

# STORY TIME!

*"She reads books as one would breathe air, to fill up and live." Annie Dillard*

## Catch That Cookie!

**Author: Hallie Durand and Illustrator: David Small**

When it's time to take the gingerbread cookies out of the oven, they're gone and it's up to the class to solve the mystery of where they are!

### Before the lesson

Objective: Students will use their imagination and creativity to build a trap to catch the cookie.

- **Collect materials** that can be used to build their trap (boxes, yarn, construction paper, popsicle sticks, straws, crayons, glue, tape etc.) gingerbread cookie shapes

### Read and Discuss

Read Catch That Cookie! and discuss:

1. **Ask:** Where did the children search for the cookie? (review sequence of events by going back through the story to see what they did first, next, then, finally) How did they finally catch the cookie? What clues helped them? What are some other solutions they could have tried to solve the problem?
2. **Activity: Create a Trap to Catch the Cookie**
  - a. Children may work in pairs or small groups to design a trap that can be used to "catch" the cookie. Students can draw their design first. Remind students to use their imagination and materials in the class to design and decorate their trap.
3. **Activity: Decorate a Cookie**
  - a. Give each child a paper gingerbread person to decorate. These cookies must fit in the trap.
4. **Activity: Bake Gingerbread Cookies**
  - a. Allow children to use gingerbread cookie cutters to cut out and bake gingerbread cookies for a snack. Decorate when cool.

### Extension

- Have children draw the different adventures of their gingerbread people.