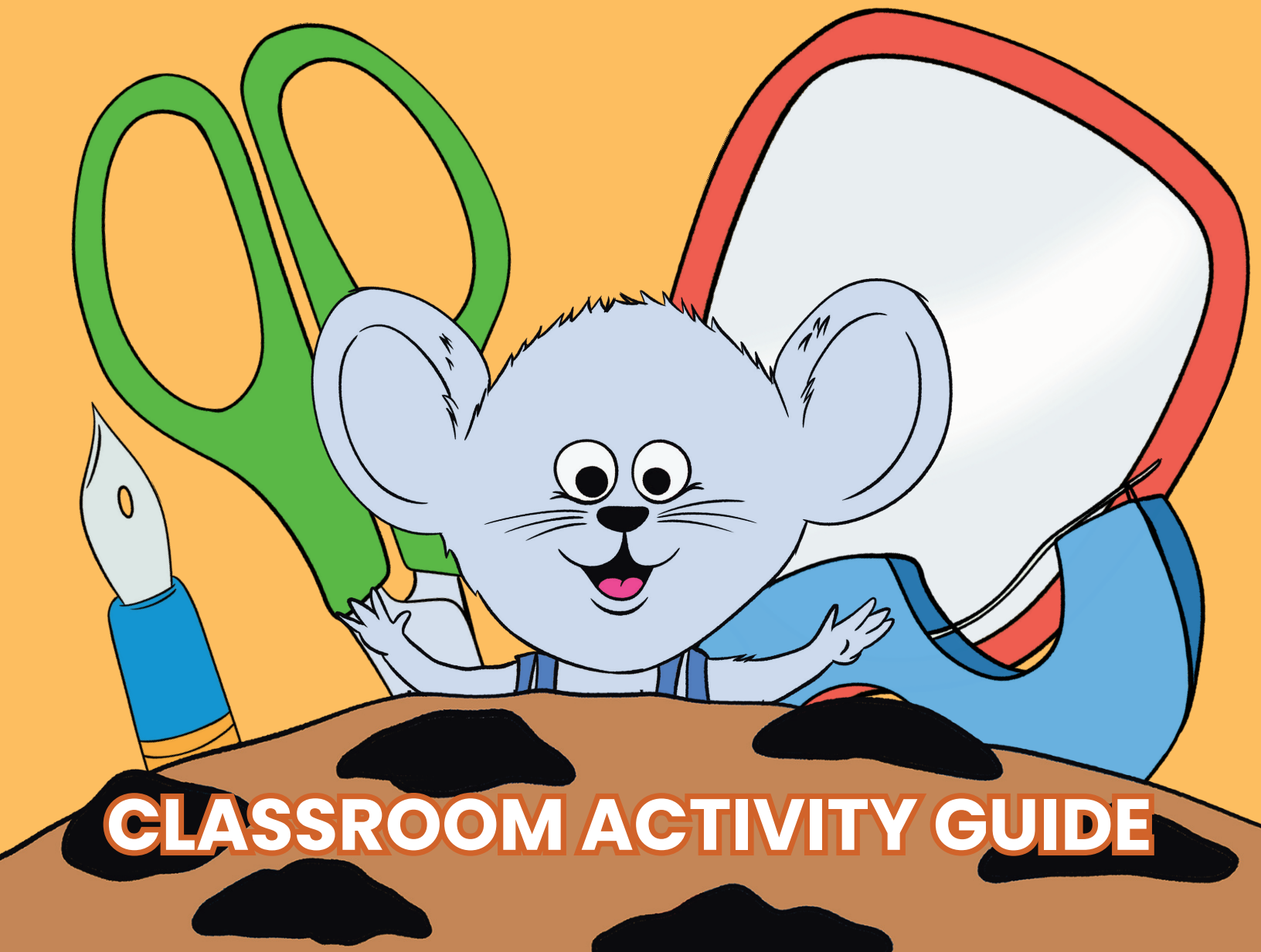
IF YOU GIVE A MOUSE A COOKIE

OCTOBER 3–25, 2026



CLASSROOM ACTIVITY GUIDE



MAGIK THEATRE

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MEET THE CAST

Meet the cast that is bringing the story of *If You Give A Mouse A Cookie* to life on the Magik Theatre stage!



