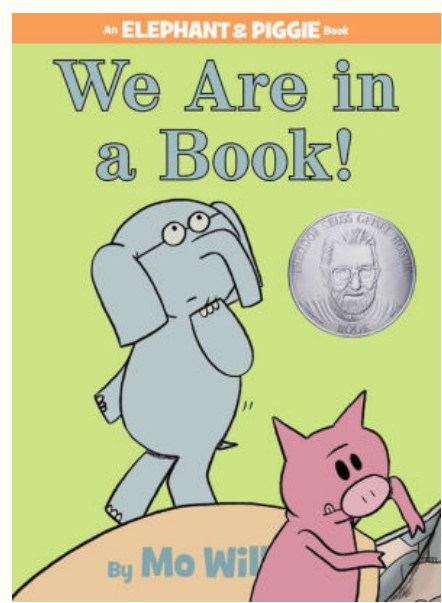




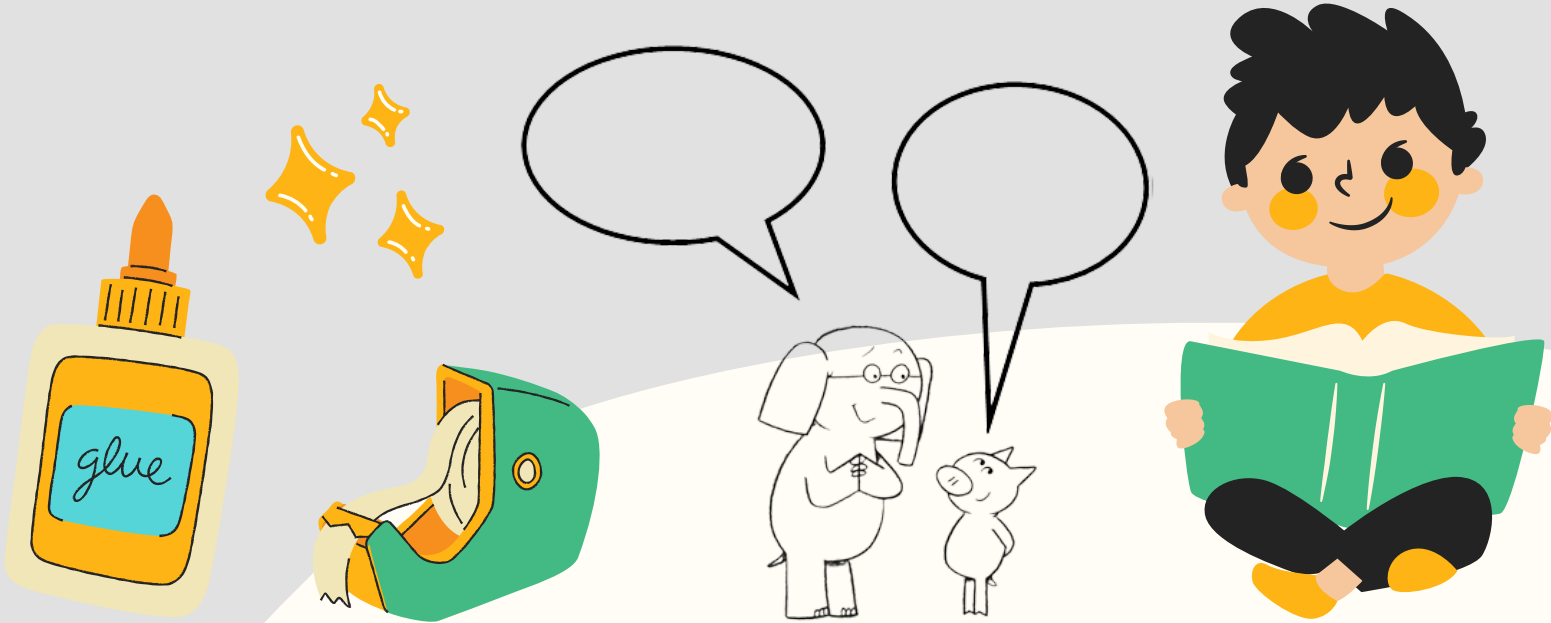
WE ARE IN A BOOK

BY MO WILLEMS



Today students will learn how to write a story.

