

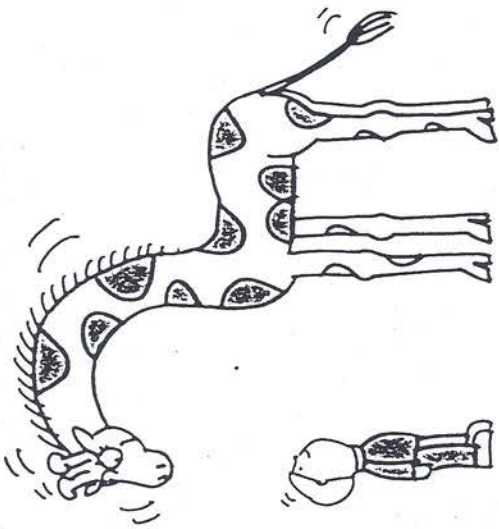
# PRE-READING ACTIVITIES

down to the... my desk



how they carry their babies. Unfortunately, none of their methods work for Katy and her son. Finally, Katy turns to the owl, who knows everything. He tells her to "get a pocket" and suggests that the City might be the place to find one. So Katy and Freddy hop to the City, where indeed, they meet a man with a carpenter's apron full of pockets. The man kindly empties the tools from his pockets and gives his apron to Katy. With Freddy snug inside an apron pocket, Katy hops home, where she becomes a kind of babysitter, holding other animal babies in her many pockets when their mothers are busy.

**Fine Features** As a way of introducing animal characteristics, play this game with the class. Explain that you will call out the name of an animal. Ask students to respond by identifying an important feature of that animal, one that distinguishes it from most others. For example, if you call out "dog," students might say "bark." Some animals to include in your game are listed below. (Accept all reasonable responses.)



- elephant (big ears, trunk)
- giraffe (long neck)
- zebra (stripes)
- lion (mane, roar)
- reindeer (antlers)
- duck (quack, webbed feet)
- rabbit (long ears, fluffy tail)
- fox (bushy tail)
- rhino (horns)
- hippo (fat)
- alligator (big teeth, green skin)
- turtle (shell)

Finish the game by calling out "kangaroo." When students respond with "pocket" or "pouch," ask them to think about why a kangaroo that didn't have this feature might have some problems. Tell students they will be meeting a kangaroo with just such a problem in *Katy No-Pocket*.

**Meet the Author:** Emmy Payne Emmy Govan West was born in 1919 to parents who were both authors. Although she wrote two children's books under the name Emmy Payne (*Katy No-Pocket* and *Johnny Groundhog's Shadow*), most of her work was done in collaboration with her mother, Christine Noble Govan. Together they have written many mysteries, including *The Mystery at Fearsome Lake*, *Mystery at Shingle Rock*, *Danger Downriver*, and *Mystery at the Weird Ruins*. Emmy West lives in Tennessee.

**Meet the Artist:** H. A. Rey Hans Augusto Rey (1898-1977) was born in Hamburg, Germany, on September 16. He started drawing at the age of two; his first subjects were horses. As a boy, Rey lived near the Hagenbeck Zoo, where he learned to love many kinds of animals. His first children's book, written with his wife Margret, was *Cecily G. and the Nine Monkeys*. After spending time both in Brazil and in Paris, the Reys moved to the United States in 1940, bringing with them the as-yet-unpublished manuscript for *Curious George*. In addition to the *Curious George* books, H. A. Rey published two books on astronomy for children.

**Story Summary** Katy the kangaroo is terribly upset because, unlike the other mother kangaroos, she has no pocket in which to carry her baby, Freddy. Desperate, Katy begins asking other animals

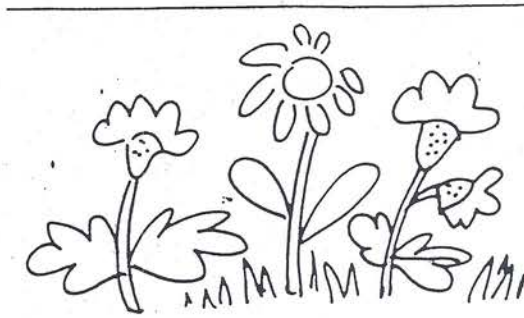
# Hop Along with Katy

Follow Katy as she looks for a pocket. Write the sentences so they are in the correct order.

