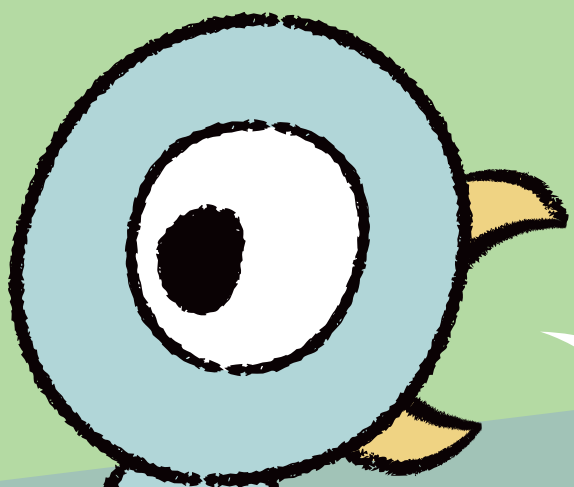
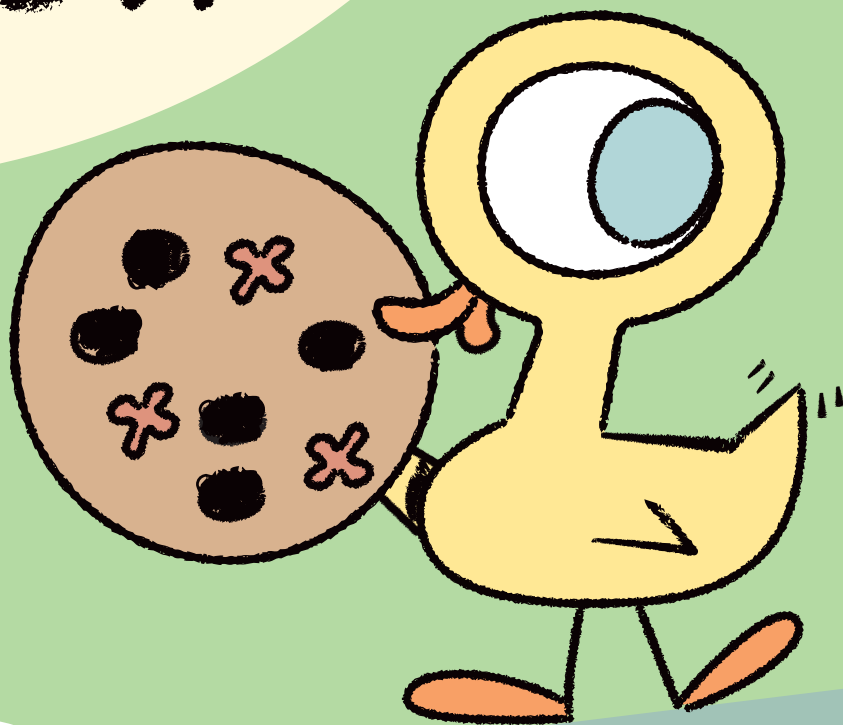


The Duckling Gets a Cookie!?

Event Kit!



Hey! What about ME!?!?

Dear Reader:

You probably think you know my heart's desires (driving buses, eating hot dogs, playing with puppies, and staying up late), but the thing I really want right now is A COOKIE.

Did you see the title of this kit? What's that duckling think she's doing?

It's not fair.

Why don't I get a cookie? I'm adorable too!

In my new book, you'll learn just why I SHOULD get a cookie (because I really should).

In the meantime, check out this event kit, because it's all about ME, and MY new book. There are games, party ideas, and some other fun things—if you like that sort of thing (I do).

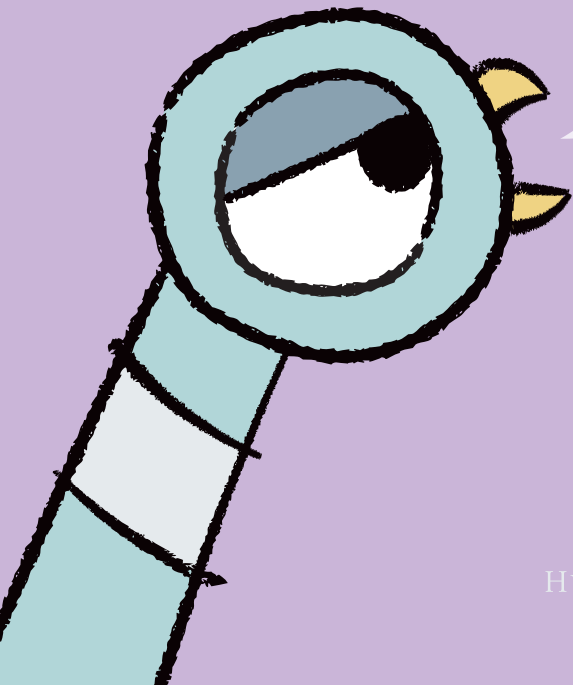
Oh, and don't forget to check out MY Web site (PigeonPresents.com) for more fun and more about ME!

Sincerely,

Pigeon Y

(and all the little birdies at
Hyperion Books for Children)

Art ©2012 Mo Willems



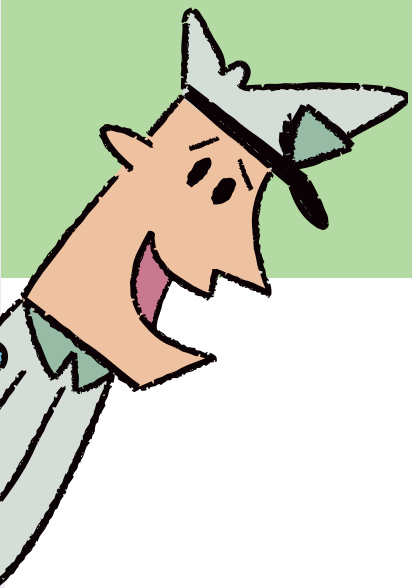
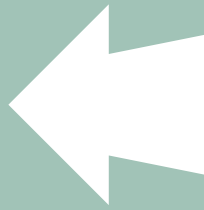


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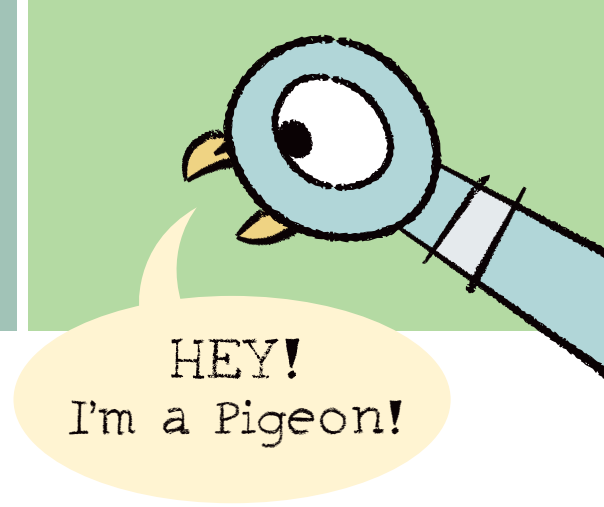
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Hello!



*Scooty
Scoot
Scoot!*

Preparing the Perfect Party for a Pigeon



Use these planning ideas in planning your Pigeon celebration!

