

Max and Ruby Play School

by Rosemary Wells

Familiar characters, large print and brightly colored pictures combine in a "picture reader" format to tell the story of a sister and her struggles to keep her brother's attention during their play time.



Read

Before:

Introduce the book and tell the children a little bit about it. Follow that with a comment or question that is related to the story such as, *What kind of things do you like to pretend doing?* Encourage a discussion so the children can comment, ask questions, and express their feelings. Set the stage for listening by asking an "I wonder" statement based on the cover illustration.

- I wonder why Max looks so worried?

During:

Encourage the children to comment on the illustrations, ask questions, and predict what will happen next in the story. Children gain confidence and a sense of achievement through being able to correctly predict how a story will end.

After:

Discuss the story. Ask questions...

- What did Max and Ruby pretend while they were playing?
- What did Max want to do? Ruby?
- What were some things that Ruby wanted to teach Max to do?
- What were some of Max's answers?
- What did they play with at the end of the book?

Do

Matching

After reading the story, hand out the *Max and Ruby Play School Matching* sheet. Read through the instructions with the children and help them match the right numbers and letters to each picture.

www.bookitprogram.com/redzone

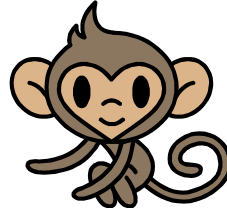
Visit the R.E.D. Zone for more reading-readiness, printables, read-aloud tips, resources and more!

My Name: _____

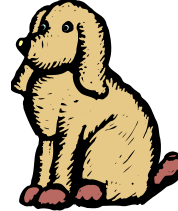
“Max and Ruby Play School” Alphabet Matching

Draw a line from the letters to the picture that starts with that letter sound.

L •



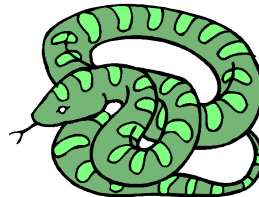
B •



M •



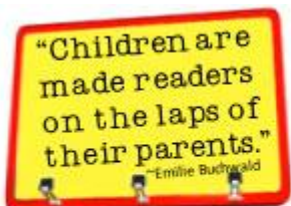
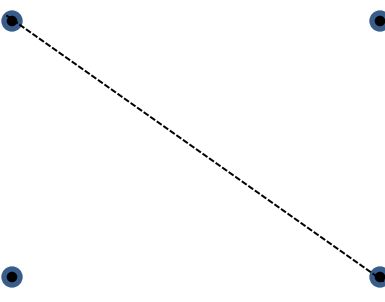
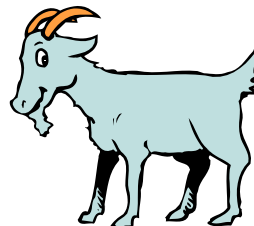
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G •



S •



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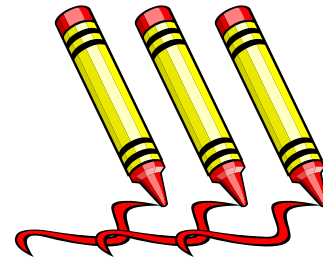
“Max and Ruby Play School” Numbers Matching

Draw a line from the numbers to the correct picture.

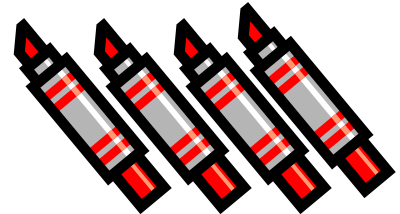
1 •



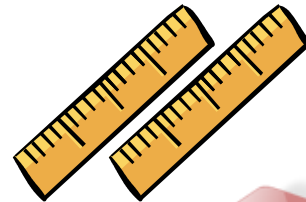
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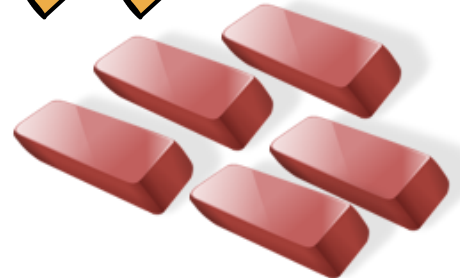
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6 •

