

Teacher Resource Guide:

Goodnight Moon and The Runaway Bunny



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The lessons and activities in this guide are driven by the **Common Core State Standards for English Language Arts & Literacy in History/Social Studies, Science and Technical Subjects (2010)** which help ensure that all students are college and career ready in literacy no later than the end of high school. The College and Career Readiness (CCR) Standards in Reading, Writing, Speaking and Listening, and Language define general, cross-disciplinary literacy expectations that must be met for students to be prepared to enter college and workforce training programs ready to succeed.

21st century skills of creativity, critical thinking and collaboration are embedded in process of bringing the page to the stage. Seeing live theater encourages students to read, develop critical and creative thinking and to be curious about the world around them.

This Teacher Resource Guide includes background information, questions, and activities that can stand alone or work as building blocks toward the creation of a complete unit of classroom work.

ABOUT THE PERFORMANCE

Goodnight Moon and The Runaway Bunny

In *Goodnight Moon*, a young rabbit goes through a bedtime ritual of saying goodnight to every object in sight and in his imagination, from the pictures on the walls to the brush and comb, to the moon and stars, to “the old lady whispering ‘hush.’” The text is written in the form of a rhyming poem.

In *The Runaway Bunny*, a young bunny tells his mother he wants to run away. “If you run away,” says his mother, “I will run after you.” And so begins an imaginary game of chase. Whatever the little bunny declares he will change himself into – a fish, a rock, a bird, a boat, etc. – his mother replies that she, too, will change herself so that she can always keep her little bunny safe and protected.

ABOUT MERMAID THEATRE OF NOVA SCOTIA



Mermaid Theatre was founded in 1972. Their unique adaptations of children's literature have delighted more than four million young people on four continents. Mermaid regularly crosses North America, and has represented Canada in Japan, Mexico, Australia, England, Northern Ireland, Holland, Scotland, Wales, Hong Kong, Macau, Singapore, South Korea, Taiwan, Vietnam, and Ireland. Mermaid has earned Export Excellence Awards from both Nova Scotia and the Government of Canada in recognition for contributions to the Province's culture and economy. The company merited an award for Best Performing Group from the Canadian Arts Presenting Association, and received the Crystal Tourism Ambassador Award from Nova Scotia's tourism industry leaders. Visit their website at: <http://mermaidtheatre.ca/>



ABOUT THE AUTHOR



When Margaret Wise Brown (1910-1952) began to write for young children, most picture books were written by illustrators, whose training and talents lay mainly in the visual arts. Brown was the first picture book author to achieve recognition as a writer.

After graduating from Hollins College in 1932, Brown worked as a teacher and also studied art. It was while working at the Bank Street Experimental School in New York City that she started writing books for children. Her first book was *When the Wind Blew*, published in 1937 by Harper & Brothers. Brown went on to develop her Here and Now stories and Noisy Book series while employed as an editor at William R. Scott. In the early 1950s, she wrote several books for the Little Golden Books series, including *The Color Kittens*, *Mister Dog*, and *Sailor Dog*.



Clement Hurd (1908-1988) was an American illustrator of children's books. He is best known for his collaborations with author Margaret Wise Brown. He also illustrated a number of books written by his wife Edith (a friend of Brown's), as well as *The World Is Round*, a children's book written

by Gertrude Stein. The son of a New York mortgage banker, Hurd was educated at St. Paul's School in Concord, New Hampshire, studied architecture at Yale University and painting with Fernand Léger in Paris. On seeing two of his paintings, Brown asked him if he would consider illustrating children's books.

THEATRICAL EFFECTS IN THIS PRODUCTION

The performance of *Goodnight Moon and The Runaway Bunny* employs a variety of styles of PUPPETS – including rod and tabletop puppets – to tell the two stories. Amazingly, all of the puppets and scenic elements are manipulated by just three puppeteers! In *Goodnight Moon*, part of the visual magic comes from the use of black light. Black light makes fluorescent colors glow in the dark, and makes anything black invisible to the eye. In *Goodnight Moon*, the puppets and scenery are painted with fluorescent paint, which makes them glow under the ultraviolet light. The puppeteers are onstage as they work with the puppets. They wear black clothing and black masks and perform in front of a black wall. This makes them almost invisible to the audience and allows them to execute visual illusions with the puppets. The show also employs pre-recorded narration of Margaret Wise Brown's text of the two stories, and original music composed by Steven Naylor especially for this production.