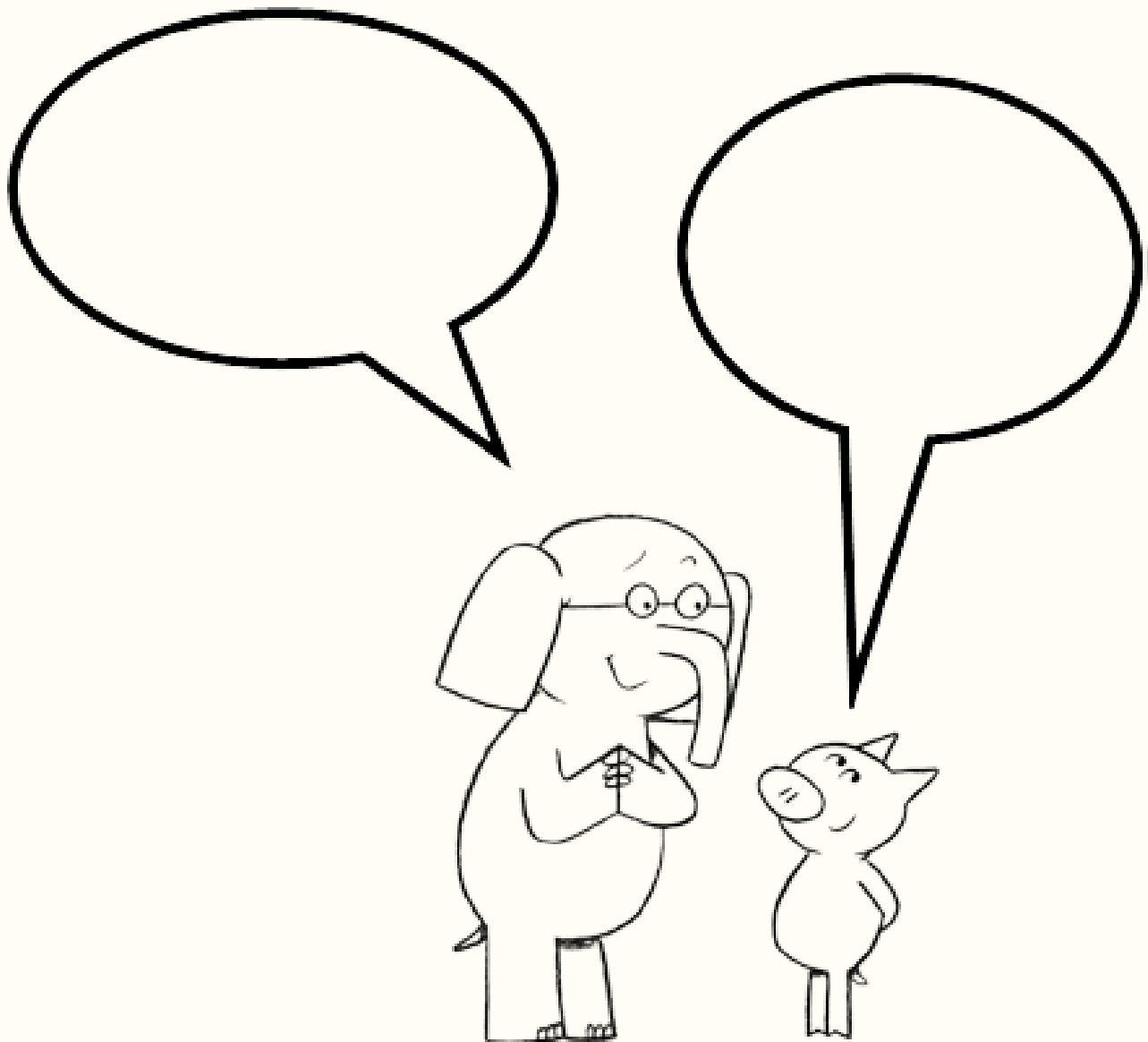
Students will learn how to look closely at the work of authors they love and ask themselves, "What did this writer do that I could try?" The activity provided will help students write their own story using dialogue bubbles and act out their story using puppets.



CREATE YOUR OWN ELEPHANT & PIGGIE STORY

In "We Are in a Book!", Elephant and Piggie discover that they're being read. Now is your chance to create your own story. Complete the scene below or draw your own using the Elephant and Piggie drawing guide at the end to make your very own Elephant and Piggie book. Be sure to write what each character says (their dialogue) in the speech bubbles just like Mo Willems. Don't forget to give your book a title and share your tale.