Michael Roberts
Mouse



Christopher Deuter
Boy



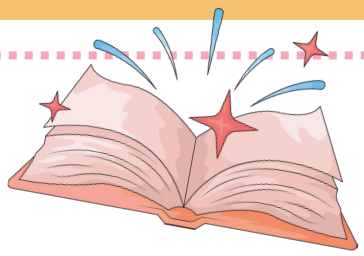
Christian Rodriguez
Swing



ABOUT THE STORY

Synopsis

With a bag of cookies and a good spot in the yard to read his comic book, Boy was ready for a perfectly peaceful day. But then, Mouse came! He may be adorable but he is full of questions. And energy. And he's hungry. What can Boy do but give Mouse a cookie? Wouldn't you do the same thing? But, if you give a mouse a cookie, he's going to want a glass of milk. Jodi Davidson's adaptation is a mayhem and mishap-filled joyride for all audiences!



Characters

The Boy

The Boy is staying home by himself while his mom goes to Aunt Rose's house. He wants to show everyone he's big enough to take care of things on his own. He's kind and patient, even when things get really silly! In the play, the Boy talks right to the audience, so it feels like he's sharing the story with you.

The Mouse

The Mouse is tiny and adorable, in blue overalls. He's full of energy and loves to talk and talk and talk! He has great manners and really wants to be helpful. But every time he asks for something, it leads to something else, and to a bigger mess!

Mom

In the play, Mom is only heard, not seen. She comes home at the very end, just in time for a big surprise!

BEHIND THE SCENES

SET DESIGN

The production's set design is inspired by Felicia Bond's book illustrations in *If You Give a Mouse a Cookie*. Notice in the ¼" scale model of the set below that the design has an animated look and feel. This is especially noticeable in the sketchy shape of the outdoor bushes and rocks . The set features a bright color palette with a cozy and intimate kitchen interior. Notice how there are lots of hard lines in the design. Can you spot some of them?



Set Design by Christopher Boneta (Magik Theatre Technical Director)

BEHIND THE SCENES

PROPS

Mice, of course, are very small animals! Therefore, all props that the Mouse touches in our production are built to be oversized. See the measurements and scale below from some of the props built by Magik's Props Master Lucian Hernandez.



STORY SEQUENCE

DIRECTIONS: Cut out the six story cards at the bottom of the page. Put the cards in the order they happened in the play. Then, glue each card to the correct boxes below.

1 FIRST	2 NEXT	3 THEN
4 AFTER THAT	5 NEXT	6 LAST

✂ Cut along the dotted lines

The Mouse draws a picture, signs it, and climbs the refrigerator to hang it up. Everything crashes down!	The Mouse looks in a mirror, finds one long hair, and gives himself a very messy haircut.	The fridge makes the mouse thirsty, so he asks for milk and a cookie again, just as Mom comes home to the messy kitchen
The Mouse sweeps up the hair and mops the floor, and the kitchen gets even messier.	The Mouse gets ready for a nap, but cant fall asleep. So the boy reads him a Jungleman comic book.	While Mom is away, The Boy gives Mouse a cookie. The Mouse then asks for milk, a straw, and a napkin.

ACTIVITIES

CAUSE & EFFECT

Cause is ***why*** something happens, it comes first.

Effect is ***what*** happens as a result, it comes after.

A cause makes an effect happen, like a chain: one thing leads to another.

Cause	Effect
I slapped my hands together.	It made a loud sound!
I jumped into a puddle.	Now my shoes are wet!
I left my ice cream out on the counter.	It melted!

Directions: Think about the play *"If You Give A Mouse A Cookie"*. Draw a line from the event in the play (the cause) to the result of that event (effect).

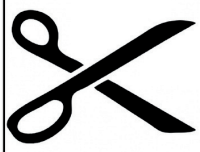
Cause		Effect
If you give a mouse a cookie……		…..he'll want a mirror
If you give a mouse a pair of scissors….		…..he'll want to draw a picture
If you tell a mouse a story….		….he'll want tape to put it on the refrigerator
If you give a mouse a napkin…..		….he'll want a broom
If a mouse draws a picture….		….he'll want a glass of milk

CAUSE & EFFECT

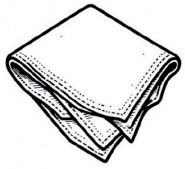
Directions: Think about the play *"If You Give A Mouse A Cookie"*. Draw a line from what the Mouse wanted *(the cause)*, to what happened after he got it *(the effect)*.