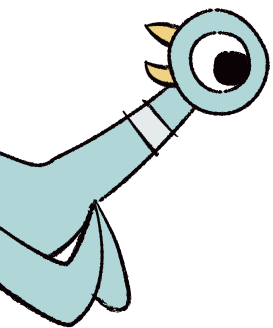
➔ Cookies for EVERYONE!

Invite your guests to come to your Pigeon party with a drawing and description of their all-time favorite cookie! Then, go around the room and have everyone talk about their favorite cookie and why it's the absolute best.

➔ Delicious Decor

Make your party extra delicious by setting out crayons and pre-cut circular pieces of paper, inviting guests to color in their own "cookie" to put up at the party! Then, put up these delicious works of art as instant party decorations!

To add to the decor, you can also purchase balloons and streamers.



What about BLUE cookies? That's my favorite color.

➔ Who Stole the Cookie From the Cookie Jar? Game

This game is a great icebreaker activity to get your event going!

HOW TO PLAY:

Arrange your attendees in a circle, and select one child to be the leader.

Leaders will start a rhythm by first clapping their thighs, then clapping their hands, repeating this over and over again, about two beats per second, asking the rest of the children to join in. Note that words with an asterisk (*) in the rhyme below are said on the beat when the thighs are clapped.

When the rhythm is established, the leader begins saying the rhyme.

Leader: "*Who stole the *cookie from the *cookie *jar?"

Leader: "* (Name of child 1) stole the *cookie from the *cookie *jar."

Child 1: "Who *me?"

Everyone: "Yes *you!"

Child 1: "Couldn't *be."

Everyone: "Then *who?"

Child 1: "* (Name of another child) stole the *cookie from the *cookie *jar."

Repeat

On each player's turn, he or she can choose to accuse any other player of stealing the cookie except the player who just accused them. You must name a child who has not had a turn yet before you can name any other player.

The game continues in this way until all participants have had a turn!

➔ Host a Cookie Walk!

YOU'LL NEED:

- Selection of prizes (make them fun!)
- Basket
- Numbered pieces of paper +
- Large numbered squares +

To start this game, the party planner should draw a cookie on each large square with a number displayed inside each cookie. The Cookie Walk functions similar to musical chairs, with participants moving to the music until the music stops!

HOW TO PLAY:

Organize participants into small, even-numbered groups for each round of the Cookie Walk. Have each player stand on one of the numbered squares.

Play music and instruct guests to walk around the square until the music stops, when each guest should pause at the square they've landed on.

Pull a numbered piece of paper from the basket. The person standing on the corresponding numbered square gets to select a prize to take home.

Then organize a new round!

+ **Total number should match the number of participants in the game**

➔ Duck, Duck, Pigeon

Remember Duck, Duck, Goose? This is Duck, Duck, Pigeon!

HOW TO PLAY:

All of the children except one sit in a circle facing one another. The remaining person goes around the circle, tapping each child gently on the head and saying "duck."

When the tapper says "pigeon," the child whose head was just touched jumps up and chases the tapper around the circle.

If the tapper can get all the way back to the pigeon's spot without getting tagged by the pigeon, the pigeon becomes the new tapper and the game continues. But if the pigeon catches the tapper, the tapper continues his or her walk around the circle for a new round.



➔ Hot Cookie Game

In this elimination game, very similar to Hot Potato, players try to avoid being the last one left holding the hot cookie!

YOU'LL NEED:

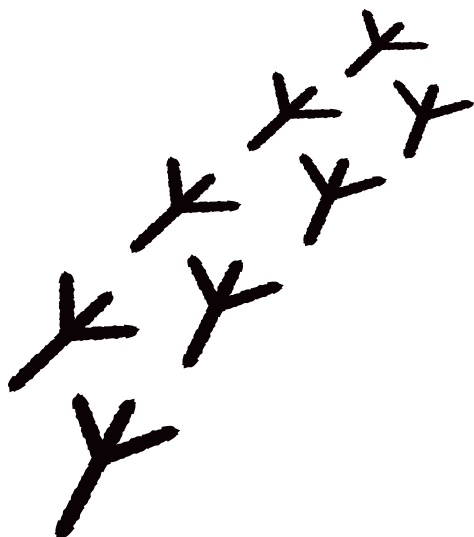
- A Frisbee or a soft circular (cookie-shaped) item

HOW TO PLAY:

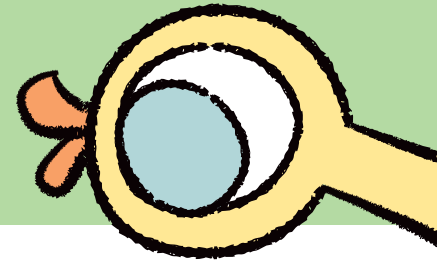
Everyone sits in a circle except for one person, who is the designated "caller." The caller closes his or her eyes, and the rest of the players pass around the "cookie."

When the caller calls "Stop!" whoever has the cookie leaves the circle—so the players will want to pass the cookie along as fast as they can (be careful to pass softly so no one gets hurt!).

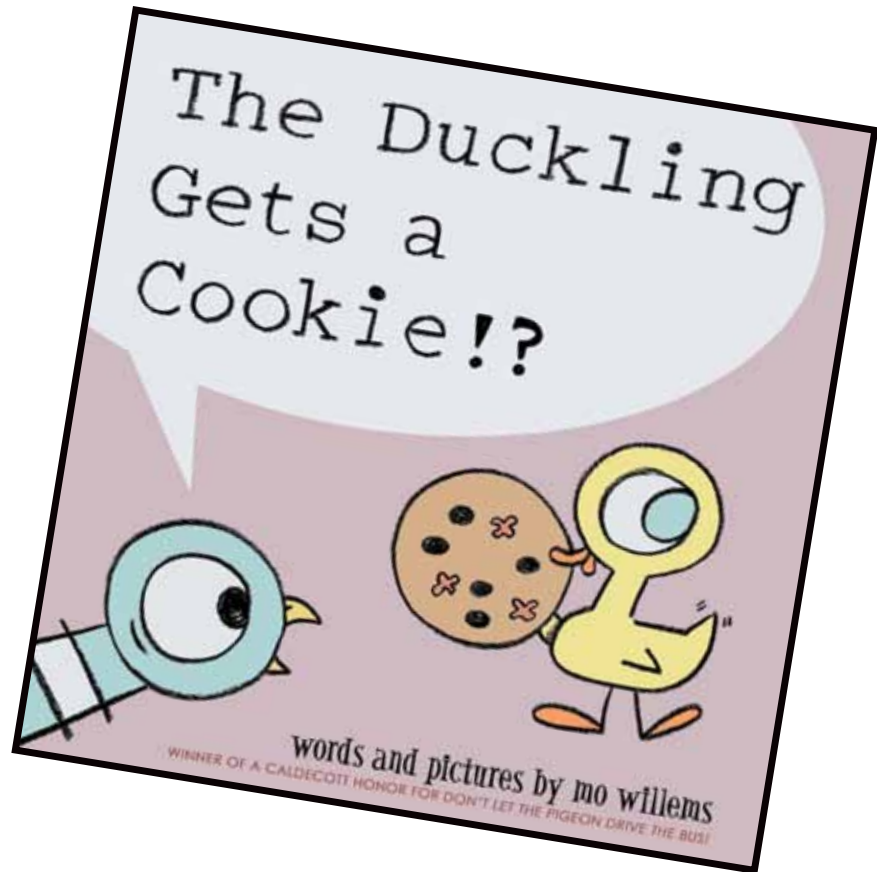
The sole remaining player at the end wins! That person then becomes the caller in the next round.