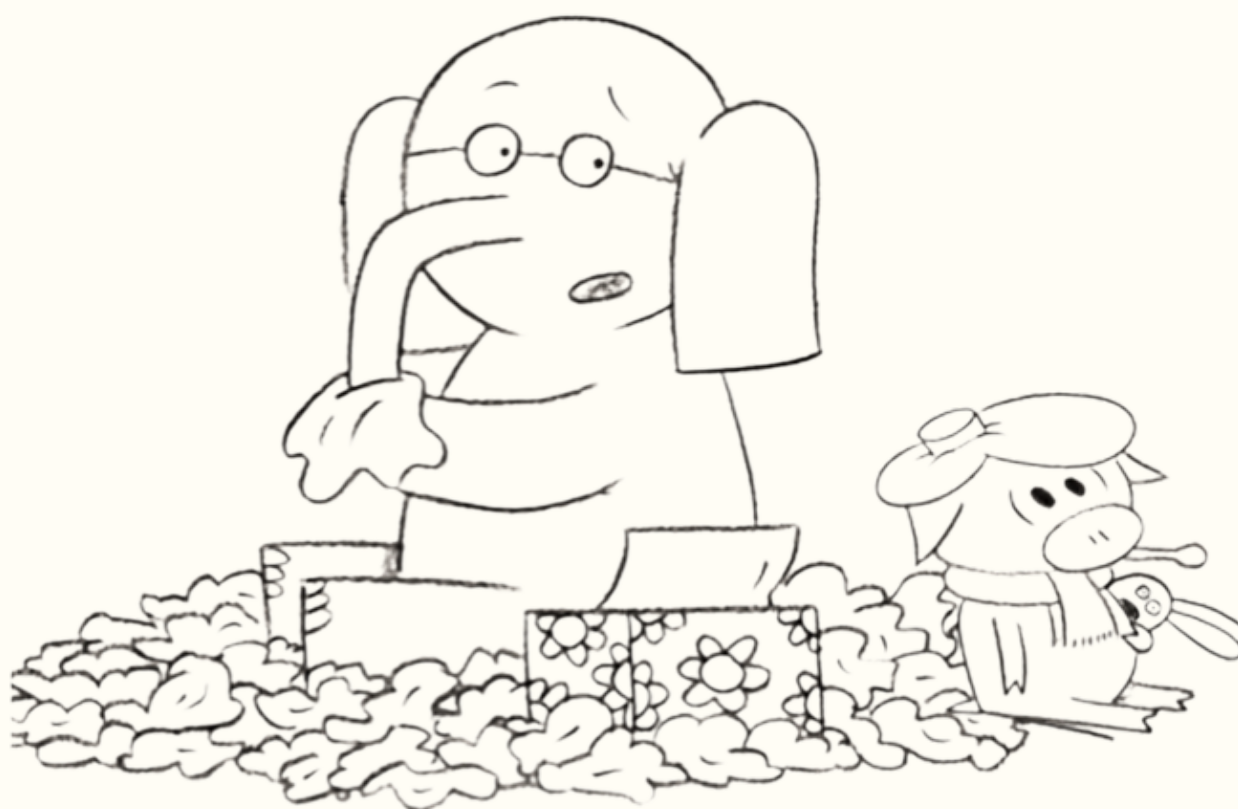