Katy hops to the City.  
Katy meets a man with pockets.  
Katy talks to Mrs. Crocodile.  
Katy carries animals in her apron.  
Katy talks to the owl.



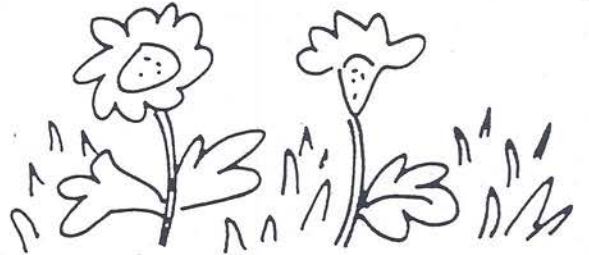
1. \_\_\_\_\_



2. \_\_\_\_\_

\_\_\_\_\_

3. \_\_\_\_\_



4. \_\_\_\_\_

\_\_\_\_\_

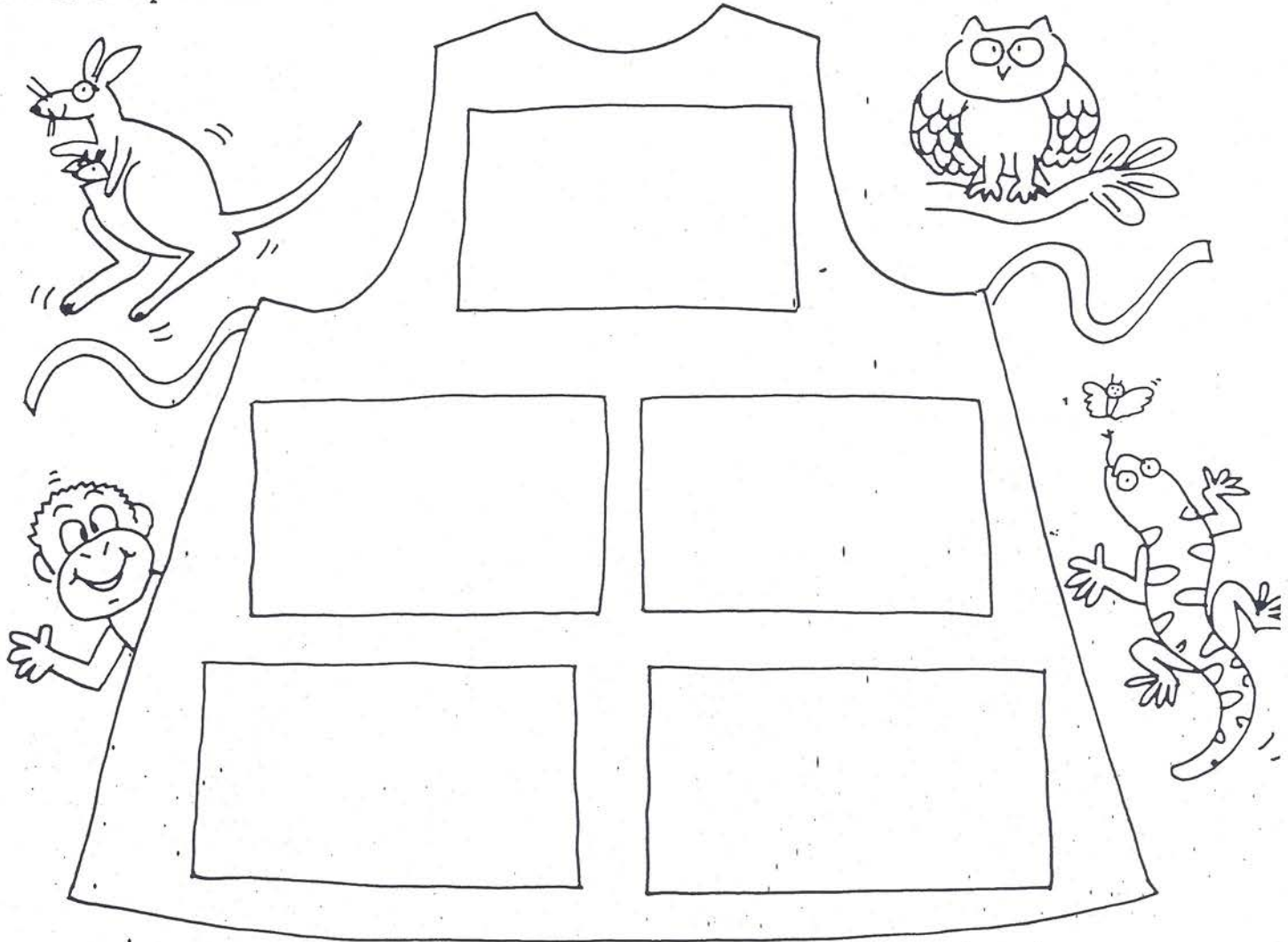
5. \_\_\_\_\_

\_\_\_\_\_



# In Katy's Pockets

Cut out the notes at the bottom of the page. If a note tells about Katy, paste it on one of the pockets.



