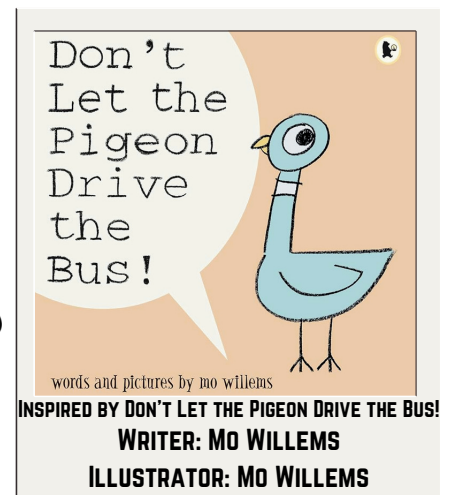
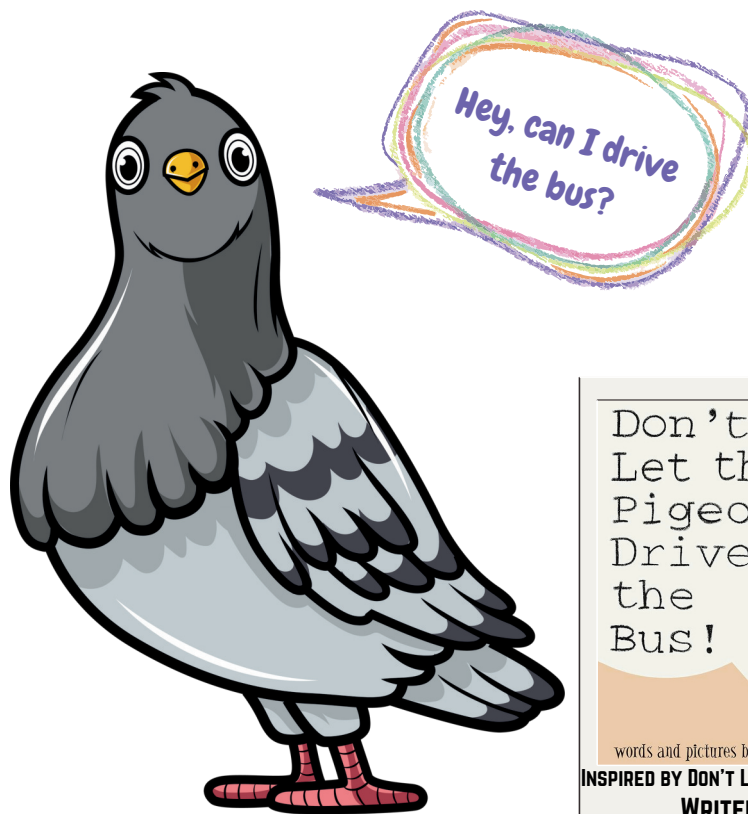


# Don't let the pigeon drive the bus!

## English



Name: .....

Date: .....



# Don't Let the Pigeon Drive the Bus

## Comprehension

First, read the book *Don't Let the Pigeon Drive the Bus* by Mo Willems with your child. After reading, engage them in a conversation using these questions. Make it a natural and enjoyable chat, not an interview.

### Basic Comprehension Questions

- What is the main character's name in the story?
- What does the Pigeon want to do in the story?
- Who tells the Pigeon that he cannot drive the bus?
- How does the Pigeon try to convince you to let him drive the bus?
- What happens at the end of the story?

### Personal Connection Questions

- Have you ever wanted to do something that you weren't allowed to do? What was it?
- What do you do when someone tells you "no"?
- How do you feel when you really want something but can't have it? What do you do to feel better?

### Prediction Questions

- What do you think the Pigeon will try to do next time he sees a bus?
- How do you think the Pigeon will react if someone else says "no" to him in the future?
- Can you think of something else the Pigeon might want to try, even if he shouldn't?

### Visual Questions

- What was your favourite picture in the book?
- Can you describe what's happening in that picture?
- How does the Pigeon look when he gets angry or frustrated?

