

WHAT PET SHOULD I GET?

Retail & Educator Event Kit

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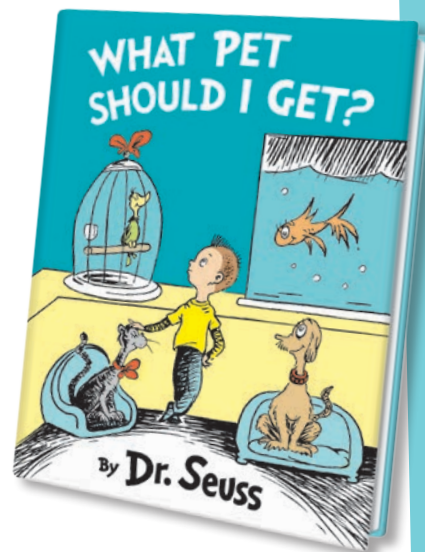
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Dear Bookseller, Educator, or Librarian,

There is no greater cause for Seuss-ebriation than a brand-new, never-before-seen Dr. Seuss book! Millions of children have learned to read—and learned to love reading—because of Dr. Seuss. His books are beloved by young and old alike, and we are thrilled to make **WHAT PET SHOULD I GET?** available to a new generation of children and their lucky parents!

The manuscript and sketches for **WHAT PET SHOULD I GET?** were found in a box in Dr. Seuss's La Jolla, California home shortly after his death in 1991. The box—filled with text and sketches for a number of different projects—was set aside, then recently rediscovered by his widow Audrey Geisel in 2013. **WHAT PET SHOULD I GET?** captures the excitement of a classic childhood moment—choosing a pet—and uses it to teach a life lesson: it is hard to make decisions, but sometimes you just have to do it.



Dr. Seuss was an animal lover. His work is filled with creatures of all kinds, and he kept and cared for pets throughout his life. In this kit, you will find several activities to encourage children to think and talk about their own treasured pets. Choosing where to get your pet is a very important decision and many organizations in your community have easy-to-find information about adoption, shelter locations, and animal care tips, as well as how to help at-risk animals in your community.

We are happy to offer you the perfect materials to host a pet-themed Dr. Seuss storytime, *literally* unlike any you have had before! This kit includes:

- Event Planning Tools & Suggestions

- Instructions on How to Throw Your Own *What Pet Should I Get?* Launch Party
- Signage and Name Tags for Attendees
- Cat, Cat, Dog! Event Suggestion
- Animal Parade! Event Suggestion

- Reproducible Activity Pages

- Matching Games
- Maze
- Word Search

- What Pet Would You Get? Activities

Encourages child to think about the pet he or she would adopt, and/or to write and draw about the pet he or she already has!

- Stickers for Giveaway (25)

We can't wait to hear about your events and hope that you'll share photos from them using our hashtag, **#whatpet** and tagging **@DrSeuss** and **@RandomHouseKids**.

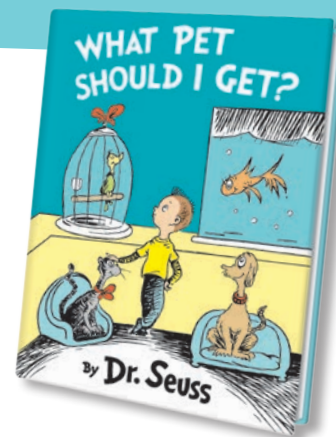
Happy reading and celebrating!

Sincerely,

Random House Children's Books



How to Throw Your Own *What Pet Should I Get?* Launch Party!



It's been twenty-five years since the publication of *OH, THE PLACES YOU'LL GO!*—the last book Dr. Seuss wrote before his death in 1991. In honor of this brand new book, we encourage you to host a celebration to remember!

Here are some ideas to get you started:

Step One: Pick a time and a place.

Step Two: Spread the word and invite your guests! Use the sign on page 4 of this brochure to advertise your **WHAT PET SHOULD I GET?** Launch Party around town or at school.

Step Three: Get creative and decorate! Use balloons and streamers to turn your location into a Seuss-ebriation.

