

If You Give a Moose A Muffin
by Laura Numeroff/Felicia Bond

1. Run copies on cardstock (index paper or tagboard).
2. Color pieces with markers, color pencils (may not be as bright), pastels, or paint, (crayons may melt when laminated).
3. When putting two large pieces together, use a glue stick to prevent pieces from wrinkling when laminating.
4. Laminate story objects. You may cut pieces before or after laminating.
5. Attach velcro dots or pieces to back of each object.

Tip: Make an outline story card to use when telling the story.

Remember patterns are not to be used for children's art projects!

Patterns may be use for teacher made puppets which children can use for story retelling. Patterns may be enlarged if preferred.

Storytelling Suggestions:

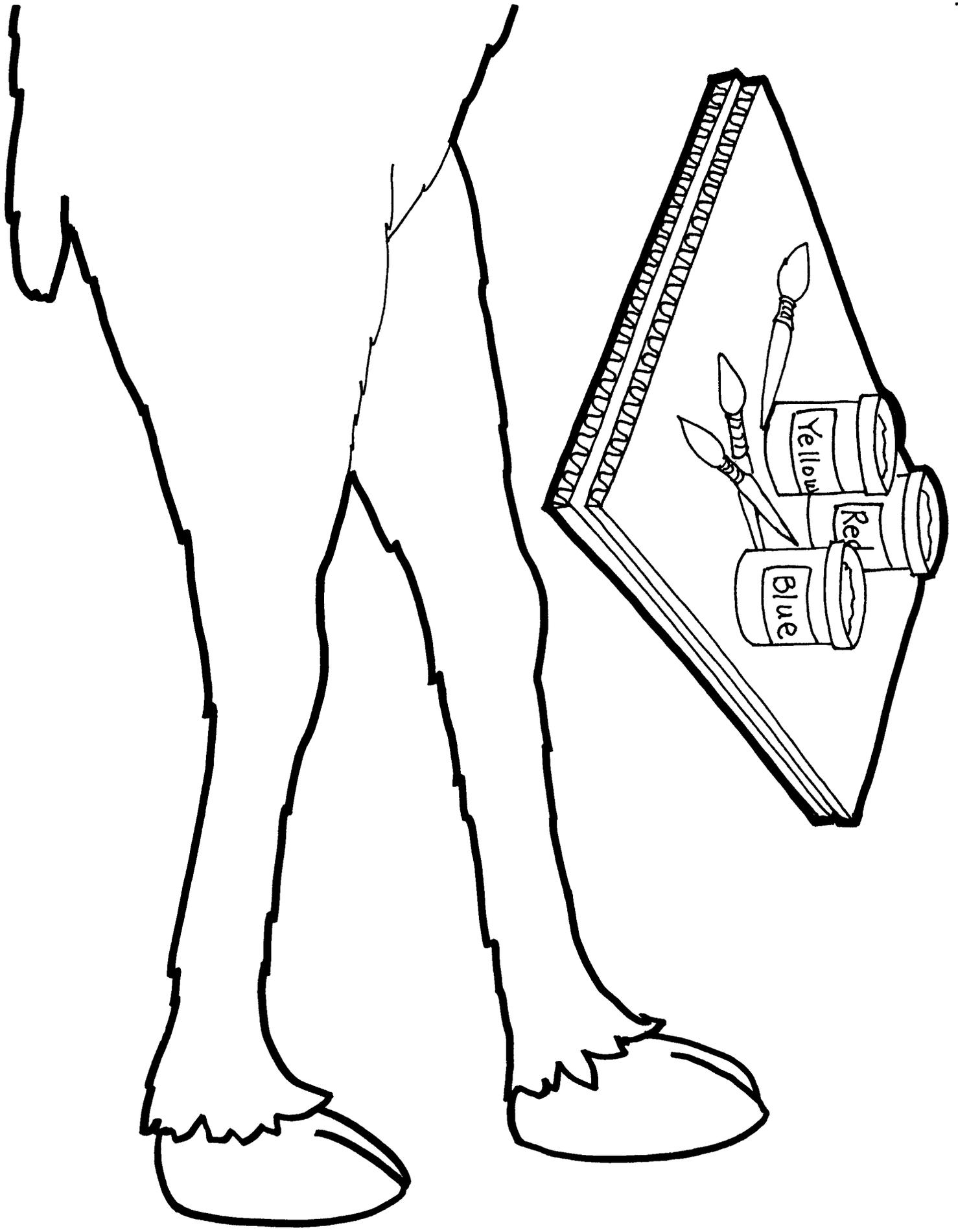
This story is a circle story because the ending, the moose wanting a muffin, takes you back to the beginning. You might want to place the moose and boy in the center of your storyboard and place the characters in a circle around them to represent this to the children.