THE POWER OF THE IMAGINATION BY BETSY SHEVEY

Goodnight Moon by Margaret Wise Brown

"In the great green room There was a telephone And a red balloon And a picture of The cow jumping over the moon And there were three little bears sitting on chairs And two little kittens And a pair of mittens And a little toy house And a young mouse And a comb and a brush and a bowl full of mush And a quiet old lady who was whispering "hush" Goodnight room Goodnight moon Goodnight cow jumping over the moon Goodnight light And the red balloon Goodnight bears Goodnight chairs Goodnight kittens And goodnight mittens Goodnight clocks And goodnight socks Goodnight little house And goodnight mouse Goodnight comb And goodnight brush Goodnight nobody Goodnight mush And goodnight to the old lady whispering "hush" Goodnight stars Goodnight air Good night noises everywhere."

The text of Margaret Wise Brown's classic lullaby for children is deceptively simple. Without the pictures by Clement Hurd and devised by Brown, they could be taken for a sleepy song sung to a child at bedtime. And yes, they are partly that. But they are also much more. They are a trip into and a celebration of the power of the imagination.

Margaret Wise Brown believed in writing about the "here-and-now" in her story telling as opposed to the romantic and gothic fairy tales from the nineteenth century that were popular when her books were published, sixty eight years ago, and still are today. For example, the clock in the story keeps real time. We see the hour slowly advance from 7 to 8 o'clock as the little bunny falls asleep. But the objects in the room are clear guideposts to the life of the imagination as our little bunny slips into dreamland, as clear as Hansel's breadcrumbs tracing a path into and out of the forest in Hansel and Gretel.

Our first clue to this mystery is the paintings hung around the room and mentioned in the lullaby and one not mentioned. The one we see but don't hear is an illustration from Brown's earlier book, *The Runaway Bunny*. This book is clearly about the power of the imagination as the little bunny, the same one we find in *Goodnight Moon*, imagines what it would be like to shapeshift into a fish, a rock, a flower, a bird, a boat, a trapeze flier, and finally a little boy. His mother reassures him that no matter how many times he changes shape, she will always be there to guide him. The penultimate scene reflects the scenes from *Goodnight Moon*, except that the little bunny is in

the mother bunny's arms in her rocking chair, her knitting on the floor. The same picture of the cow jumping over the moon is on the wall. Visually, the two books are connected in their celebration of the power of the imagination.

The other picture on the wall in *Goodnight Moon* is of the classic fairy tale *The Three Little Bears* and brings to mind what happens when Goldilocks follows her imagination into the forest and the bears' home. There is a constant undercurrent of the safety of the imagination in both books. No matter how far the little bunny goes in his imaginings in *The Runaway Bunny*, his mother will be there for him. Similarly, in *Goodnight Moon*, the imagination is a safe haven. There are two kittens playing happily and not disturbing the little mouse who sits close by in perfect harmony. There is a black telephone from the outside world that doesn't ring, a red balloon that doesn't burst, a little house that glows with indoor lights all night and a bowl full of mush that the little rabbit has not been forced to eat. The quiet old lady rocking in her chair and happily knitting the mittens and socks that are pictured nearby only whispers "hush." The coup d'etat of this celebration of the imagination is the blank page for "Goodnight nobody." Nobody cannot be imagined as somebody and so the page is left blank.

Finally, the ultimate goodnights are to the stars, the air and noises everywhere just as the first were to the room and the moon. Here the "real" and the imagination are joined in a universe of moonlight, room, starlight and quiet air, all the requirements of beautiful dreams and a safe return to the waking world in the morning. Just as the mother in *Runaway Bunny* guides her little bunny's imagination through his transformations, so the teller of the story with the child; the parent turning the pages, holding the book, reading and looking at the pictures together, guides the child's imagination and insures the safety of the return to the "here and now."



