1. **How do the ants suggest Uncle Wiggily find his fortune?** The ants suggest Uncle Wiggily get a job and work for his fortune.
2. **Who sings about paying someone to keep boys from climbing in the tent?** The monkey in the clown suit sings about paying someone to keep boys from climbing in the tent.
3. **Who jumps out of the woods and tries to grab Uncle Wiggily?** A black bear jumps out of the woods and tries to grab Uncle Wiggily.
4. **How does the monkey save Uncle Wiggily from the bear?** The monkey hits the bear with a pie and scares the bear back into the woods.

Chapter 11: Uncle Wiggily and the Boys

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, a monkey saves Uncle Wiggily from a bear by hitting the bear with a pie. The monkey hires Uncle Wiggily to keep boys from sneaking into his circus tent without paying first. The monkey offers to pay Uncle Wiggily money and a coconut pie. The monkey gives Uncle Wiggily a club to keep the boys out, but Uncle Wiggily does not want to hurt the boys. When the show starts, some boys try to crawl under the tent. Uncle Wiggily tells them to stop, but the boys refuse to stop. Instead of hitting the boys with the club, Uncle Wiggily puts on his own show. All the boys who have no money for tickets stay outside the tent to watch Uncle Wiggily's tricks. The monkey is pleased that Uncle Wiggily keeps the boys out and gives Uncle Wiggily ten pennies for his work.

Vocabulary

- **Troublesome:** Causing difficulty or annoyance.
- **Crawl:** Move forward on the hands and knees.
- **Hammock:** A bed made of canvas or of rope mesh and suspended by cords at the ends, used as garden furniture or on board a ship.
- **Club:** A heavy stick with a thick end, especially one used as a weapon.
- **Cheat:** Act dishonestly or unfairly to gain an advantage, especially in a game or examination.
- **Permission:** To grant allowance for someone to do something.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

In the story, Uncle Wiggily's job is to keep the boys from sneaking into the tent without paying. Create your own tent out of paper.

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- Cut a square about the size of the palm of your hand out of construction paper to make the floor of your tent (around 2 inches by 2 inches).
- Cut a rectangle the same width as your tent floor and about the length of your hand out of construction paper to make the roof of your tent (around 2 inches by 4 inches).
- Decorate the roof and then fold it in half to make two square sides.
- Glue and/or tape the tent roof to the floor.

Review Questions

1. **What does the monkey hire Uncle Wiggily to do?** The monkey hires Uncle Wiggily to keep people from sneaking into the show without paying.
2. **What does the monkey give to Uncle Wiggily to keep the people out?** The monkey gives Uncle Wiggily a club.
3. **How does Uncle Wiggily keep the boys out?** Uncle Wiggily puts on his own show outside the tent. The boys who cannot pay stay outside the tent to watch Uncle Wiggily.
4. **How many pennies does the monkey pay Uncle Wiggily?** The monkey pays Uncle Wiggily ten pennies.

Chapter 12: Uncle Wiggily In A Balloon

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily keeps boys without tickets from sneaking into the monkey's tent by putting on his own show. Uncle Wiggily works a few more shows for the monkey before setting off again to find his fortune. As Uncle Wiggily helps an ant carry some cake, he hears music and finds a circus. At the circus, a man holding balloons cries because no one will buy his balloons. Uncle Wiggily offers to go up in a balloon to attract customers for the man. The man fastens a basket to a big red balloon. Uncle Wiggily hops in the basket and floats into the sky. Seeing Uncle Wiggily, people rush over to buy balloons from the man. A bad boy with a bean shooter shoots Uncle Wiggily's balloon. Dickie and Nellie Chip-Chip, the boy and girl sparrow, fly through the air and grab Uncle Wiggily's basket before it crashes into the ground.

Vocabulary

- **Dreadful:** Causing or involving great suffering, fear, or unhappiness; extremely bad or serious.
- **Strong:** Having the power to move heavy weights or perform other physically demanding tasks.
- **Exaggerate:** Represent (something) as being larger, greater, better, or worse than it really is.
- **Haystack:** A packed pile of hay, typically with a pointed or ridged top.
- **Hand-Organ:** A barrel organ instrument played by turning a hand crank.
- **Bean Shooter:** A toy weapon consisting of a small tube that is blown through to shoot out dried peas or beans.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

- Create a collage of a person holding a big bunch of balloons in many colors.
- Cut out circles in many different colors and paste them to a big piece of paper.
- Cut out and glue shapes of a person holding the balloons. Make sure to create shapes for the person's hands so they can hold the balloons.
- Cut and glue strings, dental floss, or thin strips of paper from the balloons to the hands of the person.

Review Questions

1. **Why does the man holding balloons at the circus cry?** The man cries because no one will buy his balloons.
2. **How does Uncle Wiggily help the man sell his balloons?** Uncle Wiggily floats into the air in a basket tied to a balloon.
3. **What does the bad boy do with his bean shooter?** The bad boy shoots a hole in the balloon, and Uncle Wiggily falls toward the ground.
4. **How do the sparrows save Uncle Wiggily from crashing into the ground?** The sparrows fly up and grab the basket before it hits the ground.

