

# Table of Contents

Introduction \_\_\_\_\_ 2.

Topics for Discussion \_\_\_\_\_ 3.

How to Assemble Story \_\_\_\_\_ 4.

The Mitten Story Illustrations\_ 5.

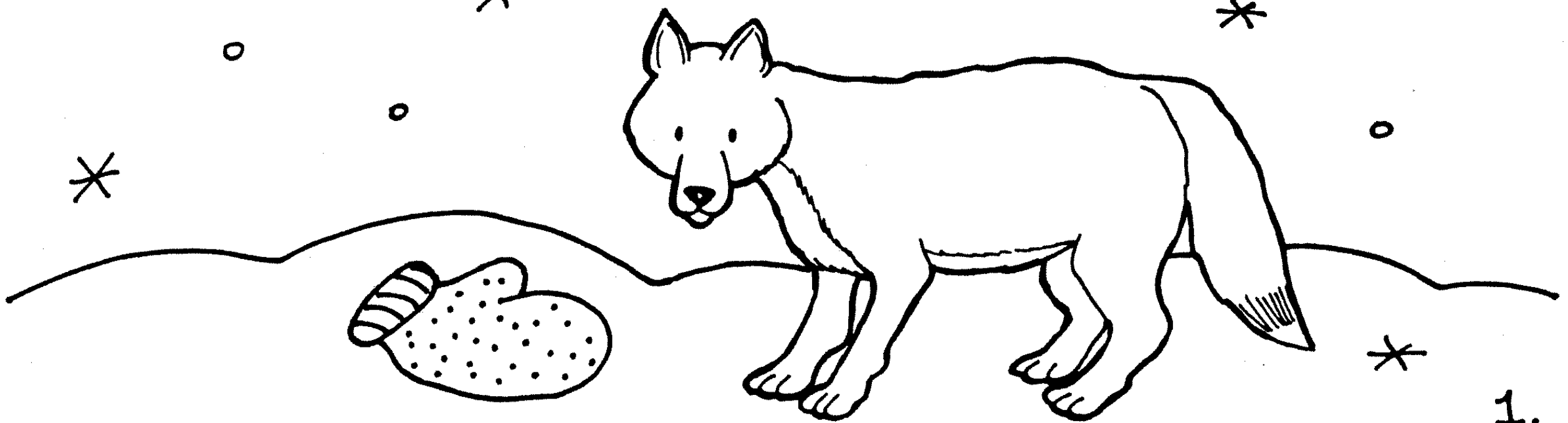
Storytelling Props \_\_\_\_\_ 43.

Centre Book Pages \_\_\_\_\_ 46.

Hands On \_\_\_\_\_ 49.

Mitten Day \_\_\_\_\_ 52.

Pocket Chart and Bookmaking\_ 57.



## Language Arts

What words describe your mittens?

## Social Studies

Did the story take place in California? Why? Why not? What countries on the map could have a mitten story?

## Creative Writing

As a class, rewrite the story, set in a warm climate with different animals using a different article of clothing. Make a new human character.



## Math

Mittens come in pairs. What else do we buy in pairs?

## Science

Where do mittens come from?  
Where are they made?  
What are they made of?  
How are they made?

Have a mitten knitting demonstration by a member of your community.

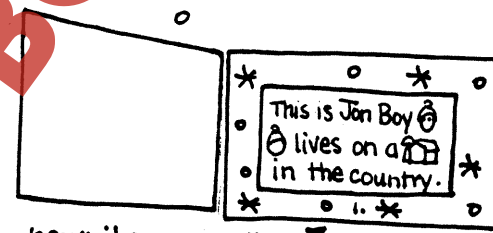
## How to Assemble "The Mitten" Storybook

You'll need 10 sheets of red 2-ply bristol (22x28") divided into 4 equal parts. Cut to make 37 pages for the story.

- \* Write out the unit page numbers and renumber the pages. Make a photocopy of the story.
- \* Colour the rebus pictures. Outline the pages with a broad tip felt marker.
- \* Glue the pages, including cover, onto the bristol.

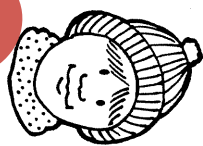
With a black fine tip marker, border the pages with \* \* \* \* \*

Laminate and bind.