Coming to the Theater

Playhouse Square is an exciting field trip destination! As the country's largest performing arts center outside of New York, the not-for-profit Playhouse Square attracts more than one million guests to 1,000+ performances and events each year. Playhouse Square thus acts as a catalyst for economic growth and vitality within the region. When you visit, be sure to note the GE Chandelier, the world's largest outdoor chandelier, and the retro Playhouse Square sign with its 9-foot-tall letters!

As audience members, you and your students play a vital role in the success of the performances. You are part of a community that creates the theater experience. For many students, this may be their first time viewing a live theater production. We encourage teachers to discuss some of the differences between coming to the theater and watching a television show, attending a sporting event or viewing a movie at the cinema. Here are a few points to start the discussion:

- ♦ Students are led into the theater and seated by an usher.
- ♦ Theaters are built to magnify sound. Even the slightest whisper can be heard throughout the theater. Remember that not only can those around you hear you; the performers can too.
- ♦ Appropriate responses such as laughing or applauding are appreciated. Pay attention to the artists on stage; they will let you know what is appropriate.
- ♦ There is no food, drink or gum permitted in the theater.
- ♦ Photography and videotaping of performances is not permitted.
- ♦ When the houselights dim, the performance is about to begin. Please turn your attention toward the stage.
- ♦ After the performance, you will be dismissed by bus number. Check around your seat to make sure you have all of your personal belongings.

An exciting destination for field trips and more!



Pre-Show Activities

Activate Prior Knowledge

Ask Students to share with the class things that they do to get ready for bed. What rituals do they all have in common? Which rituals are unique? Who do they make sure to say good night to?

Ask Students to share with the class who it is that takes care of them. Ask students what they think that caregiver would do if they talked about running away. How would the students feel about someone they love deeply running away? What could they do to keep that person around?



Questions for Additional Discussion:

- ◆ How do we know when it's time to go to sleep?
- ◆ How is night different than day?
- ◆ What gives us daylight?
- ◆ Do all people sleep at night?
- ◆ What kind of activities do you do at night?
- ◆ What might animals do?
- ◆ What do you see in the night sky?

Picture Walks

College and Career Readiness Anchor Standards

Analyze the structure of texts, including how specific sentences, paragraphs, and larger portions of the text (e.g. a section, chapter, scene or stanza) relate to each other and the whole.

RL.K.5, RL.1.5

Integrate and evaluate content presented in diverse formats and media, including and quantitatively, as well as in words.

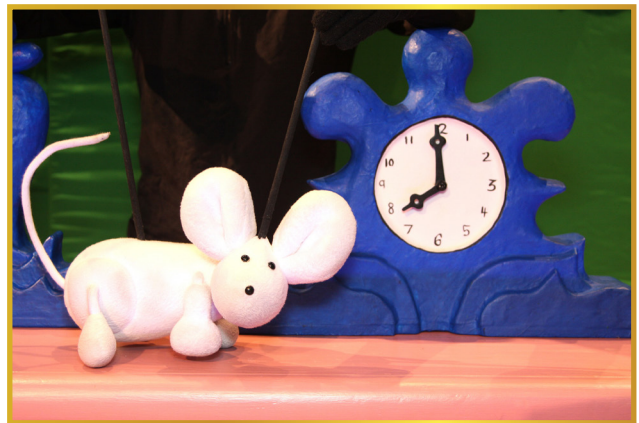
RL.K.7, RL.1.7, RL.2.7

Goodnight Moon

Take students through the book, without reading it. Have them point out what they think the bunny will say good night to. Have them use complete sentences to make observations. Ask the students why they think some of the illustrations are in black and white? What could this mean?

The Runaway Bunny

Take the students through the book, without reading it. Ask the students how they think the bunny will try to get away from his mother. Ask them if they think the book takes place in real life or in the bunny's imagination. If you have already read *Goodnight Moon*, you can ask the students if they notice any similarities to that book.



Pre-Show Activities

Bunny Basics

College and Career Readiness Anchor Standards

Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on other's ideas and expressing their own clearly and persuasively.

SL.K.1, SL.1.1, SL.2.1

Integrate and evaluate information presented in diverse media and formats, including visually, quantitatively, and orally.

