

# Host an I FOUND A KITTY! Storytime!

## Before starting the story . . .

Kick off your storytime by asking attendees what kind of pet they've always wanted: Do they want a cat? A dog? A lizard? A giraffe? A dragon? Why is that the pet they've always wanted? Is it soft and cute? Super cool looking? What would they name their pet? If you have a fun pet idea, feel free to start off the conversation with your own answers! This will give everyone a chance to talk about their dream pet, or their actual pets, and how much they love them, which is exactly what Arfy wants for Scamper.

## While you read . . .

This is a great read-aloud for fans of *Can I Be Your Dog?* as well as those who are new to Arfy! There are endless chances for those who want to yowl, woof, and dance along with Arfy and Scamper as they look for the kitty's perfect home. Make sure to show off each letter and its accompanying scene to show attendees how each home is different from the last.

## After you've finished . . .

Ask your listeners if they enjoyed seeing Scamper find a home. Who was their favorite person they met along the way? Would they have helped Scamper find a new home? Discuss the importance of helping others, and use Arfy's kindness as an example of how everyone has something to offer when others are in need.

When the conversations starts to wind down, invite your guests to complete some of the activities in this brochure, and use the stickers and blank letters as fun giveaways.





# ANIMAL CHARADES

This is a fun activity for young attendees! Write down some animals on slips of paper and pass them out at random. Have each attendee act out their animal while the others try to guess what they are! Make sure your participants are comfortable in front of a crowd and that your animal choices aren't too difficult to guess. We've listed some suggestions below.

**Cat**

**Dog**

**Mouse**

**Sheep**

**Owl**

**Bear**

**Monkey**

**Frog**

**Wolf**

**Kangaroo**

**Fish**

**Duck**

**Chicken**

**Lion**

**Cow**

**Elephant**

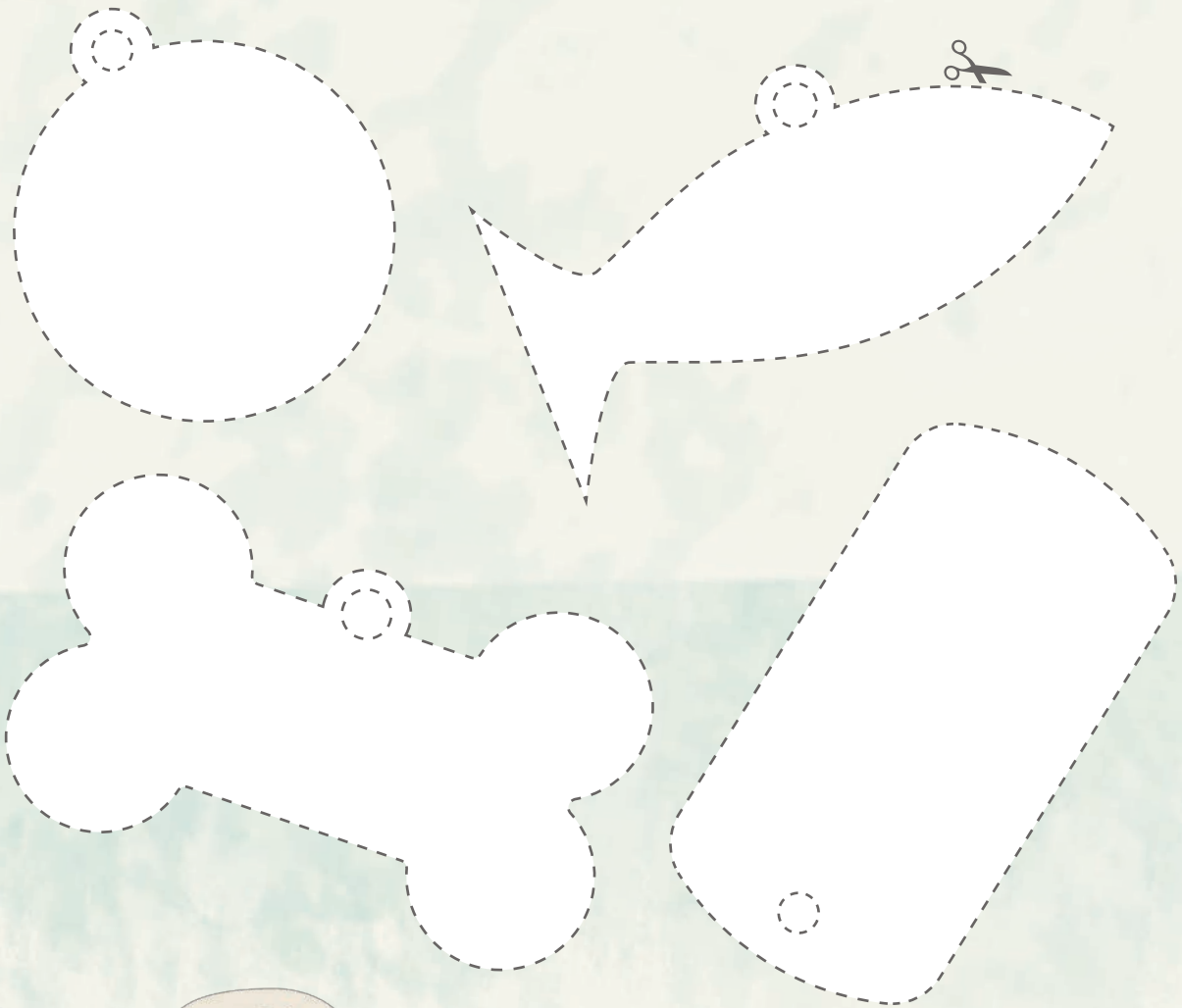
**Pig**

**Horse**



# PUT A NAME ON IT

Make black-and-white copies of this sheet. Have your attendees draw and write the names of their imagined pets from the beginning of the storytime on the tags. Help younger guests decorate their pet tags and cut them out. Now they have a name tag to use for the next activity!





# COLOR THAT KITTY

Keep those crayons out! Make black-and-white copies of this sheet. Have your participants color the kitty face below to create their very own Scamper to bring home with them.