Chapter 13: Uncle Wiggily in an Auto

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily floats into the sky in a basket tied to a balloon. After being rescued by the sparrows, Uncle Wiggily watches circus and then travels on to find his fortune. Uncle Wiggily walks on a road until an automobile roars up on him. Prickly briar bushes prevent Uncle Wiggily from moving to the side of the road. Even worse, a dog runs at Uncle Wiggily from further down the road. Uncle Wiggily is trapped. Uncle Wiggily runs at the automobile. A tire runs over Uncle Wiggily's foot, and Uncle Wiggily jumps as high as he can. He lands in the automobile right next to a boy. The boy and his papa decide to keep Uncle Wiggily until his foot heals.

Vocabulary

- **Hollow:** Having a hole or empty space inside.
- **Mosquito:** A slender long-legged fly with aquatic larvae. The bite of the bloodsucking female can transmit serious diseases including malaria and encephalitis.
- **Burrow:** A hole or tunnel dug by a small animal, especially a rabbit, as a dwelling.
- **Prickly:** Covered in prickles or spikes.
- **Briar Bush:** A bush with thorny stems, such as a rose bush.
- **Whizz:** Move quickly through the air with a whistling or whooshing sound.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a car with a rabbit sitting in it.

Review Questions

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1. **What does Uncle Wiggily make for the old fox?** Uncle Wiggily makes a pot of soup for the old fox.
2. **What makes the honking noise that Uncle Wiggily hears?** An automobile makes the honking noise.
3. **When the car roars up on Uncle Wiggily, why can't he move to the side of the road?** Uncle Wiggily can't step aside because briar bushes cover the sides of the road.
4. **How does Uncle Wiggily escape the car?** Uncle Wiggily jumps high and lands on the car seat next to a little boy.

Chapter 14: Uncle Wiggily in a Boat

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily doesn't jump fast enough to avoid a car and hurts his foot. The little boy and his papa take Uncle Wiggily home and help him heal. The boy takes Uncle Wiggily in his motor boat for a ride on the lake. As the days pass, Uncle Wiggily's foot heals. One day, the little boy goes out in a rowboat alone. The little boy's boat tips over, and he calls out for help. Uncle Wiggily, a dog named Rover, and a muskrat named Nurse Jane Fuzzy-Wuzzy, rescue the boy.

Vocabulary

- **Straw:** Dried stalks of grain, used especially as fodder or as material for thatching, packing, or weaving.
- **Cabbage:** A cultivated plant eaten as a vegetable, having thick green or purple leaves surrounding a spherical heart or head of young leaves.
- **Liniment:** A liquid or lotion, especially one made with oil, for rubbing on the body to relieve pain.
- **Rowboat:** A small boat propelled by oars.
- **Muskrat:** A large semiaquatic North American rodent with a musky smell, valued for its fur.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a boat on a lake.

Review Questions

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1. **Why do the little boy and his papa take Uncle Wiggily home?** The boy and his father take Uncle Wiggily home to heal Uncle Wiggily's foot.
2. **Where do Uncle Wiggily and the little boy ride in the motorboat?** Uncle Wiggily and the little boy ride in the motorboat around the lake.
3. **What happens to the little boy when he is out on the lake in his rowboat?** The little boy falls in the water.
4. **How does Uncle Wiggily know the little boy is in trouble?** Uncle Wiggily hears the little boy yelling for help.
5. **Who saves the little boy?** Uncle Wiggily, Rover the dog, and Nurse Jane the muskrat save the little boy.

Chapter 15: Uncle Wiggily Makes a Pie

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily saves a little boy from drowning. The boy's papa offers Uncle Wiggily a fortune, but Uncle Wiggily prefers to find his fortune himself. Uncle Wiggily sets off once more to find his fortune. Uncle Wiggily meets Mr. Hedgehog, who invites Uncle Wiggily to stay in his cave. Mr. Hedgehog feels ill and wishes for cherry pie. Mr. Hedgehog has tried and failed to make his own cherry pie, making the mistake of putting the stony cherry pits into his pies. The porcupine shoots more cherries down with his quills so Uncle Wiggily can make him a pie. Percival, the circus dog, arrives at the cave, and all three animals enjoy the cherry pie.

Vocabulary

- **Porcupine:** A large rodent with defensive spines or quills on the body and tail.
- **Hedgehog:** A small nocturnal Old World mammal with a spiny coat and short legs, able to roll itself into a ball for defense.
- **Quill:** The hollow sharp spines of a porcupine, hedgehog, or other spiny mammal.
- **Cherry Pit:** The hard inner stone of the cherry fruit.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw the inside of a cherry. Draw the stem, the fleshy outer part, and the pit.