### Emotional Understanding Questions

- How do you think the Pigeon felt when he was told he couldn't drive the bus?
- How would you feel if you were in the Pigeon's place?
- How do you feel when you see the Pigeon get so upset?

### Critical Thinking Questions

- Why do you think it's important for the Pigeon not to drive the bus?
- How do you think the Pigeon's day would go if he was allowed to drive the bus?
- Can you think of a time when you were told "no" for something you really wanted? How did you handle it?



Name: ..... Date: .....

Fill in the blanks using words from the word bank to complete the story.

bus can be let bus



Don't let the pigeon drive the \_\_\_\_\_.

Hey, \_\_\_\_\_ I drive the bus?

Please? I'll \_\_\_\_\_ careful!

\_\_\_\_\_ me drive the \_\_\_\_\_ !!!

Draw what the Pigeon can and can't do.

The pigeon can do

Empty rounded rectangular box for drawing what the pigeon can do.

Empty rounded rectangular box for drawing what the pigeon can do.

Empty rounded rectangular box for drawing what the pigeon can do.

The pigeon can't do

Empty rounded rectangular box for drawing what the pigeon can't do.

Empty rounded rectangular box for drawing what the pigeon can't do.

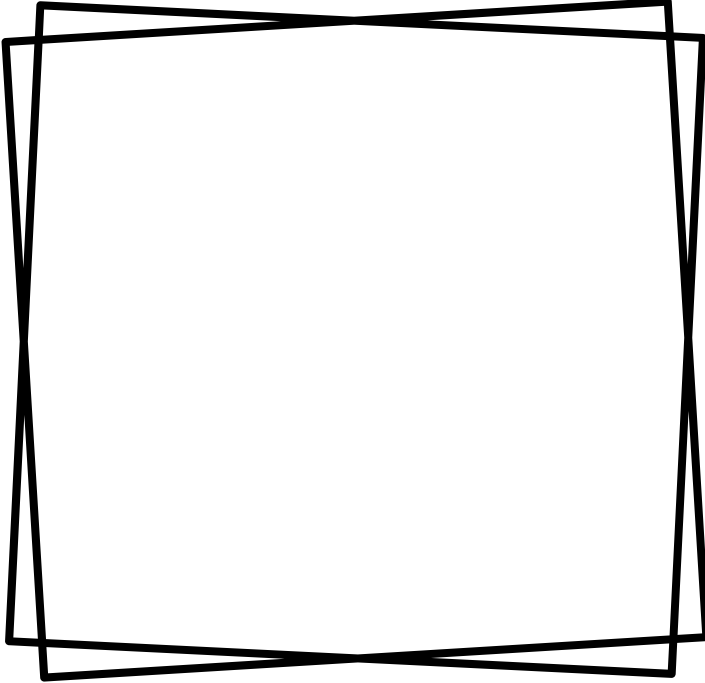
Empty rounded rectangular box for drawing what the pigeon can't do.

Name: .....

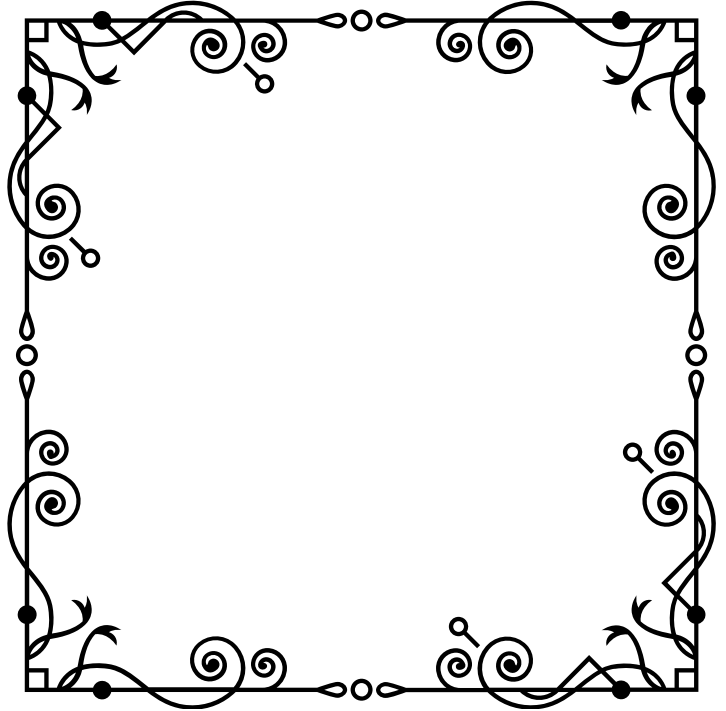
Date: .....

