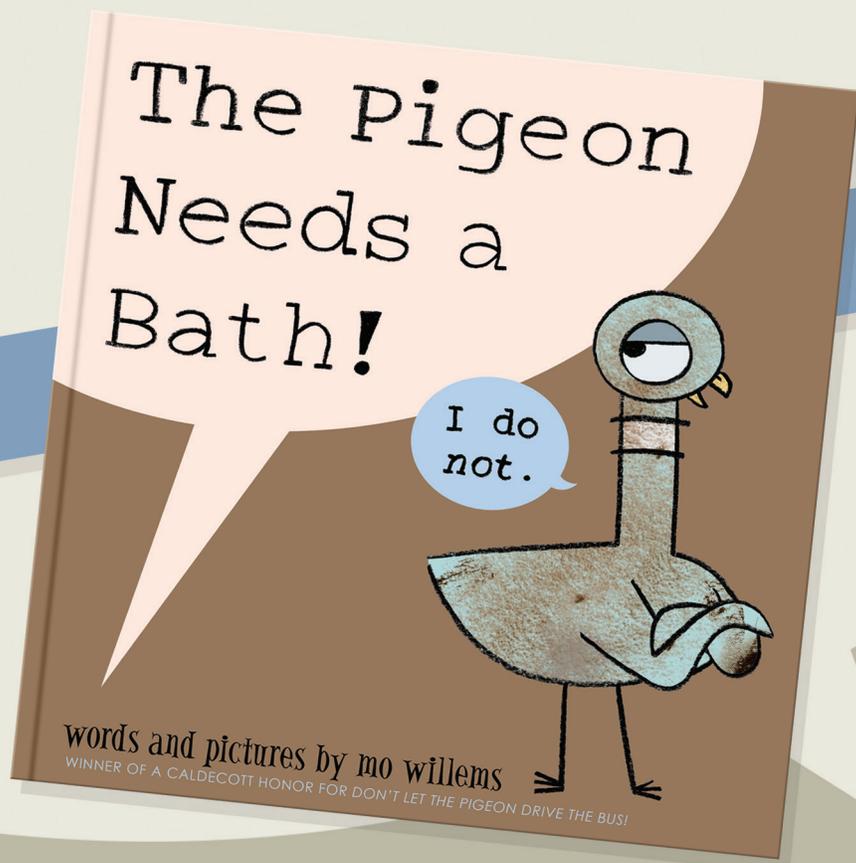


This spring, forget April showers . . . it's **BATH** time!

NEW from New York Times best-selling author
MO WILLEMS
ON SALE 4.1.14!



ACTIVITY KIT!

Hello,

Great to see you! You look like someone who can REALLY spot dirt. Have you noticed that the Pigeon is dirty? Really, REALLY dirty? You saw under his wings, right? And between his toes? Yikes! Oh, and the smell . . . Wow. It's pretty bad.

The Pigeon needs a bath. But the Pigeon doesn't think so. In fact, he thinks YOU might need a bath!

I could use some help getting him to take the plunge. We've got a tub full of games and activities to try. C'mon! Let's show the Pigeon all the good clean fun he's missing.

Thanks!
See you soon,
The Bus Driver

P.S.: For extra fun stuff
from **Mo Willems**,
visit
www.pigeonpresents.com.

Art © Mo Willems

PigeonPresents.com

We want to hear how your event went! E-mail holly.nagel@disney.com to share any comments or photos from your *Pigeon Needs a Bath!* event.

Prepare a Perfect Party and Make a Huge Splash!

Get your attendees into the Pigeon party spirit with the following games and activities celebrating the release of *The Pigeon Needs a Bath!*

➔ Host a Bath Time Boogie

You'll need: a selection of prizes, a basket, numbered pieces of paper, and large numbered squares (quantity dependent on game participants). Draw bathtubs on each of the large squares.

The Bath Time Boogie is played like musical chairs, with participants moving from tub to tub until the music stops. (However, unlike musical chairs, no one is eliminated when the music stops.)

HOW TO PLAY

Depending on the number of party attendees, organize participants into groups of 10 to 20 for each round of the Bath Time Boogie. Begin by having each player stand on one of the numbered squares.