Review Questions

1. **Who owns the cave that Uncle Wiggily finds?** Mr. Hedgehog owns the cave.
2. **What does Mr. Hedgehog wish he could eat?** Mr. Hedgehog wishes he could eat cherry pie.
3. **Why does Mr. Hedgehog fail at making a cherry pie?** Mr. Hedgehog puts stony cherry pits in his pies instead of the soft outer part.
4. **How does Mr. Hedgehog get cherries off cherry trees?** Mr. Hedgehog shoots the cherries down with his quills.
5. **Who comes to the cave to visit Uncle Wiggily and Mr. Hedgehog?** Percival, the circus dog, visits Uncle Wiggily and Mr. Hedgehog.

Chapter 16: Uncle Wiggily and Percival

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily makes a cherry pie for Mr. Hedgehog. Uncle Wiggily, Mr. Hedgehog, and Percival, the circus dog, all enjoy eating the pie. Percival had arrived at the cave crying because he had stepped on a sharp stone. Eating cherry pie makes Percival feel much better. Uncle Wiggily and Percival stay with Mr. Hedgehog for a few days, then set off to find their fortunes. They walk into a lonesome, dismal forest and start a fire. When two savage wolves emerge from the forest, Uncle Wiggily and Percival perform funny tricks. The wolves laugh so hard they fall over. An alligator comes along and chases off the wolves. Luckily, the alligator has just eaten, so he doesn't want to eat Uncle Wiggily or Percival.

Vocabulary

- **Dismal:** Depressing, dreary, or gloomy.
- **Grove:** A small wood, orchard, or group of trees.
- **Lonesome:** Solitary or lonely.
- **Blaze:** Burn fiercely or brightly.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

- Make your own campfire out of construction paper.
- Get two pieces of brown construction paper, an orange piece, a red piece, scissors, and tape and/or glue.
- Cut the brown paper into fourths, roll it, and tape or glue it to make logs.
- Draw and cut flickering flames out of the orange and red paper.
- Make a fold around one inch from the bottom of the flames.
- Glue and/or tape the flames to the logs.

Review Questions

1. **Why does Percival cry when he comes to the cave?** Percival cries because he had earlier stepped on a sharp stone.
2. **What do Uncle Wiggily and Percival do since the forest is dark and dismal?** Uncle Wiggily and Percival start a fire.
3. **How do Uncle Wiggily and Percival keep the wolves from eating them?** They perform tricks and make the wolves laugh.
4. **Who scares off the wolves?** An alligator scares off the wolves.
5. **Why doesn't the alligator eat Uncle Wiggily and Percival?** The alligator doesn't eat Uncle Wiggily and Percival because the alligator has just eaten.

Chapter 17: Uncle Wiggily in a Well

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily and Percival enter a dismal, dark forest. In the forest, they meet a sad, limping grasshopper who sprained his hind leg. Uncle Wiggily applies some soothing salve to the grasshopper's leg. Uncle Wiggily and Percival say goodbye to the grasshopper and continue along until they reach a fork in the road. They each take one fork and agree to meet up later. Uncle Wiggily encounters a big, bad toad, who challenges Uncle Wiggily to jump into a pile of leaves. Uncle Wiggily jumps into the leaves and falls into a well, for it was a trap. The toad hops off to tell the wolves they can come and eat Uncle Wiggily. Uncle Wiggily calls for help, and the grasshopper overhears him. The grasshopper fetches Percival for help. Percival lowers a rope to Uncle Wiggily and rescues him. All three animals take off before the wolves and the bad toad return.

Vocabulary

- **Grasshopper:** A plant-eating insect with long hind legs that are used for jumping and for producing a chirping sound. It frequents grassy places and low vegetation.
- **Hind:** At the back; posterior.
- **Salve:** An ointment used to promote healing of the skin or as protection.
- **Well:** A shaft sunk into the ground to obtain water, oil, or gas.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

- Make your own well out of construction paper.
- Get pieces of gray, brown, and red construction paper, scissors, and tape and/or glue.
- Make the well base - Cut the gray paper into fourths, roll one of the pieces, and tape or glue it into a wide cylinder.
- Make the wooden support beams - Cut the brown paper into two small pieces, roll one the pieces, and tape or glue it them into small wooden beams.
- Use glue and tape to secure the beams in an upright position on either side of the well base.
- Make the Roof - Cut and fold a piece of red paper.
- Make a fold around one inch from the bottom of the flames.
- Glue and/or tape the roof to the small wooden beams.

Review Questions

1. **What does Uncle Wiggily apply to the grasshopper's leg?** Uncle Wiggily applies salve to the grasshopper's leg.
2. **What do Uncle Wiggily and Percival do when they reach the 'Y' in the road?** When Uncle Wiggily and Percival reach the 'Y' in the road, they each take one path and agree to meet up later.
3. **How does the toad trick Uncle Wiggily into jumping into a well?** The toad had previously covered the well opening with leaves. The toad challenges Uncle Wiggily to jump as far as the leaves.
4. **Why does the toad trap Uncle Wiggily in the well?** The toad traps Uncle Wiggily for the wolves to eat.
5. **How does Percival rescue Uncle Wiggily from the well?** Percival lowers a rope into the well.

