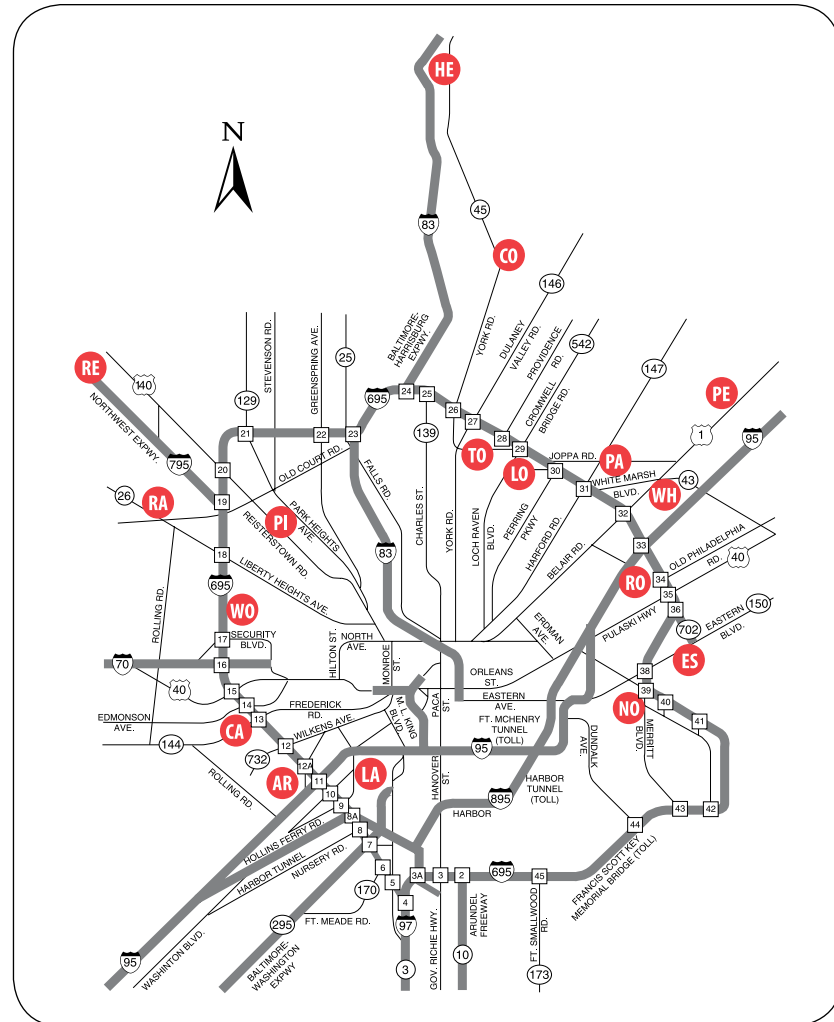


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COUNTY
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the county.

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ReadRover

MOBILE LIBRARY SERVICE



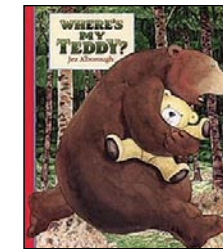
When Mom or Dad asks what you did today, you can tell them ReadRover came to read and play!

Your child heard stories from some of these books today:

Where's My Teddy?

By: Jez Alborough

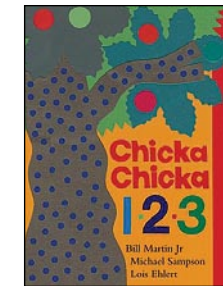
When a small boy named Eddie goes searching for his lost teddy in the dark woods, he comes across a gigantic bear with a similar problem.



Chicka Chicka 1-2-3

By: Bill Martin Jr.

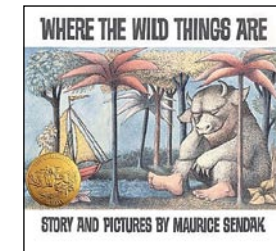
Numbers from one to one hundred climb to the top of an apple tree in this rhyming chant.



Where the Wild Things Are

By: Maurice Sendak

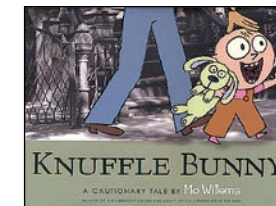
Max sails away and is made king of all Wild Things, only to return home to a hot dinner.



Knuffle Bunny

By: Mo Willems

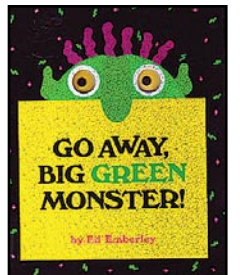
On a trip to the Laundromat, Trixie misplaces her favorite toy, Knuffle Bunny. The adventure results in Trixie saying her first words.



Go Away, Big Green Monster!

By: Ed Emberley

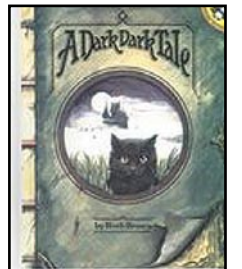
Die-cut pages through which bits of a monster are revealed are designed to help a child control nighttime fears of monsters.



A Dark Dark Tale

By: Ruth Brown

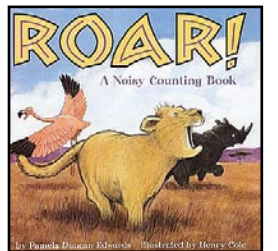
A black cat journeys through a dark, dark house.



Roar!: A Noisy Counting Book

By: Pamela Duncan Edwards

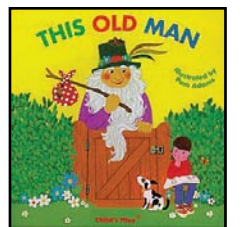
A lion cub just wants to have fun with his fellow inhabitants of the savanna. But he doesn't understand why, when he roars his invitation to join his game or dance, nobody wants to play with him.



This Old Man

By: Pam Adams

The die-cutting in this title reveals numbers, and number sentences, as the song develops.



ReadRover and ReadRover+ are mobile library services of the Baltimore County Public Library, and part of the Baltimore County "Focus on the First Years" initiative, helping our children start school ready to learn.

Reading with Your Child

From time to time, give your child simple, consecutive instructions. For example: "Pick up the ball, then bounce it, then put it on the table." Make a game out of it, if you like. Such activities will help your child develop memory skills and follow directions accurately, both of which are essential in school.



Fingerplay

There Was a Little Turtle

There was a little turtle,
Make a fist with thumb sticking out.
 He lived in a box
Cup hands together for box.
 He swam in the water,
Wiggle hand for swimming.
 He climbed on the rocks.
Fingers climb up other fist.
 He snapped at a mosquito,
Snap fingers.
 He snapped at a flea,
Snap.
 He snapped at a minnow,
Snap.
 And he snapped at me!

Snap.
 He caught the mosquito,
Clap, gulp.
 He caught the flea,
Clap, gulp.
 He caught the minnow,
Clap, gulp.
 But he didn't catch me!
Point to self.



Supplementary Activity

Play a silly dance game with your child. Let her select the music and make up new dance moves. After she does a dance move, copy her. Take turns making up new moves and copying one another until you are too tired or laughing to hard to continue.

Police Hat Craft

Enlarge if necessary and cut shapes from heavy paper. Color shapes and paste or staple together.

