ACTIVITY BANK

FOR CHILDREN

To create, play and talk

18

ACTIVITIES

For after reading

Watch Out for the Little Pigs!



AGES 3–4
Early years

AGES 4–5
Pre-K

AGES 5–6
Kindergarten

ART · PLAY · SOCIAL SKILLS · LANGUAGE

Hello!

This is your Activity Bank.

Here you'll find **18 activities** to do after reading *Watch Out for the Little Pigs!* Some are for **drawing**, others for **playing**, others for **asking kindly** and others for **thinking**.

You can do them in any order you like. **There are no right or wrong answers.** What matters is that you express yourself... and practice the magic word.

TYPES OF ACTIVITIES

- **Art**
- **Play**
- **Social skills**
- **Language**
- **Craft**

A GUIDE FOR CHOOSING

Ages 3–4	Play, movement, drawing and guided conversation.
Ages 4–5	Simple planning, acting and agreements.
Ages 5–6	Early writing, analysis and group projects.

Ages are a guide; support is adjusted to each child.

01

AGES 3–4

Hello, little explorers!

These activities are done by playing, moving and talking, with help from an adult.

6 activities · art, play and song

CHOOSE ACCORDING TO EACH CHILD'S DEVELOPMENT AND THE SUPPORT THEY NEED

1 Draw Otto the wolf

ART

YOU NEED White paper, colored pencils

1. In the book, Otto is a big, gentle wolf.
2. Draw how you imagine Otto: his apron, his cookies.
3. Give him the face you like best: happy, singing or scared.

DID YOU KNOW...?
Wolves howl to talk to their family and say "here I am".

2 Let's sing Otto's song

LANGUAGE

YOU NEED Just your voice and your hands

1. Sing together: "Step by step, plop, plop, plop!".
2. Clap out the syllables.
3. Sing it three times, getting louder: softly, louder and with ALL your might.

DID YOU KNOW...?
Singing helps your brain remember new words.

3 The magic word

SOCIAL SKILLS

YOU NEED A toy or an object to ask for

1. An adult holds an object you like.
2. To ask for it, say the magic word: "may I have it, please?".
3. When you get it, don't forget to say "thank you!".

DID YOU KNOW...?
"Please" and "thank you" are words that open doors.

4 Blow like a little pig

PLAY

YOU NEED A paper ball, a table

1. Crumple a piece of paper into a little ball.
2. Blow it across the table: how far does it go?
3. Blow softly and blow hard. When does it move more?

DID YOU KNOW...?
The air you blow is like the wind: it moves leaves and clouds.

5 Heart and star cookies

CRAFT

YOU NEED Play dough, cutters (or a cup)

1. Knead the play dough and flatten it.
2. Cut out heart and star cookies, like Otto's.
3. Hand them out... but only to those who ask with "please"!

DID YOU KNOW...?
Heart and star cookies are Otto's favorites.

6 The faces game

PLAY

YOU NEED Your face (and a mirror, optional)

1. Think of one of Otto's emotions: scared, happy or laughing.
2. Make that face and have someone guess which it is.
3. Now switch: guess the face someone else makes.

DID YOU KNOW...?
Our faces can show lots of different emotions.

02

AGES 4–5

Hello! Let's get ready to create as a team.

You can act, sort, suggest and discover. Choose the support you need.

6 activities · social skills, language and experiments

CHOOSE ACCORDING TO EACH CHILD'S DEVELOPMENT AND THE SUPPORT THEY NEED

7 The please traffic light

SOCIAL SKILLS

YOU NEED A red card and a green card

1. Red means "taking without asking". Green means "asking with please".
2. An adult describes a situation: "I want my friend's pencil...".
3. Hold up the right color and say how to ask nicely.

DID YOU KNOW...?
Asking kindly makes both people feel good: the one who asks and the one who gives.

8 Which house holds up?

EXPERIMENT

YOU NEED Straw or dry grass, sticks, blocks, a fan (optional)

1. Make three little piles: one of straw, one of sticks and one of blocks.
2. Blow (or use the fan) on each one.
3. Which one blows away and which one holds up? Draw what happened.

