

Book 6: Pop Off!

Curriculum Extension Activities

1. Have the children draw an original hat. In making a hat, they can use a paper plate with string threaded through each side to be tied under the chin. Or, they can make a magician's hat with a black cylinder shape slipped inside a circular bottom (the circular shape has a hole in the center.) The children can decorate their hats with dried flowers, feathers, bow, glitter, and yarn. Then they can have a "Crazy Hat" parade.
2. Play a game of "Ten Questions." In this game, a child has an article of clothing in mind and starts the game by saying, "I lost my _____. It goes on my hands. What is it?" The other children get to ask ten questions, trying to guess what was lost. Questions may be answered with "yes" or "no."
3. This is an excellent story to dramatize. Using a hat and masks of each animal, have the story acted out in sequence. Why did the hat stay on the animal at the end of the story? Make a list of action words on the board and have the students pantomime an action. The other students guess which action is being dramatized.

Short "o" words: nods, pop, off, on, jogs, hops, Mox, ox

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