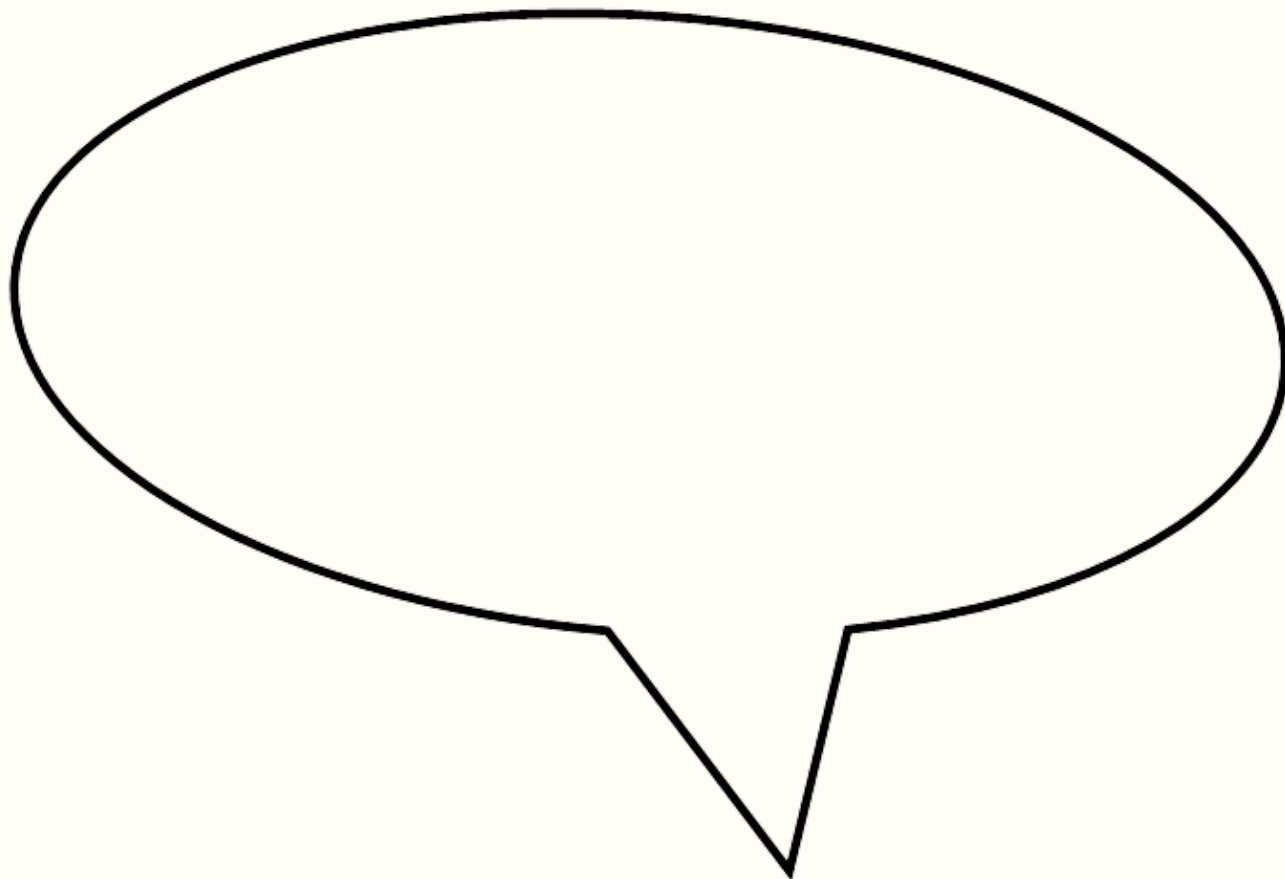
My book title:













HOW TO DRAW GERALD & PIGGIE

1



Start with a "U" shaped body.

2



head and trunk

3



arms and legs

4



ears and a tail

5



eyes, glasses, a mouth, and
toenails

6



What will he say?

1



Start with a "U" shaped body.

2



head

3



arms and legs

4



ears and nose

5



eyes and a mouth

6

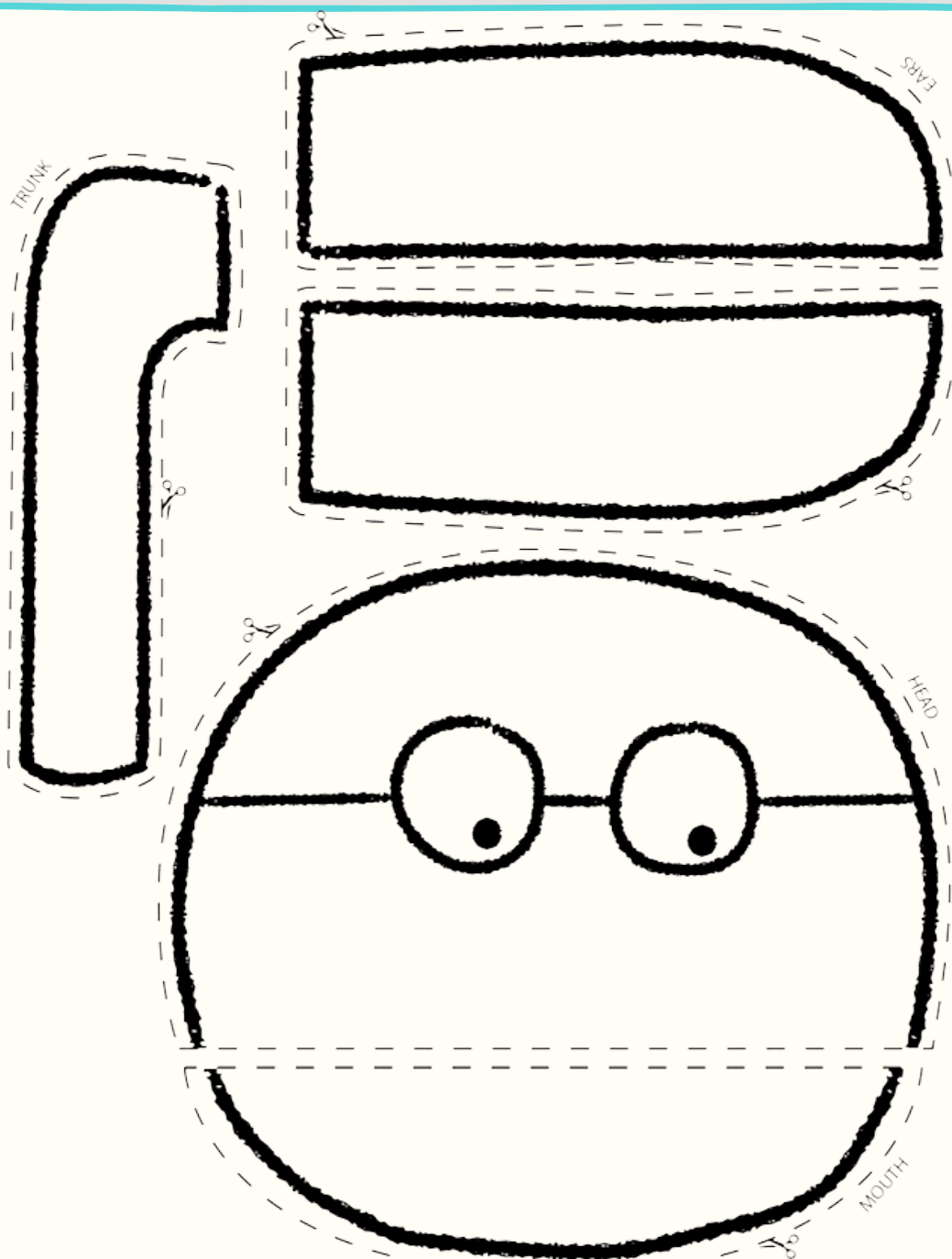
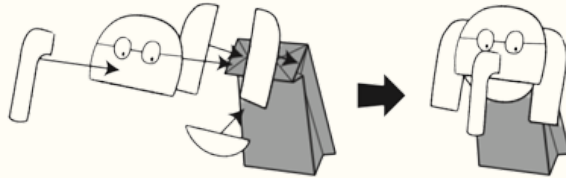


What will she say?

ELEPHANT & PIGGIE PAPER BAG PUPPETS!