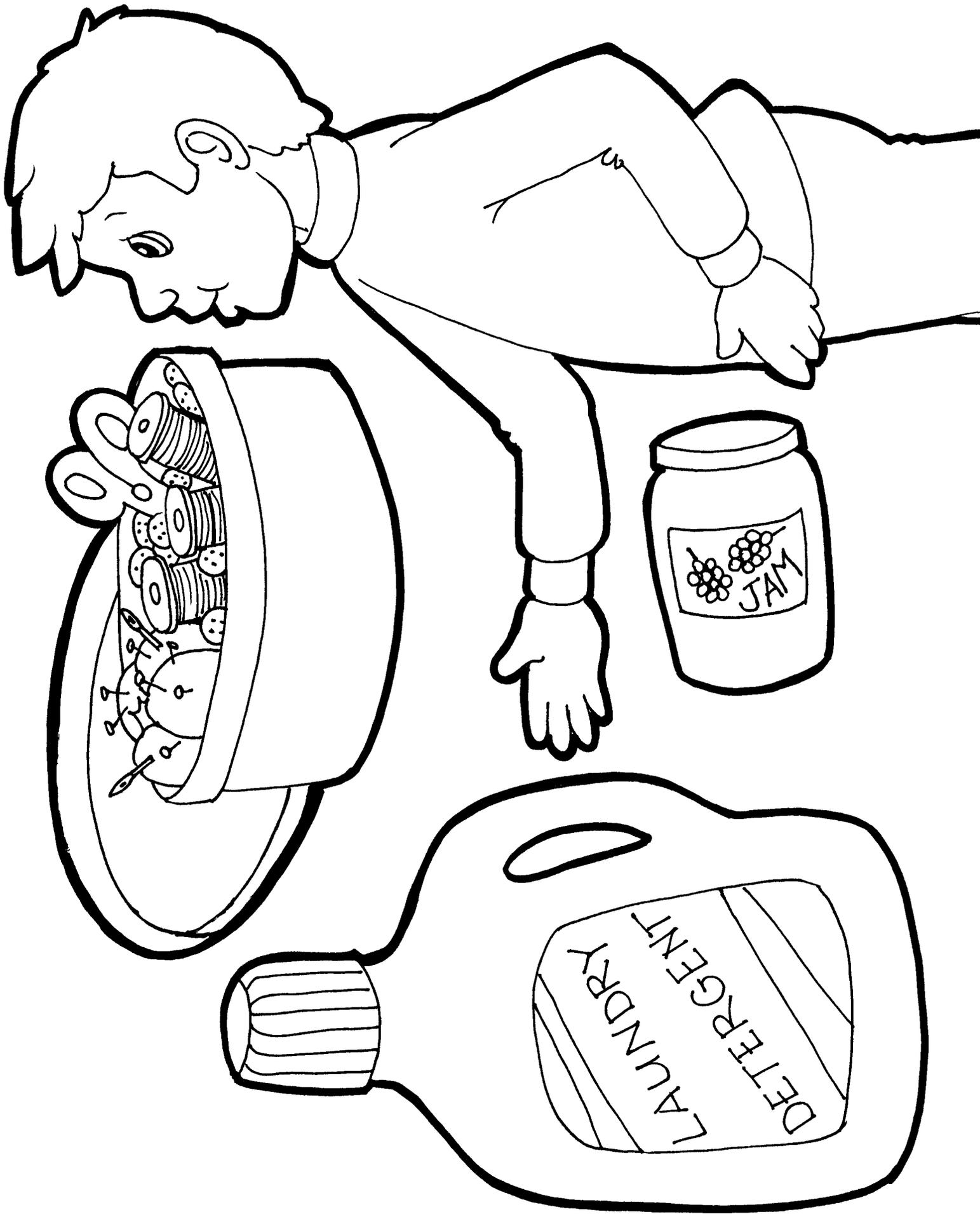
Suggested Activities: (numbers in parenthesis correlate with the AR Early Childhood Education Framework):

