

FOR TEACHERS AND PARENTS

PUSS IN BOOTS

CHARLES
PERRAULT



Retold by
Joe Fitzpatrick
Illustrated by
Mark Kummer



Flowerpot Press

Planting the seeds that help young minds grow.

TORONTO • NASHVILLE

PUSS IN BOOTS

CHARLES PERRAULT

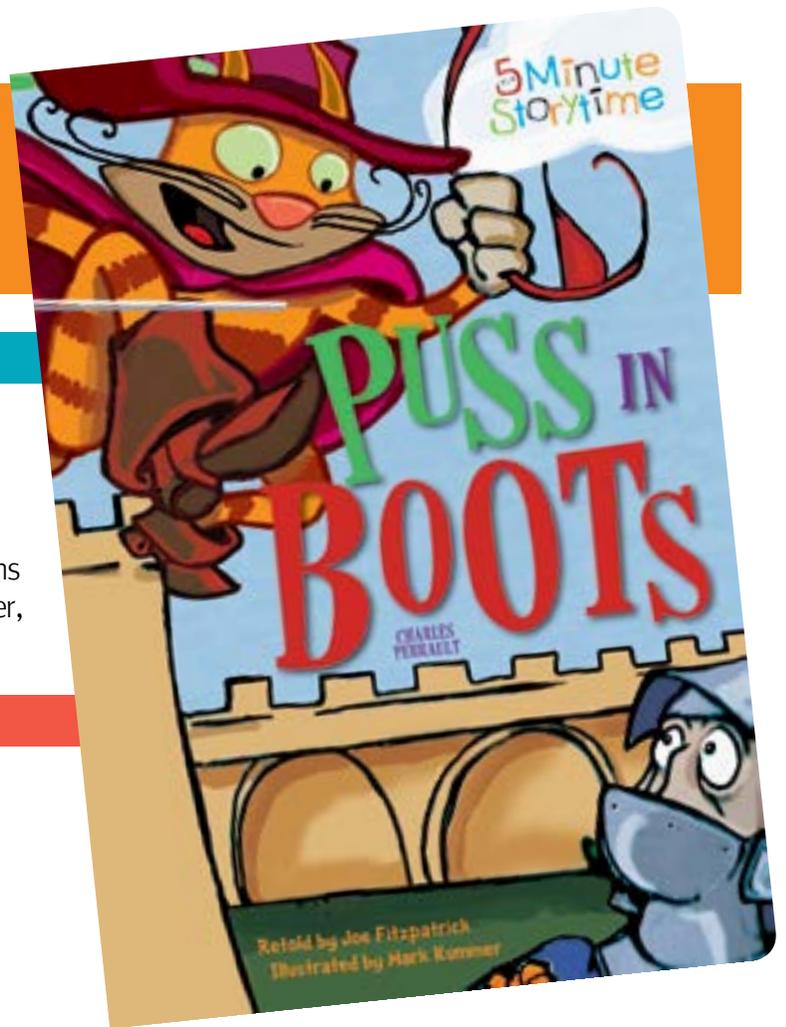
Lexile Level: 910 AD

STORY SYNOPSIS:

The classic French fairytale of the miller's son and a clever cat engages a sequential and repetitive narrative for young readers and listeners. The medieval setting is depicted in cartoon-style illustration that will capture reluctant readers. With great ingenuity and sense of purpose, a clever cat turns red boots and a burlap bag into a fine fortune for his master, the third son of a miller.

BOOK DESCRIPTION:

5 Minute Storytime *Puss in Boots* retells the classic fairytale, while holding true to the original story and message. Cartoon-style illustrations capture and hold the imagination and interest of young readers. Recommended for Adult Directed Reading.



STORY THEMES:

- **MAKING PLANS:** Puss in Boots gave himself a mission to provide his master with a “mountain of loot” and then made a plan to get the job done. Ask: Who can recall some of Puss in Boots’ plans? Have any of you made plans to achieve something? What are some of your plans? Were they successful?
- **FAIRYTALES:** Puss in Boots is a French fairytale originally written by Charles Perrault in the late 1600’s—over 400 years ago. Fairytales were told for hundreds of years before that as spoken stories, and then eventually recorded when people like Charles Perrault began writing down these stories. Ask: Who can name some other fairytales? Explain: Fairytales and folk tales were originally told to help people explain or understand the world around them, often to teach children a lesson. Ask: What do you think the lesson is in Puss in Boots? What do you think the lesson is in some of the other fairytales we know? Does anyone have a favorite fairytale? Why is that your favorite?

