

Albert's Amazing Snail

Printable Activity Page 1

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Activities for Albert's Amazing Snail!

Where is the Mouse Now?

For this activity, you will need a small stuffed animal (preferably a mouse!) and a covered shoebox with a "mouse-size hole" cut out of its side.



- ▶ Print pages 2 and 3 with picture cards showing a shoebox and a mouse in different positions: **on top of, next to, in, out, behind, in front of, over, under, far, near, on, and off** the box; the position words are written under the pictures. (Or, if you wish, you may make your own picture cards.)
- ▶ Cut the cards apart and stack them in a pile.

Let's See Where The Mouse Is!

- ▶ Hold up a picture card and read aloud the position word. For example, "The mouse is **in** the shoebox." Then put the toy mouse in the shoebox.
- ▶ Draw the next picture card and follow the same steps.

Let's Show Where The Mouse Is!

- ▶ Have children take turns picking a card. Using the shoebox, ask them to hold the mouse in the position shown on the card. You might start by giving them a sentence, such as: "Show me the mouse **on top of** the shoebox."

Let's Tell Where The Mouse Is!

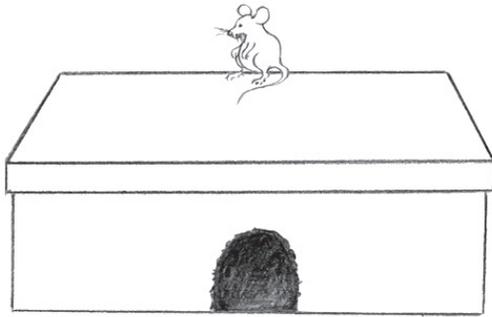
- ▶ Place the mouse in different positions vis-à-vis the shoebox. Ask: "Where is the mouse now?" Encourage children to respond using the position words.

Albert's Amazing Snail

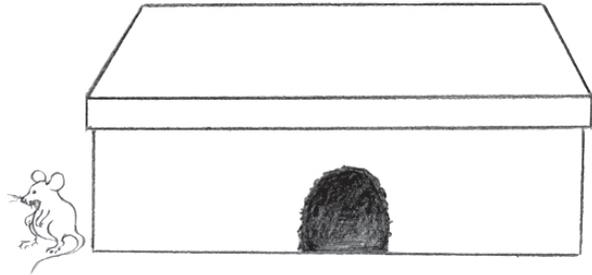
Printable Activity Page 2

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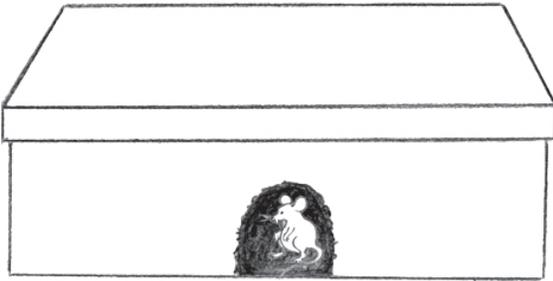
For use with Where is the Mouse Now?