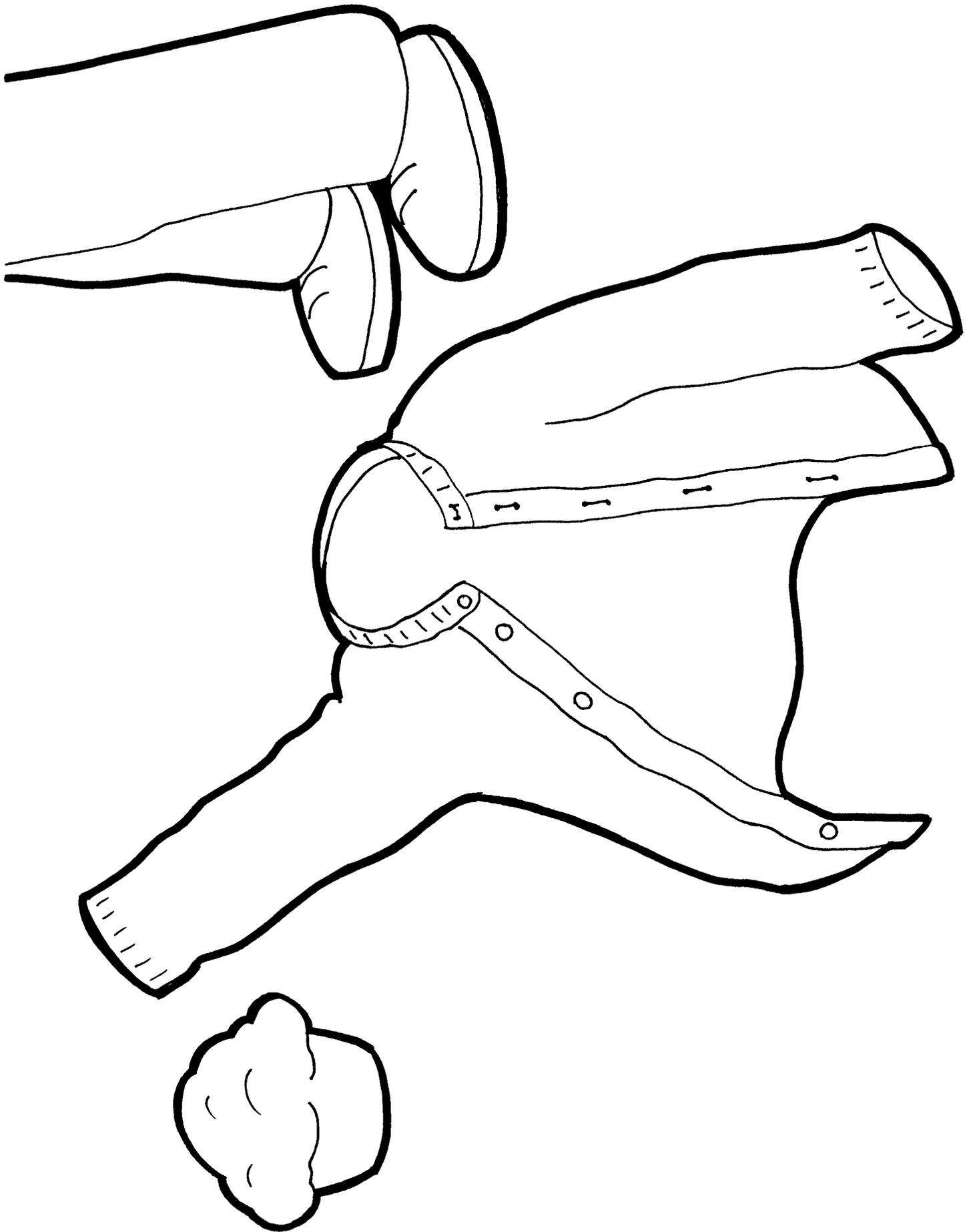
1. Make muffins. Provide a rebus chart for recipe directions. (4.4, 5.9)
2. Taste and graph two or more kinds of muffins according to the children's favorites. Write a story (2 or 3 sentences) telling the results from the graph. (3.5, 3.22)
3. Provide old, clean socks for children to make puppets with. Children can decorate puppets with markers and scraps of cloth, yarn and ribbon. (2.10, 2.12)
4. Provide assorted sizes and colors of socks for the children to match. (3.10)