Chapter 18: Uncle Wiggily and Jennie Chipmunk

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, a bad toad tricks Uncle Wiggily into falling into a well. Uncle Wiggily parts from Percival and the grasshopper, travels on, and meets Jennie Chipmunk. Jennie is crying because a bear stole her new hair ribbons and replaced them with an old black shoestring. Uncle Wiggily says he'll get the ribbons back. Hearing Uncle Wiggily's promise, the bear jumps out of the bushes. Uncle Wiggily flings dirt at the bad bear. The bear runs off to wash the dirt from his face. Uncle Wiggily gives Jennie some money for new hair ribbons and walks her home.

Vocabulary

- **Sparrow**: A small bird, typically with brown and gray plumage.
- **German Measles**: Another name for rubella, a contagious viral disease that causes a red rash.
- **Shoestring**: A small or inadequate budget.
- **Gravel**: A loose aggregation of small water-worn or pounded stones.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

- Create a collage out of paper 'ribbons.'
- Cut long, narrow strips of construction paper. Cut some straight and some wavy.
- Glue the paper ribbons onto another piece of paper.

Review Questions

1. **Why does Dickie Chip-Chip, the sparrow boy, want Percival to come with him?**
Dickie Chip-Chip wants Percival to perform tricks to cheer up Peetie Bow Wow, who is sick with the German measles.
2. **Why does Jennie Chipmunk cry?** A bear took her new hair ribbons and replaced them with an old black shoestring.
3. **How does Uncle Wiggily defeat the bear?** Uncle Wiggily digs and flings dirt at the bad bear.
4. **What does Uncle Wiggily give to Jennie Chipmunk?** Uncle Wiggily gives Jennie Chipmunk money for new hair ribbons.

Chapter 19: Uncle Wiggily and the Lantern

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily defeats a bear, gives Jennie Chipmunk money for hair ribbons, and walks Jennie home. In this chapter, Uncle Wiggily stumbles across the home of Billie and Nannie Goat and their children. Nannie shows Uncle Wiggily that she can make all sorts of things out of paper, including lanterns. Uncle Wiggily stays the night with the goats. Late that night, a burglar-fox tries to get through the door to rob the goats. Per Uncle Wiggily's request, Nannie makes a big paper lantern. Uncle Wiggily puts a burning candle in the lantern and ties a string to it. Uncle Wiggily lowers the lit paper lantern out a window. The hot candle burns the burglar-fox's nose, and the burglar fox runs away.

Vocabulary

- **Hornet:** A large stinging wasp that typically nests in hollow trees.
- **Lantern:** A lamp with a transparent case protecting the flame or electric bulb, and typically having a handle by which it can be carried or hung.
- **Burglar:** A person who enters into a building illegally with intent to commit a crime, especially theft.
- **Rob:** Take property unlawfully from (a person or place) by force or threat of force.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

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Activity 3: Model the Story

- Draw Uncle Wiggily, his valise, and his red, white, and blue-striped barber pole crutch.

Activity 4: Make Bunny Ears

- Make your own paper lantern.



- Color a piece of construction paper as desired.



- Cut a 1 inch strip off of the construction paper to make a handle.



- Fold the larger piece in half.



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- Make even-spaced cuts three-fourths of the way across the folded paper, starting from the fold.



- Open the paper, and roll it into a tube. Secure the tube with tape or glue.
- Tape the handle onto one end.

Review Questions

1. **Who tries to break into the goats' home?** A burglar-fox tries to break into the goats' home.
2. **What does Uncle Wiggily ask Nannie Goat to make?** Uncle Wiggily ask Nannie Goat to make a big paper lantern.
3. **What does Uncle Wiggily do with the paper lantern?** Uncle Wiggily places a burning candle in the lantern, ties a string to the lantern, and lowers the lantern out a window to the fox.
4. **Why does the fox run away?** The hot candle burns the burglar-fox's nose.

Chapter 20: Uncle Wiggily and the Paper House

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily defeats a burglar-fox by burning the fox with a candle in a paper lantern. Nannie Goat shows Uncle Wiggily how to create a paper house out of waxed paper. With his new knowledge, Uncle Wiggily sets off to find his fortune. That night, he makes a paper house to protect himself from the rain. A bad alligator snoops around Uncle Wiggily's paper house and asks to be let in. When Uncle Wiggily refuses, the bad alligator smashes the paper house with his tail. Uncle Wiggily escapes into the cellar he'd dug, which the Alligator was too big to get into. The crashing thunder and flashing lightning scare the alligator off. Uncle Wiggily sleeps all night in his cellar, warm and dry.

Vocabulary

- **Wax:** A sticky yellowish moldable substance secreted by honeybees as the material of honeycomb; beeswax.
- **Waxed Paper:** Paper that has been impregnated with wax to make it waterproof or greaseproof, used especially in cooking and the wrapping of foodstuffs.
- **Snoop:** Investigate or look around furtively to find out something, especially information about someone's private affairs.
- **Cellar:** A room below ground level in a house, typically one used for storing food, wine, or coal.
- **Swoop:** (especially of a bird) Move rapidly downward through the air.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a house with a cellar down under the earth below the house.

