

# MOUSE AROUND

## MOUSE AROUND

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Themes: Animals, Feelings, Humor

Grade Level: K-3 (ages 4-9)

Running Time: 13 minutes

## SUMMARY

A mouse begins its usual day, playing around under a kitchen sink. But when a plumber arrives to fix a drip in the sink, the mouse's life becomes an unexpected adventure. The mouse takes a ride in the plumber's bag, hides inside a row of donuts, gets rolled up in a newspaper and tossed on a roof, rolls down the roof and onto a hard sidewalk, gets picked up by a man and takes a ride on a bus. On the bus, the mouse finds its way to someone's lettuce and gets carried into a bakery, where it hides inside a box of cupcakes, which gets carried to a picnic. After a narrow escape from becoming picnic food, the mouse scurries inside a toy rocket, gets launched into the air and parachutes down, landing in a little girl's doll carriage. An escape from a cat and a ride on a hat bring the mouse back to its home kitchen and down its familiar sink.

## OBJECTIVES

- Children will watch and listen to a fictional story about a mouse.
- Children will follow a narrative made up of a sequence of events.

## BEFORE VIEWING ACTIVITIES

Introduce the title of the program and ask children to define both words. Ask children to describe the size of a mouse and to list some places a mouse might

live or hide. Draw attention to the word "around" and ask children what kind of story might go in a circle. Encourage children to keep their ideas in mind as they watch the program, to see if their predictions were correct. Explain that the story is told without words and suggest that they follow the mouse very carefully in order to figure out what is going on in the story.

## AFTER VIEWING ACTIVITIES

Ask children to recall the parts of the story they liked the best. Make a chalkboard list of the parts in the order that children mention them. Then have children number the events in the order in which they happened in the story. Check to see if the order is correct by fast-forwarding the video and stopping at each change of scene. Call attention to details at the beginning and end of the story (the blue kitchen wall, the pattern on the teacups) that show how the mouse has gone around in a circle.

To encourage storytelling and writing, turn off the program's sound. Have children take turns being the mouse and narrating what the mouse is thinking. Write down the best answers and construct a funny play. Practice the play with only words and pictures. Then add the music, experimenting with taking the volume up and down with the spoken story. Plan a performance of the play.

As an art project, challenge children to invent and draw board games that take a mouse from one place to another. The board might be a map that includes several unusual places a mouse might go. Have children make mouse markers by cutting small ovals out

of index cards and folding the ovals in half (vertically). Draw a tiny face and ears at one end of the oval. Draw a long curly tale at the other end. Have children write directions on index cards to control the action of the game. Encourage them to use their imaginations in these directions, inventing ways a mouse could get from one place to another. For example, a direction card might read, "Your mouse finds some cheese crackers at the bottom of a backpack and takes a ride to the school."

Ask children if any of them keep or have kept mice as pets. Have them share what they know about mice with the class. You might also arrange with a pet store to have a demonstration on the care and feeding of white mice.

This story presents a good opportunity to discuss the difference between fiction and nonfiction and to find both kinds of books in the library. Before going to the library, ask children to list the names of mouse characters they know from stories. Then explain that in the library there are made-up books with imaginary mice as characters as well as science books that give facts about real mice. In the library, locate the fiction and nonfiction sections and challenge children to find both kinds of mouse books.

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