high jumper

Freddy's mother

has wings

green skin

short arms

good babysitter

very deaf

fast hopper

- On the back of this page write the name of an animal that each of the other notes tells about.

# Many Thanks

Katy wants to thank the man who gave her the apron, but she doesn't know how to write. Write a thank-you note to the man for Katy. Tell him about all the animals that Katy can carry in her pockets.

Dear Mr. Man,

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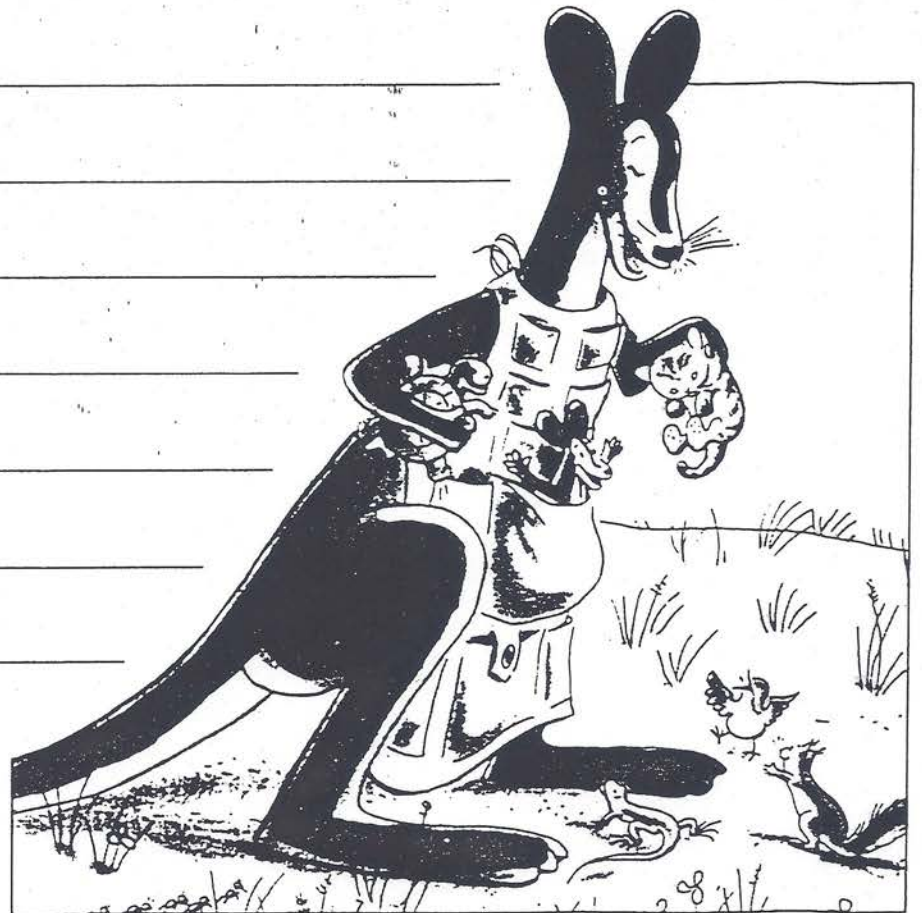
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Love,  
Katy



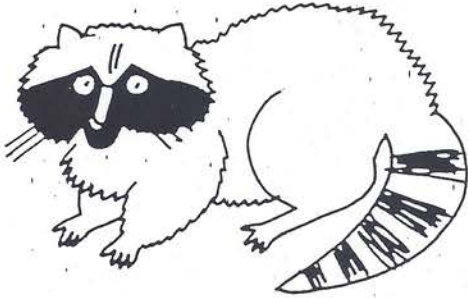
- What else do you think Katy could carry in her apron? Write or draw your answer on the back of this page.