SL.K.2, SL.1.2, SL.2.2

Rabbits are ground dwellers that live in environments ranging from desert to wetland. They have long ears that allow them to hear very well. In addition to their prominent ears, which can measure more than 4 inches long, rabbits have long, powerful hind legs and a short tail.

There are eight different genera in the rabbit family and more than half the world's rabbits reside in North America. They are also native to Southwestern Europe, Southeast Asia, some islands of Japan and in parts of Africa and South Africa.



Did you know?

- ♦ Rabbits are not rodents but belong to their own order called lagomorphs.
- ♦ Rabbits are herbivores, which means they eat plants, but do not eat meat.
- ♦ Rabbits' teeth never stop growing. They keep them from growing too long by constantly chewing to wear them down. Rabbits will chew on almost anything but house rabbits especially like remote controls!
- ♦ House rabbits generally live 8-12 years.
- ♦ According to the *Guinness Book of World Records*, the oldest rabbit in the world lived to the age of 18.
- ♦ Larger rabbits generally have shorter lifespans than smaller rabbits
- ♦ Outdoor rabbits have (on average) a much shorter lifespan because of the many risks and hazards associated with living outside.
- ♦ Rabbits should not be kept as a classroom pet.

Ask your students:

- ♦ Can you think of any other famous rabbits besides the one in *Goodnight Moon* and *The Runaway Bunny*?
- ♦ What do real rabbits eat? Do the rabbits in *Goodnight Moon* and *The Runaway Bunny* eat or drink anything?
- ♦ An herbivore is an animal that eats only plants, such as fruits, vegetables, grass and leaves. Carnivores eat meat. Omnivores eat EVERYTHING. Are rabbits herbivores, carnivores or omnivores? What about people?
- ♦ Are rabbits born with or without fur? (Without)
- ♦ What is a young rabbit called (Kit or kitten)
- ♦ Compare a picture of a rabbit and a hare and name some differences between hares and rabbits.
 - ♦ Hares are larger and can run up to 45 miles per hour.
 - ♦ Hares can run up to 45 miles per hour.
 - ♦ Hares are not kept as house pets.
 - ♦ They are larger than rabbits and have larger ears.

GRADE BAND THEME: OBSERVATIONS OF THE ENVIRONMENT**Earth and Space Science (ESS)****Topic:** Daily and Seasonal Changes**Kindergarten Content Statement:** *Weather changes are long-term and short-term* (Air is a nonliving substance that surrounds Earth and wind is air that is moving).**Grade Two Content Statement:** *The atmosphere is made up of air.*

The RUNAWAY BUNNY tells his mom that he will become a sailboat to sail away from her, but she said she will become the wind and blow him to wherever she wants him to go!

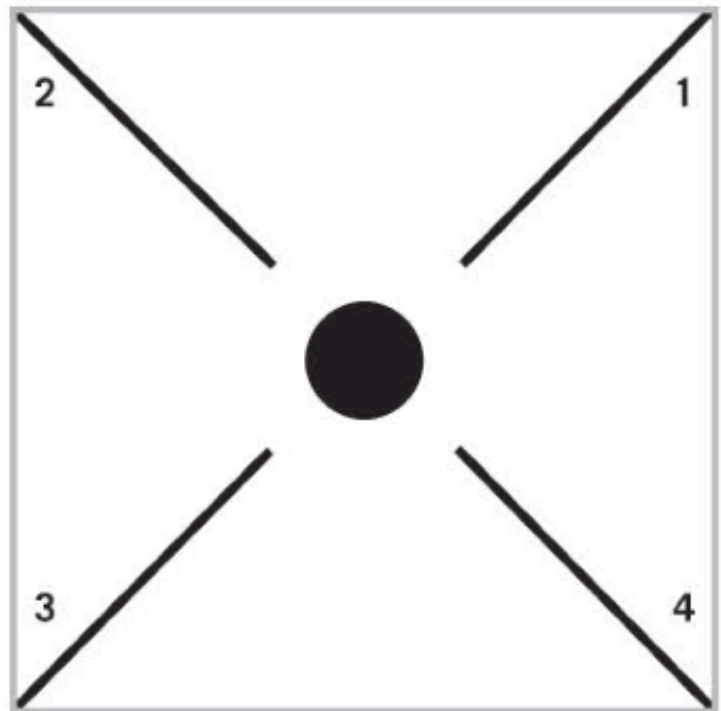
Wind, even if it is your breath, can be very powerful. Sailboats have a large piece of material that is blown by the wind to make the boat move. Try this experiment. Make a pinwheel, then use your breath to blow the wheels around.