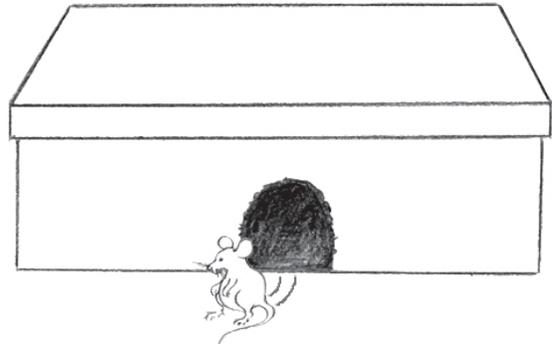
on top of



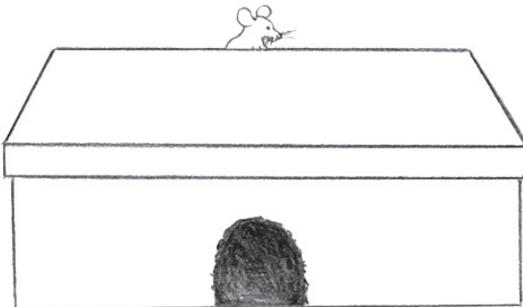
next to



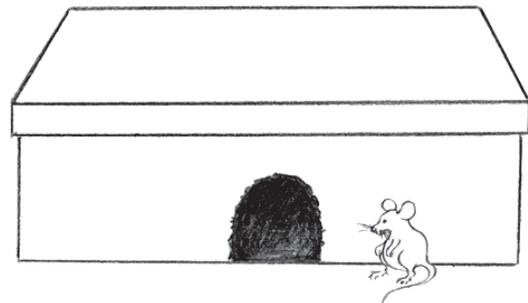
in



out



behind



in front of

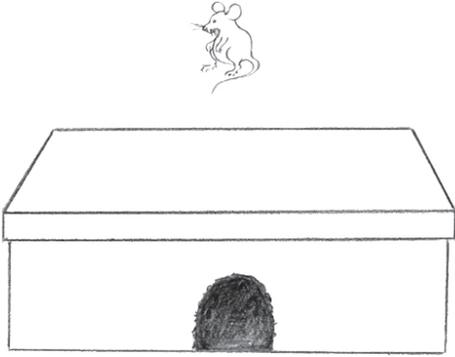
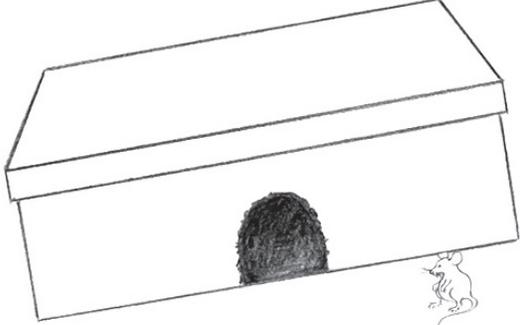
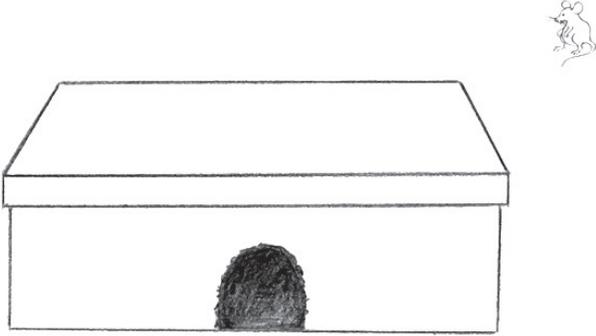
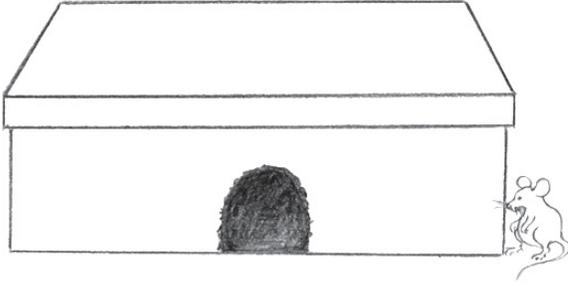
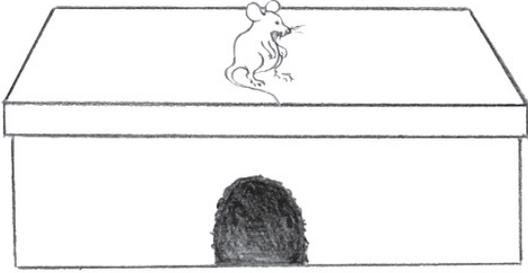
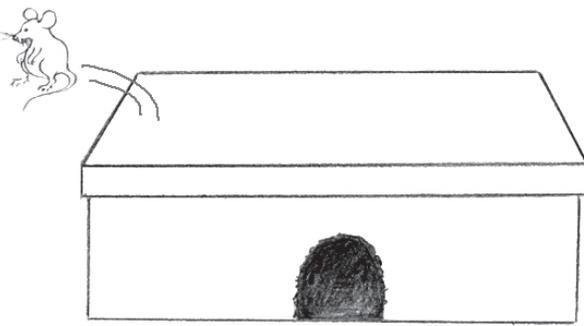
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Printable Activity Page 3

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For use with Where is the Mouse Now?



 <p>over</p>	 <p>under</p>
 <p>far</p>	 <p>near</p>
 <p>on</p>	 <p>off</p>

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Printable Activity Page 4

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Put it on paper!

- ▶ Give each child a piece of paper. Have children space themselves out and face the front of the room.
- ▶ Then give the following instructions:
 - Hold your paper **in front of** you!
 - Now hold your paper **behind** you.
 - Hold your paper **far** from you.
 - Now hold your paper **near** to you.
 - Hold your paper **between** your hands.
 - Hold your paper high **over** your head.
 - Now put your paper **under** you.
(That's right—stand **on top of** your paper!)

Now we're going to switch things up. Instead of moving your paper, move **yourself!**

- Jump once **on** your paper!
- Now jump **off** your paper!
- Move **far** from your paper.
- Come **near** to your paper.
- Stand **beside** your paper.
- Jump **behind** your paper.
- Now jump **in front of** your paper.
- Step **next to** your paper.
- Now take a big jump **over** your paper.
- And end by sitting down **on top of** your paper!



If you're not tired yet, play again—this time **faster!**

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Printable Activity Page 5

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Climb to Cheese Castle!

(An activity for 2 players.)



Materials:

- ▶ gameboard (print a copy of page 6)
- ▶ playing cards and two mouse game pieces (print a copy of page 7)

Getting Started:

Have children break into groups of two. Print a gameboard, a set of 10 playing cards, and mouse game pieces for each group. Cut the cards apart and place them in a stack, face down. Cut the mouse game pieces apart; each child may color his or her game piece.

