



THE SIGN ON ROSIE'S DOOR

BY MAURICE SENDAK

ABOUT THE BOOK

Fans of Maurice Sendak's Caldecott Medal-winning *Where the Wild Things Are* will love *The Sign on Rosie's Door*—the book that inspired the Broadway musical *Really Rosie*, with music by Carole King!

There was a sign on Rosie's door that said, "If you want to know a secret, knock three times." One day, Kathy, Rosie's good friend, knocks three times and learns the secret—that Rosie is no longer Rosie but Alinda, the lovely lady singer. What follows is the story of real children, playing as only children know how.



STORYTIME ACTIVITIES

- **IT'S A SIGN:** Rosie hangs a sign on her front door that captures her friend's attention. Ask the children to design a special sign for their door. It can be for their classroom, their home, or their bedroom. Discuss ideas for their sign. What might it say? Why? Have children write their message in pencil, trace over the letters in color, and then decorate the sign.
- **YOU'VE GOT TALENT:** Rosie and her friends put on a show that includes singing and dancing. Plan a group talent show with the children. Discuss how everyone has some kind of talent and then brainstorm a list of suggestions for the show. Ideas might include singing, magic tricks, drawing, dancing, gymnastics, and other skills. Have the children present their special talent to the rest of the group, perhaps inviting parents to attend as well.
- **DRESS FOR SUCCESS:** Rosie dresses up as Alinda, the famous singer. Lenny dresses up as a firefighter. Discuss what the children might want to be when they grow up. Ask them to think about what they would wear for this career. Have children draw a picture of themselves dressed for the job. Or, ask the children to put together a costume at home and bring it in to share with the group. Have the other children guess what career their friends have chosen based on their clothing.
- **THE NAME OF THE GAME:** The children in this story play many pretend games. Ask the children what games they like to play with their friends. Have them share their favorite ideas and play some games in small groups. Then, as a group, make up a new game to play.
- **PUFF PETS:** Rosie has a cat named Buttermilk. Ask the children if they have pets at home, and if not, what pet they would like to have. Tell the children they will be making their own stuffed "puff pet" to take home and keep. Give the children a large piece of paper (12" x 18") and have them fold it in half. They should outline the shape of their pet and then color and draw in details such as whiskers, ears, teeth, fur, and claws. Then have them cut out the animal. Since the paper is folded, the children will be cutting two pieces of paper. Then they should take the back piece of paper and turn it over. Have the children draw the details that are on the back of the pet (e.g., fur, tail, back of the ears), then flip it over so it lines up with the front side. Help the children begin stapling the two pieces together around the edge. When they are more than half the way around, they should tear small pieces of newspaper to stuff between the two pieces. When it is filled and puffy, they should finish stapling around the edge. The children can now enjoy their stuffed "puff pet"! As an extension, the children can write about their pet, naming it and explaining how they would care for it, or describing an adventure they might have with their new pet.