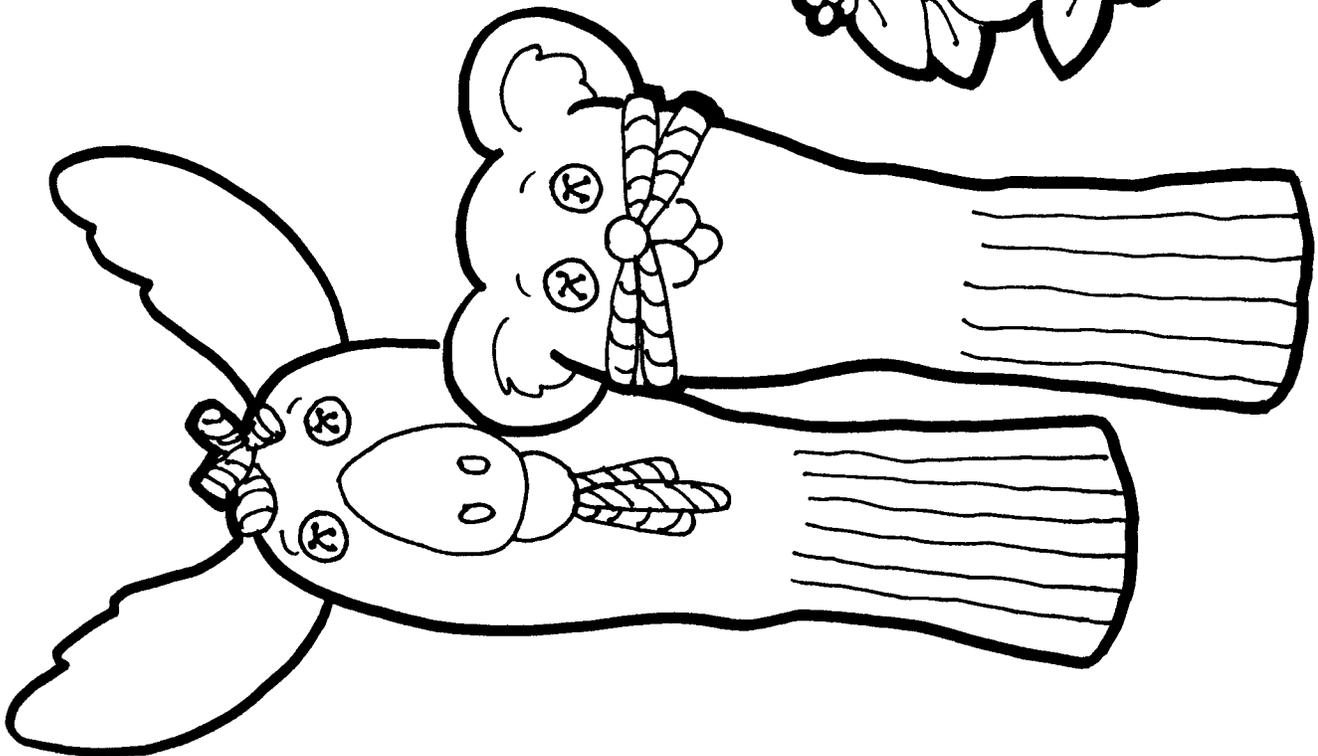
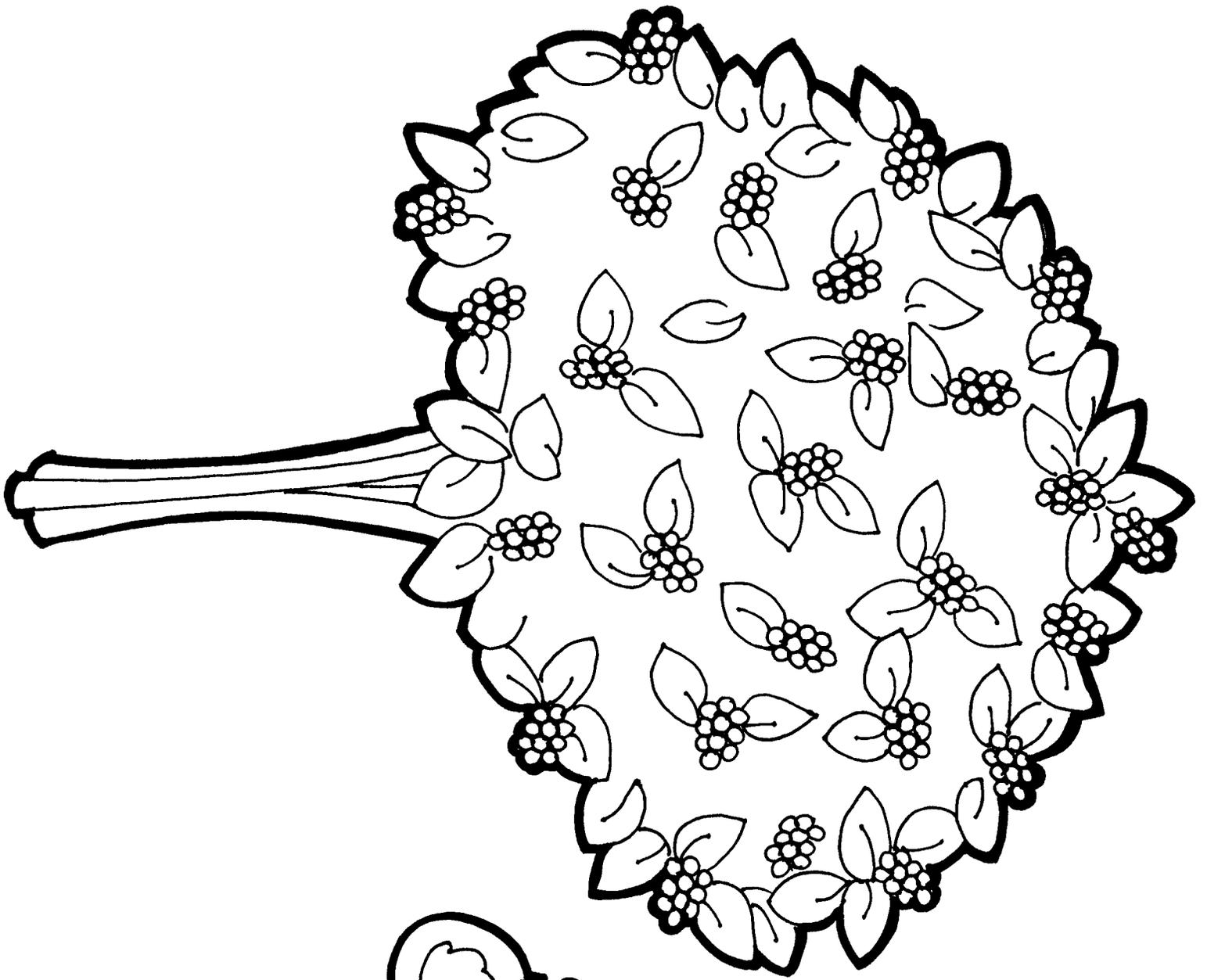
SPECIAL ADDITION!!! - Each month, September 2003 - August 2004 you will find patterns for a Mother Goose rhyme included in the set of story patterns. The November rhyme is "**Humpty Dumpty**". When saying the rhyme you may use the character of the mouse to "run" up the clock or use a toy mouse.