Learning with the Pigeon



After your group is assembled, gather around to read *The Duckling Gets a Cookie!?* out loud with the group. Use the discussion topics below to lead a conversation about the book.



- What do you do when you really want something?
- Do you remember the last time a friend did something nice for you? What did they do to make you feel special? How did you respond?
- What can you do to make a friend feel important?
- What's the best thing about sharing?
- What's the best way to handle being disappointed about not getting your way?
- Why is it so important to use good manners? Offer some examples.

If you have other Pigeon titles at your party, you can use the questions below to lead a discussion!

For ***Don't Let the Pigeon Drive the Bus!***



- Why do you think the Pigeon really, REALLY wants to drive the bus?
- If you could do one thing you really, REALLY wanted, like driving a bus, what would it be?
- If a parent or grown-up tells you that you can't do something, what's the best way to respond?



For ***The Pigeon Finds a Hot Dog!***

- Why do you think the Pigeon likes hot dogs so much?
- What is your absolute favorite food of all time and why?
- What's the best way to respond to a friend who wants you to share?

For ***Don't Let the Pigeon Stay Up Late!***



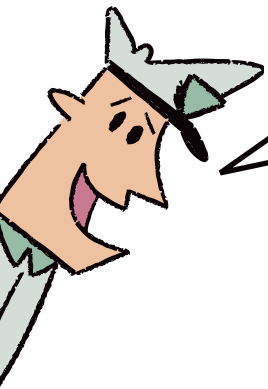
- Have you ever tried any of the Pigeon's tricks to stay up late when it's bedtime? Do any of them work?
- When it IS time for bedtime, what are some of your favorite things to do right before bed?
- Why is it important to go to bed and get a good night's sleep?



For ***The Pigeon Wants a Puppy!***

- What is your favorite animal? Why?
- Name some pets you could keep in your house. What animals would not make good pets?
- What is the best present you have ever received? Why?

For more fun from the other Pigeon titles, visit pigeonpresents.com.



Manners Matter Matching Game!

When the Duckling shares how she got her cookie (she asked for it politely!), she demonstrates to the Pigeon an example of good manners.

It's important to be courteous and show good manners, but how well do your guests know their manners? Find out with this matching game!

Divide your guests into even numbered groups. Make a set of copies of the cards on these pages (one set for each group) and cut out and give each group a bag with their cards.

Once you say "Go!", groups will take the cards out of the bag and match up each statement with the appropriate response (for some statements, more than one answer could be used).

After each group has finished, go around the room and have each group share their match-ups.



Someone
Sneezes

You
Sneeze

You
Accidentally
Bump into
Someone

Something Is
Given to You

You Ask for
Something

You Hurt
Someone



Someone
Thanks You

You Are
Introduced
to a New
Person

Someone
Bakes You
Cookies

Bless You

Thank You

Nice to
Meet You

Please

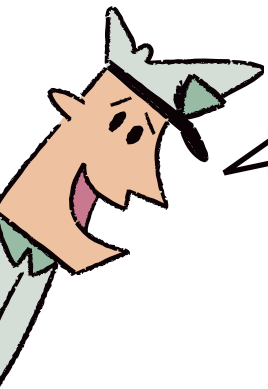
Excuse Me

Sorry

Pardon Me

You Are
Welcome

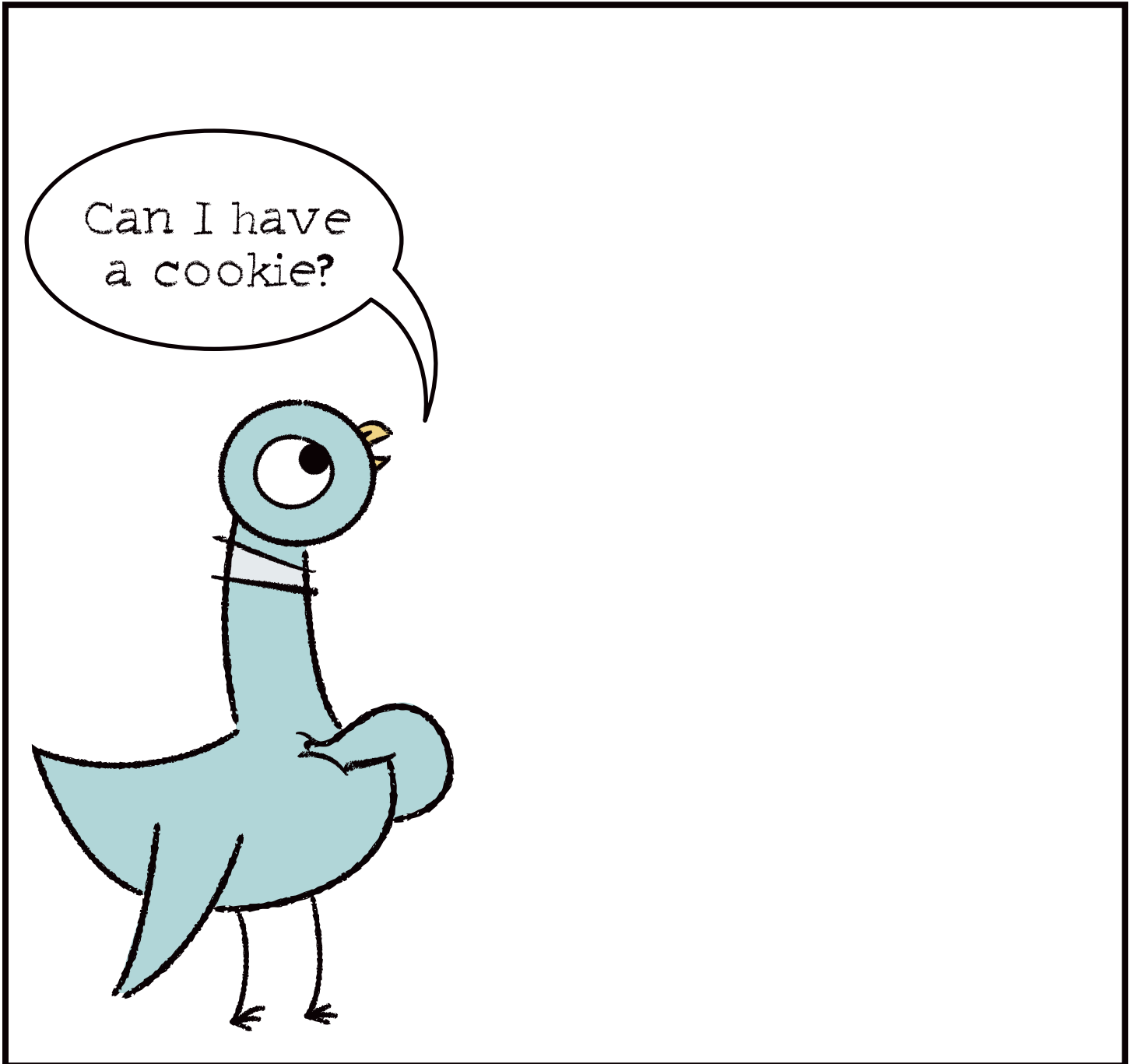
Thanks for
the Cookies!
They Are
Delicious!



