

If You Give a Cat a Cupcake

by Laura Numeroff

A hilarious follow-up to a beloved children's series, filled with full-color illustrations and an action-packed story that will become a classroom favorite.



Read

Before:

Introduce the book and tell the children a little bit about it. Follow that with a comment or question that is related to the story such as, *What is your favorite sweet treat?* Encourage a discussion so the children can comment, ask questions, and express their feelings. Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- I wonder if that cat is going to eat all of those cupcakes?

During:

Encourage the children to comment on the illustrations, ask questions, and predict what will happen next in the story. Ask the children to try and remember as you read which animal crawled in the mitten first, second, and so on. Point out "rare words" (e.g., those words that are not commonly used in every day conversation) and help the children relate the meaning in a way that makes sense to them.

Rare Words in *If You Give a Cat a Cupcake*:

- beach: a strip of sand at the point where the land meets the sea or lake
- seashells: an empty shell of a sea organism
- pail: same as a bucket
- gym: short for gymnasium, a place where exercise, activities and physical education takes place
- treadmill: a machine with an endless belt on which somebody can walk upon
- karate: a traditional Japanese form of combat
- lake: a large body of water surrounded by land
- rowing: the activity of propelling a boat with oars
- captain: a sailor that is in command of the ship
- mane: the hair on an animal's neck
- museum: a place where important things are preserved and put on display

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After:

Discuss the story. Ask questions...

- What did the cat want first? What did he want to put on the cupcake?
- Why did the cat want to go to the beach?
- What did the cat collect on the beach?
- What activities did the cat do at the gym?
- What did he want to do at the lake?
- What animals did the cat find at the museum?
- Where did the cat go after the museum? What did he want once he got home?



Do

Sequence Cards

You will need: *If You Give a Cat* sequence cards, crayons/markers, glue, construction paper and scissors.

After reading the story, give each child a copy of the *If You Give a Cat* sequence cards. Allow the children enough time to color and cut out each square. Next, the children will glue the cards in sequential order onto the construction paper. If desired, re-read the story as the children are completing the task.

My Name: _____

If You Give a Cat Sequence Cards