Supplies needed:

1. Paper, any color, size of square to the right.
2. Scissors.
3. Crayons or markers to decorate the paper.
4. Push Pin.
5. Pencil with an eraser.
6. Your breath.

Directions:

1. Trace the square to the right of a piece of paper.
2. Be sure to put the lines, dot, and numbers in the **same** places, on *your* square.
3. Color both sides of the paper.
4. Cut along the 4 **DARK** diagonal lines.
5. Bend the 1st numbered corner to the center dot.
6. Bend the 2nd numbered corner on top of the first.
7. Bend the 3rd numbered corner on top of the second.
8. Bend the 4th number corner on top of the third.
9. Carefully insert a push pin through all the papers in the center, holding them together.
10. Insert the pinwheel and the push pins into the eraser on the top of the pencil.
11. Gently blow towards the push pin and watch the pinwheel go around, demonstrating the power of your wind (or breath)!



This is how Mother Bunny could blow her sailboat son to where she wants him to go!

In the Great Green Room

College and Career Readiness Anchor Standards

Read closely to determine what the text says explicitly and to make logical inferences from it; cite specific textual evidence when writing or speaking to support conclusions drawn from the text.

RL.K.1, RL.1.1, RL.2.1

Integrate and evaluate content presented in diverse formats and media, including visually and quantitatively, as well as in words.

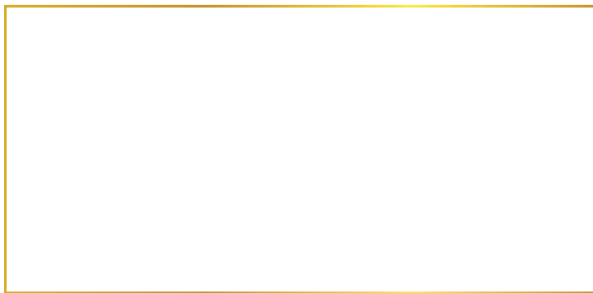
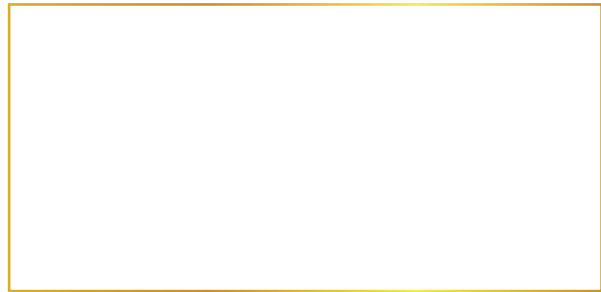
RL.L.7, RL.1.7, RL.2.7

*In the great green room
there was a telephone
and a red balloon
and a picture of
the cow jumping over the moon*

The last line above comes from a famous Mother Goose Nursery Rhyme, which is printed below. The rhyme has all sorts of funny images, like a cow jumping over the moon.

Use your imagination and draw a picture of the funny phrases that are underlined below.

Hey diddle, diddle, the cat and the fiddle →
The cow jumped over the moon.



← The little dog laughed to see such sport

And the dish ran away with the spoon →



The RUNAWAY BUNNY isn't the only one to run away.

Who runs away in the above rhyme? _____

Post-Show Activities

Write Like the Author

College and Career Readiness Anchor Standards

Write narratives to develop real or imagine experiences or events using effective techniques, well-chosen details, and well-structured event sequences.

W.K.3, W.2.3, W.1.3

Materials: Chart paper, markers, pointer

1. Have each student come up with a “Goodnight” sentence, like the ones in Goodnight Moon.
2. On the chart paper, write each sentence in black ink, and record the child’s name in colored ink next to his/her sentence.
 - a. Example: Good night toothbrush. (Julie)
3. Using your sentence and pointer, model for the students how to read the sentence, pausing the pointer on each word.
4. Using the pointer to help, have each student read his or her sentence.