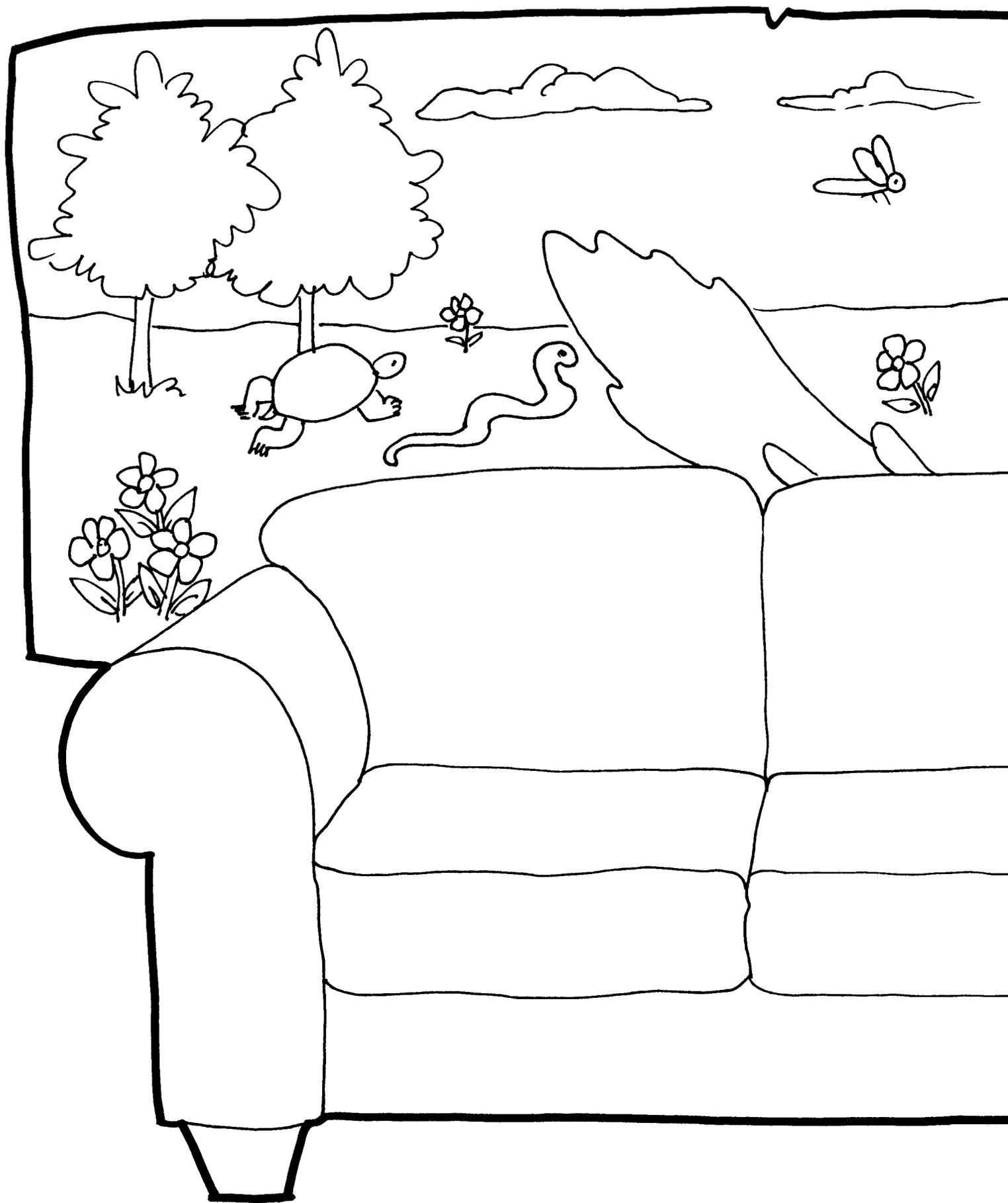


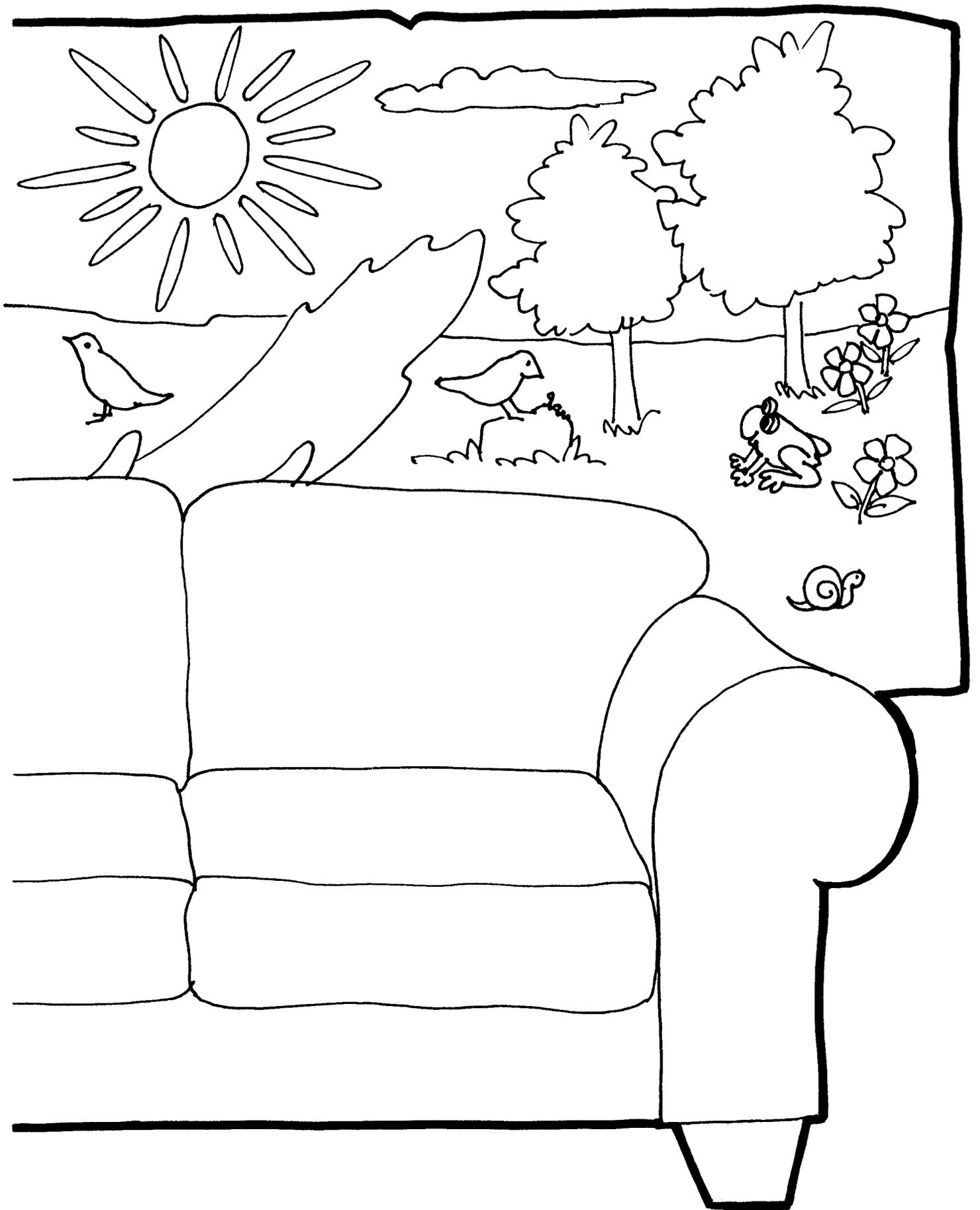




