

Host a CAN I BE YOUR DOG? Storytime!



BEFORE STARTING THE STORY

Ask your audience if they have any pets of their own. If they do, invite a few of them to share what kind of pet they have, and to tell the story of how their pets became a part of their family. If anyone on your staff has any rescue pets, invite them to share photos of their animals, along with the story of how they were adopted.

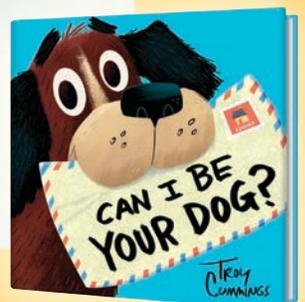


AS YOU READ

As you read the story, ask your audience if they think that this house will be Arfy's new home. What do they think of the responses Arfy is receiving? Will Arfy ever find a home? Who in the audience would love to give Arfy a home?

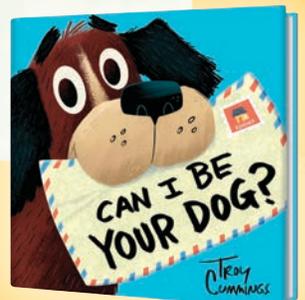
END THE STORYTIME

End your storytime on an upbeat note! Encourage your audience to cheer for Arfy—he's finally found his fur-ever home! Invite them to complete the activities in this storytime brochure.



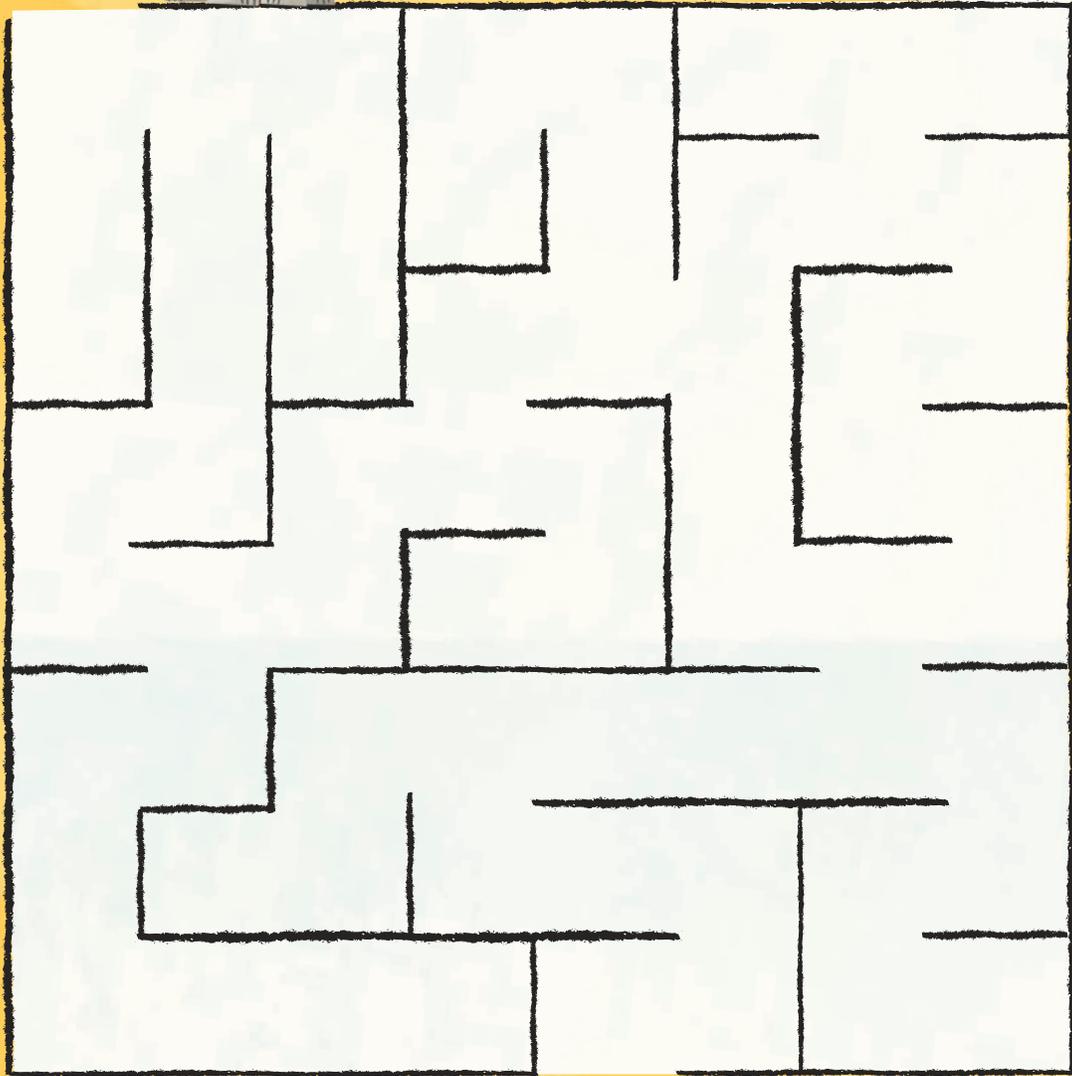
DRAW A PICTURE OF YOUR PET!

Bring it home and show it to them—they will love it!

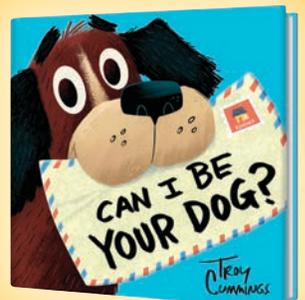


HELP ARFY FIND HIS PERSON!

START



FINISH



HELP EVERYTHING FIND ITS HOME!

Draw a line from the item on the left side to the home it belongs in on the right!



Cat in tree



Giblets



Firetruck



Arfy



Junk yard cars



Butcher shop



Firehouse



Yellow house



Junk yard house



Mail lady