Step Four: Order or make **WHAT PET SHOULD I GET?** inspired snacks. Ideas include Goldfish, animal crackers, and Swedish Fish.

Step Five: It's time to celebrate! Hand out the name tags on page 5 of this brochure to each of your guests. (Make copies to ensure you have enough for everyone!)

Step Six: Read-aloud **WHAT PET SHOULD I GET?** to your guests, perhaps encouraging them to join in. Host a discussion about what pet *they* would like to adopt, then dive into the group and individual activities offered in this brochure.

More ideas:

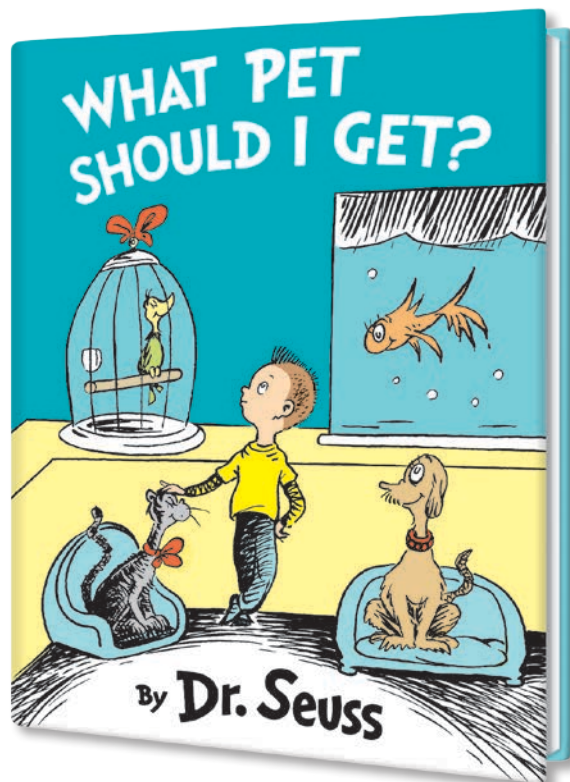
- Encourage your guests to bring photographs of their real pets or their favorite stuffed animal to join in on the fun!

Or, if your location is pet-friendly (and you're feeling ambitious!), allow guests to bring along their pets!

- Get charitable! Reach out to your local animal shelter and take donations and/or offer to hand out pamphlets and brochures for them throughout the event.



Come and Celebrate
a Newer-than-New
NEW Dr. Seuss Book!



LAUNCH PARTY!

With storytime, activities, and more!

Where: _____

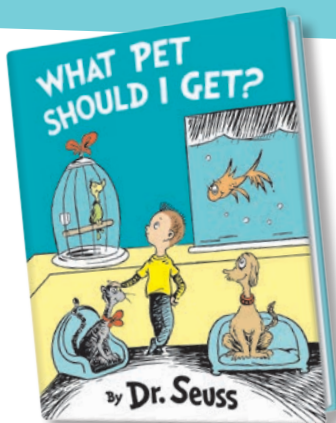
When: _____



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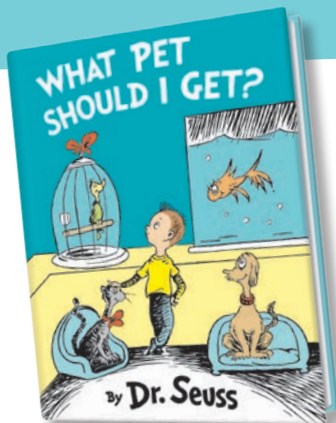
Pet Party Name Tags!

Use these name tags for each guest that comes to your **WHAT PET SHOULD I GET?** launch party.

(With an adult's help, cut along dashed lines)

 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>
 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>
 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>	 <p>(Name)</p> <p>TM & © DSE  </p>

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Cat, Cat, Dog!

This game is a similar play pattern to “Duck, Duck, Goose.”
Follow the simple instructions below.

Step 1: Have the children sit in a circle and choose one child to be the Cat.

Step 2: The Cat walks around the circle tapping each player on the shoulder in turn, calling each a “Cat”.

