

Anne

The Animated Series

EDUCATOR'S
GUIDE
EPISODE #24





A BETTER MOUSETRAP – EPISODE #24

Avonlea is being overrun by mice. Anne and Diana regret that Felix must join them in their school assignment that addresses Avonlea’s growing mouse problem. In time, however, Anne comes to see Felix’s value, and allow him to contribute, thus saving the day.

Learning Objective

When cooperating, everyone’s input matters, but nobody’s wishes are more important than another’s. The following activities are fundamental to:

Social and Emotional Skill Development

Critical Thinking/Problem Solving Skill Development

Talking About the Episode

Working together isn’t as easy as it sounds when Anne and Diana dismiss a team member’s contributions. Through this episode, audiences will learn to consider the ramifications of rejecting someone out of hand. By listening to the “smaller voices” among them, but when Felix’s’ idea is an impressive one, and their own is failing, they come to recognize he has much to offer.

Before watching the episode *A Better Mousetrap*, talk with the children about cooperation and teamwork. Set the stage for the episode by asking questions, such as:

- Let’s talk about choosing teams. When are you are part of choosing teams? Answers may include playing soccer, video games, basketball, school study teams, etc. How do you feel when the teams are being chosen?
- How do you think it feels to not be chosen or wanted for a team?
- Can teamwork help you solve a problem? How? What is the benefit of working together?

Building a Better Mousetrap

Just like the episode, have the children work together in small groups to create an invention! Develop a concept



A BETTER MOUSETRAP – EPISODE #24 (CONTINUED)

that is relative to your classroom or their community: i.e. an hydro electric machine if you're near water, a machine that cleans the cafeteria and saves the school money, a robot to help with classroom chores, etc.

Work with the children to manage the aspects of project development: the brainstorming, the research, the planning, the sketching and the building of a model. Set aside one day to talk or write about the social aspects of working together.

To Catch a Mouse

Have children create their own mousetraps! Simple rules could include:

1. Traps should be children's' ideas, even if they need help with cutting materials and assembly.
2. No real mousetraps or parts of mousetraps.
3. No real food in the traps.
4. NO REAL MICE!!!

Play the board game: Mouse Trap!

Suggested Storybooks

- *Whose Mouse are You?* by Robert Kraus
- *Noisy Nora* by Rosemary Wells
- *Mouse Paint* by Ellen Stoll Walsh
- *Eeny Meeny Miney Mouse* by G. Pascoe and S. Williams

After reading one of the storybooks, make mice. Give children walnut shells that have been halved. Paint them with silver or gray paint (paint markers work well, too). Use gray felt circles for eyes and pipe cleaner for a tail. Place a marble under each walnut shell and watch the mice scampered across a hard surface (with a bit of push, of course). Encourage children to use an inclined plane to race two or three mice against each!