Review Questions

1. **What does Nannie Goat show Uncle Wiggily how to make?** Nannie Goat shows Uncle Wiggily how to make a paper house.
2. **What does Uncle Wiggily plan to do to ensure his paper houses can withstand rain and water?** Uncle Wiggily plans to make his houses out of waxed paper.
3. **Who snoops around Uncle Wiggily's house and knocks it down?** A bad alligator snoops around Uncle Wiggily's house and knocks it down.
4. **How does Uncle Wiggily evade the alligator?** Uncle Wiggily hides in his cellar.
5. **Why does the alligator get scared and run off?** The alligator fears the thunder and lightning.

Chapter 21: Uncle Wiggily in a Paper Boat

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily escapes an alligator by hiding in his cellar. The next morning, Uncle Wiggily sets off to find his fortune and comes to a pond of water with a goldfish in it. Uncle Wiggily knows he could sell the goldfish for money, but figures the goldfish would not like to be sold. The goldfish appreciates Uncle Wiggily's consideration. Uncle Wiggily travels on. When it gets dark, he sees a nice wooden house that no one lives in on the other side of a wide brook. The brook is too deep to walk across, and Uncle Wiggily cannot swim across carrying his crutch and valise. Uncle Wiggily folds a boat out of paper and tries to cross, but the boat begins to sink. The bad alligator shows up and tries to grab him, but the goldfish rescues him and takes him across the brook to the little wooden house.

Vocabulary

- **Dawned:** To realize or understand something.
- **Pond:** A small body of still water.
- **Goldfish:** A small reddish-golden fish, popular in ponds and aquariums.
- **Thoughtful:** Absorbed in or involving thought. Showing consideration for the needs of other people.
- **Wade:** Walk through water or another liquid or soft substance.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a pretty gold fish with golden scales in a little pond.

Review Questions

1. **What does Uncle Wiggily see in the pond?** Uncle Wiggily sees a goldfish in the pond.

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2. **Why doesn't Uncle Wiggily sell the goldfish for money?** Uncle Wiggily figures the goldfish would not like to be sold.
3. **What blocks Uncle Wiggily from reaching the wooden house?** Uncle Wiggily must cross a wide, deep brook to reach the house. The brook is too deep to wade across.
4. **What happens when Uncle Wiggily tries to cross the brook in a paper boat?** When Uncle Wiggily tries to cross the brook in a paper boat, the boat sinks.
5. **Who saves Uncle Wiggily from the alligator?** The goldfish rescues Uncle Wiggily from the alligator.

Chapter 22: Uncle Wiggily and the Mud Pie

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily is rescued by the goldfish and reaches the wooden house. Uncle Wiggily spends the night in the wooden house. The next morning, Uncle Wiggily wakes to a knock at the door. The knock is the sound of the goldfish throwing rocks against the door. The goldfish gives Uncle Wiggily some breakfast in a watercress basket. After eating, Uncle Wiggily sets off and encounters a snake. Fleeing the snake, Uncle Wiggily leaps over some briar and bramble bushes. He lands in a mud pie two hedgehog boys are making. The hedgehogs are annoyed that their pie is ruined, but Uncle Wiggily apologizes. When the snake wriggles out, the hedgehogs plaster the snake's eyes with mud, enabling Uncle Wiggily and the boys to escape. Uncle Wiggily helps the hedgehog boys make another mud pie and gives them some of his real cherry pie. Uncle Wiggily sleeps at the hedgehogs' house that night.

Vocabulary

- **Watercress:** A plant that grows in running water and whose pungent leaves are used in salad.
- **Water-Lily:** An ornamental aquatic plant with large round floating leaves and large, typically cup-shaped, floating flowers.
- **Condescending:** Having or showing a feeling of patronizing superiority.
- **Hissing:** Making a sharp sibilant sound as of the letter s.
- **Bramble:** A prickly scrambling vine or shrub, especially a blackberry or rose bush.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Model the Story

- Make a paper chain snake.
- Fetch some construction paper.

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- Cut strips of paper from the shorter length of the construction paper, around one inch wide.
- Circle a strip into a ring and tape or glue it.
- Thread the next piece through the first circle, and circle that piece and tape or glue it.
- Make the chain as long as you wish.
- Draw snake eyes and forked tongue on one end of the paper chain.

Review Questions

1. **What makes the knocking sound at Uncle Wiggily's door?** Rocks thrown by the goldfish hit Uncle Wiggily's door and make the knocking sound.
2. **What tries to get Uncle Wiggily?** A snake tries to get Uncle Wiggily.
3. How does Uncle Wiggily escape the snake the first time? Uncle Wiggily jumps over a briar and bramble bush.
4. **What does Uncle Wiggily land in after jumping the bushes?** Uncle Wiggily lands in a mud pie.
5. **How does Uncle Wiggily escape the snake the second time?** The hedgehog boys plaster mud over the snake's eyes, enabling Uncle Wiggily and the boys to flee.
6. **Describe how Uncle Wiggily is kind to the hedgehog boys.** After apologizing for accidentally destroying the first mud pie, Uncle Wiggily helps the boys rebuild their mud pie. In addition, Uncle Wiggily shares his cherry pie with the boys.