Step 3: The Cat taps one player and says “Dog!” The player who has been tagged “Dog” jumps up and tries to tag the Cat before the Cat can run around the circle and get back to the Dog’s empty spot in the circle.

Step 4: If the Cat is not caught, the Dog becomes the new Cat, and the process begins again. If the Dog succeeds in tagging the Cat, the Dog may return to sit in the previous spot and the Cat tries again.

Step 5: Repeat until everyone has had a turn.



Animal Parade!

Host an animal parade in your classroom, library, or bookstore!
Follow the simple instructions below.



Step 1: Have the children sit in a circle and have an adult be the leader.

Step 2: The leader calls the name of a child and names an animal.

Step 3: The child does an imitation of the sound and movement of the animal named.

Step 4: After everyone has had a chance to imitate an animal, have children form a line for an “Animal Parade” led by the leader.

Step 5: The group moves around the room, each imitating the animal he/she represents.

Variations: Play a round with sound imitations only or a combination of sounds and movements.

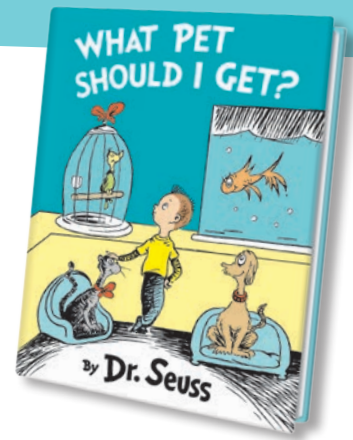
Event
Planning Tool



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Guess That Pet! Matching Game

Match each pet on the left with its shadow on the right.



Which pet would *you* want to adopt?

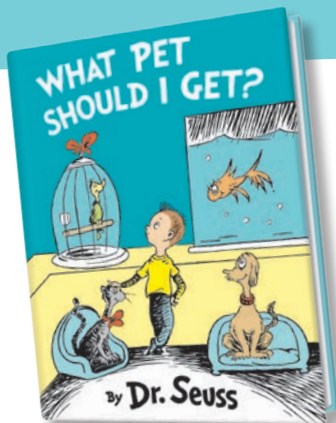
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Dr. Seuss

