

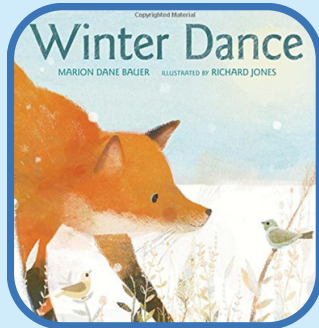
BOOK OF THE MONTH:

Winter Dance

by Marion Dane Bauer

Ages: 3 -7 years old

1. Introducing the book:



Exploring the Cover

Which animal do you think this book is about? What is the fox doing? How can we tell what time of the year it is? Can you spot the tiny snowflakes? Let's look out the window together. Is there any snow outside today?

Building Background

Before reading the book, ask the children what they think animals do during wintertime. Ask children what are the things they have to do differently when it is winter (ex. wear winter gear, etc.). Humans wear winter clothes - jackets, boots, hats, scarves and gloves. Do foxes wear winter coats? What about birds? Explain that different animals have different habits when seasons change. Read the book to find out more...

2. Reading the book:

As you read the story, ask the children to identify each new animal. After reading each page, summarize what each animal does during wintertime (ex., bears sleep, hares change their fur to white, geese fly away to warm places, etc.).

3. After reading the book:

Who Goes There?



- Learning to gather knowledge about the natural and physical world;
- Making observations and identifying patterns;



- Learning about their bodies and gaining body awareness;
- Practicing gross motor skills while playing outside.



Print out the activity template (see references and resources) and help the children match the snowy footprints to the animal that left them. Talk about the shape of the footprints and the clues that helped you find the right animal (shape and size, claws/no claws, etc).

Which animals did we see already in the book?

Who Goes There? - In the Park

Visit your local park to see some tracks in the snow and try to identify them together. Make some footprints and see how yours is different from the other ones. Compare your own and the children's footprints. Have fun outside in the snow!

References and resources

[Who Goes There? - Activity Sheet](#)

Legend



Cognitive



Socio-emotional



Language



Physical