Draw a story map.

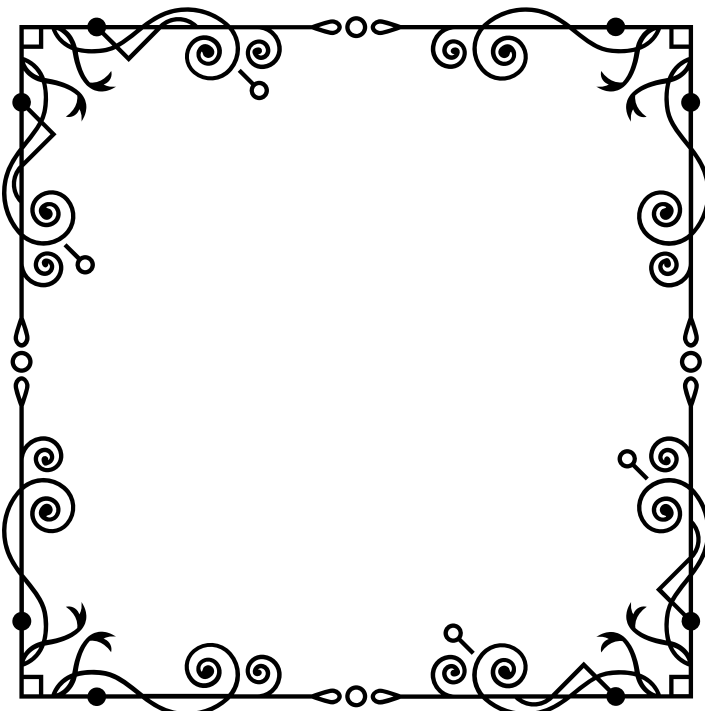
Characters



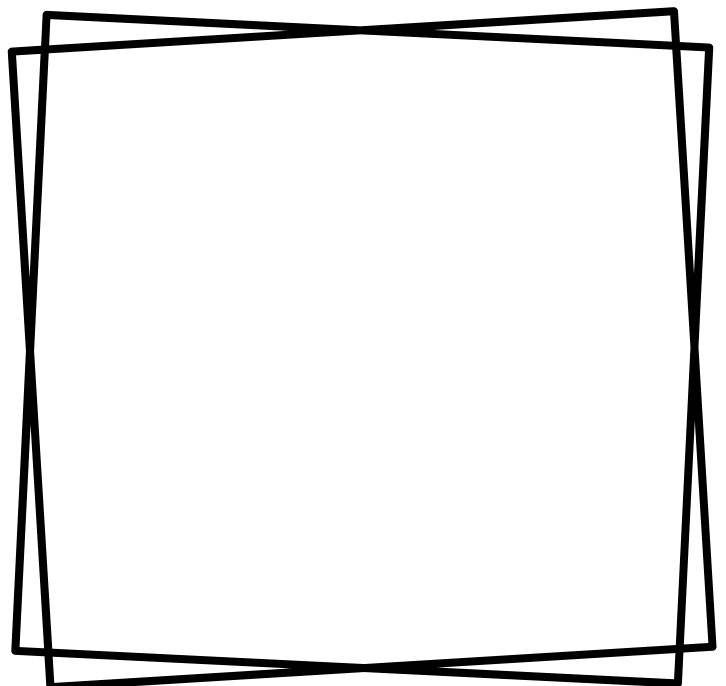
Setting



Problem



Solution



Name: ..... Date: .....

