

Get your class ready for some *Dancing Feet!*



**Stomping** elephants, **creeping** caterpillars, and **thumping** bears dance their way into the hearts of children in this fun and rhythmic book by **Lindsey Craig**. **Marc Brown's** illustrations bring the animals to life and allow children to engage in the vivid colors and textures of collage. Use these classroom activities to connect your students to the book while teaching them important literary, scientific, and artistic concepts that are age appropriate and fun for all!

## Making Predictions

Author Lindsey Craig incorporates a guessing element into this story that can teach children how to make predictions. As you read the book aloud to the class, stop after each question page. Ask students to look for clues that will help them guess what animal is dancing on the next page. Direct them to use the following clues:

- The sound words
- The description of the animal's feet
- The illustration of the animal's footprints and foot

Allow the students to make guesses of what animal will be found on the next page. Then turn the page and watch their surprise as they confirm their predictions!

Now give students an opportunity to stomp their classmates. Use the first reproducible to guide them in making their own book page using the element of prediction. Have them create book pages featuring their final text and art. Then collect all of the pages and build your own class version of *Dancing Feet!*

## Illustrator Study

Illustrator Marc Brown uses a collage of different colors, textures, and shapes to bring his animals to life. Look through the book with your students and discuss what each animal would feel like if they were able to touch them. Be sure to use texture words such as smooth, rough, fluffy, and furry. Then place a variety of textured materials on tables for the students to explore and touch. Ask them to find materials that would match the feel of each animal in the book. Use the reproducible to help them identify texture words and organize their materials. Just for fun, allow students to select materials to create a new animal. Have them describe their new animal using at least one texture word.

## Identifying Animal Tracks

An animal track is a mark left by a moving animal. Animal tracks help determine what the animal is and where it is going. Look through *Dancing Feet!* with your students and pay close attention to the animal footprints. Engage students in a discussion about the identifying parts of each footprint (shape of foot and toes, etc.) and what the animal uses its feet for (climbing, swimming, running, etc.).

Expand this exploration of animal tracks by taking your students on a trek through the school. Use the last reproducible to place animal tracks on the floor, walls, and windows, then ask students to find the animal that is on the loose! They should point out identifying elements in the footprints and make guesses about what the animal is until they find the animal and prove that they are true explorers!

## Additional Activities

**Hunting for Shapes:** As you read the book with your students, have them search for various shapes within the illustrations. Start with circles, triangles, and rectangles. If you are feeling adventurous, ask them to find ovals, semicircles, and even horizontal and vertical lines!

**How Are They Similar:** On the last page of the book, each child is paired with an animal. Ask students to find similarities between these children and their animal. Direct them to look at colors, patterns, shapes, and textures. Students can even choose an animal that they think they are most similar to based on what they are wearing that day!

Guide prepared by Jamie Simon, a former elementary school teacher, who is currently the Director of Auxiliary Services at a private school in the Washington, D.C. area.



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Name: \_\_\_\_\_



Fill in the number-coded blanks to help create your own version of *Dancing Feet!*

My animal makes a \_\_\_\_\_ sound when it walks.  
(1)



My animal has \_\_\_\_\_ feet.  
(2 size) (3 color)

My animal is a \_\_\_\_\_.  
(4)



Here is a picture of my animal's feet:



Now put it all together to create your own *Dancing Feet!* rhyme:

\_\_\_\_\_ ! \_\_\_\_\_ !  
(1) (1)

\_\_\_\_\_ \_\_\_\_\_ feet!  
(2) (3)

Who is dancing that \_\_\_\_\_ beat?  
(1)

\_\_\_\_\_ is dancing on \_\_\_\_\_ feet.  
(4) (1)

\_\_\_\_\_ ! \_\_\_\_\_ ! **Happy feet!**  
(1) (1)



Name: \_\_\_\_\_

Write one texture word that describes the feel of each animal. Then paste/tape a material or item in the box that matches that texture.

A ladybug is \_\_\_\_\_.

A caterpillar is \_\_\_\_\_.

An elephant is \_\_\_\_\_.

A bear is \_\_\_\_\_.

A duck is \_\_\_\_\_.

A lizard is \_\_\_\_\_.

Make multiple copies of each set of footprints (sized appropriately) and arrange them on a route through the school. Place a picture of the actual animal at the end of the tracks.

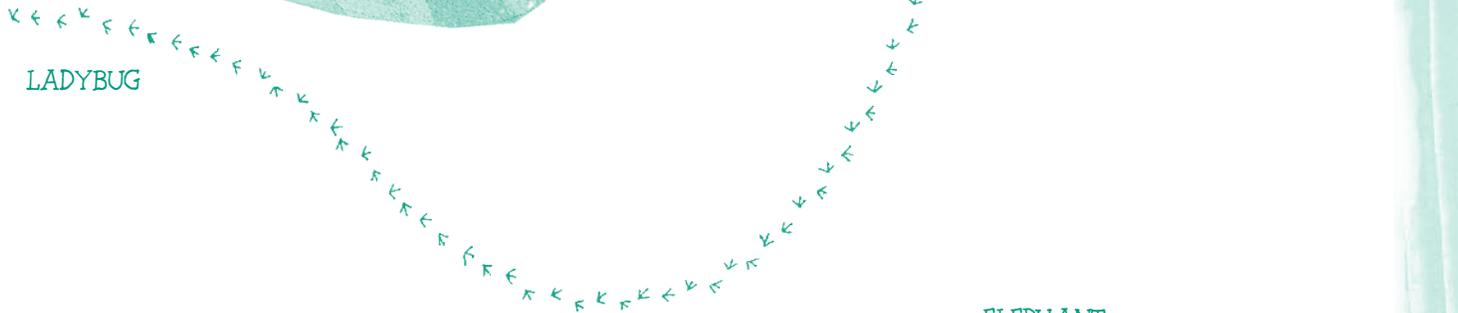
LIZARD



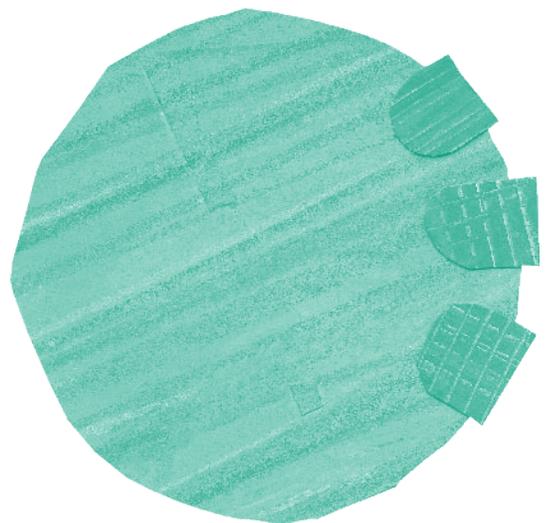
BEAR



LADYBUG



ELEPHANT



HUMAN