Play music and instruct participants to “splash” from square to square. When the music stops, each participant should stop on a numbered square.

Pull a numbered piece of paper from the basket. The person standing on the corresponding numbered square gets to select a bath-themed prize.

Give all the other players a smaller bath-themed prize and then organize a new round.

➔ Bath Time Hokey Pokey Game

Using the Hokey Pokey as a model, this well-loved chant is a great way to get party participants up and moving.

Prizes: rubber ducks

HOW TO PLAY

Start the song with “Dunk your right hand in, dunk your right hand out. Dunk your right hand in, and shake it all about. Do the Bath Time Hokey, Pokey, and dry yourself off. That’s what it’s all about.” Keep going with left hand, right foot, left foot, etc.

Encourage the fun by offering prizes for the best “washers”—the more exaggerated they get, the better.

➔ Dirty, Dirty Pigeon

If your party space allows, play a few rounds of Dirty, Dirty, Pigeon. This racing-chasing game is guaranteed fun for clean and dirty pigeons alike.

HOW TO PLAY

All the children except one sit in a circle facing one another. The remaining person goes around the circle, tapping each child gently on the head and saying “dirty.”

When the tapper says “pigeon,” the child whose head was just touched jumps up and chases the tapper around the circle.

The tapper in turn tries to get all the way back to the pigeon’s spot without getting tagged by the pigeon. If the tapper succeeds, the pigeon becomes the new tapper and the game continues. But if the pigeon catches the tapper, the tapper continues his or her walk around the circle.

➔ Scrub the Pigeon Game

In this elimination game, very similar to hot potato, players try to avoid being the last one left holding the bath time loofah.

You'll need: a soft loofah

HOW TO PLAY

Everyone sits in a circle except for the “caller.”

The caller closes his or her eyes, and the rest of the players pass around the loofah.