Analyse the character by either drawing or writing your responses.

**What does the pigeon see?**

◆

◆

◆

**What does the pigeon feel?**

◆

◆

◆

**What does the pigeon want?**

◆

◆

◆

**What does the pigeon do?**

◆

◆

◆



Name: ..... Date: .....

Analyse the character by either drawing or writing your responses.

**What does the driver see?**

**What does the driver feel?**

◆

line

◆

◆

◆

**What does the driver want?**

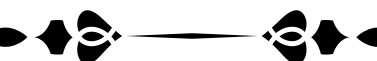
**What does the driver do?**

◆

◆

◆

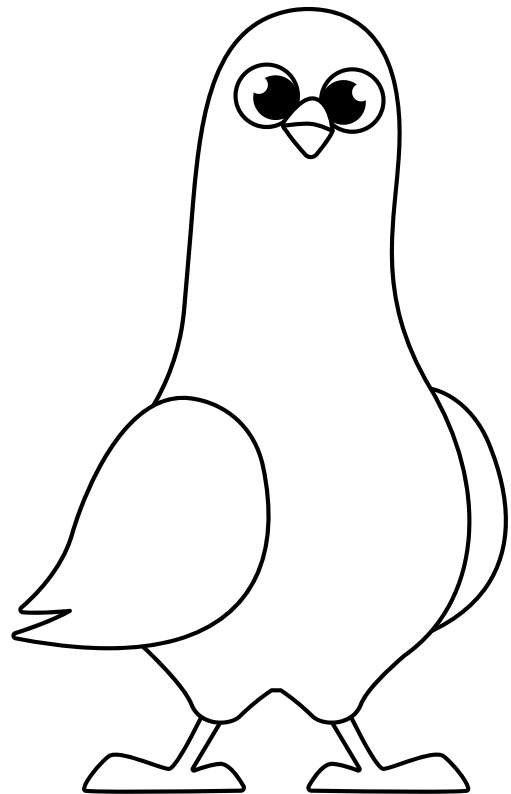
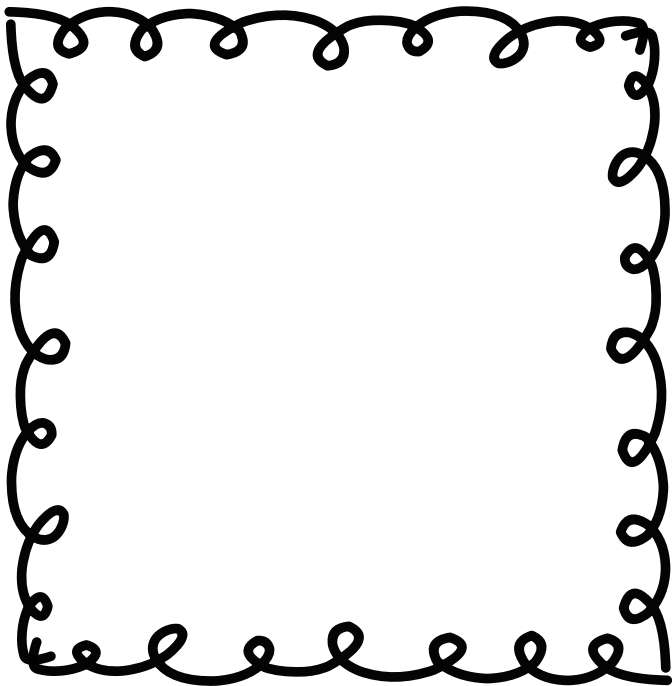
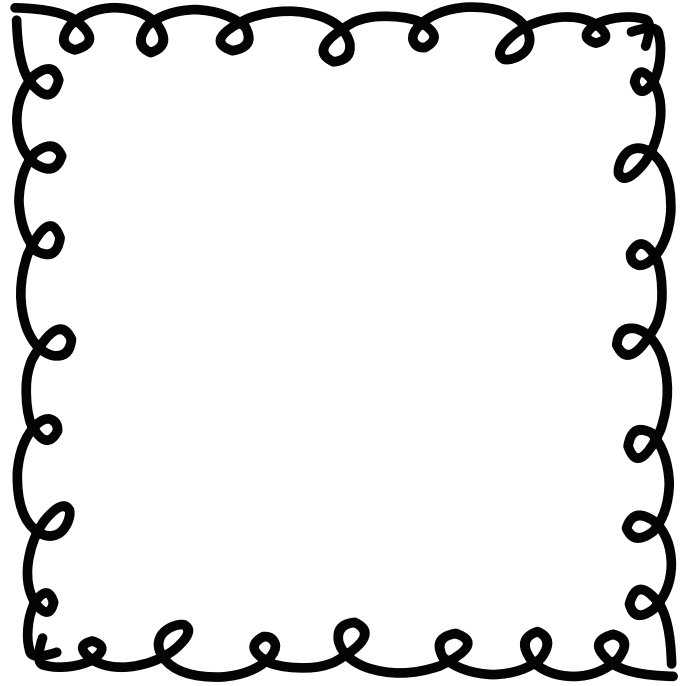
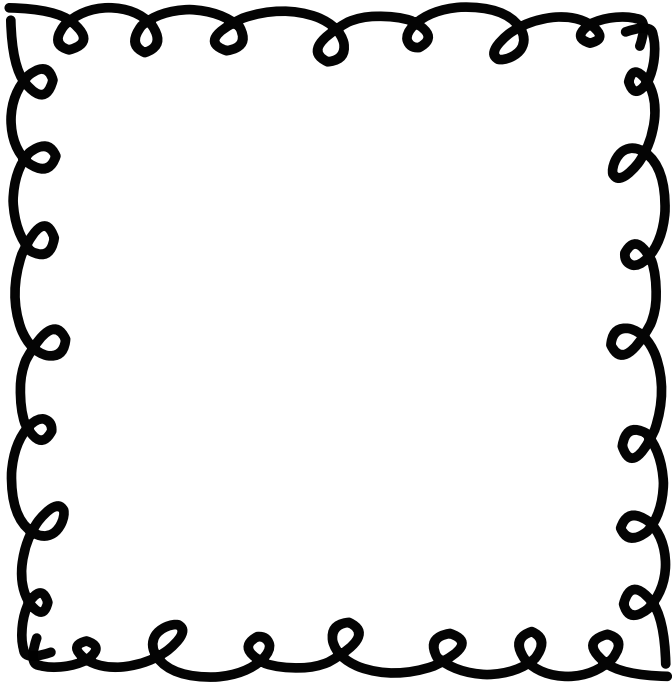
◆