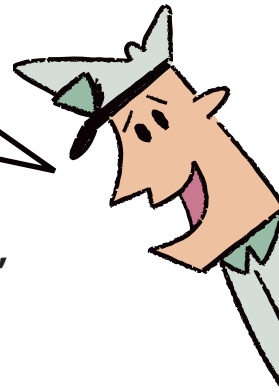
The Pigeon Wants a Cookie!

**What is the one thing the Pigeon wants more than ANYTHING else?
A cookie, of course!**

In the space below, the Pigeon is asking very nicely for a cookie. What would you say if he asked you for one? Draw a picture in the space of yourself responding to Pigeon's plea!



Invent Your Own Cookie!



There are so many great cookies out there—chocolate chip, peanut butter, oatmeal raisin—yum!

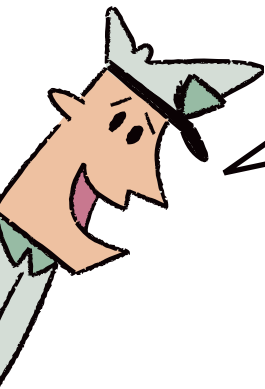
What if you had the chance to invent your very own cookie?

In the space below, draw your very own cookie creation, and then (with an adult's help) fill in the information below about your new creation!

My cookie is called: _____

My cookie includes these ingredients: _____

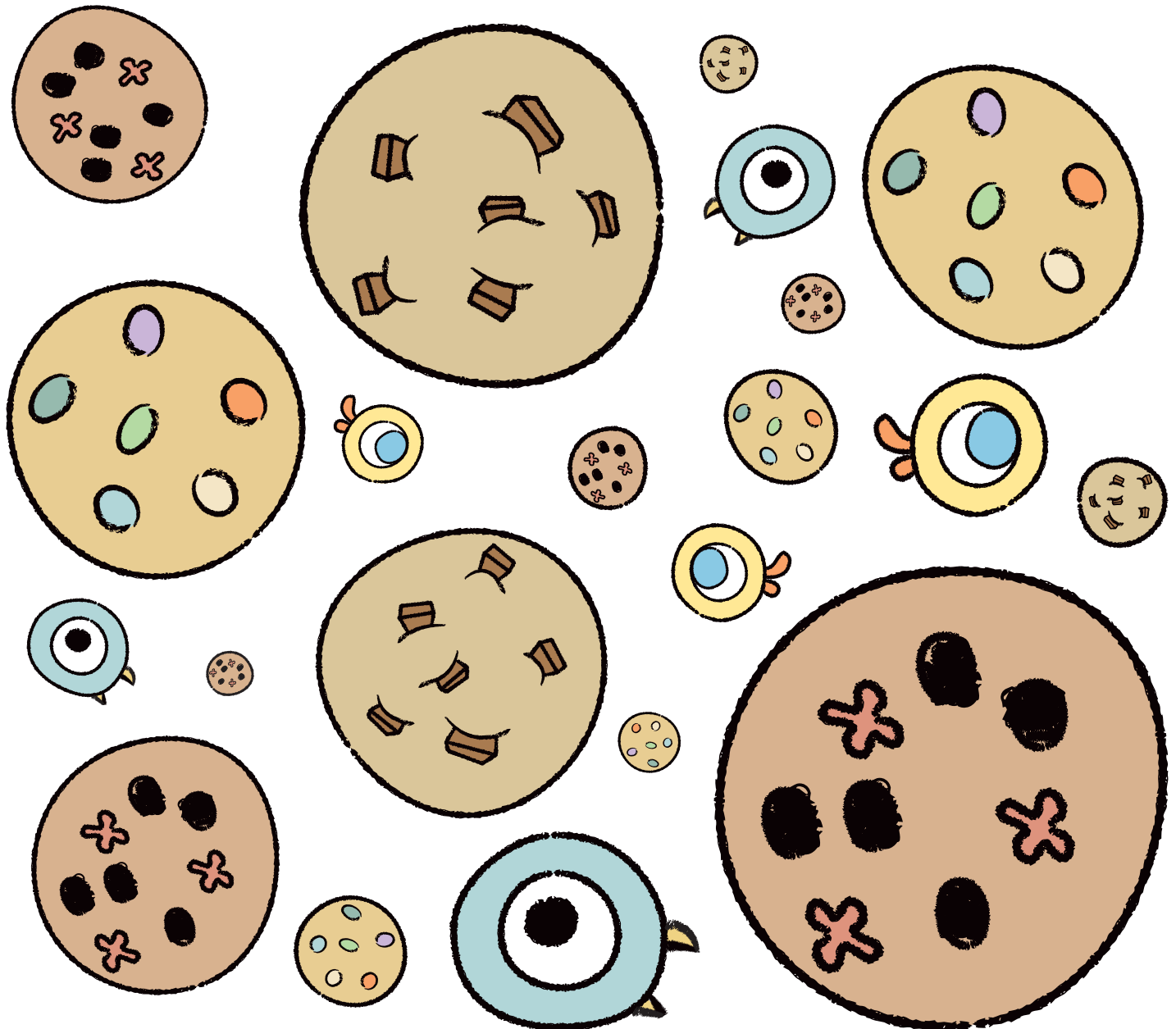
The Pigeon would want my cookie because: _____



Count the Cookies!

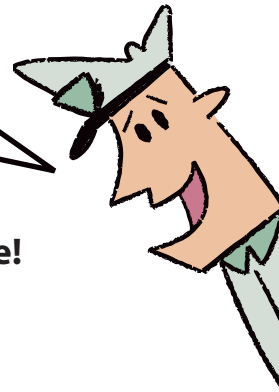
So many cookies everywhere! Can you keep track of them all?

Count the number of cookies below and fill in the number in the box. Be careful to only count the cookies, nothing else!



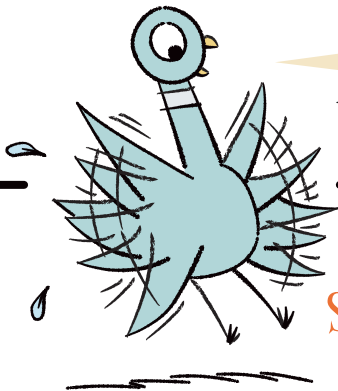
NUMBER OF COOKIES:

Find the Cookie!