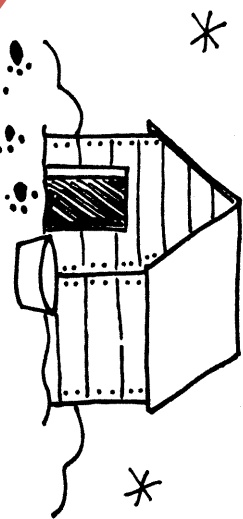


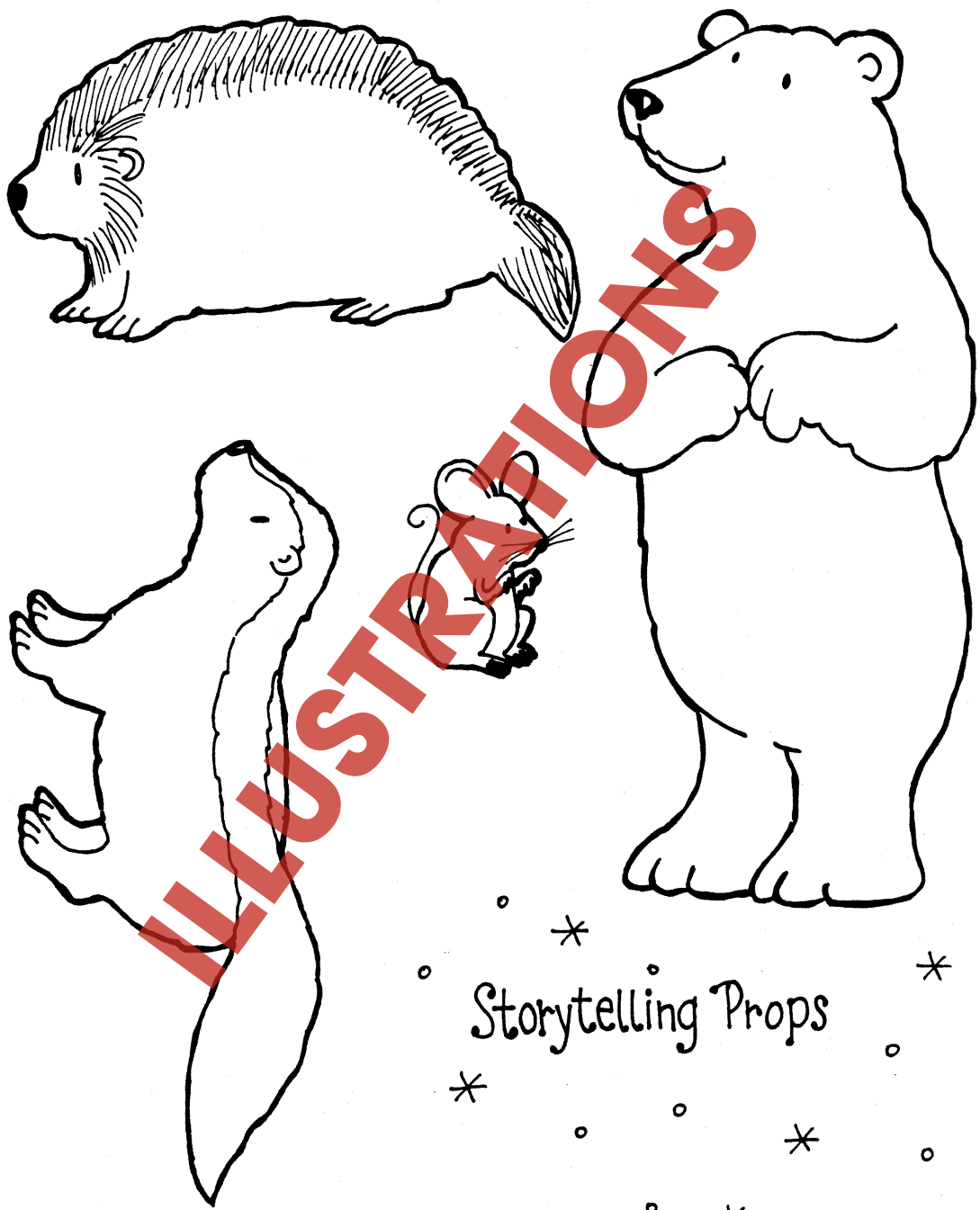
rewrite page #

One morning in  
January a  
went  
for a walk.



And the  
was in the  
all night!