Name: .....

Date: .....

Draw or write about the things the pigeon would do if you let him drive the bus.



Name: .....

Date: .....

**True or False: Colour the true statements green and the false ones yellow.**

The pigeon begs the reader to let him drive the bus.

The bus driver returns at the end of the story.

The pigeon dreams of driving a large vehicle.

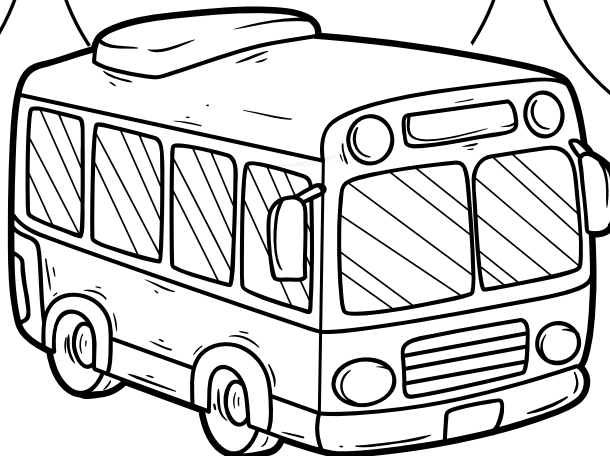
The pigeon successfully drives the bus.