Chapter 23: Uncle Wiggily and the Elephant

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily escapes a snake and stays with the hedgehog boys. The next morning, Uncle Wiggily takes off again. As he walks along, Uncle Wiggily hears an elephant crying because he's stepped on a tack. After Uncle Wiggily pulls the tack out of the elephant's foot, the bad alligator tries to get Uncle Wiggily again. The elephant tosses the alligator into the briar bushes, saving Uncle Wiggily.

Vocabulary

- **Giant:** An imaginary or mythical being of human form but superhuman size.
- **Tack:** A small, sharp, broad-headed nail.
- **Pinhead:** The flattened head of a pin.
- **Shed:** To lose or discard.
- **Trunk:** The elongated nose of an elephant.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw the alligator stuck in the briar bushes.

Review Questions

1. **Who does Uncle Wiggily hear crying?** Uncle Wiggily hears the elephant crying.
2. **Why is the elephant crying?** The elephant cries because he has a tack stuck in his foot.
3. **How does Uncle Wiggily help the elephant?** Uncle Wiggily helps the elephant by pulling the tack out of the elephant's foot.
4. **Who tries to get Uncle Wiggily?** The bad alligator tries to get Uncle Wiggily.
5. **How does the elephant save Uncle Wiggily from the alligator?** The elephant tosses the alligator into the briar bushes.

Chapter 24: Uncle Wiggily and the Cherry Tree

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily pulls a tack out of an elephant's foot, and the elephant saves Uncle Wiggily from the alligator. Uncle Wiggily and the elephant travel together until a man jumps out of the bushes and convinces the elephant to return to the circus. Uncle Wiggily continues on and meets Goosey Gander, who cries because he is sick and misses home. Uncle Wiggily looks at Goosey Gander's tongue and realizes Goosey Gander has the epizootic. Goosey Gander asks for cherry pie as there is a nearby cherry tree. Uncle Wiggily throws rocks and his valise up into the tree, but no cherries come down. The elephant reappears and picks the cherries. Uncle Wiggily makes three pies, Goosey Gander feels better, and all three friends travel on.

Vocabulary

- **Epizootic:** Of, relating to, or denoting a disease that is temporarily prevalent and widespread in an animal population.
- **Chap:** A gentleman.
- **Tremendous:** Very great in amount, scale, or intensity.
- **Bill:** The beak of a bird.
- **Drake:** A male duck.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a tree full of plump, red cherries.

Review Questions

1. **Who jumps out from the bushes?** The circus man jumps out from the bushes.

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2. **What does the circus man do after jumping out of the bushes?** The circus man convinces the elephant to return to the circus.
3. **Why does Goosey Gander cry?** Goosey Gander is sick and misses home.
4. **What does Goosey Gander ask for?** Goosey Gander asks for a cherry pie.
5. **How does Uncle Wiggily get cherries for the pies?** The elephant returns and pulls the cherries down from the cherry tree with his trunk.

Chapter 25: Uncle Wiggily and Grandpa Goosey

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily makes some cherry pie for Goosey Gander and the circus elephant. In this chapter, the circus man returns and forces the elephant to return to the circus with him. Uncle Wiggily and Goosey Gander travel on without the elephant in search of their fortunes. Uncle Wiggily meets Jennie Chipmunk and buys popcorn from her. Goosey Gander gets caught by a snake, and Uncle Wiggily rescues Goosey Gander by distracting the snake with popcorn balls, which snakes love to eat. The snake becomes so full of popcorn, that he falls sleep and doesn't bother Goosey Gander again.

Vocabulary

- **June Bug:** A large brown scarab beetle that appears in late spring and early summer.
- **Waddle:** Walk with short steps and a clumsy swaying motion.
- **Handkerchief:** A square of cotton or other finely woven material, typically carried in one's pocket and intended for blowing or wiping one's nose.
- **Popcorn Ball:** A ball of popcorn held together by a sugary syrup.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a snake eating a popcorn ball.

Review Questions

1. **Where does the elephant go?** The elephant returns to the circus with the circus man.
2. **What does Uncle Wiggily leave under the apple tree?** Uncle Wiggily leaves his valise under the apple tree.
3. **Who does the snake catch?** The snake catches Goosey Gander.
4. **Who saves Goosey Gander?** Uncle Wiggily saves Goosey Gander.
5. **Why does Uncle Wiggily feed the snake popcorn balls?** Uncle Wiggily saves Goosey Gander from a snake by feeding the snake popcorn balls.

Chapter 26: Uncle Wiggily's Ice Cream Cones

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily saves Goosey Gander from a snake by feeding the snake popcorn balls. In this chapter, Uncle Wiggily and Goosey Gander meet a crow, who tells them they can sleep in a field near a scarecrow. The next day is very hot, so Uncle Wiggily buys two strawberry ice cream cones. A bad black bear licks the ice cream out of Uncle Wiggily's cones and plans to eat Uncle Wiggily next. Uncle Wiggily tickles the Bear with the pointy ends of the empty cones. The bear laughs so hard, Uncle Wiggily escapes.