# A Zoo for You

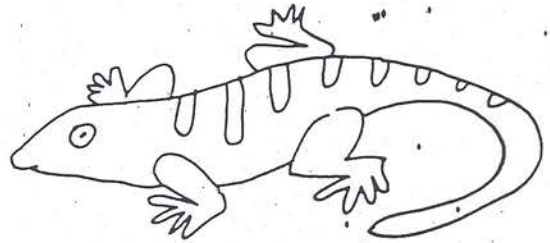
Write the correct animal name under each picture. Then color the animal that you think moves the fastest.

opossum    kangaroo    crocodile    raccoon    tortoise    lizard

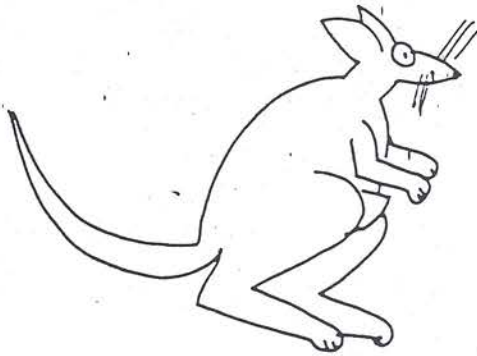
1.



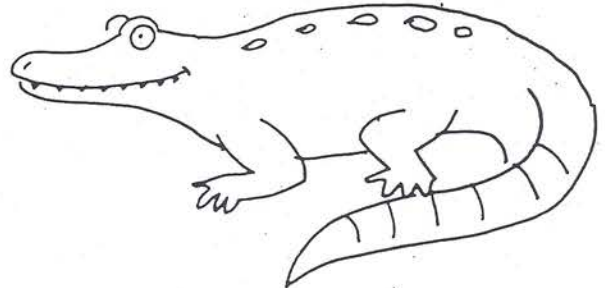
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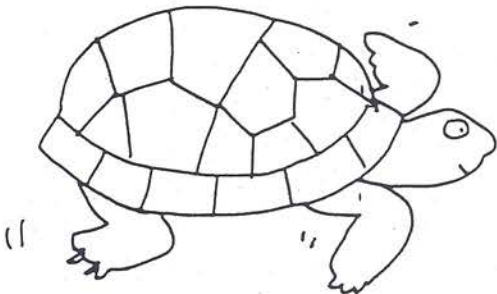
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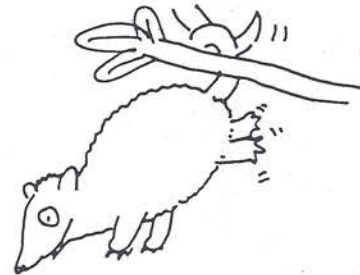
4.



5.



6.



• Now go back and circle the animals that have fur.

# POCKET POP-UPS

Pop-up Joey In this activity students will have fun making a mother kangaroo with a pocket and a baby who pops in and out of it. As you introduce the activity, explain that a baby kangaroo is called a joey.