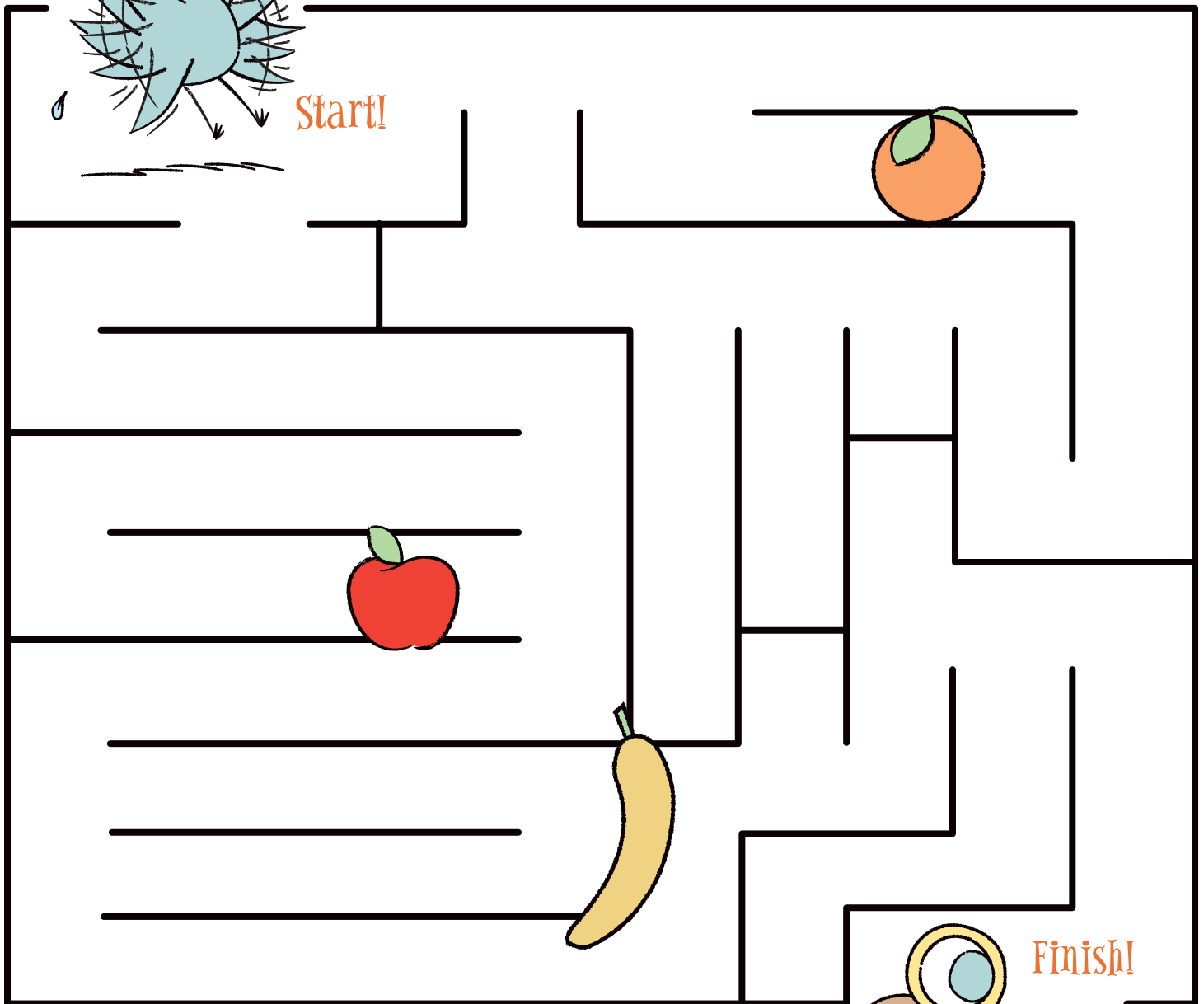
Help the Pigeon get to the Duckling and his prized possession—the cookie!

Be sure to avoid all the obstacles along the way, and good luck!

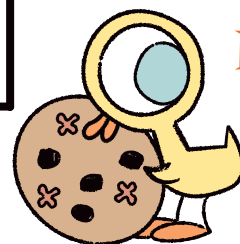


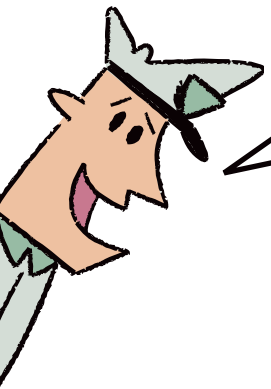
I WANT THAT
COOKIE!

Start!



Finish!