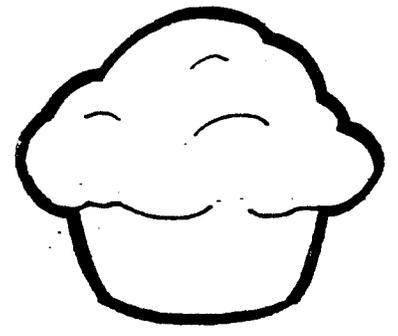


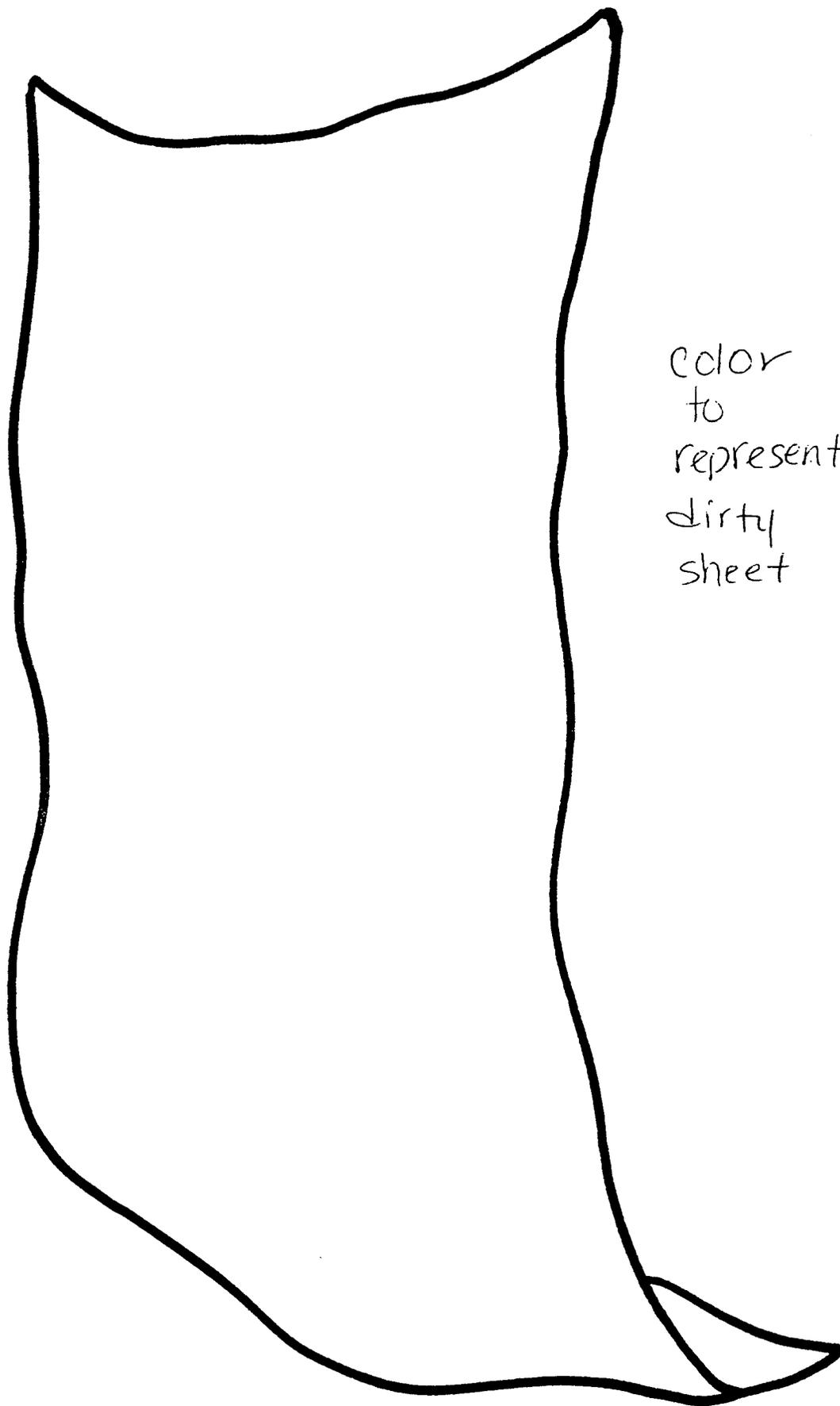






leave white





color
to
represent
dirty
sheet