**You need:**

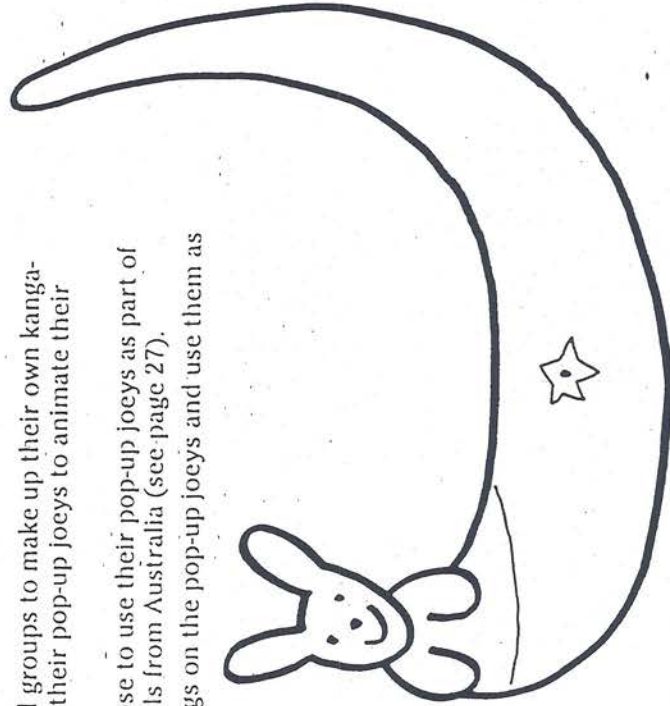
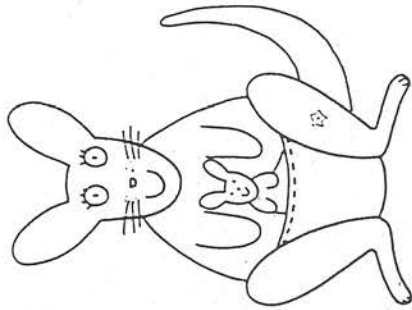
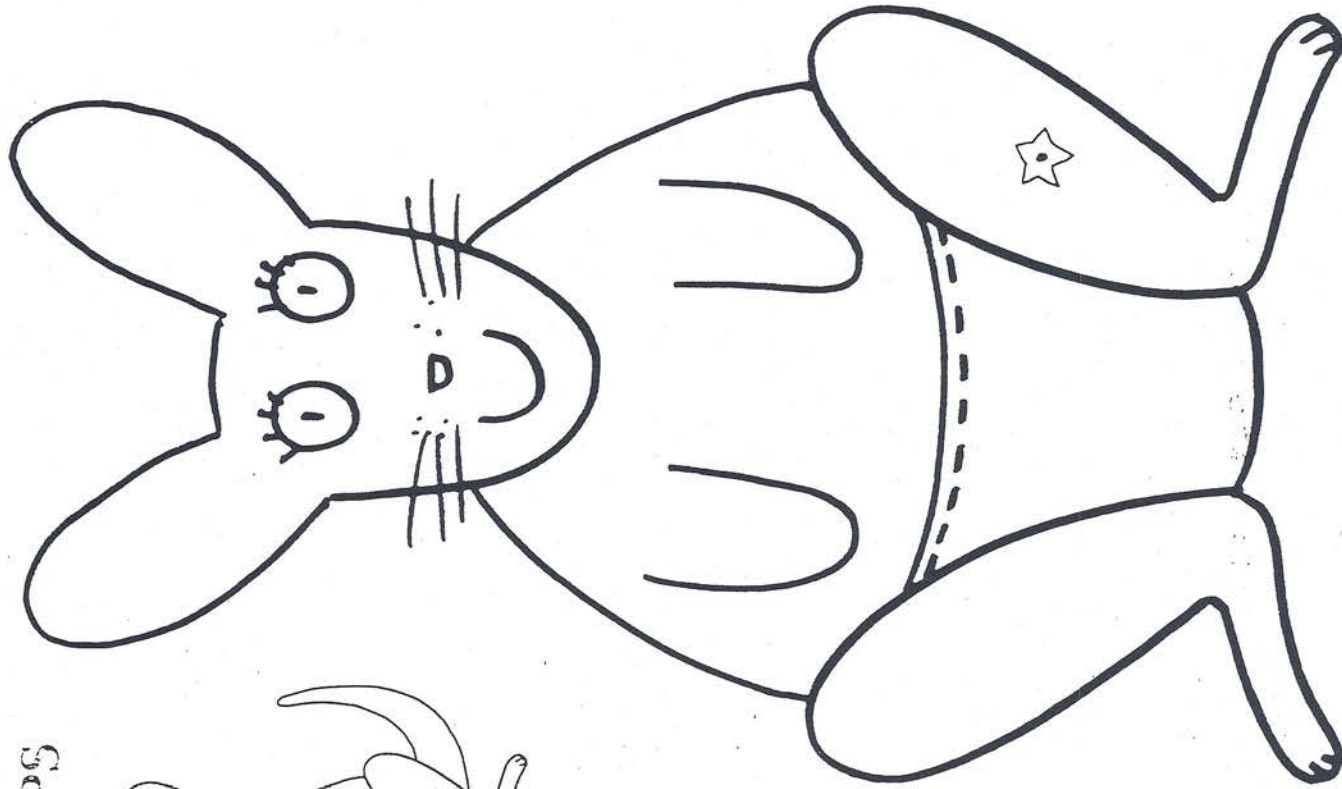
- oaktag or colored construction paper
- paper fasteners
- glue
- scissors
- colored markers
- mother and joey patterns

**Steps:**

1. Use an overhead projector to enlarge the patterns on this page. Make one set of patterns for each student.
2. Provide students with oaktag or colored construction paper on which to trace and cut out the patterns. Some students might need help in positioning and cutting-the dotted line indicating the top of the mother's pouch. Suggest that students add details showing the paws and faces of the kangaroos.
3. Demonstrate how to insert the joey into the pocket and where to place the paper fastener. Explain that by moving the mother's tail, students can make the joey pop in and out of her pouch.