Fun with Companion Nursery Rhymes

Foundational Skill: Phonological Awareness Standard

Demonstrate understanding of spoken words, syllables and sounds (phonemes).

a. Recognize and produce rhyming words.

RF.K.2

Materials: A copy of *Hey Diddle Diddle*

Ask students if they recognize a piece of familiar poem in the story (“Hey Diddle Diddle”). Read the entire poem to the students.

1. Ask the students about what is silly in the poem.
2. Have students share things in the poem that could never really happen. (e.g. Cat playing a fiddle, cow jumping over the moon, dog laughing)
3. As a next step, have students identify the rhyming words.



Post-Show Activities

Home Again!

College and Career Readiness Anchor Standards

Analyze how and why individuals, events and ideas develop and interact over the course of a text.

RL.K.2, RL.1.2, RL.2.2

Foundational Skills: Fluency

Read emergent-reader texts with purpose and understanding.

RF.K.4

Standard

Read with sufficient accuracy and fluency to support comprehension.

RF.1.4, RF.2.4

Materials: Flannel board, flannel board pieces of the little bunny, a mother bunny, a fish, fishing pole, a rock, mountain climber's rope, a flower (crocus), a gardener's hoe, wings, a tree, a sailboat, a trapeze, an umbrella, a striped chair, a rocking chair and a carrot.

1. After reading *The Runaway Bunny*, have the students orally restate the sequence of the story.
2. Go through the story again and this time, choose students to come up and use the flannel board characters to act out the sequence of the story.

Dear Bunny...

College and Career Readiness Anchor Standards

Write narratives to develop real or imagined experiences or events using technique, well-chosen details and well-structured event sequences.

W.K.3, W.2.3, W.1.3

Materials: Writing paper and pencils

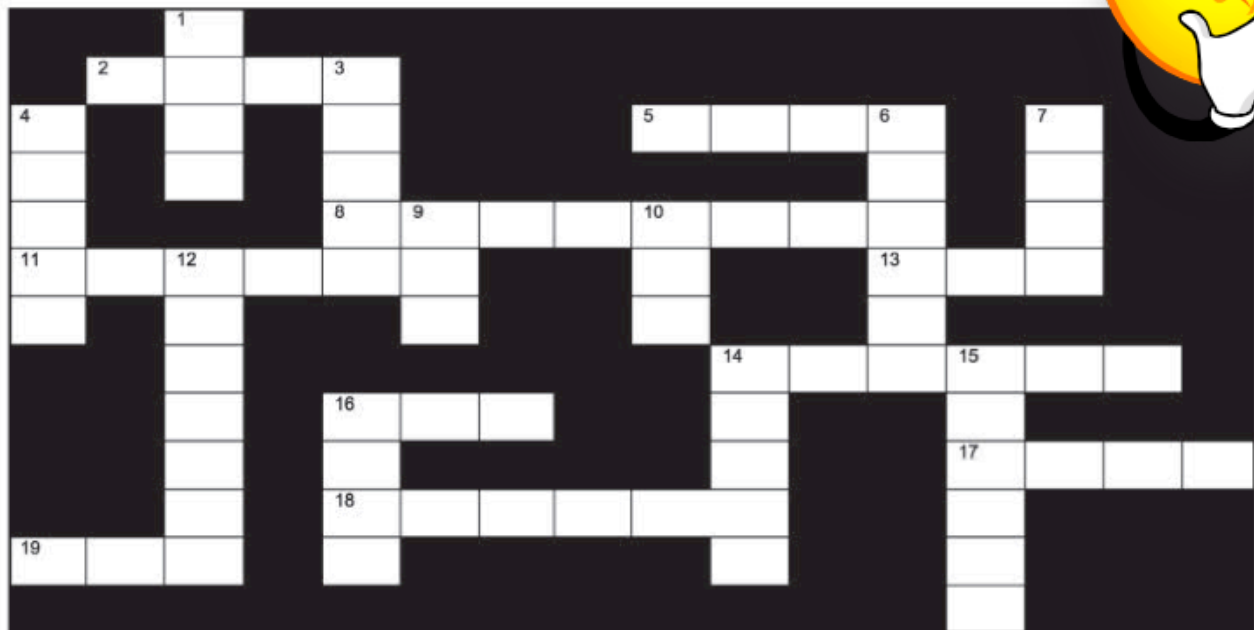
Have students write a letter to the bunny giving him reasons not to run away. Encourage students to use complete sentences. This exercise can also be used as an opportunity to go over the components of a letter (salutation, closing, etc).



