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Activity Guide

800-788-1121

Un Bolsillo Para Corduroy

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ABOUT THE STORY

Having gained a button for his overalls and a home himself, Corduroy almost loses everything when his search for a pocket causes him to get lost from Lisa.

ABOUT THE AUTHOR / ILLUSTRATOR

A native Californian who attended school in Missouri and pursued a career as a musician and artist in New York, Don Freeman returned to California where he began creating picture books for children. As prolific as he is popular, Mr. Freeman, who passed away in 1978, left a legacy of books that have delighted and continue to delight generations of new readers.

INTRODUCING THE STORY

Ask children if they have ever lost or misplaced a favorite toy. Allow volunteers to tell stories about their own experiences. Then tell them that this is the story of a toy bear named Corduroy who gets left in the laundromat. (NOTE: Exercises devoted to vocabulary include words in both Spanish and English, enabling you to present them according to the needs of the group and the goals of your lesson.)

READING ACTIVITIES

Comprehension/Thinking Skills

- “Where were Lisa and her mother going as the story began?”
- “What was Corduroy looking for in the laundromat?”
- “Where did he look first?”
- “What did Corduroy do after the artist left the laundromat?”
- “What did Lisa do after she left Corduroy?”
- “Why do you think Corduroy wanted a pocket?” (Draw conclusions)
- “How do you think Lisa felt when she couldn’t find Corduroy?” (Make inferences)

Vocabulary

The following words may be unfamiliar to the group. Introduce them, define them, and ask individuals to use them in sentences.

la lavandería automática (*laundromat*)
el guardia (*guard*)
pacientemente (*patiently*)
el palacio (*palace*)
directamente (*directly*)
los tesoros (*treasures*)
brillaba (*glowing*)
la gorra de pintor (*beret*)
el picarón (*rascal*)

CROSS-CURRICULAR ACTIVITIES

Health: What To Do When You’re Lost

Have children work in small groups to prepare posters that tell what to do when you are lost. The posters can include a list of Do’s and Don’ts. Encourage children to illustrate their posters. When they are done, hang their posters in the classroom.

Math / Language Arts: The Numbers Game

Provide each child with a set of cards numbered 1,2, and 3. As you pronounce the following words, ask them to hold up the card corresponding to the number of syllables in each word.

slid	he	bus	manager
patiently	precious	laundromat	tightly
waited	suddenly	picked	empty

Physical Education: What’s In My Pocket

Have each child find something in the room to put into his or her pocket. Children can then write three clues about the object in their pockets, such as: “It’s rectangular. It’s pink. It makes mistakes go away. What’s in my pocket?” (An eraser) Children can take turns reading their clues, and the rest of the class can guess the answer.

Art: The Spinning Dryer

In *A Pocket for Corduroy*, an artist draws clothes spinning around in a dryer. Ask the children to make a similar drawing. Have them imagine the colors and shapes a load of spinning clothes would have, and encourage them to use their imaginations in creating a vivid drawing that the artist might have done.

INTERNET ACTIVITY

Before you send children to do research using any of the keywords listed below, you may wish to try them yourself to be sure the sites are suitable.

Marsupials

Point out to children that animals with their own built-in pockets are called marsupials. Have them find out three facts about a marsupial on the Internet using the keyword *marsupial* or the name of a particular marsupial, such as a kangaroo.