Vocabulary

- **Burrow:** A hole or tunnel dug by a small animal, especially a rabbit, as a dwelling.
- **Scarecrow:** An object, usually made to resemble a human figure, set up to scare birds away from a field where crops are growing.
- **Coat:** An animal's covering of fur or hair.
- **Beam:** A ray or shaft of light.
- **Boast:** Talk with excessive pride and self-satisfaction about one's achievements, possessions, or abilities.
- **Jolly:** Happy and cheerful.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a big strawberry ice cream cone.

Review Questions

1. **What does Uncle Wiggily buy?** Uncle Wiggily buys two big strawberry ice cream cones.

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2. **Who licks the ice cream right out of the cones with their long tongue?** A bad black bear licks the ice cream right out of the cones.
3. **Who wants to eat Uncle Wiggily?** The bad black bear wants to eat Uncle Wiggily.
4. **How does Uncle Wiggily use the cones to escape the bad black bear?** Uncle Wiggily tickles the bear with the ice cream cones. The bear laughs so hard, Uncle Wiggily is able to escape.

Chapter 27: Uncle Wiggily and the Red Ants

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily escapes a bear by tickling him with ice cream cones. In this chapter, a bee uses his honey to buy Uncle Wiggily and Goosey Gander new ice cream cones. Goosey Gander decides to head for home. Uncle Wiggily travels on and is almost eaten by a bad giant. A group of nice ants bury Uncle Wiggily under grains of sand. The giant can't find Uncle Wiggily even though he can smell Uncle Wiggily.

Vocabulary

- **Shady**: Situated in or full of shade.
- **Disappoint**: Fail to fulfill the hopes or expectations of someone.
- **Hive**: Short for beehive, a place where bees live.
- **Monstrous**: Having the ugly or frightening appearance of a monster.
- **Giant**: An imaginary or mythical being of human form but superhuman size.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a bee and some honey.

Review Questions

1. **Who buys Uncle Wiggily and Goosey Gander ice cream cones?** A kind bee buys Uncle Wiggily and Goosey Gander new ice cream cones.
2. **How does the bee buy the ice cream cones?** The bee buys the cones with his honey.
3. **Where does Goosey Gander decide to go?** Goosey Gander decides to go home.
4. **Why do the ants cover Uncle Wiggily with grains of sand?** The ants cover Uncle Wiggily with grains of sand to hide him from a bad giant.

Chapter 28: Uncle Wiggily and the Bad Giant

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, Uncle Wiggily escapes a bad giant when bees cover him with grains of sand. In this chapter, the ants tell Uncle Wiggily about a good giant and a bad giant that live near one another. The ants also tell Uncle Wiggily that the good giant flies a flag in front of his house. The ants didn't know that the bad giant had stolen the good giant's flag and was now flying it in front of his house. Uncle Wiggily mistakenly visits the house of the bad giant, and the bad giant captures Uncle Wiggily. As the bad giant ponders how to best season Uncle Wiggily, the ants swarm over the giant and save Uncle Wiggily.

Vocabulary

- **Rumble:** Make a continuous deep, resonant sound like thunder.
- **Dangerous:** Able or likely to cause harm or injury.
- **Flutter:** Fly unsteadily or hover by flapping the wings quickly and lightly.
- **Flag:** A piece of cloth or similar material, typically oblong or square, attachable by one edge to a pole or rope and used as the symbol or emblem of a country or institution or as a decoration during public festivities.
- **Pole:** A long, slender, rounded piece of wood or metal, typically used with one end placed in the ground as a support for something, such as a flag.
- **Cruel:** Willfully causing pain or suffering to others, or feeling no concern about it.
- **Gruff:** Abrupt or taciturn in manner.
- **Despair:** The complete loss or absence of hope.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a flag flying from the top of a pole.

Review Questions

1. **According to the ants, how can Uncle Wiggily find the good giant's house?** The good giant's house can be identified by the flag he flies in front.
2. **What did the bad giant steal?** The bad giant stole the good giant's flag and began flying the flag at the bad giant's house.
3. **Why does Uncle Wiggily go to the bad giant's house?** Uncle Wiggily sees the stolen flag flying and believes the bad giant's house is the good giant's house.
4. **Who rescues Uncle Wiggily from the bad giant?** The ants rescue Uncle Wiggily from the bad giant.

Chapter 29: Uncle Wiggily and the Good Giant

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, the ants swarm and bad giant and free Uncle Wiggily. In this chapter, the ants show Uncle Wiggily the way to the good giant's house. The good giant gives Uncle Wiggily some carrots and cabbage and offers Uncle Wiggily a job listening for burglars at night. After Uncle Wiggily agrees, a mysterious voice demands access to Uncle Wiggily.

