Continue activities following the story – Kramer the Cat Goes into the Forest



By: **Meir Shalev**
Illustrations: **Yossi Abulafia**
Publisher: עם עובד
Age Group: **Preschool (3-5)**

קְרִיאָה

Suggested Family Activities

- It all began with a misunderstanding and hurt feelings, and then "Now you'll see what's going to happen!" After reading the story together you may discuss intentions and misunderstandings among friends, and share experiences with one another.
- Like Kramer the cat, we all feel big at times and small at other times. You can ask your children when they feel big and when they feel small, and talk about the advantages and disadvantages of each.
- "Scratches, bites, jumps and somersaults" – that's how the author Meir Shalev describes cat games. You can flip through the book, select one of the animals and act out that animal's movements.
- Kramer is very fearful of the large animals he meets in the forest. This can be an opportunity to discuss with your children caution and safety rules, fears, and ways to overcome fear.
- Kramer's friends teach him an important lesson in friendship: A good friend is one who knows how to forgive and to apologize. You can look for the illustration where Kramer's friends meet him in the forest, and note the expressions on their faces.
- Yossi Abulafia's rich illustrations depict an array of animals – some domestic, others wild. You can look at the illustrations with your child and see how many of

the animals you recognize. Does your child know all the animals' names? Which of them can be found near your house? You can go for a hike. Which animals, large and small, do you meet on the way?

- You can act out the story using stuffed animals and toys. Allow your children to select the dolls to represent Kramer, his friends from the garden and the forest animals. The animals can be happy, be afraid, play together and quarrel – and, in the end, make amends and apologize.
- After reading the book together you can look at the picture of Kramer sleeping in his bed, choose a doll or stuffed animal and guide it to sleep by reading a "Sifriyat Pijama"
  bedtime story.

