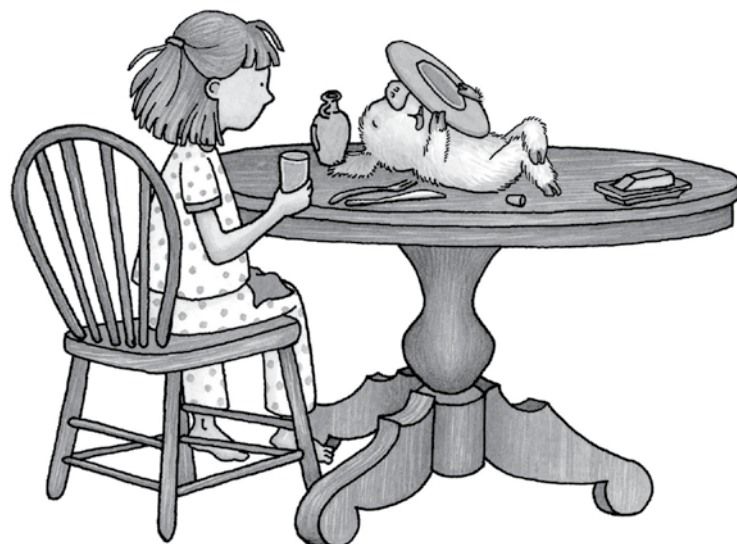
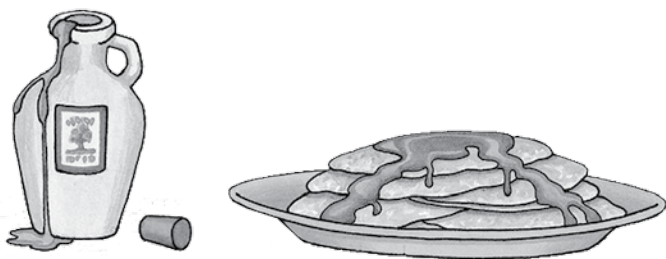


If You Give a Pig a Pancake

Pig wants more than just a pancake, of course. She wants to visit the farm where she grew up, and tap-dance, and even build a tree house!

Making Sense of Our Senses. List and discuss the five senses. Provide different sensory items with which the students can experiment (for example, a cut onion for smell, sandpaper for touch, a bell for hearing, maple syrup for tasting, a copy of the book for sight). Read *If You Give a Pig a Pancake* to the children. Then give them a piece of paper with symbols for each sense. Read the story again and let students check off on the sheet how many senses or times a particular sense is used by Pig in the story. **Activity Extension:** Read the story again and have the children motion the different senses as you read the story (stick out tongues when Pig eats, cup ear when the girl plays music, etc.).



Comic Creator. Re-create *If You Give a Pig a Pancake* in comic strip form. Draw boxes so students can see how the events in the story are linked and why the order of events is important. Then give students an opportunity to create their own comic strip using ReadWriteThink's simple Comic Creator. Students can print and share their comic strips with the class. (To find the Comic Creator, go to www.readwritethink.org and click on Classroom Resources, then click on Student Interactives.)

A Friendly Adventure. Pack a canvas bag or a knapsack with the various *If You Give...* books, a stuffed dog, cat, mouse, moose, and pig, and some items from the stories (e.g., clothes, puppets, a lunchbox) as well as a journal. Have children each take a turn having a friend over and send the knapsack home with the student whose turn it is. Friends can record their activities and adventures in the journal either through words or pictures. (Encourage them to take a photo by enclosing a disposable camera in the bag.) Students can share the journal entries with the class before handing off the bag to the next student.