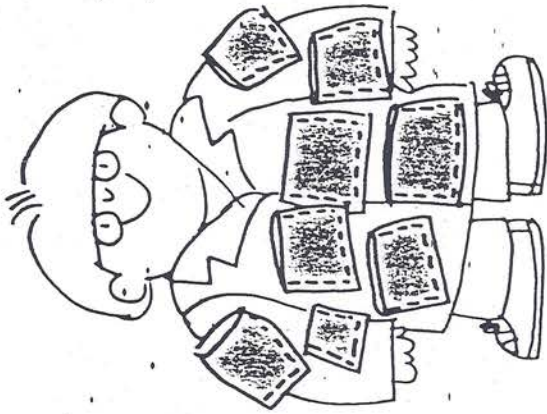
**Using the Pop-up Joeyes**

1. Students can work in small groups to make up their own kangaroo tales. They can then use their pop-up joeyes to animate their stories.
2. Some students might choose to use their pop-up joeyes as part of their presentations on animals from Australia (see page 27).
3. Students can write greetings on the pop-up joeyes and use them as animated-greeting cards.





# PLAY A POCKET GAME



Something in My Pocket-This memory game is a version of "I Packed My Grandmother's Trunk." Use the following directions to explain the game to the class: In this game it's important to listen and remember. All players sit in a circle. The first player says, "I've got something in my pocket, and it's an apple." The next player then says, "I've got something in my pocket, too. I've got an apple and a box." The third player says, "I've got something in my pocket, too. I've got an apple, a box, and a caterpillar."

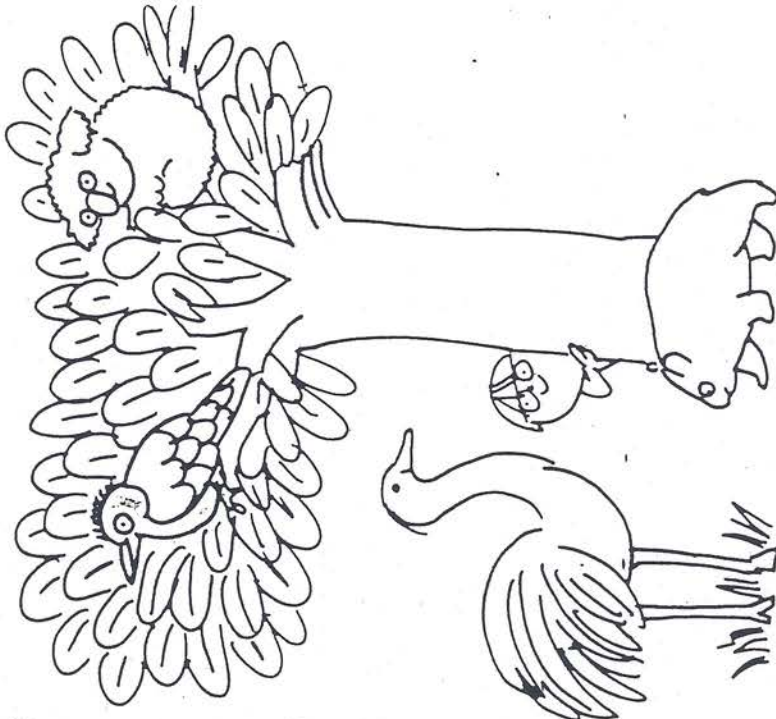
At this point you may wish to ask students if they spot a pattern in what the players have in their pockets (the items are given in alphabetical order). Point out that each player repeats what the players before him or her have said, then adds another item in alphabetical order to the list. Divide the class into groups of five or six to play the game. Challenge students to see how far into the alphabet their group can go before a player forgets an item or makes a mistake.

A Hoppy Story Students will enjoy re-enacting the story of Katy. Assign them to work in groups of six, with each member of a group taking one of the following speaking roles: Katy, Freddy, Mrs. Crocodile, Mrs. Monkey, the owl, and the man. Provide props such as an apron for Katy and stuffed animals for the other baby animals. Encourage students to retell the story in their own words. Some groups can perform for students in another class or at a parents' visiting day.