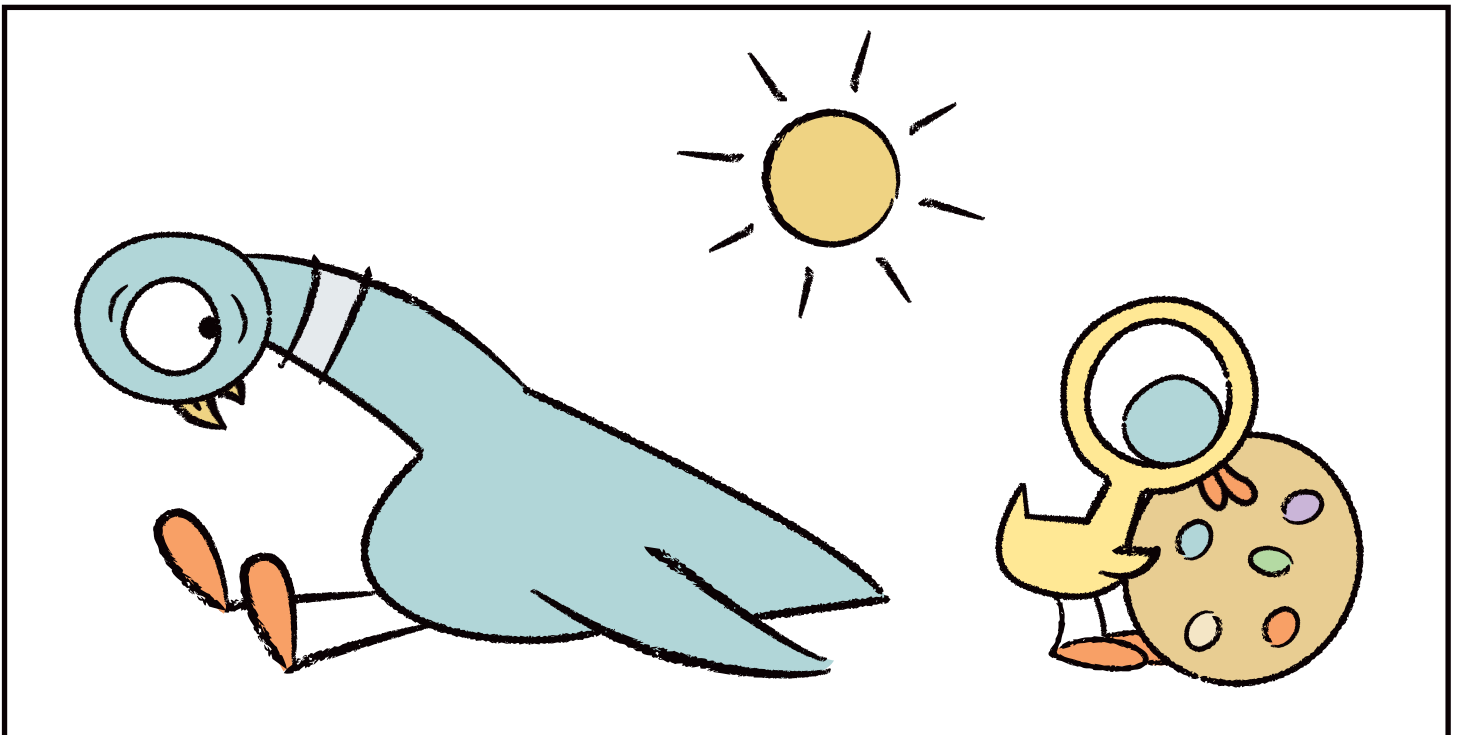
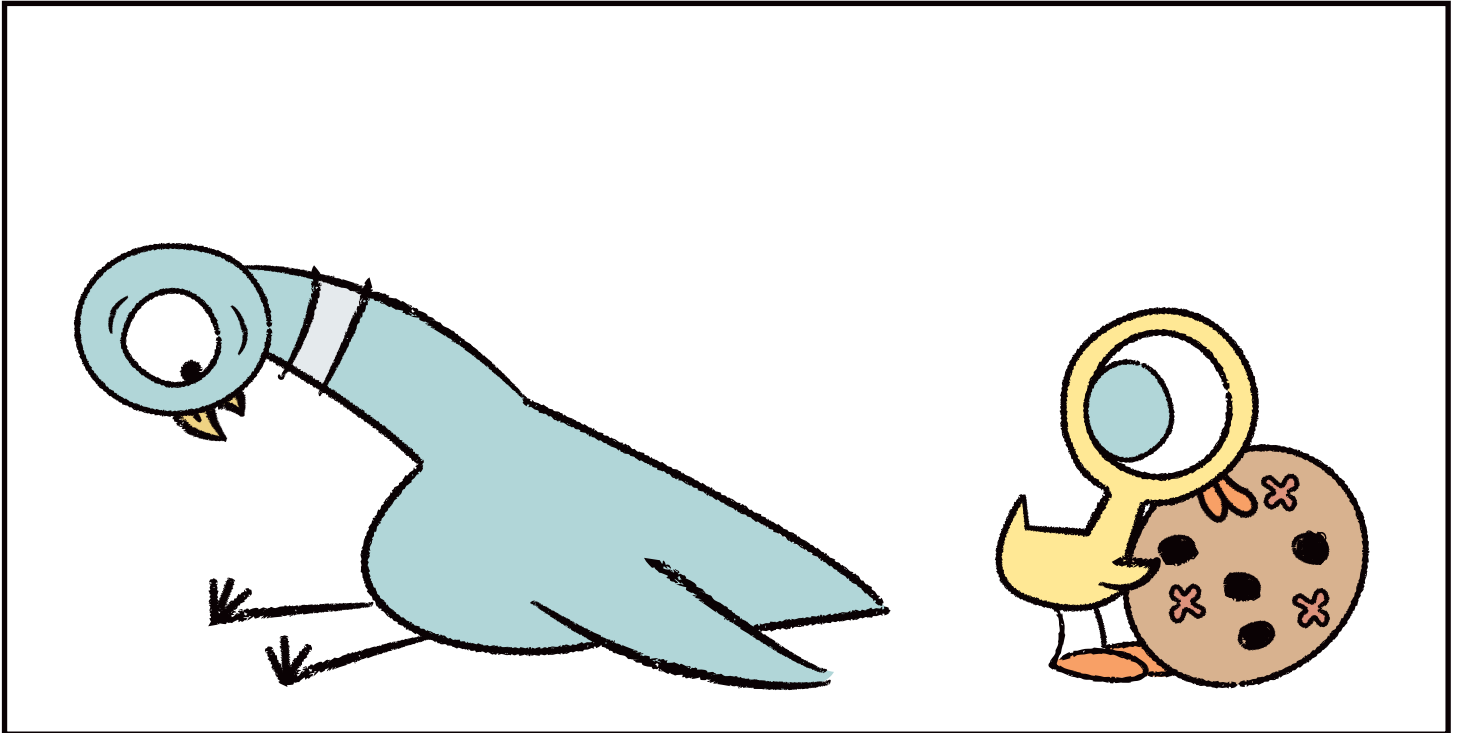




Spot the Differences!

Uh-oh! Something happened to the Pigeon and the Duckling!

There are five things different in the picture on the bottom from the picture on the top. Can you find them all?



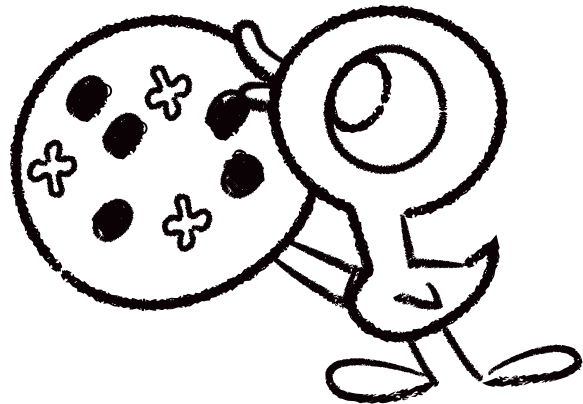
Coloring Sheet!

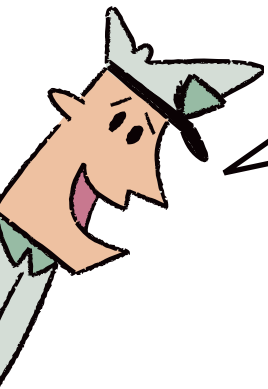


You're giving
me that cookie?