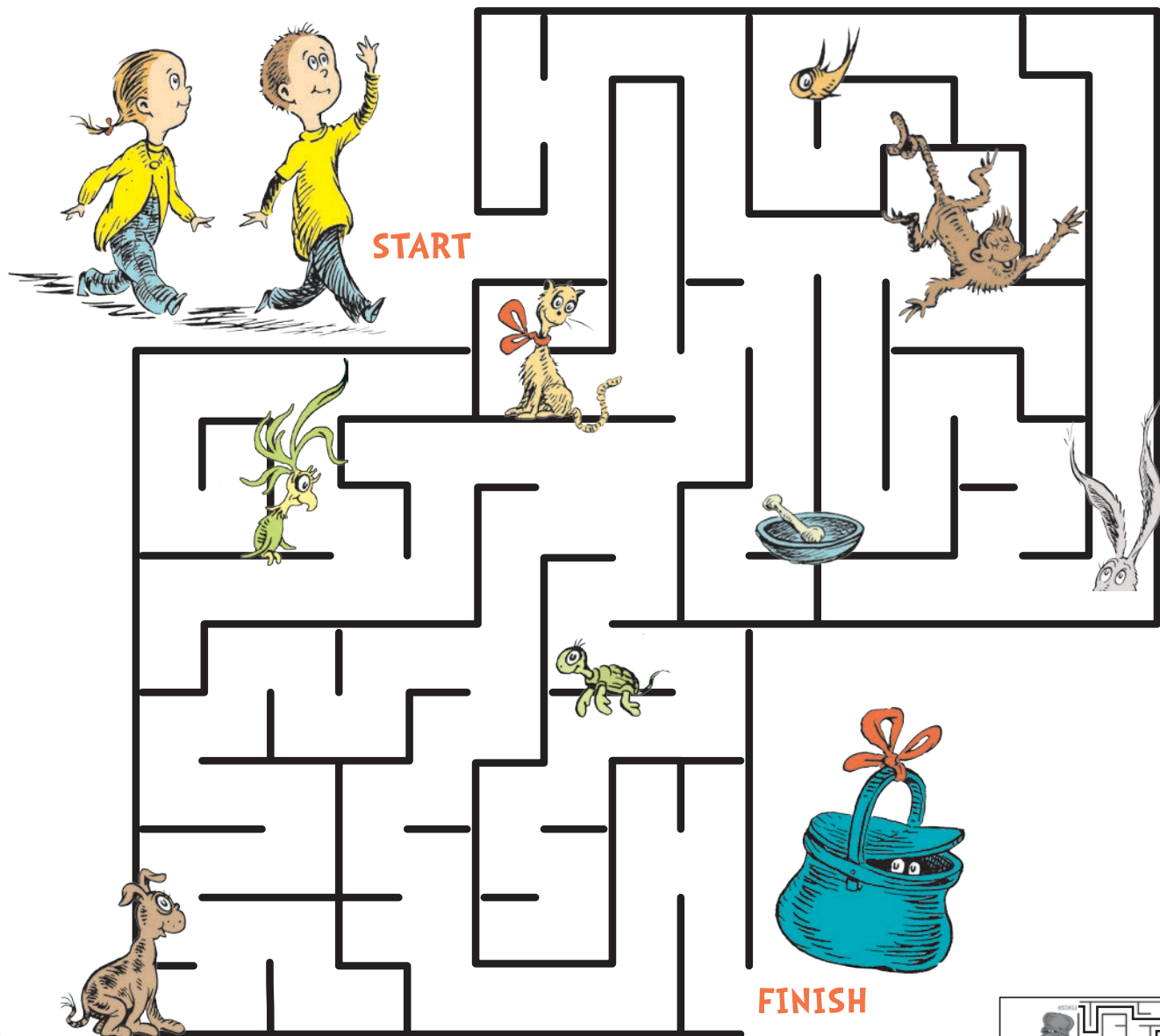
RANDOM HOUSE
CHILDREN'S BOOKS

Reproducible
Activity



Find That Pet!

Follow the maze to help the kids find their pet!



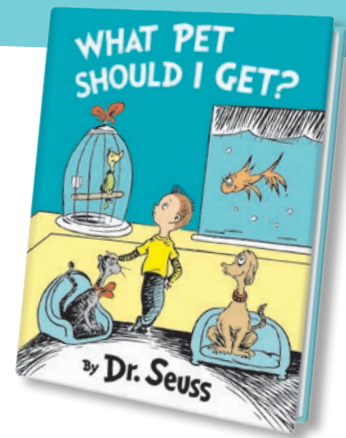
Reproducible
Activity



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All About MY Pet!

Fill in the blanks below about the pet you have—
or the pet you wish you had!



I love my pet! My pet is a _____.

Its name is _____.

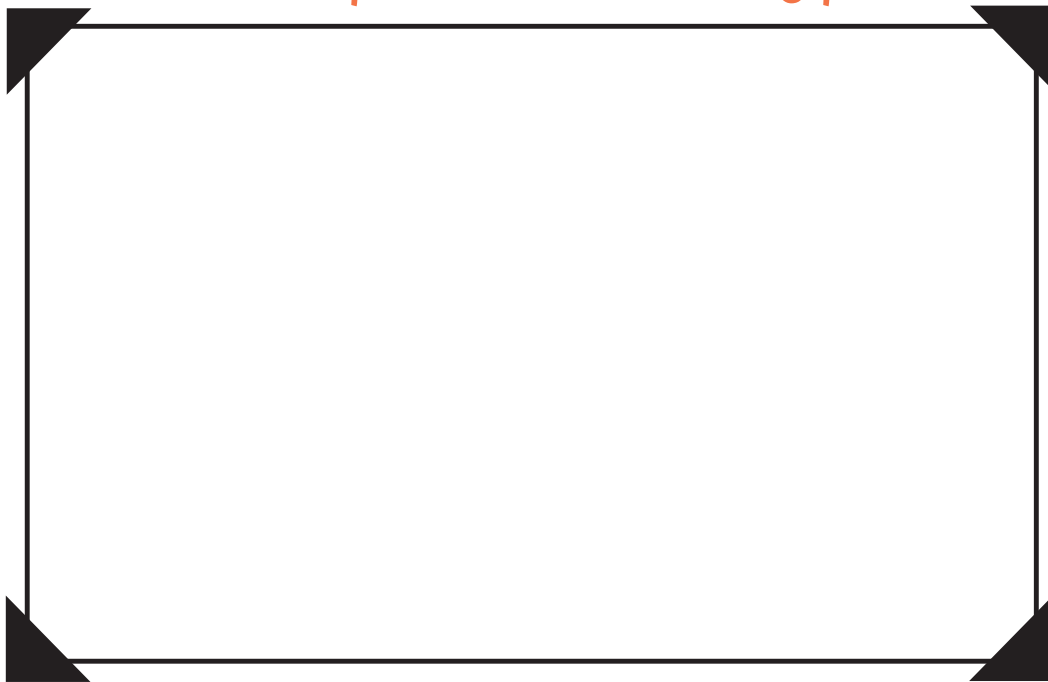
It likes to eat _____.