SUGGESTED ACTIVITIES:

- Are You a Happy Cat?
- Puss in Boots Story Map



ACTIVITY ONE: ARE YOU A HAPPY CAT?

OBJECTIVE:

To have fun!

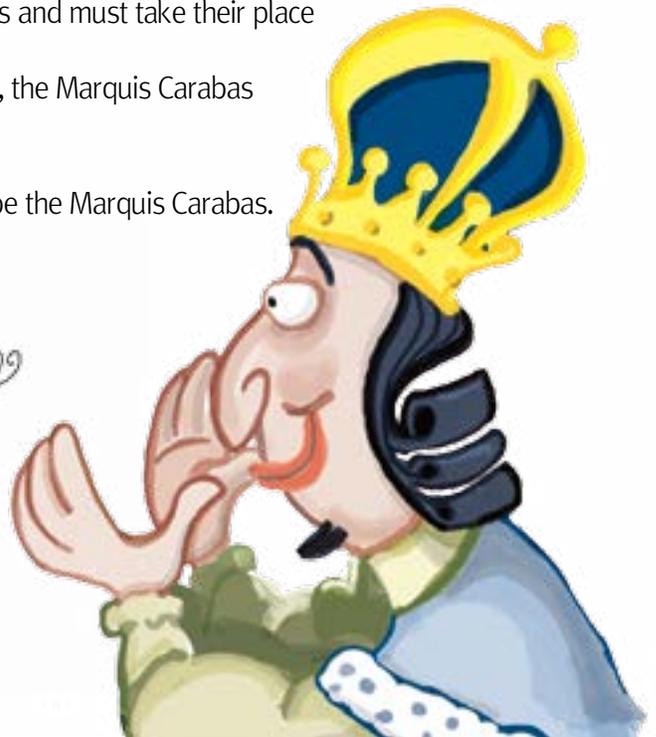
MATERIALS:

- 5 Minute Storytime *Puss in Boots*
- Copy of Mark Kummer's biography
- An open space, enough for all players to form a circle

TIME: UNLIMITED

DIRECTIONS:

- After reading the story *Puss in Boots*, have students gather around and look at the illustrations. Point out that most of the characters on each page have big smiles on their faces, particularly on the final spread. Ask students how these faces make them feel.
- Introduce the children to the book's illustrator, Mark Kummer (see short biography attached). Discuss with students after reading the biography and looking at his illustrations what they think Mark Kummer would be like in person, for example—funny or serious, happy or sad, talks a lot or quiet.
- Now begin the game: Are You a Happy Cat?
- Ask players to stand in a circle and choose one player to stand in the center. Explain that the player in the center is the Marquis Carabas and they may walk up to any player in the circle and ask them the question:
 "I think you're a happy cat and I can make you smile!"
The player who is asked will answer:
 "No, I'm not a happy cat and you cannot see my smile."
The Marquis Carabas can be as silly as he/she wants, and if the Happy Cat smiles or laughs while answering the question, he/she then becomes the Marquis Carabas and must take their place in the center.
- Explain to students that if the Happy Cat does not smile, the Marquis Carabas must choose another player to ask.
- Ask players if they have any questions about the game.
- The game ends when all players have had a chance to be the Marquis Carabas.



ACTIVITY TWO: PUSS IN BOOTS STORY MAP

OBJECTIVE:

To use 5 Minute Storytime *Puss in Boots*' narrative to introduce and practice story mapping.

MATERIALS:

- 5 Minute Storytime *Puss in Boots*

TIME: 30 MINUTES

DIRECTIONS:

- Attached are two story map templates: one basic and one with more detail.
- Select a template to suit student skill level. After reading the story, give each student a copy of the story map template.
- Discuss as a class each of the categories on the story map, recording responses on a white board or flip chart.
- Instruct students to record answers on their sheets, either one category at a time or after group discussion is complete.
- Students can then color in the drawings to complete their sheets.



