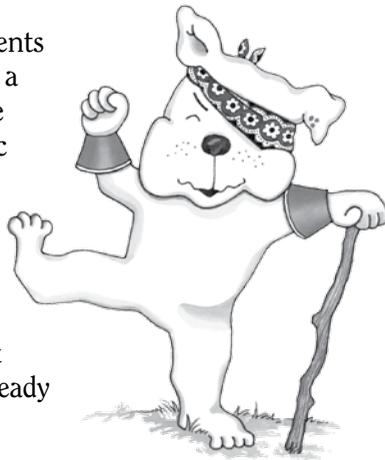


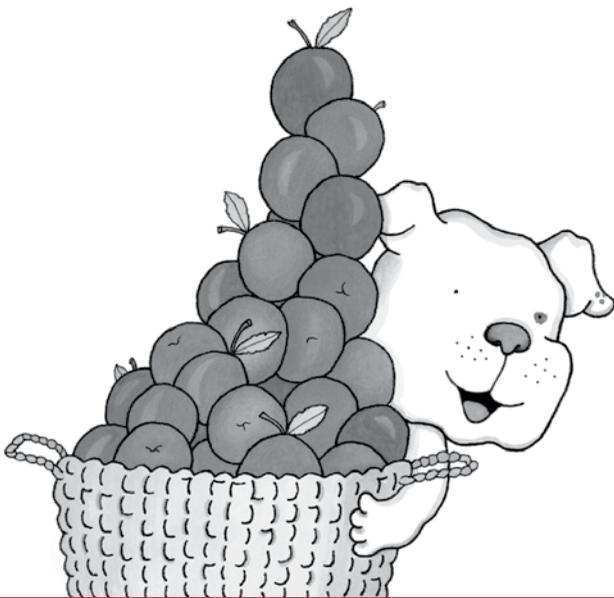
If You Give a Dog a Donut

If you give a dog a donut, he'll ask for some apple juice to go with it. Then, before you can say, "Woof," Dog is off on a backyard adventure!

Costume Party. Show students the page with Dog dressed as a pirate. Ask them to describe Dog's costume (two plastic cups, a stick, and a bandanna). Challenge the students to collect household items to create a costume of their own. Tell them these items should not be purchased but instead should be items already found in their homes.

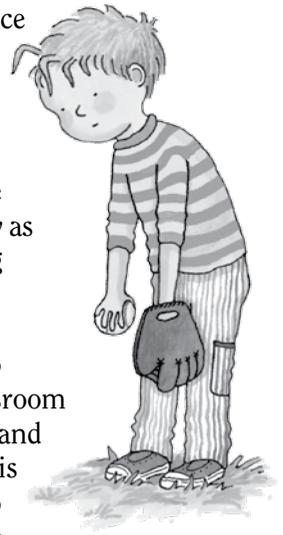


An Apple a Day. Bring in three different types of apples (e.g., Red Delicious, Granny Smith, and Golden Delicious) and cut them into slices so students can do a taste test. Make a graph of their favorite apples and have them interpret the graph by answering comparison questions (e.g., "How many more students liked Red Delicious apples than Granny Smith apples?"). **Activity Extension:** Expand this apple study by having students read about Johnny Appleseed, visit an apple orchard, or make homemade applesauce.



Let's Go Fly a Kite. Discuss how certain objects need air to operate. Have students design a small kite (using tissue paper and thin, flat wooden sticks), a whirligig (cutting paper in a spiral shape), or a parachute (taping strings to each corner of a napkin and attaching the strings at the bottom to a paper clip). Have students try out their creations and observe why and how air helps them operate.

Fact or Fiction? Discuss the difference between fiction and nonfiction. Ask students to describe how the boy cared for the dog in this story, and discuss why this story is considered fiction. Then ask students how to care for a real dog. Write a nonfiction story as a class about how to take care of a dog or another pet.



Batter Up. Divide the class into two teams and designate spots in the classroom for first, second, and third base and home plate. When the first team is "up," each student must step up to the plate and "bat" by answering a math question. If the student is correct, he moves to first base. Students move around the bases until each person on the team has had a turn and the runs are tallied. Then the other team takes a turn at bat. The team with the most runs scored is the winner.