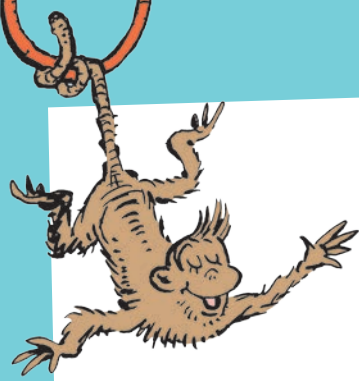
To take care of my pet, I have to _____.

My favorite thing to do with my pet is _____.

I wish I could _____ with my pet.

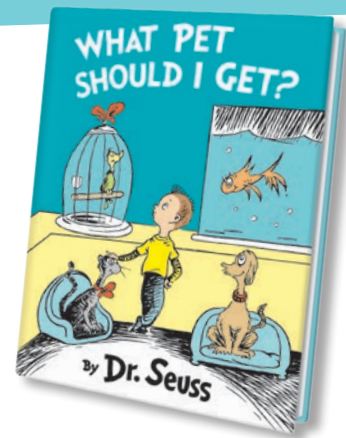
Here is a picture of me and my pet!





May I Pick a Pet?

Write a letter to your parent or guardian explaining what your dream pet is. Draw a picture, too!



Dear _____,

Sincerely,

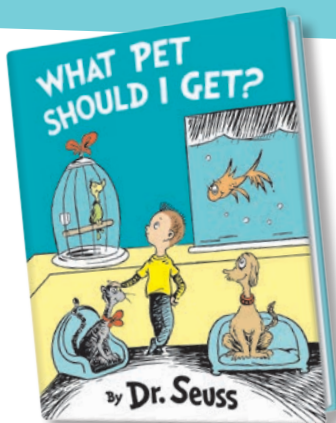


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Reproducible
Activity



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Spot That Pet! Word Search

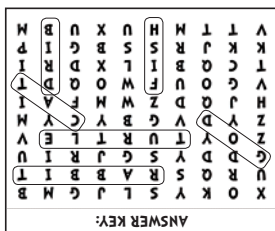
Find each of the words listed in the puzzle below.