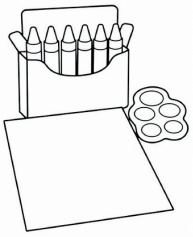
Cause		Effect



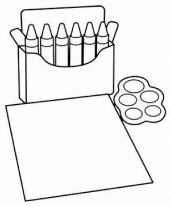


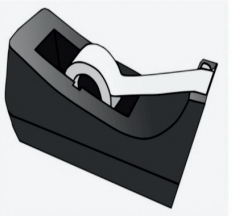












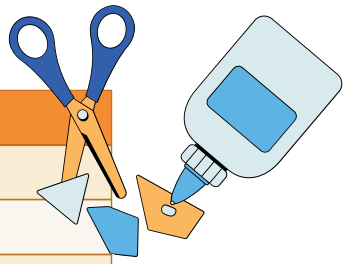




MOUSE PUPPET

Directions: Use simple household items to create a Mouse Puppet! Just the gather the needed materials, follow the instructions, and use your imagination to bring your puppet to life!

Materials Needed:



Material	Notes / Alternatives
Brown paper lunch bag	For the Mouse body
Gray or brown construction paper	Or cardstock
Pink construction paper	For ears and inside the mouth
Small paper plate or scrap paper	To draw a cookie
Googly eyes	Alternative: draw the eyes
Small pink pom-pom	For the nose. Alternative: pink construction paper
Yarn or string	For whiskers. Alternative: draw on whiskers
Blue paper	For the mouse's overalls
Buttons	For overalls. Alternative: white construction paper circles
Glue stick or tacky glue and scissors	To stick it all together!

Instructions:



Step	Task	Directions
1	**Prep the Bag**	Lay your paper bag flat with the bottom flap facing up. This flap will act as the mouth of your puppet.
2	**Add the Body/Overalls**	Cut out a pair of overalls from blue or red paper. This can be done by cutting out one large rectangle for the main body of the overalls, then two longer and skinnier rectangles for the straps. Glue the main body of the overalls onto the front of the paper bag body (below the flap), trimming the bottom if it hangs past the bag. Add the buttons or white construction paper circles where the little rectangles meet the large rectangle.
3	**Create the Head and Face**	Cut a large semi-circle or oval for the head and glue it onto the bottom flap of the bag. Add pink inner-ear shapes to larger gray or brown outer ears, and glue the ears to the back of the head. Alternatively: use the square of the bottom of the bag as the face, gluing the ears on the backside of the square.
4	**Add Facial Features**	Glue on googly eyes, a small pink pom-pom or paper nose, and short pieces of yarn for whiskers or draw on the whiskers.
5	**Add the Arms**	Cut out two longer, skinny rectangles out of the brown construction paper. You can either create and cut the ends to look like simple paws or cut those separately from the rectangles, depending on the level of your students.
6	**Make the Cookie**	Cut a small brown circle from construction paper, draw little black chocolate chips on it with a marker, and glue it on one of the mouse's paws.



ACTIVITIES

MOUSE EARS

Directions: Use simple household items to create a Mouse Puppet! Just the gather the needed materials, follow the instructions, and use your imagination to bring your puppet to life!

Materials Needed:

Material	Notes / Alternatives
Gray or brown construction paper	For the headband and outer ears
Pink construction paper	For the inner ears and nose
Crayons or markers	For drawing whiskers and eyes
Scissors	For cutting out the pieces
Stapler, tape, or glue	To stick it all together!



Instructions:

Step	Task	Directions
1	**Cut the Headband Base**	Cut two long strips of gray or brown paper (about 2 or 3 inches wide). Tape or staple them together to fit around the child's head.
2	**Make the Ears**	Trace and cut out two large round ears from your gray or brown paper. Cut out two slightly smaller circles from the pink paper.
3	**Assemble the Ears**	Glue the small pink inner ear circles onto the center of the large brown or gray outer ear circles.
4	**Attach the Ears**	Glue or tape the finished ears to the top edge of the paper headband strip.
5	**Add Facial Features (Optional)**	Cut out a small pink oval or circle for the nose, draw or paste whiskers coming out from the nose, and draw or glue on paper eyes near the front center of the band.
6	**Wear It**	Wrap the headband to the correct head size and staple or tape the ends closed.



ACTIVITY EXTENSIONS:

MOUSE PUPPET

Want to make your puppet show even more fun? Make paper cutouts of the things the mouse asks for in the story! Draw each item on construction paper, color it in, and carefully cut it out. Then use your cutouts to act out your favorite parts of the story with your mouse.