From Australia Tell students that kangaroos are a kind of animal called a marsupial—an animal with a pouch. Explain that like many marsupials, kangaroos are found on the continent of Australia. Invite volunteers to locate Australia on a world map. Point out that it is both a continent and a country. Explain that Australia has many animals that are not found in other parts of the world; partly because of its distance from the rest of the world, and partly because it is not connected by land to any other continent. Assign students to work in cooperative learning groups of three or four.

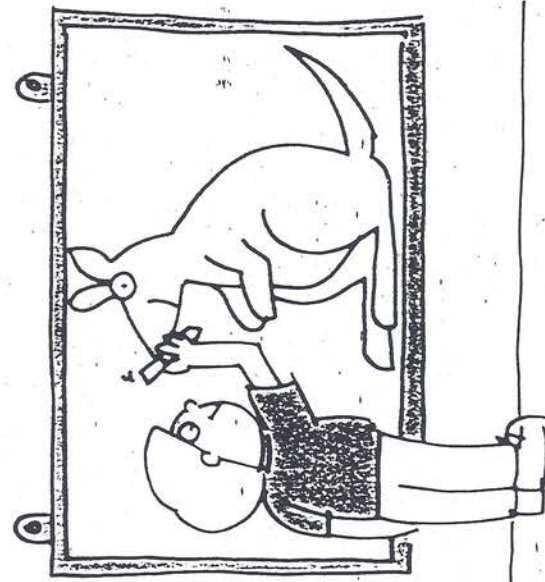
Give each group one of the following Australian animals to research: kangaroo, koala, bandicoot, wombat, Tasmanian devil, dingo, kookaburra, emu. Direct students to encyclopedias, nonfiction books, such as the National Geographic Society's *Amazing Animals of Australia*, *Little Koala* by Suzanne Nogere and Tony Chen, *Wombat* by Marcia K. Vaughan; and children's publications,



such as *Ranger Rick*, for their research. Ask each group to prepare a report about its animal to share with the class. Suggest that students look for amazing and interesting facts related to the animals' habitat, food, and physical characteristics. Encourage students to include pictures of the animals in their reports.

# EXTENDED ACTIVITIES

**Facing Facts** Draw an outline of a kangaroo on the chalkboard as shown here. Then read the following statements about the story to the class. After each statement, call on volunteers to come up to the board and draw a smile or a frown on the kangaroo's face to show how Katy feels at that point in the story.



- Katy does not have a pocket. (frown)
- Katy decides to ask other mothers about carrying babies. (smile)
- Freddy falls off Katy's back. (frown)
- Mrs. Monkey says she carries Jocko in her arms. (frown)
- Katy explains that mother birds push their children out of the nest. (frown)
- The owl shouts at Katy to speak up. (frown)
- Katy and Freddy hop to the City. (smile)
- The man gives Katy his apron. (smile)
- Katy puts Thomas Tortoise in her pocket. (smile)
- Katy has more pockets than the other mother kangaroos. (smile)

**Language Arts: Namely Alliteration** Point out that both of Katy Kangaroo's names begin with the letter *K*. Ask students to find other animals in the story that have two names beginning with the same letter (Catherine Crocodile, Leonard Lion, Thomas Tortoise). Then challenge students to think of first names that begin with the same letter as the name of each of these animals: rabbit, frog, worm, monkey, snail, owl, bird. Encourage students to write a new story with the animal characters they have named.

**Language Arts:** Imagine Remind students that in the story Katy was lucky enough to find a kind man who gave her his apron. Ask the class to imagine what Katy would have done if she hadn't met the man. Whom else might she have met in the city who could help her? How else might she have solved her problem? Would she have been able to find a pocket to carry Freddy in? Have students write their own imaginative endings to the story. Set aside time for volunteers to compare and share their ideas.



**Science: Animals in Motion** Remind students how Katy moves (by hopping). Then ask them to describe how other animals move. Draw a chart on the chalkboard like the one on this page. Ask students to help you fill it in by naming animals for each category. (Possibilities include: hop—kangaroo, rabbit, frog; fly—duck, goose, bat; crawl—turtle, crocodile, worm.) Point out to students that some animals can move in more than one way and can belong under more than one heading.

HOW ANIMALS MOVE		
Hop	Fly	Crawl