DOG CAT BIRD FISH RABBIT TURTLE



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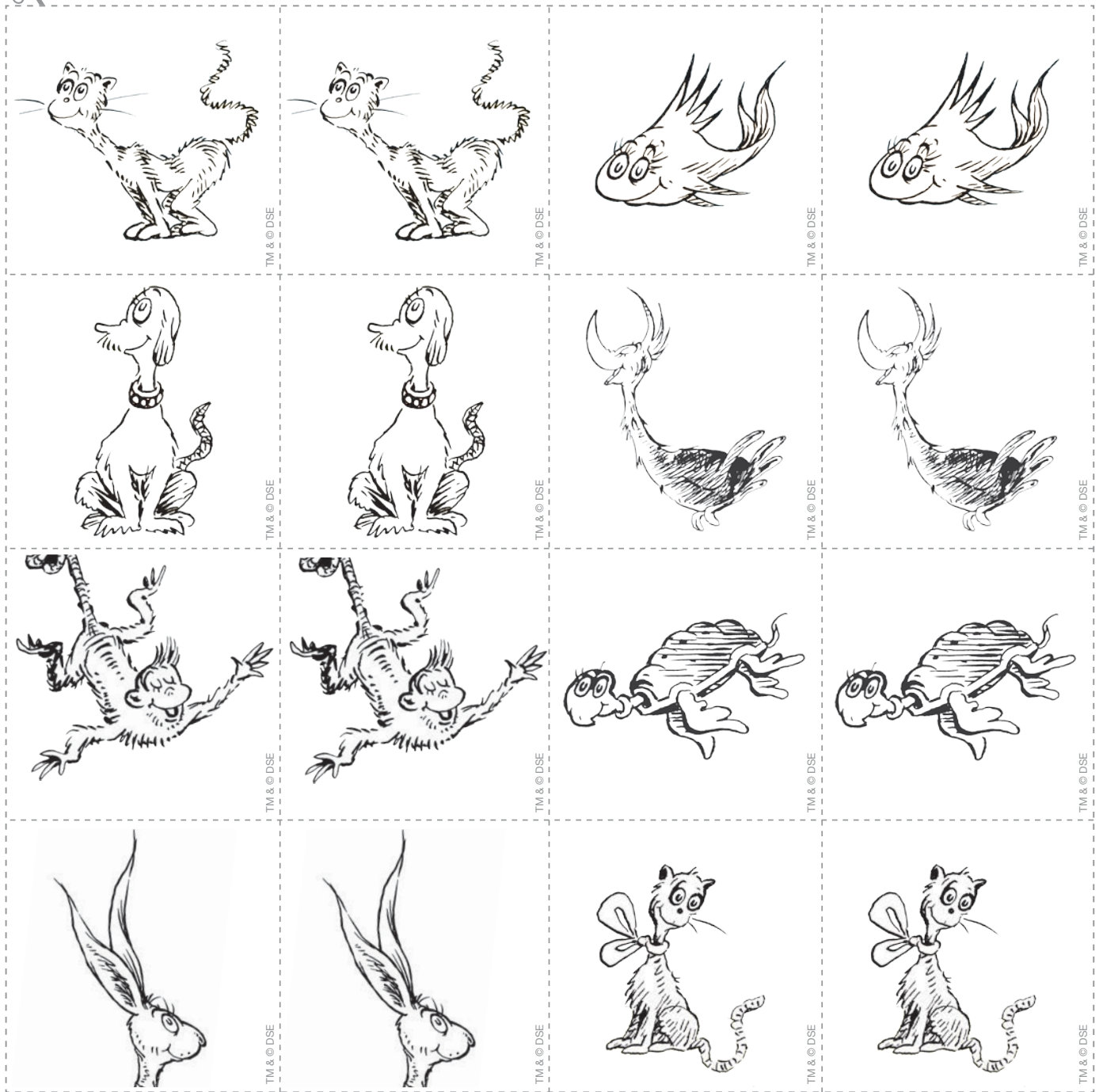
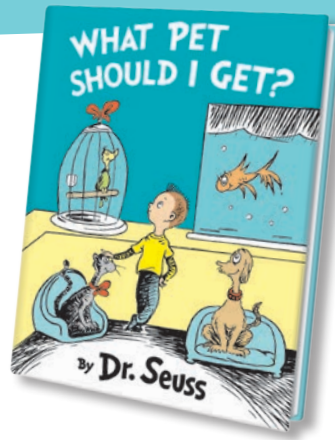
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**Reproducible
Activity**

Match That Pet!

Use the cards below to play a *What Pet Should I Get?* memory game! Color in each of the cards below, then with an adult's help, cut along the dotted lines. Shuffle the cards and then lay them face down on the floor. Turn one card over and look at it, then choose another. If the two cards match, you may keep the cards and set them aside. Continue until you find all the matching pairs!



Reproducible
Activity



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