



BEST BEGINNINGS

Alaska's Early Childhood Investment

BOOK TITLE: **Sleep, Baby, Sleep**
AUTHOR: Maryann Cusimano Love
ILLUSTRATOR: Maria van Lieshout

SUMMARY OF Book: This is a rhyming lullaby book, taking a baby through the activities of a day, comparing it with other animals and what they do. It begins and ends with snuggling to sleep.



***BEFORE READING** (Ask questions and use what the child already knows to add to the discussion, assisting the child in understanding and enjoying the book). Ask:

1. Take a picture walk through the book starting from the cover to the end of the book, just observing the illustrations. Read the title of the book and ask the child what he/she thinks the book will be about, based on the pictures.
2. Ask questions about the pictures: "What are the geese doing? The bear cub?"
3. "This is about going to sleep; what do we do when you're ready to go to sleep?"

DURING READING: As you read the book talk with the child about the story and the illustrations. Ask questions such as:

1. Ask the child to make the sounds of the animals or imitate their actions.
2. Talk about the weather on the pages, about the different times of day (the sun, the stars).
3. Encourage your child to sing along. (The tune is available at www.youtube.com/watch?v=X1RXP2JY2jA)
4. Go over some of the new words for your child: "beaming," "slight," "scales," "unfurling," "shimmering," etc.

AFTER READING (activity to extend book experience):

1. Does your family have a favorite lullaby? Rock your child and sing his favorite song.
2. Go outside with your child and see if you can find some of the animals or birds in the book. Try remembering what they did or sing the verses of the song.
3. If you have other animals or other times of day you'd like to put into song, make up a verse!
4. Try other Mother Goose rhymes and add them to your child's repertoire.

Compliments of:



* This activity created by students at The University of Alaska Anchorage.

For additional activities, visit www.AlaskalImaginationLibrary.org

