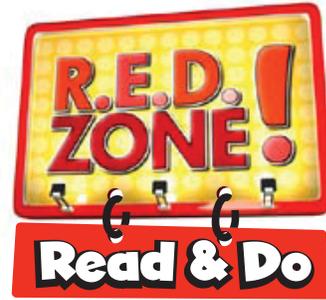


Snowmen at Night

by Caralyn Buehner

Explore a child's imagination with this charming and magical story, packed full with detailed and cheerful illustrations.



Read

Before:

Introduce the book and tell the children a little bit about it. Follow with a comment or question that is related to the story such as, *Have you ever built a snowman? What did you use to decorate it?*

Encourage a discussion so the children can comment, ask questions, and express their feelings.

Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- I wonder what those snowmen do at night?

During:

Encourage the children to comment on the illustrations, ask questions, and predict what will happen next in the story. Children gain confidence and a sense of achievement through being able to correctly predict how a story will end. Point out "rare words" (e.g., those words that are not commonly used in every day conversation) and help the children relate the meaning in a way that makes sense to them.

Rare Words in *Snowmen at Night*

- wintry: relating to winter, especially cold
- slipped: to move smoothly and easily across a surface
- drooped: to hang or bend down limply
- fright: something that is very unpleasant looking
- wonder: to speculate about something
- gather: to come together to form a group
- sipping: to drink something slowly and to take a small amount at a time
- anxious: feeling nervous
- giggling: to laugh lightly
- pitcher: a baseball player to throws a ball to the batter
- moonlit: brightened by the light from the moon
- thrill: cause of great excitement
- tuckered: tired and exhausted
- grin: to smile broadly, usually showing teeth
- crooked: with a bent shape, curved

After:

Discuss the story. Ask questions...

- Who built the snowman?
- Can you describe what the snowman looked like?
- The next day the snowman looked different. What happened to the snowman?
- Where did the snowmen meet after it got dark outside?
- What did the snowmen drink? Who made the hot cocoa?
- What games did the snowmen play?
- Where did the snowmen skate? What did they do besides skating?
- What sport did the snowmen play? What did they use for a ball and a bat?
- Why do you think it was the “world’s best snowball fight?”
- Where did the snowmen go sledding? Did they enjoy sledding?
- What did the snowmen use for sleds?
- Why did the snowmen decide to gather their things and head back home?
- What do you think snowmen do at night?



Do

We Predict...

You will need: a bucket or cookie baking sheet, snow (if snow is not available, use ice cubes or shaved ice), an analog clock and a calendar

After reading the story, talk about the properties of a snowman. What is needed to build a snowman? Discuss how snow is made and where you can find snow. If applicable, have the children go on a walk outside and scoop snow into either a bucket or on a cookie baking sheet. Bring the container full of snow into the classroom. If snow is not available, have the children help fill the container with ice cubes or shaved ice. Next, talk about what will happen if you leave the snow/ice out and do not put it into the freezer. On a piece of paper or on the whiteboard, write down each child’s name and how long they think it will take before the snow/ice completely melts and turns into water. If desired, use a calendar or analog clock to help them make their predications. For example, one child might say it will only take 1 hour to melt or by the end of the day or a week. Leave the predictions sheet, calendar and clock by the container of snow/ice. At various times of the day check the snow/ice and have the children describe what it looks like.

When the snow/ice has completely melted talk about which prediction(s) was the closest to the actual time and day.

Additional Activity: If desired, after the snow/ice has melted, discuss how you would get the water back into a solid form. Place the water into a freezer over night. Then show the kids the container of water and have them describe what it looks like.