DID YOU KNOW...?
Real houses are made of brick because it's very strong.

9 Put the story in order

LANGUAGE

YOU NEED Paper and pencils to make 3 cards

1. Draw Otto's three houses: straw, sticks and bricks.
2. Put them in order: which did he build first, next and last?
3. Tell the story using your cards.

DID YOU KNOW...?
Every story has a beginning, a middle and an end.

10 Rhymes with the song

LANGUAGE

YOU NEED Just your voice

1. Listen: "over here... over there". Can you hear how they sound alike?
2. Find other words that rhyme with "there" (where, bear, chair...).
3. Make up a new little verse for Otto together.

DID YOU KNOW...?
Words that end with a similar sound "rhyme".

11 Finger puppets

CRAFT

YOU NEED Paper, pencils, round-tip scissors, tape

1. Draw and cut out Otto and the three little pigs.
2. Stick them on paper strips to wear on your fingers.
3. Retell the story... your own way!

DID YOU KNOW...?
With puppets we can tell the same story in many ways.

12 Let's really bake

SOCIAL SKILLS

YOU NEED A simple cookie recipe and an adult

1. With an adult's help, make cookies.
2. Share out the tasks by asking for turns: "is it my turn, please?".
3. At the end, share the cookies with someone you love.

DID YOU KNOW...?
Cooking together is also a way to share and care for each other.

03

AGES 5–6

Hello! Now it's time to think, write and create.

These activities invite you to explain your ideas, listen to other voices and build something with your team.

6 activities · thinking, creating and writing

CHOOSE ACCORDING TO EACH CHILD'S DEVELOPMENT AND THE SUPPORT THEY NEED

13 Who's the bad guy?

REFLECTION

YOU NEED Remember the classic tale of the three little pigs

1. In the usual story, who's the bad guy? In this book, who blows the houses down?
2. Talk about it: is the wolf always the bad guy?
3. Draw the "bad" wolf from the classic tale and Otto. How are they different?

DID YOU KNOW...?
The same story can be told in many different ways.

14 My own upside-down story

LANGUAGE

YOU NEED Paper, pencils

1. Choose another story you know (Little Red Riding Hood, Goldilocks...).
2. Think: what would it be like told the other way around?
3. Draw or dictate your new version.

DID YOU KNOW...?
Changing who tells the story is called "changing the point of view".

15 The kindness dictionary

ART

YOU NEED Paper, colored pencils

1. On each page, draw a kind word: "please", "thank you", "sorry", "can I help?".
2. Put them together to make your dictionary.
3. Use it during the week like a superpower.

DID YOU KNOW...?
Kind words can be practiced until they come out on their own.

16 Design the house nobody can knock down

CRAFT

YOU NEED Blocks, boxes, sticks, tape

1. Build a little house that can withstand a good puff.
2. Try different materials: which one holds up best?
3. Blow on your house (or use a fan) and improve your design.

DID YOU KNOW...?
Engineers test lots of materials before building for real.

17 Otto's cookie recipe

WRITING

YOU NEED Paper, pencil

1. Write or draw the steps to make cookies, in order.
2. Number them: 1, 2, 3...
3. Give it a title: "Otto's Cookies".

DID YOU KNOW...?
A recipe is a list of steps written in order.

18 A letter to the author

WRITING

YOU NEED Paper, pencil, envelope (optional)

1. Write a letter to María José Márquez.
2. Tell her: what did you like? How did you feel? What would you ask her?
3. Keep it, or ask an adult to help you send it.

DID YOU KNOW...?
Authors love getting letters from their readers.

Well done!

Every time you ask kindly, the world gets a little bit better.

Doing these activities is a way to play with Otto's story and practice the magic word. There's no right order and no better answer — just you, your page and lots of creativity.

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MORE RESOURCES

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Educator's Guide and Family Reading Guide

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