Here are some ideas to get you started:

Item	How the Mouse Uses It
A glass of milk	To go with the mouse's cookie
A broom	For sweeping up the mess
A crayon	For drawing a picture
A napkin	For wiping off a milk mustache
A mirror	For checking his reflection
Can you think of other things the mouse asked for? Make those too, and see how many parts of the story you can act out!	

MOUSE EARS

Put on your headband and get ready to use your imagination!
When you imagine new ideas, you become a better problem solver, because you learn that there's more than one way to do something. Each idea you come up with is special, because nobody else thinks exactly like you do.
So be brave, be silly, and have fun. There are no wrong answers when you're using your imagination!

Step	What to Do
Act It Out	Put on your headband and act out your favorite parts of the story with a partner. One of you can be the mouse and the other can be the boy.
Make New Choices	As you act, think about the choices each character makes. What if the boy said “no” to the mouse? What else could the mouse have asked for? Try acting out the story in new and different ways to see what happens!
Predict What’s Next	At the end of the story, the mouse asks for another cookie. What do you think will happen next? Make a prediction and act it out! Then keep going: if the mouse gets that, what will he want after that? And after that?
See how long you can keep your story going!	

MAKE YOUR OWN COMIC

Directions: In the play, the boy reads his comic "JUNGLEMAN, BEAST MASTER OF THE AMAZON" Use the boxes below to create your own superhero with their very own storyline.

Step 1: Create a Character

- Invent a simple person, animal, or monster using basic shapes like circles, ovals, and sticks.
- Give the character a name and a distinct emotion or personality.

Step 2: Plan the Story (Beginning, Middle, End)

- Panel 1: Show the main character in their usual setting and introduce what they are doing.
- Panel 2: Introduce a fun problem, surprise, or adventure.
- Panel 3: Show how the character feels about the problem, surprise, or adventure
- Panel 4: Show how the character tries to fix or deal with the problem.
- Panel 5: Show the result of their attempt of how to deal or fix the problem
- Panel 6: Give your character a punchline to end the story



Step 3: Draw and Write

- Lightly sketch the scenes in pencil first, leaving blank space for text.
- Add speech bubbles for talking and thought bubbles for thinking.
- Keep the words short and clear.



Step 4: Color Your Comic!

- Go back and darken your initial lines
- Add color until it looks just the way you like it!

