

BOOK TITLE: 1, 2, 3 to the Zoo

AUTHOR: Eric Carle

SUMMARY OF BOOK: This book is a wordless counting book for children 2-3 years of age. The book goes through ten train carts, each with a different animal. Each page has a different number of animals to count, increasing from one on the first page to ten on the last.



\*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. Read the title and author of the book and ask the child what he/she thinks the book will be about, based on the pictures.
- 2. Is your child familiar with what a zoo is? Ask "What animals might be at a zoo?"
- 3. Is your child familiar with trains? Ask "What kinds of things could a train carry?"

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

- 1. As you count the animals on each page, point to them. Show how they become a train car at the bottom of the page. Count the train cars.
- 2. Ask the child to make the sounds of the animals or imitate their actions. "What are they doing?"
- 3. Talk about the animals: which would be in an Alaska zoo?
- 4. Have your child find the hidden mouse on each page. How are the animals reacting to it?
- 5. Relate the story to your child's experiences, either with the animals, trains, zoos, etc.

## AFTER READING (activity to extend book experience):

- 1. At the end of the book, spend time on the zoo scene: "What has happened to the train?" "What's happening in the zoo?" "Which animal is your favorite?"
- 2. Play "I Spy" on the last page.
- 3. Draw train cars on sheets of paper. Can your child help "fill" the train with pictures from magazines or ones you draw?
- 4. Hide pictures of animals or stuffed animals around the house. Start a "hunt" for the hidden animals.

## Compliments of:



\* This activity created by students at The University of Alaska Anchorage. For additional activities, visit www.AlaskaImaginationLibrary.org