The pigeon asks the reader for permission to drive.

The pigeon never talks to the reader.

The pigeon is happy when he's told no.

The bus driver allows the pigeon to drive the bus at the end of the story.





Name: .....

Date: .....

Finish the sentences based on the story.



I would not let the pigeon \_\_\_\_\_ .

because \_\_\_\_\_ .

\_\_\_\_\_



The reason the pigeon was angry is because \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



If the Pigeon drove the bus, \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ might happen.



Cut out the words from these sentences and have your child arrange them in the correct order to form sentences that match the story.

Hey, can I drive the bus?

I have dreams, you know!

Let me drive the bus!!!

I tell you what: I'll just steer.

Please? I'll be careful!



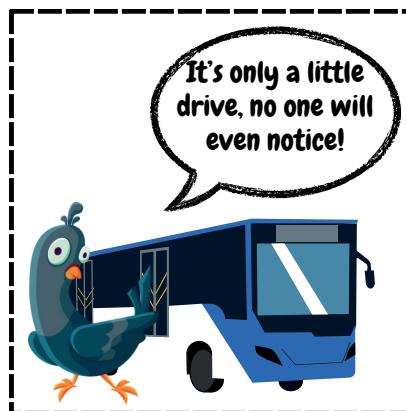
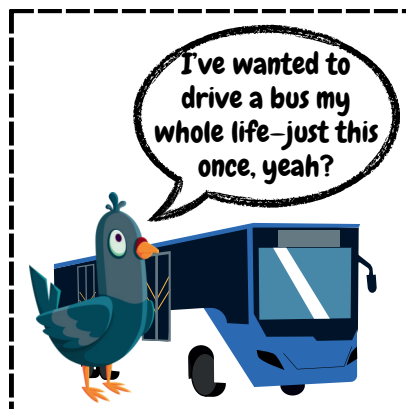
Name: .....

Date: .....

Go to the next page, cut out the sequence, and stick it here in the correct order according to the story **Don't Let the Pigeon Drive the Bus!**

**Don't Let the  
Pigeon Drive  
the Bus!**



# Activity Ideas

## Pigeon Puppet Show

- Objective: Act out scenes from the book using Pigeon puppets.
- Materials Needed: Simple puppets, paper bags, markers, and craft supplies.
- Instructions: Create puppets of the Pigeon and the bus driver. Children can take turns acting out scenes from the book, using their own words to recreate or invent new scenarios.
- Skills: Creativity, role-play, storytelling, and fine motor skills.

## Pigeon's Big Dream

- Objective: Encourage children to imagine what else the Pigeon might want to do, similar to driving the bus.
- Materials Needed: Paper, crayons, or markers.
- Instructions: Ask the children to draw or write about something else the Pigeon might want to do. Encourage them to be creative and share their ideas with the group.
- Skills: Imagination, creativity, drawing, and language development.

## Bus Driver and Pigeon Game

- Objective: Create a game where one child is the bus driver and the other is the Pigeon.
- Materials Needed: None required.
- Instructions: In this game, the Pigeon tries different funny and creative ways to convince the bus driver to let him do something. Children can take turns being the bus driver and the Pigeon.
- Skills: Role-play, social interaction, problem-solving, and imagination.

## Pigeon's Road Trip

- Objective: Create a road trip adventure game with the Pigeon.
- Materials Needed: A toy bus or car, a map (or draw one), small toys or figurines.
- Instructions: Set up a "road trip" game where the Pigeon goes on a journey. Children can use the toy bus or car to travel along the map, making up stories about the places they visit and the adventures they have.
- Skills: Imagination, storytelling, spatial awareness, and fine motor skills.

## Pigeon's Persuasion Challenge

- Objective: Challenge children to come up with humorous ways the Pigeon might try to persuade someone.
- Materials Needed: None required.
- Instructions: Encourage children to think of creative and humorous ways the Pigeon might try to convince someone to let him do something. They can act out their ideas to see how persuasive and funny they can be.
- Skills: Creative thinking, communication, problem-solving, and acting.