NAME: _____

PUSS IN BOOTS STORY MAP

Written by: Charles Perrault
Retold by: Joe Fitzpatrick
Illustrated by: Mark Kummer

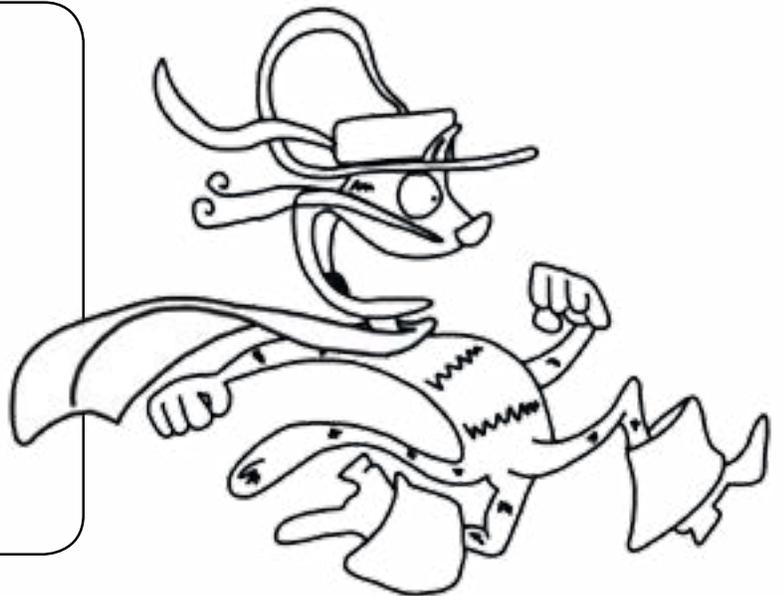
WHO:

WHERE:

FIRST:

THEN:

LAST:



NAME: _____

STORY MAP

INSTRUCTIONS: FILL IN THE BOXES TO SHOW HOW THIS STORY DEVELOPED.

CHARACTERS:

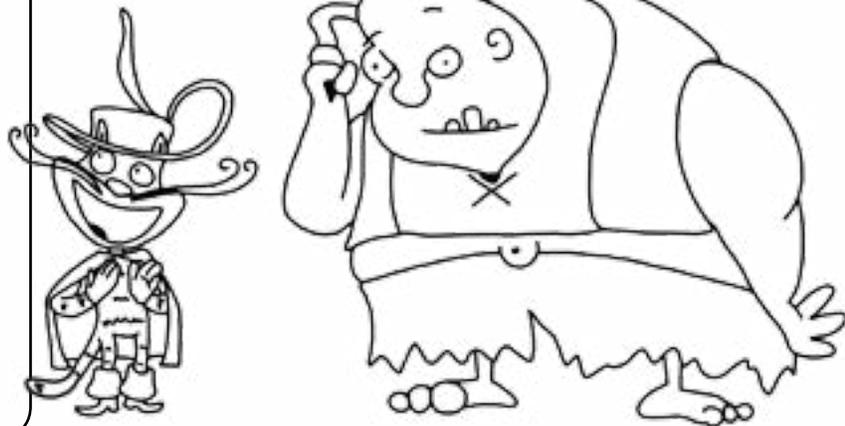
SETTING:

PROBLEM:

TITLE:

AUTHOR:

HOW THE CHARACTERS SOLVED THE PROBLEM:



SOLUTION:

MARK KUMMER'S BIOGRAPHY

Mark Kummer LOVES books. That might be why he illustrated *The Book That I Love to Read*, a book about loving books. In fact, Mark has illustrated about twenty different kid's books and he continues to release new titles every year. Mark often visits schools and libraries with his musician friend, Bill, where they enjoy sharing their books, songs, and drawings with new kids every year. This creative team encourages kids to think up and illustrate their own stories—sometimes making up new books on-the-spot! Despite meeting tons of kids from all over the country, Mark's favorite fans remain Kara and Mitch, his niece and nephew.



**THE ACTIVITIES AND THEMES PRESENTED HERE ALIGN
WITH COMMON CORE STANDARDS IN THE FOLLOWING AREAS:**

Common Core English Language Arts Standards » Reading: Informational Text » Grade One

- Key Ideas and Details
- Integrations

Common Core English Language Arts Standards » Reading: Informational Text » Grade Two

- Key Ideas and Details
- Craft and Structure
- Integration

Common Core English Language Arts Standards » Reading: Informational Text » Grade Three

- Key Ideas and Details
- Integration