HIDE & SEEK CROSSWORD PUZZLE

For younger students: this may work best as a whole class activity. Display the puzzle using a SMART Board or overhead projector and have students provide the answers as you record them.

The Runaway Bunny hid from his mom. Find the many places he hid and some ways his mom found him in this puzzle.



DOWN

1. What blows in the sky
3. Boy lives in this
4. Birds have these
6. Long word for mom
7. One of 4 down
9. Small insect
10. Small man
12. What the little bunny wants to do
14. How to get to the top of a mountain
15. Bunnies eat this
19. Same as 10 down

ACROSS

2. What bunny becomes in the trout stream
5. Fish do this
8. This will sail away
11. Where flowers grow
13. Mothers give children this
14. Where the flying trapeze is
16. Use this to catch a fish
17. Mountain is made of
18. Where trout fish live

Critical Response Questions

Students develop their comprehension when they reflect upon what they wondered about, noticed and felt. Ignite a classroom discussion with the following critical thinking questions:

1. How do you get ready for bed? Is it similar to how the bunny gets ready in *Goodnight Moon*?
2. Is it usually dark when you go to sleep?
3. Do feel scared when it's dark?
4. Point to a lamp. Ask your students if they have a light in their bedroom.
5. Does it take you a long time to get to sleep? Why?
6. What helps you got to sleep?
7. Think about your bedroom. What things would you like to say goodnight to?
8. What or who have you said goodnight to? Why?
9. Would you like to sleep in the great green room? Why or Why not?
10. Can you name any of the things the bunny says goodnight to in the story? How many can you think of?
11. What do you think the moon is made of?
12. Do you think the little bunny finally fell asleep at the end? Why or why not?
13. Why do you think the little bunny keep running away from its mother in *The Runaway Bunny*?
14. In *The Runaway Bunny*, the bunny wants to become a crocus flower. If you were to become a flower, what kind would you be? Why?
15. Why do you think the bunny wanted to run away?
16. What would you do to keep the bunny from running away?
17. What do you think would have happened to the bunny if he had run away?
18. Why did the mother rabbit not want the bunny to get away?
19. Have you ever wanted to run away? Why?
20. Can you name any of the things the bunny says he will become? (Fish, rock, flower, bird, sailboat, circus performer and a human) How many can you name?
21. If you could change into anything you wanted, what would you become? Why?



RESOURCES

Teacher Resource Books

Art and Creative Development for Young Children (What's New in Early Childhood) by J. Englebright Fox (Author), Robert Schirrmacher (Author). Cengage Learning; 7th edition (2011).

The Big Messy* Art Book: *But Easy to Clean Up by MaryAnn F. Kohl (Author). Gryphon House (2000).

Teaching Creativity: Supporting, Valuing, and Inspiring Young Children's Creative Thinking [Kindle Edition] Abigail Flesch Connors (Author).

Unplugged Play: No Batteries. No Plugs. Pure Fun. By Bobbi Conner, Workman Publishing Company, (2007)

Preschool Art: It's the Process, Not the Product! by MaryAnn F. Kohl (Author). Gryphon House Publishing (1994).

Making puppets Come Alive by Larry Engler and Carol Fijan. Dover, 1997.

A Show of Hands: Using Puppets with Young Children by Ingrid M. Crepeau and M. Ann Richards. Readleaf Press, 2003.

Student Resource Books

Brown Bear, Brown Bear, What do you See? By Bill Martin Jr (Author) and Eric Carle (Author). Henry Holt and Company Publishers, 1996

Bumble Bugs and Elephants by Margaret Wise Brown (Author) and Clement Hurd (Illustrator). HarperCollins, (2006).

