

If You Give a Pig a Pancake

By Laura Joffe Numeroff

This book shows all of the different things that can happen from doing just one thing, like giving a pig a pancake.

BEFORE READING:

- Show the children the front of the book. Ask them to guess what the book is about.
- Ask them what they see on the front cover.
- Ask them what they think might happen if they give a pig a pancake.

WHILE READING:

- Stop at any time if there is something you or the children would like to talk about.
- Ask them questions so that they can connect what is happening in the book to things they already know about. Try some of these ideas:
 - ⇒What do you eat with your pancakes?
 - ⇒What toys do you play with during bath time?
 - ⇒What kind of things do you like to dress up in?

AFTER READING:

Spend some time talking about the story. Ask the children things like:

- ⇒What did the pig want at the beginning of the story?
- ⇒What did the pig find under the bed?
- ⇒What did the pig want at the end of the story?

Read this book several times to the children. Hearing the same story again and again helps them learn new words and understand the ideas they hear better. Each day, pick a different activity to do with the children after reading “If You Give a Pig a Pancake.”

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MATH AND SCIENCE

Cut circles out of paper to represent pancakes. Put the “pancakes” on the floor and ask the children to count (or count with you) the number of pancakes. Then, pretend to eat a couple of the pancakes. Have the children count how many pancakes are left. Discuss how there are less pancakes than before.

READING READINESS

As you read the book, ask the children what they think will happen next. For example, you could say “If you give the pig...then he’ll want....” and stop. Let the children tell you what they think the pig will do next. Have them use the pictures for clues if they need help.

MUSIC AND MOVEMENT

In the story, the pig dances to music and then wants his picture taken. Use a radio, CD player, or MP3 player to play music for the children. As they dance around, pretend to take pictures of them, using your hands as an imaginary camera. If you have a real camera available, take actual pictures and show them to the children.

MOTOR SKILLS

In the story, the pig makes a big mess. After play time, have the children practice cleaning up. As they clean, have them search for items that appear in the pages of the story. For example,

chairs, tables, clothes, a sink, a lamp, a picture frame, and a camera were all in the story.

THINKING SKILLS

Have the children gather objects around the room that appear in the pictures of the story. Sort the items based on color or size. Add a few items that were not in the story, and sort again.

ART

Give the children paper and crayons to create letters for their friends. They can draw pictures of scenes from the book. Help the children fold their letters up, and draw a pretend stamp on the outside. If possible, you could have the children put their letters in real envelopes. Make a pretend mailbox so the children can pretend to send their mail. If they want, allow the children to take their letters home and give them to their friends.

PRETEND PLAY

Pretend you and the children are in a tree-house that acts as a time machine. Decorate the tree house by taping drawings to the walls. Have them draw pictures of where the children would want the time machine to take them, and then pretend to go there.