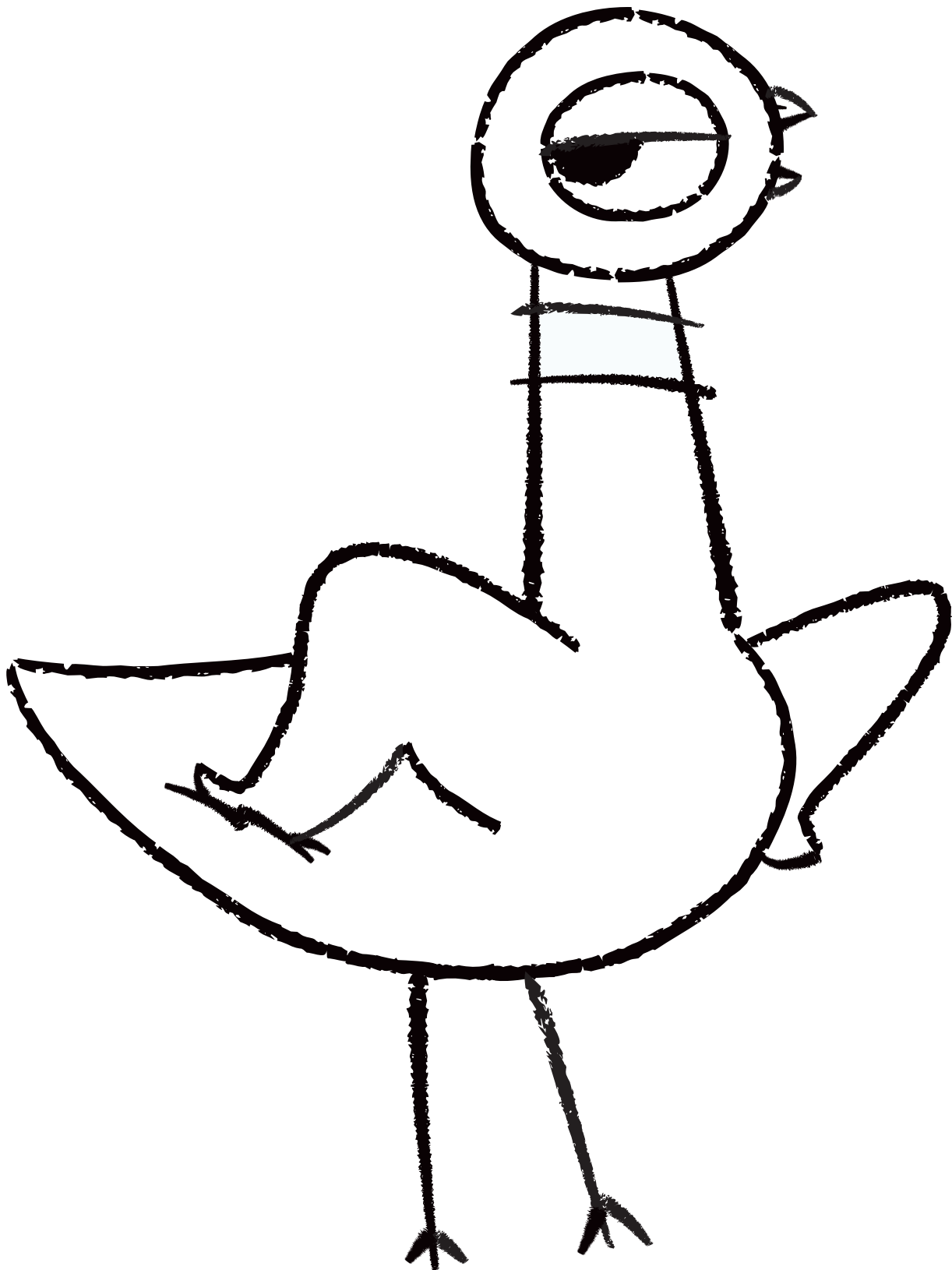


With
the nuts.

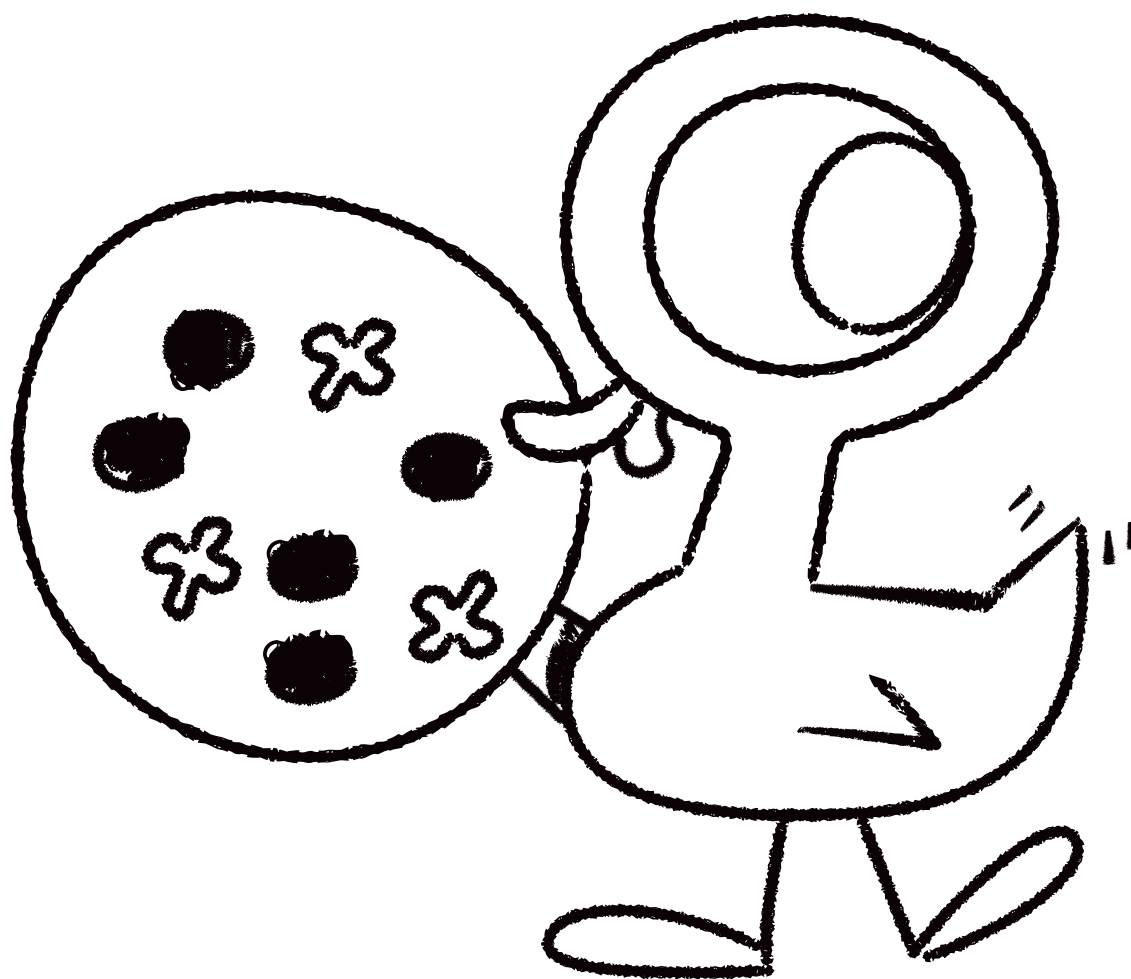




Coloring Sheet!



Coloring Sheet!



Answer Key

Like I need the answers.



➔ Manners Matter Matching Game

FROM PAGES 8-9

- Someone sneezes = Bless you
- You sneeze = Excuse me; Pardon me
- You accidentally bump into someone = Excuse me; Pardon me; Sorry
- Something is given to you = Thank you
- You ask for something = Please
- You hurt someone = Sorry
- Someone thanks you = You are welcome
- You are introduced to a new person = Nice to meet you
- Someone bakes you cookies = Thanks for the cookies! They are delicious!

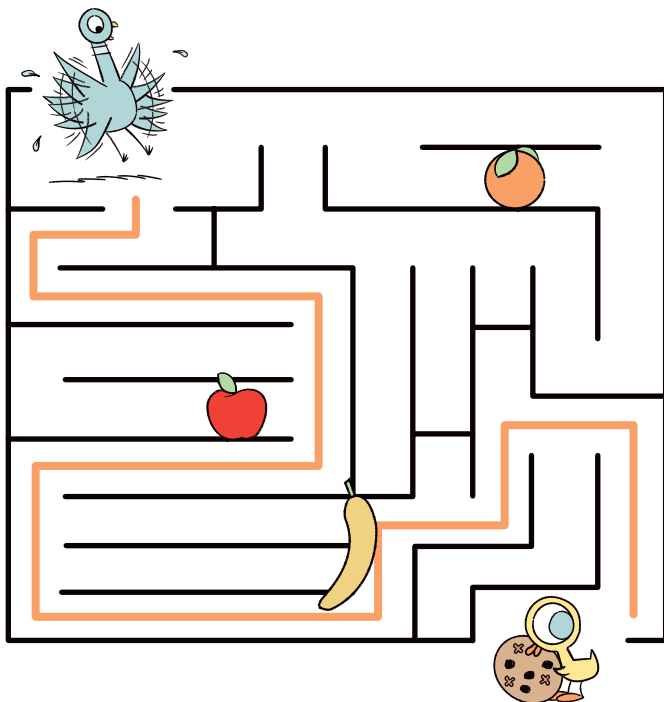
➔ Count the Cookies!

