

IF YOU GIVE A MOUSE A LIBRARY CARD

(Characters Created By Laura Numeroff)

If you give a mouse a library card, he'll want a pile of books to go with it. While he's looking, he'll find a book about the moon. That will make him want to build a rocket. First your mouse will make a macaroni prototype to test if it's free from danger. The macaroni prototype will make him want some macaroni and cheese. He will scurry inside and microwave some gooey macaroni noodles. While he's scooping up the last of his snack, it will occur to him that he need to get some food for the journey. Your mouse will want to make some moon pies. He'll want to find a baking show on TV to learn how. While he's capriciously clicking the remote, he'll find a show about cowboys.

He will jump from the couch and disappear into the craft cupboard. After wrecking the shelves, he'll find some thread, a needle, a scrap from a pair of old jeans, a pair of scissors, and some brown fabric. Before you know it, your kitchen will be as messy as a toddler with a package of glitter, but your mouse will look so snazzy in his new overalls and 10 teaspoon hat, that all the cows would just stare at him indolently instead of trying not to get lassoed. Then he will want to play cowboys, so you'll have to make him a yellow yarn lasso and set up some of your plastic sheep and cows. After running around and lassoing sheep and cows for a while, he'll want to get a snack. So you'll get him some cheddar cheese and animal crackers.

The animal crackers will remind him of the zoo. He'll grab his camera and your hand while dragging you to your bike. After arriving at the zoo, he will set off to the aquarium. After snapping a few photos of the turtles, sharks, starfish, and jellyfish, he will want to visit the monkey exhibit.

When he sees the monkeys it will remind him of Able and Miss Baker, the first monkeys in space... and if your mouse thinks of monkeys in space, he will want to go to the library to check out a book on space monkeys. And if he wants to go to the library, chances are, he will need to take his library card. The moral of the story is: If you give a mouse a library card, you will give him the gift of learning.

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