Chicka Chicka Boom Boom (Chicka Chicka Book, A) by Bill Martin Jr. (Author), John Archambault (Author) and Lois Ehlert (Illustrator). Little Simon Publisher, 2012.

Funny Bunnies by Laurie Frankel. Chronicle Books, 2004

Giraffes Can't Dance by Giles Andreae (Author) and Guy Parker-Rees (Illustrator). Cartwheels Books Publishing, 2012.

The Going-To-Bed Book by Sandra Boynton (Author). Little Simon Publisher, 1982.

Guess How Much I Love You? By Sam McBratney and Anita Jeram. Candlewick, 2008.

I Am a Bunny (A Golden Sturdy Book). By Ole Risom (Author) and Richard Scarry (Illustrator). Golden Books, 2004.

The Important Book by Margaret Wise Brown (Author) and Leonard Weisgard (Illustrator). HarperCollins Publishing, (1999).

The Little Fir Tree by Margaret Wise Brown (Author) and Jim LaMarche (Illustrator). HarperCollins Publishing, (2009).

Moo Baa La La La Book by Sandra Boynton (Author). Little Simon Publisher, 1982.

My World of Color by Margaret Wise Brown (Author) and Loretta Krupinski (Illustrator). Hyperion Book CH Publishing, (2002).

Sneakers, the Seaside Cat by Margaret Wise Brown (Author) and Anne Mortimer (Illustrator). HarperCollins Publishing, (2005).

The Rabbit Handbook by K. Gendron. Barron's Educational Series, 2000.

The Tale of Peter Rabbit, by Beatrix Potter. Grosset & Dunlap, 2004.

Two Little Trains by Margaret Wise Brown (Author) and Leo & Diane Dillon (Illustrators), HarperCollins Publishing: Reissue (2003)

The Velveteen Rabbit by Margery Williams. HarperCollins Publishing, 2004.

Where the Wild Things Are by Maurice Sendak (Author). HarperCollins Publishing, 2012.

RESOURCES

Web Links

FEMA

<http://www.ready.gov/kids>

Mermaid Theater of Nova Scotia

<http://mermaidtheatre.ca/>

Story Starters

<http://www.scholastic.com/teachers/story-starters>

Puppetry

<http://www.character-shop.com/puppetfx.html>

Sock Puppet

www.Daniellesplace.com/HTML/puppets.html

Rod Puppet

www.puppets2000.com/index6b.html

Bunny Hand Puppet

www.bluebonnetvillage.com/puppet.html

Black Light Information

www.howstuffworks.com/question59.htm

Rabbits

www.njhrs.com

Rabbit Crafts

www.first-school.ws/THEME/animals/wild/rabbit.htm

Information about Margaret Wise Brown

www.margaretwisebrown.com

The Runaway Bunny Concert piece and Narration

www.runawaybunnymusic.com

Apps



MeeGenius Children's Book App Captivate your child's imagination by giving them access to hundreds of read-along books with MeeGenius, turning your mobile device into an expansive library of digital books for children up to 8 years old. All MeeGenius books are available with read-along word highlighting, rich illustrations, and engaging story narration. Start with 5 free books. Additional books are available for purchase or access to 700+ titles through our Reading Club subscription for only \$4.99 per month.



iStoryBooks Droid App brings to life your child's favorite fairy tales, folk stories and timeless classics with brilliant illustrations, read along text and voice narration that's perfect for kids of all ages – no parents required!

FREE



A Story Before Bed Recordable Children's Books By Jackson Fish Market The first and only service that lets you record a children's book with audio and video. Kids can play back the recording as often as they like on an iPad, iPhone, iPod Touch, Mac or PC.

FREE



Toy Story Read-Along by Disney This app isn't just a book; it's a cinematic, interactive reading experience. Kids can have the story read aloud or follow at their own pace, or you can record your own voice so you can "read" to your child when you're away. In addition, you get movie clips, games, sing-along songs, finger painting, and character voices from the movie. It's hard to find a child that doesn't like the adventures of Woody and Buzz, so with this free app you'll be a parent superstar. **FREE**