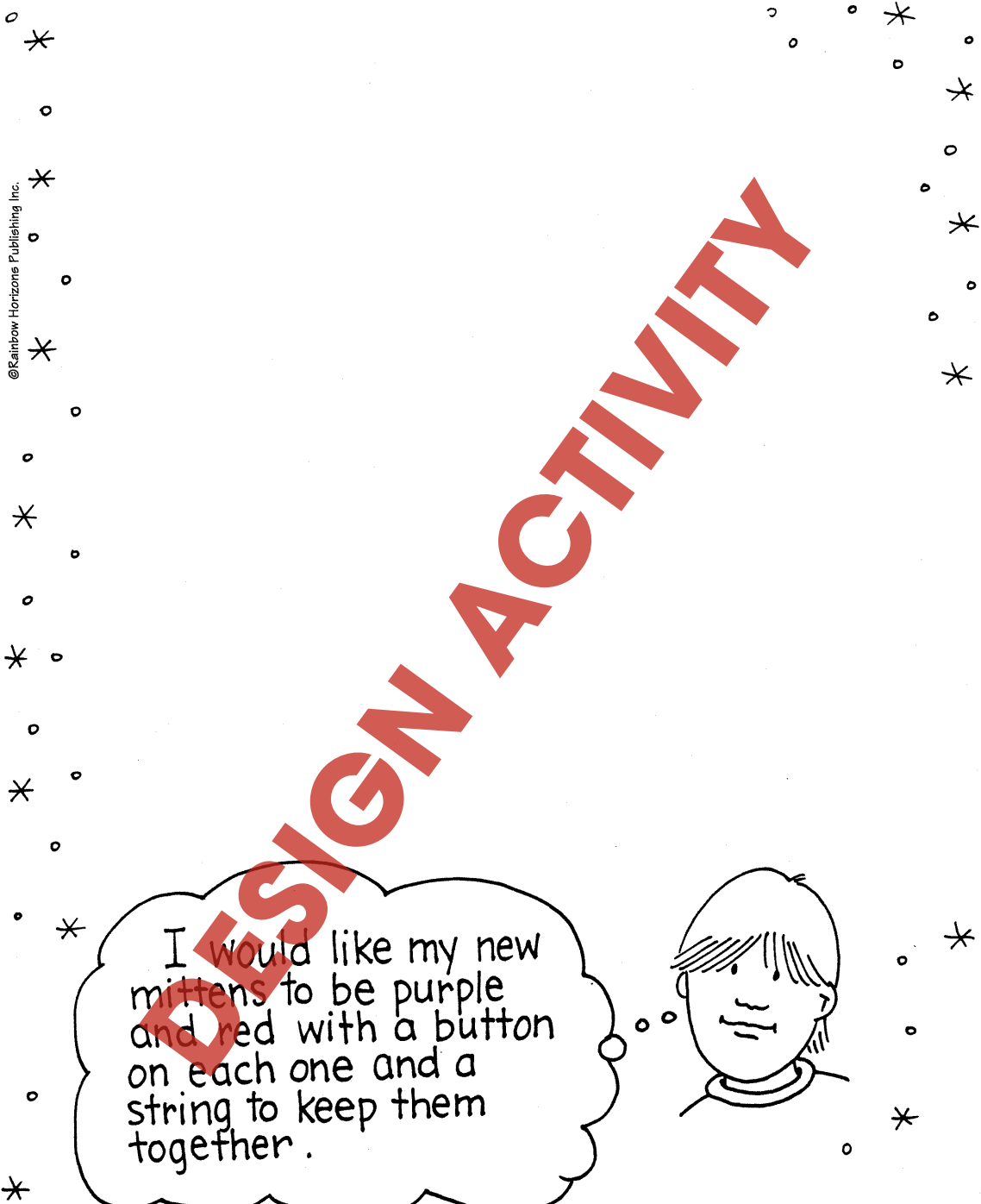


Storytelling Props

\* What happens next? Can you draw a picture for your answer?



DRAWING ACTIVITY



I would like my new mittens to be purple and red with a button on each one and a string to keep them together.

Can you draw Jon Boy a new pair of mittens?

### Mitten Memory Match

\* for 2-3 players

\* There are 16 mittens. There are 8 pairs of pictures on the mittens.

The object of the game is to remember where the pictures are and to collect the mittens.

\* Turn the mittens face down on the floor or table.

° Roll a dice to see who goes first.

The first player turns over 1 mitten to see the picture. The player turns over another mitten, looking for the match.

If they don't match, the mittens are turned over in the same place.

It is the next player's turn.

If the mittens match, the player keeps the mittens!

\* Keep going until you can't match. Have fun!