Vocabulary

- **Necktie:** A strip of material worn around the collar and tied in a knot at the front with the ends hanging down, typically forming part of a man's business or formal outfit.
- **Patchwork Squares:** Squares of fabric 'patched' or sewn together into a larger design, such as a quilt.
- **Steeple:** A tall tower of a church or other building.
- **Steam Engine:** An engine that uses the expansion or rapid condensation of steam to generate power.
- **Katydid:** A large, typically green, long-horned grasshopper. The male makes a sound that resembles the name.
- **Bushel:** A measure of capacity equal to 64 US pints (equivalent to 35.2 liters), used for dry goods.
- **Racket:** A loud unpleasant noise; a din.
- **Chandelier:** A decorative hanging light with branches for several light bulbs or candles.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw the good giant.

Review Questions

1. **Who shows Uncle Wiggily the way to the good giant's house?** The ants show Uncle Wiggily the way to the good giant's house.
2. **What does the good giant give to Uncle Wiggily?** The good giant gives Uncle Wiggily some vegetables for lunch.
3. **How does the good giant offer to help Uncle Wiggily find his fortune?** The good giant offers Uncle Wiggily a job.
4. **Does Uncle Wiggily accept the job?** Yes, Uncle Wiggily accepts the job.

Chapter 30: Uncle Wiggily and the Giant's Boy

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the last chapter, the good giant offers Uncle Wiggily a job and a voice asks for Uncle Wiggily. In this chapter, Uncle Wiggily meets the giant's son. The boy plays piano, sings, and offers to help Uncle Wiggily find a pot of gold at the end of a rainbow. When it rains, the good giant shows his son and Uncle Wiggily that there are pots of gold at the end of rainbows.

Vocabulary

- **Toothpick** A short pointed piece of wood or plastic used for removing bits of food lodged between the teeth.
- **Chestnut**: A glossy brown nut that may be roasted and eaten.
- **China**: A country in East Asia that has the most people of any country in the world.
- **Banjo**: A stringed musical instrument with a long neck and a round open-backed body.
- **Myth**: A widely held but false belief or idea.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- Draw a rainbow with a pot of gold at one end.

Review Questions

1. **Who offers to help Uncle Wiggily find a pot of gold?** The good giant's son offers to help Uncle Wiggily find a pot of gold.
2. **Where do the giant's son and Uncle Wiggily believe they'll find a pot of gold?** The giant's son and Uncle Wiggily believe they'll find a pot of gold at the end of a rainbow.
3. **According to the giant's boy, what is required for a rainbow to form?** It must rain for a rainbow to form. (Note: The sun must also shine.)
4. **Who shows the giant boy and Uncle Wiggily that the pot of gold story is nothing but a myth?** The good giant shows the giant boy and Uncle Wiggily that the pot of gold story is nothing but a myth.

Chapter 31: Uncle Wiggily and Daddy Longlegs

Directions

Study the story for one week.

Over the week:

- Read or listen to the story one or more times.
- Review the **Synopsis**.
- Study the **Vocabulary** words.
- Complete the **Enrichment Activities**.
- Discuss the **Review Questions**.

Synopsis

In the previous chapter, Uncle Wiggily learns the story of a pot of gold at the end of a rainbow is a myth. In this chapter, Uncle Wiggily sets off to find his fortune. The kind giant boy walks with Uncle Wiggily and saves Uncle Wiggily from a bad black bear. After the giant boy says farewell, Uncle Wiggily meets a crying boy who has lost his cows. A grand-daddy longlegs spider tells the boy where to find the cows. Uncle Wiggily helps the boy drive the cows home and drinks several glasses of milk.

Vocabulary

- Spool: A cylindrical device on which thread or other flexible materials can be wound.
- Washtub: A large metal tub used for washing clothes and linen.
- Skyrocket: Increase very steeply or rapidly.
- Souvenir: A thing that is kept as a reminder of a person, place, or event.
- Postal: Of or relating to the post office or the mail.
- Cud: Partly digested food returned from the first stomach of cows or other ruminants to the mouth for further chewing.

Enrichment Activities

Activity 1: Recite the Book Information

Before and after reading or listening to the story, recite aloud the name of the author, the title of the book, and the title of the chapter.

Activity 2: Narrate the Story

After reading or listening to the story, narrate the events of the story aloud in your own words.

Activity 3: Draw the Story

- In the story, a grand-daddy longlegs spider helps the little boy find his cows.
- Sketch the grand-daddy longlegs spider below.



Review Questions

1. **Who saves Uncle Wiggily from the big black bear?** The good giant's son saves Uncle Wiggily from the big black bear.
2. **Who does Uncle Wiggily hear crying?** Uncle Wiggily hears a little boy crying.
3. **Why is the little boy crying?** The little boy cries because he lost his cows.
4. **Who helps the little boy find his cows?** The grand-daddy longlegs spider helps the little boy find his cows.
5. **Who helps the little boy drive his cows home?** Uncle Wiggily helps the boy drive the cows home.
6. **What does Uncle Wiggily drink?** Uncle Wiggily drinks milk.