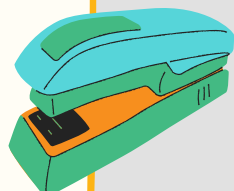
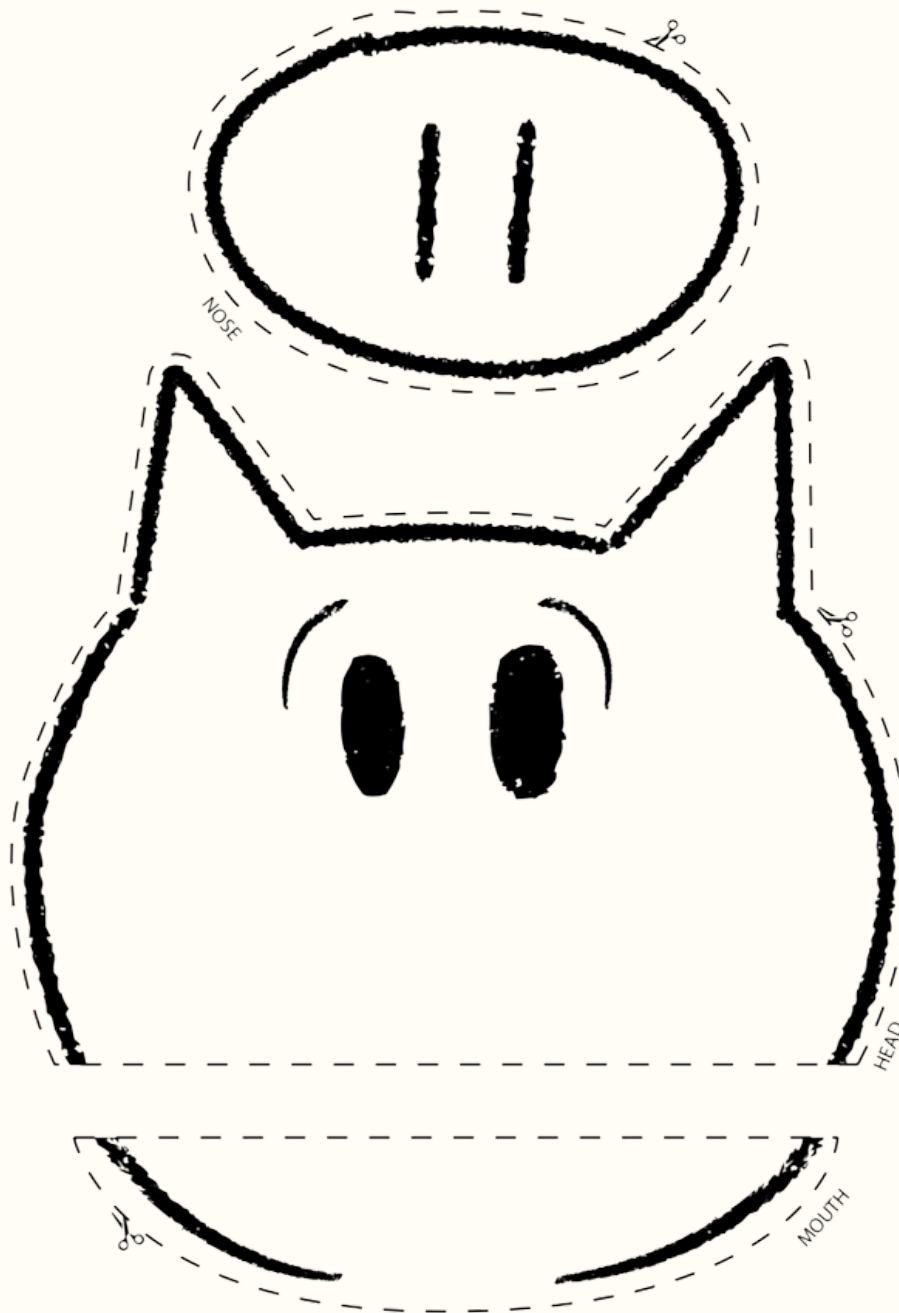
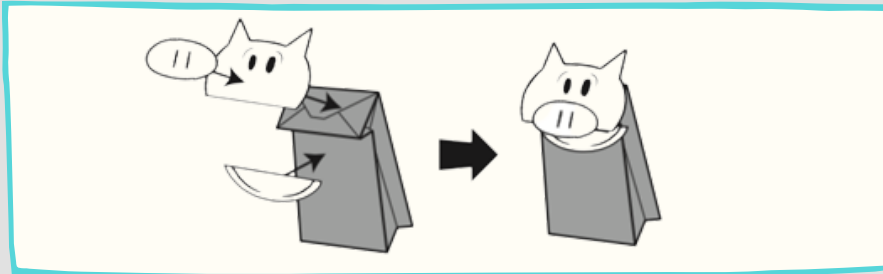
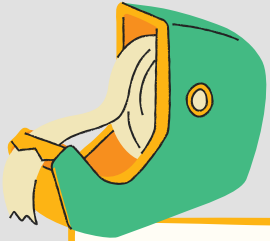
GERALD Paper Bag Puppet!

1. Print this page and color Gerald gray!
2. Cut out each piece along the dotted lines.
3. Glue or tape each piece to a paper lunch bag starting with the mouth, then the ears



PIGGIE Paper Bag Puppet!

1. Print this page and color Piggie pink!
2. Cut out each piece along the dotted lines.
3. Glue or tape each piece to a paper lunch bag starting with the mouth, then the head, and finally the nose (as indicated below).



WE HOPE YOU ENJOYED THESE ACTIVITIES!



For more great resources and
video read alouds scan the QR
code using the camera app on
your phone to visit
witschicago.org/witsk-online