FROM PAGE 12

15 cookies!

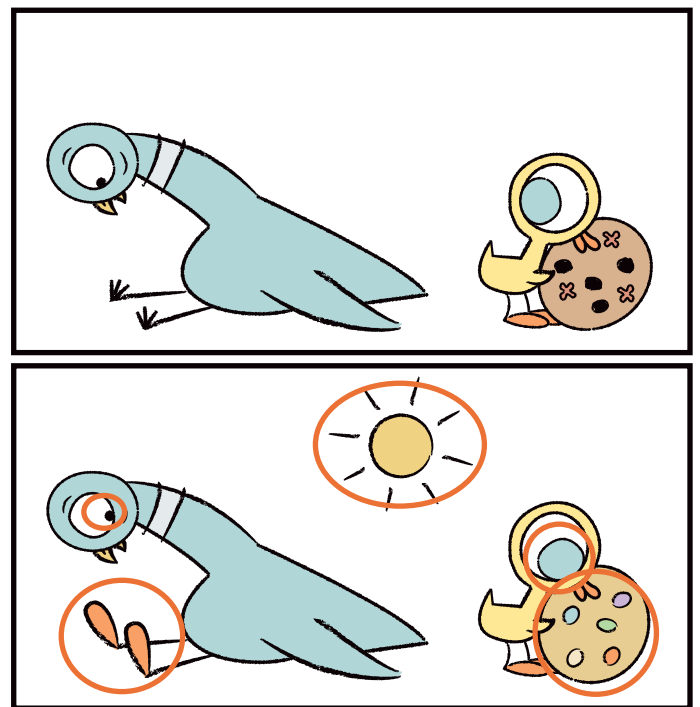
➔ Find the Cookie!

FROM PAGE 13

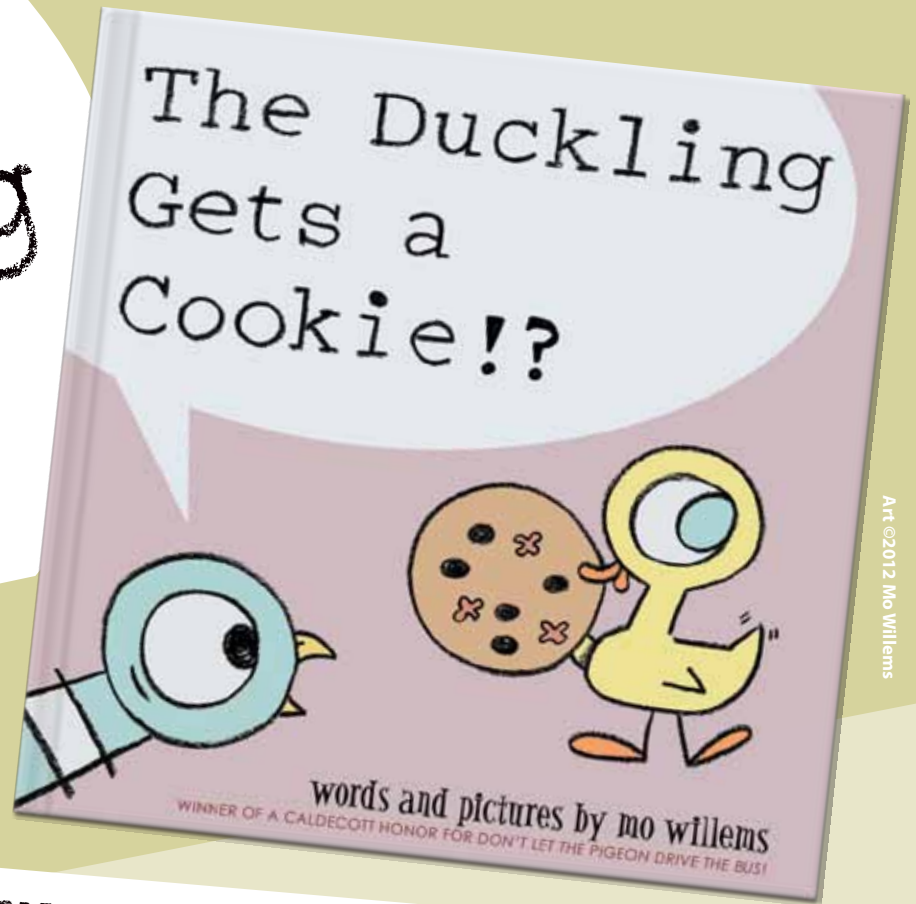


➔ Spot the Differences!

FROM PAGE 14



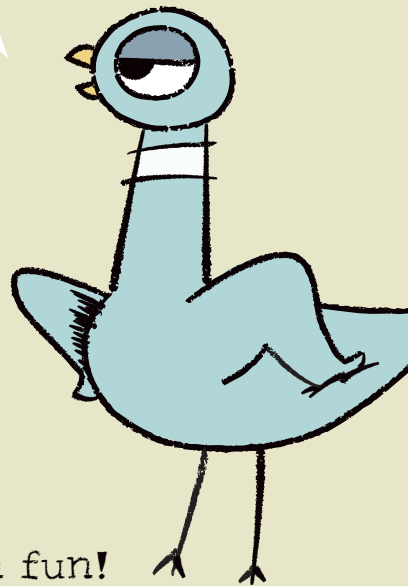
It's a Duckling Party!



Art ©2012 Mo Willems

Have your Duckling party.
See if I care . . .

- ➔ Date:
- ➔ Time:
- ➔ Place:



Visit PigeonPresents.com for more Pigeon fun!





Photo: MARTY ULMANS

Mo Willems is a *New York Times* number one best-selling author and illustrator who started his career on *Sesame Street*, where he garnered six Emmy Awards for his writing, before changing the face of children's literature with his groundbreaking picture books. Mo has been awarded a Caldecott Honor on three occasions (for *Don't Let the Pigeon Drive the Bus!*, *Knuffle Bunny: A Cautionary Tale*, and *Knuffle Bunny Too: A Case of Mistaken Identity*), and his acclaimed Elephant & Piggie early reader series received the Theodor Seuss Geisel Medal in 2008 and 2009 and the Geisel Honor in 2011 and 2012.



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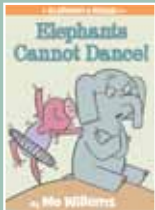
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This kit was cowritten by Rose Brock, a school librarian and doctoral candidate at Texas Woman's University, specializing in children's and young adult literature.

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