



The Mischievous Mouse Series

Kent the Manipulative Mouse Activity Sheet

Kent the Manipulative Mouse

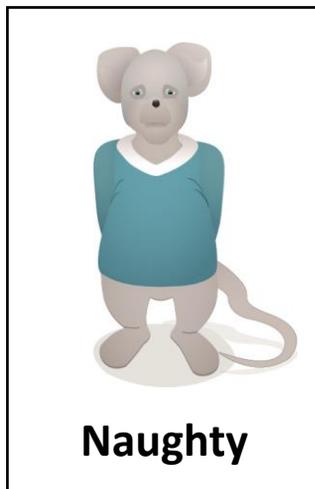
Name: _____

Date: _____

1. Naughty or Nice Game

Instructions: Cut out the Naughty and Nice cards of Pete the Sweet Mouse. Have the kids tape them to Popsicle Sticks.

Read the Phrases and have the child (or children) hold up the card if Pete is being Naughty or Nice. At the end of the game, give the child a cookie for participating in the activity as a reward.



Naughty or Nice Questions

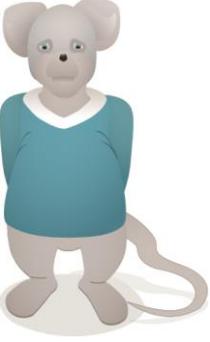
- | | | |
|---|---|---|
| <input type="checkbox"/> Telling the truth | <input type="checkbox"/> Blaming others | <input type="checkbox"/> Putting toys away |
| <input type="checkbox"/> Asking before taking | <input type="checkbox"/> Saying "Please" | <input type="checkbox"/> Sharing toys |
| <input type="checkbox"/> Saying "I'm sorry" | <input type="checkbox"/> Stealing | <input type="checkbox"/> Cheating at a game |
| <input type="checkbox"/> Waiting your turn | <input type="checkbox"/> Saying "Thank you" | |
| <input type="checkbox"/> Lying | <input type="checkbox"/> Fighting | |



The Professional Chickens Series

Arthur the Farmer Activity Sheet

3. Print to more Naughty and Nice cards to cut out for the classroom

 <p>Naughty</p>	 <p>Nice</p>	 <p>Naughty</p>	 <p>Nice</p>
 <p>Naughty</p>	 <p>Nice</p>	 <p>Naughty</p>	 <p>Nice</p>
 <p>Naughty</p>	 <p>Nice</p>	 <p>Naughty</p>	 <p>Nice</p>



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Arthur the Farmer Activity Sheet

2. Good Choice / Bad Choice Game

Instructions: Put a check mark ✓ for Good or ✗ for Bad next to the choices.

Lying or blaming someone else	<input type="checkbox"/>	Saying "please" and "thank you"	<input type="checkbox"/>
Telling the truth	<input type="checkbox"/>	Grabbing toys from a friend	<input type="checkbox"/>
Hiding toys from others	<input type="checkbox"/>	Pushing or hitting	<input type="checkbox"/>
Saying mean things to a friend	<input type="checkbox"/>	Waiting your turn	<input type="checkbox"/>
Helping a teacher or grown-up	<input type="checkbox"/>	Yelling or interrupting	<input type="checkbox"/>
Raising your hand to speak	<input type="checkbox"/>	Helping clean up toys	<input type="checkbox"/>
Sneaking into the cookie jar	<input type="checkbox"/>	Sharing with a friend	<input type="checkbox"/>
Giving back something you borrowed	<input type="checkbox"/>		
Making a big mess and not cleaning up	<input type="checkbox"/>		
Saying "I'm sorry" after a mistake	<input type="checkbox"/>		





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2. Let's Turn Things Around! Game

How can we turn a bad choice into a good one?

Ask kids to stand up. Instruct them to raise their hand if they can answer.

Select a student to answer the question. But before they answer, they have to spin around and then they can explain what Pete can do instead to make a better choice.

Questions:

1. Pete took a cookie without asking. What could he do instead?

(Wait for spin, then answer)

2. Pete made a big mess and walked away. What should he do instead?

3. Pete pushed someone to get to the cake first. What could he do instead?

4. Pete tried to blow out someone else's birthday candles. What would be the kind thing to do?

5. Pete opened someone else's present. What could he do instead?

6. Pete said, "Mine!" and didn't share. What could he say or do instead?

7. Pete yelled when he didn't get a cookie. What's a better way to handle that?

8. Pete took two cookies when he was only supposed to take one. What should he do instead?

9. Pete ate Santa's cookies. What should he do next time?

10. Pete lied and said he didn't take the cookie. What's the right thing to do?

11. Pete grabbed a toy from a friend. What could he do to fix it?

12. Pete didn't say "sorry" after making someone cry. What's the kind thing to do?