

HC: 978-1-5362-2967-7 • Also available as an e-book

## MR. FOX'S GAME of "NO!"

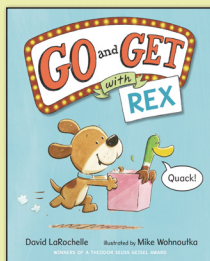
David LaRochelle  
illustrated by  
Mike Wohnoutka

In a hilarious interactive picture book, the Geisel Award-winning creators of *See the Cat* challenge kids to answer every question with "NO"—even when their brain keeps insisting "YES."

Use *Mr. Fox's Game of "No!"* in your classroom to teach the power of adjectives, careful listening, and focus and as a raucous read-aloud.

### CANDLEWICK PRESS • TEACHER TIPS

- Add some hilarity to your read-aloud time. Students will need focus and control to not answer with "YES," but even if they can't help themselves, everyone will have fun.
- Mr. Fox uses many adjectives to trick your brain into replying with a "YES"! In pairs or as a class, have students find as many adjectives as they can in the story. Once they have a list of adjectives, ask them to come up with new adjectives that have the same or a similar meaning.
- Ask students to create their own game of "No!" by writing down five questions (using adjectives) that would be very difficult to answer with "no." You could also reverse this concept and have them create a game of "Yes."



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For a rousing alphabetical exercise in thinking outside the box, check out *Go and Get with Rex*.

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