Procedures/Directions:

1. Place the mice at the starting point on the board.
2. The first player draws a card. The card has two pictures and a sentence on it. If the player fills in the blank by saying the correct position word, he or she moves his mouse one space forward. Then it is the next player's turn to draw a card.
3. The first player to reach Cheese Castle wins!

Bonus:

Shuffle the cards and play again.



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For use with Climb to Cheese Castle!



Activity grid with two paths leading to a castle. The paths are marked with 'START' and 'FINISH' labels. The paths are decorated with various flowers and plants.

START **FINISH**

START **FINISH**

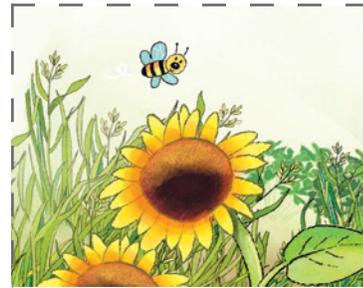
For use with Climb to Cheese Castle!



Flash is _____
 the rock.



Albert is _____
 Flash.



The bumblebee flies
 _____ the sunflower.



The bird is _____
 the pinecones.



Flash is _____
 the branch.



Albert is going
 _____ the log.



Albert is coming
 _____ the log.



The grass is _____
 Albert and Leo.



Albert is at the
 _____ of the
 pinecone pile.

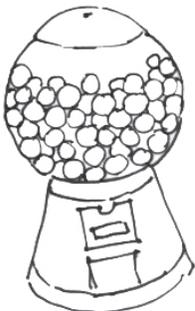
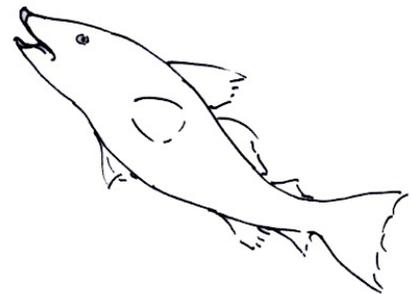
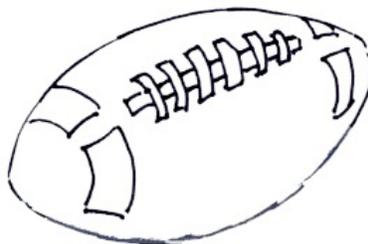
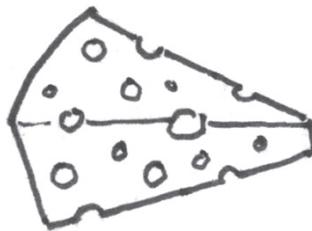
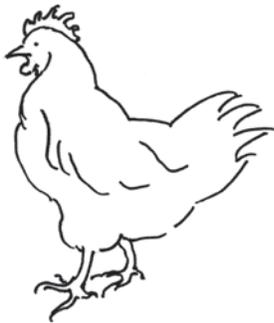
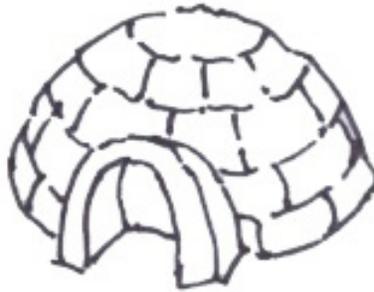


Albert runs _____
 the grass.



For use with *THINK!* activity on page 32
of *Albert's Amazing Snail*

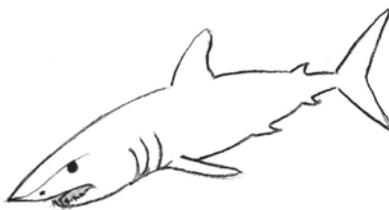
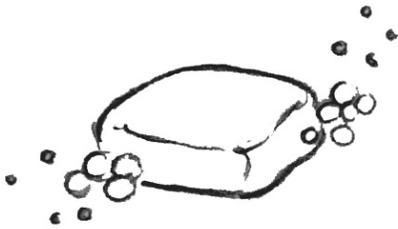
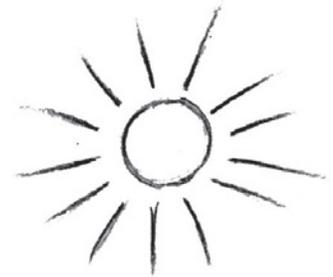
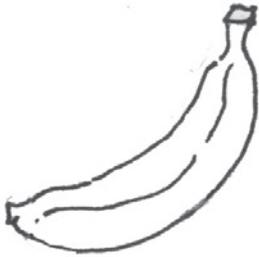
PICTURE BANK



(Pictures: broccoli, igloo, chair, chicken, cheese, duck, tree, football, fish, gumball machine, dragon, ghost)

For use with *THINK!* activity on page 32
of *Albert's Amazing Snail*

PICTURE BANK



(Pictures: banana, unicorn, sun, soap, shorts, octopus, robot, crib, castle, lollipop, shark, cactus)