ACTIVITIES

Example from the play *"If You Give A Mouse A Cookie"*

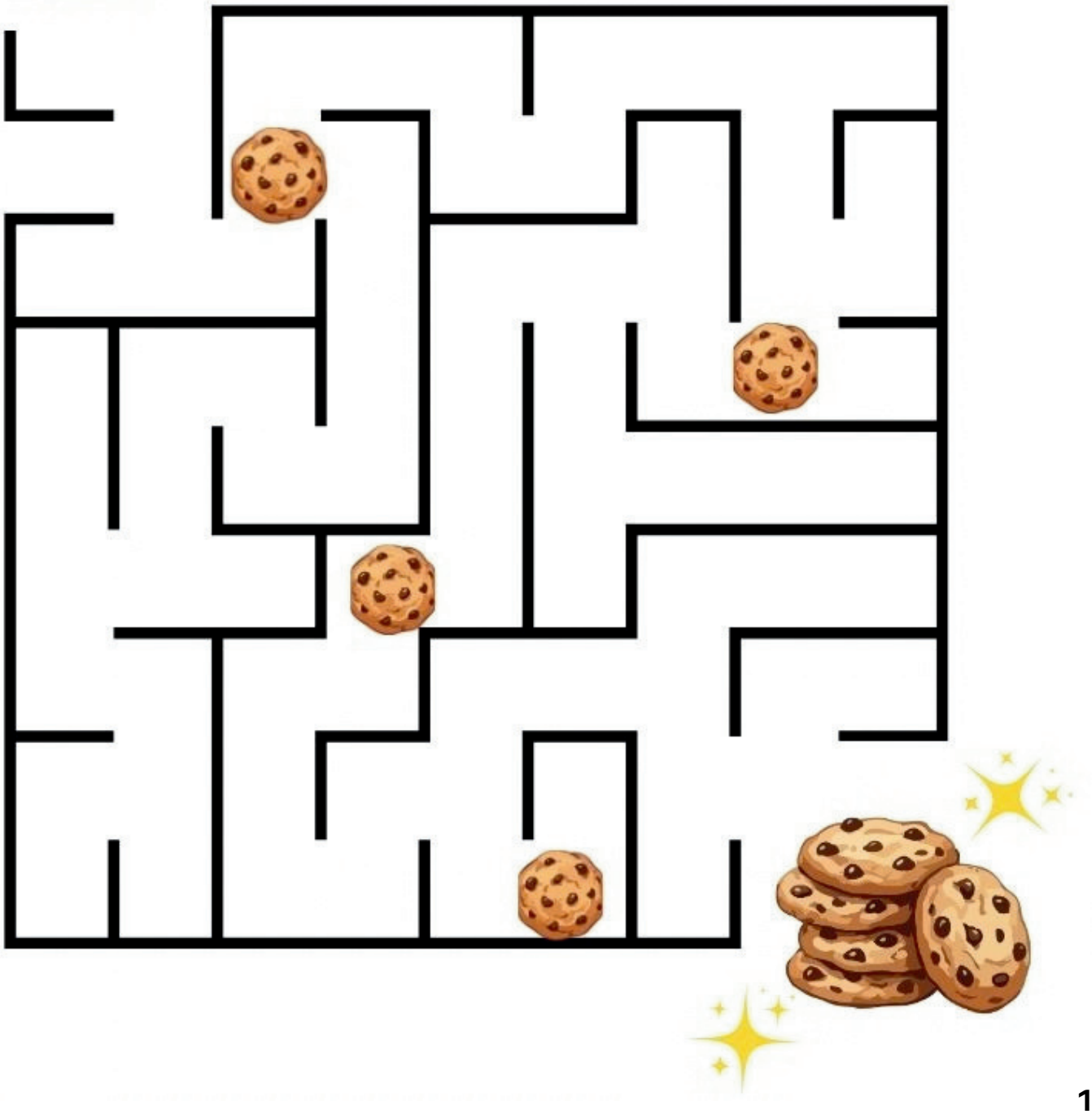


Your comic:

MOUSE MAZE



Help the Mouse collect all the cookies!



GIVE A MOUSE A MOMENT

The mouse in our story loves cookies, milk, and lots of adventures. But what are real mice like?

Read on to find out where mice live, what they look like, what they really eat (hint: it's not cookies!), and the important jobs they do in nature.!



Where do mice live?



Some mice like to live close to people! They prefer the warmth of a home or a building instead of living outside in a field.

Other mice prefer to live in trees or under the ground!
Mice build nests out of grass, leaves, and even sticks to create a cozy home to live in. They can burrow into the ground and create their nest under the ground or they might create their nest inside a tree.
They like to be warm and cozy!



What do mice look like?



Mice are no more than 4 inches long, have large rounded ears, and have slender, fur covered tails. Mice can be a range of different colors- white, brown, gray, or even spotted!

Mice are nocturnal!

That means they mostly come out at night and their eyes can see well in the dark!



GIVE A MOUSE A MOMENT



What do mice eat?



Mice don't actually eat cookies! Most mice enjoy seeds, insects, bark, and even worms!

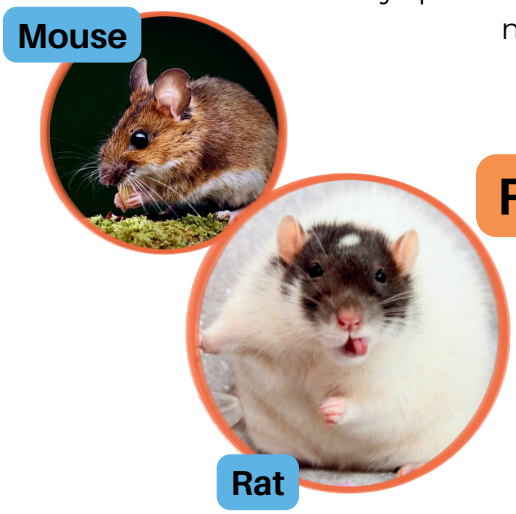
They MIGHT eat cheese if they are hungry enough.... But it is not their preferred food or part of their natural diet!



Mice with Jobs!

Mice collect seeds and nuts and carry them back to their burrows to save for later. Sometimes they forget to eat a few, and those leftover seeds sprout and grow into brand-new plants!

Mice also help keep the soil healthy. When they dig tunnels underground, they stir up the dirt and make tiny spaces for air and water to reach deep down. This mixes in nutrients that plants need, which helps everything grow big and strong!



Rats vs. Mice

Rats are much larger and heavier than mice, with blunt snouts, thick hairless tails, and coarse fur.
Mice are small with pointed noses, large ears, and slender furry tails.

FROM PAGE TO STAGE



A Q+A or brief discussion will take place immediately following the performance.

At the end of the show, please remain seated as the cast will lead the audience through a talk back. Talk backs provide a further shared experience about the themes woven throughout the show.

Some questions you can ask are...

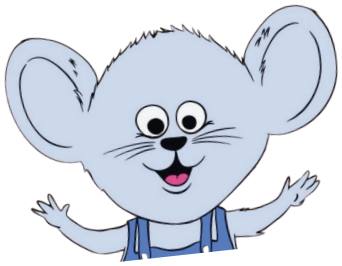
- Why were the props so big in the show?
- How does the sink on stage make bubbles?
- Why does the Mouse have so much energy? Is it hard to pretned to be a Mouse?

Have you ever wondered how a book becomes a play? Compare the book *If You Give a Mouse a Cookie* to the stage play and discover what stayed the same and what changed!

#	Question	Answer
1	Why did some things happen in the play, that weren't in the book?	When a book becomes a play, some things might change! A playwright reads the book and then adapts it so real people can act out the story on stage.
2	Does it take as long to read the book as it does to watch the play?	No! The playwright has to expand the story, so it takes more time. Otherwise, the play would be over pretty fast!
3	What are some things that were added to the play that weren't in the book?	Examples: more dialogue, the boy's comic, more action.
4	Since real people are acting as the boy and the mouse, what do the director, actors, and designers have to do to make it believable?	In the book, the illustrator's drawings show us who is a mouse and who is a human. On stage, we have to show this differently. The set designer (who designs the items on stage) and props designer (who makes the items in the actors' hands) might build things bigger to show how small the mouse is. The costume designer can create costumes that show a human is pretending to be a mouse.
5	What did the set, props, or costume designers create for this play that helps tell the story like the book?	Think about the costumes, the size of the props, and the set you saw on stage.
6	Bonus Activity: Take another well-known story or book from your classroom and turn it into a play. What changes would you need to make?	Think about how you would bring the book's illustrations to life on stage so an audience can understand the story.

TEKS CONNECTIONS

Our activities use the same skills you're already teaching, including making predictions, citing text evidence, using context clues, and planning written drafts. We hope these activities help your students enjoy the story and grow as readers, writers, artists, and students.





Skill Strand	Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
ELAR — English Language Arts and Reading						
Plot & story structure	7C	8C	8C	8C	8C	8C
Retelling	6D	7D	7D	7D	7D	7D
Inference & text evidence	5F	6F	6F, 7C	7C	6F, 7C	7C
Written response	—	—	—	7B	7B	—
Characters	—	8B	—	8B	8B	8B
Listening & discussion	1A	1D	—	1A	—	—
Predictions, connections & synthesis	5C	6C, 6E	—	—	—	6H
Vocabulary	—	—	3B	3B	3B	3B
Writing process & composition	11A	11A, 12A	11B(i), 12A	11A	11B(i), 12A	11B(i), 12A
Drama as literature	—	9C	9C	9C	—	9C
Theatre						
Dramatic play & dramatization	3D	2C, 3D	1D, 2C, 3D	3D	2D, 2E	2D, 2E
Technical theatre	3B	—	—	3A, 3B	1F, 3A	3A
Response & theatre artists	—	—	5B	5B	—	4C
Art						
Materials & construction	2C	2C	2C	2C	2C	2C
Personal expression	3B	—	2A	1A	1A	1A
Art careers	—	—	—	3C	—	3C

WAYS TO STAY CONNECTED

Magik Theatre's mission is to create theatrical experiences that ignite imagination, spark curiosity, inspire empathy, and foster a lifetime love of learning in young people.

QUESTIONS?

How to book a field trip or tour:
Email info@magiktheatre.org.
Call (210) 227-2751.

Support us through the State Employee and Charitable Campaign and the Local Employee Charitable Campaign by United Way of Bexar County.

8058 Magik Theatre (local)
413031 Magik Theatre (state)

TEKS REFERENCES:
https://tea.texas.gov/academics/curriculum-standards/teks/texas-essential-knowledge-and-skills

Office Hours
Monday - Friday
9 am - 5 pm

magiktheatre.org

Magik Theatre
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San Antonio, TX 78205

Stay connected with the latest!
Follow us on our social media

@themagiktheatre



At Magik Theatre we are proud to create unforgettable, joyful experiences on stage while helping audiences of all ages discover the wonder of live performance.

We can't wait to welcome you and share the Magik together!