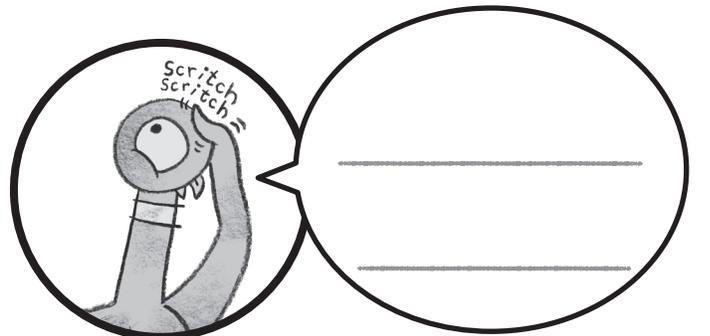
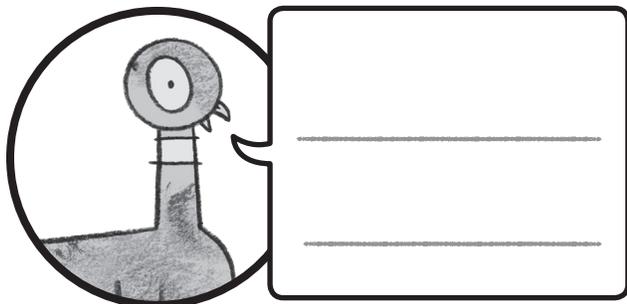
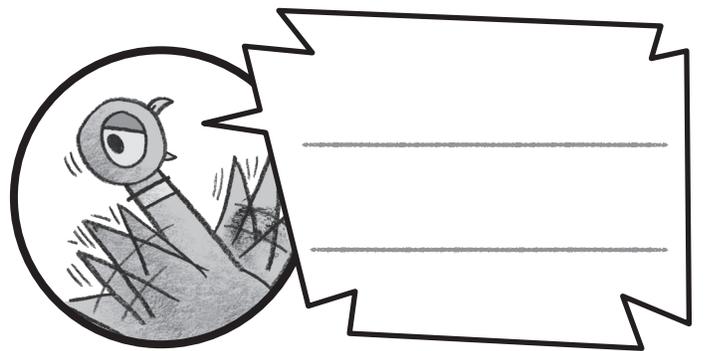
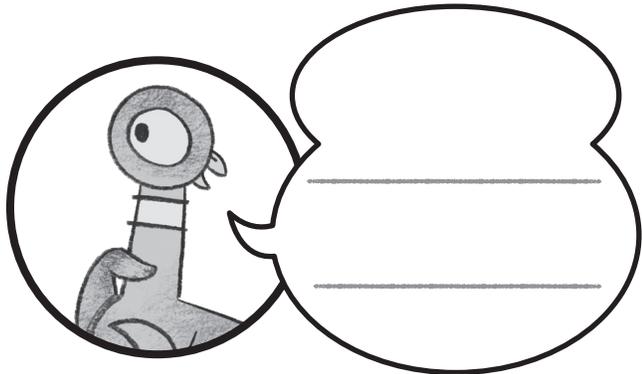
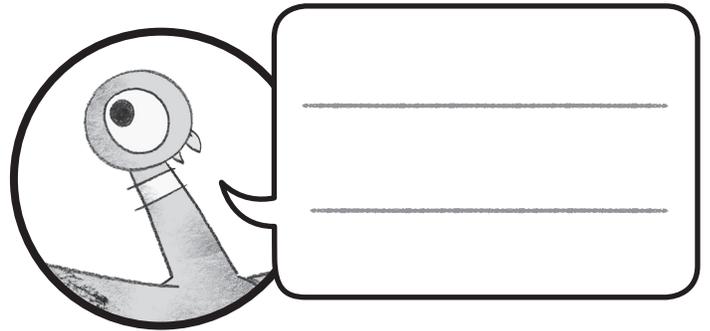
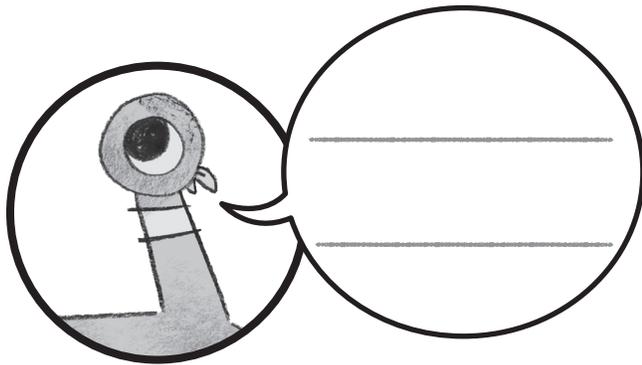
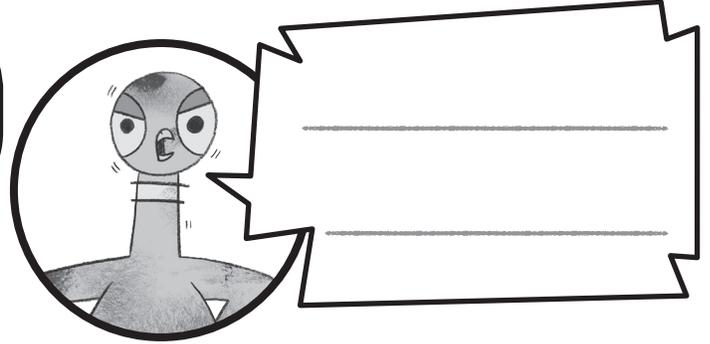
When the caller calls “Stop!” whoever has the loofah leaves the circle — which is incentive for the players to pass the loofah along as far as they can (it’s also why you want to use a small, soft loofah).

The game is over when only one person is left. The surviving player becomes the caller in the next game.



Bath Time? No, Thanks!

Help the Pigeon come up with reasons to avoid taking a bath.
Fill in the balloons with the best excuses you have for avoiding the bath.
All excuses are good excuses!



Splish Splash—It's Time for the Pigeon to Take a Bath!

Use the following questions and activity to get ready for
The Pigeon Needs a Bath!

1. The Pigeon likes to drive the bus, eat hot dogs, and stay up late. What do you like to do?
2. How do you react when you are asked to do something you *really* don't want to do?
3. When was the last time you did something you didn't want to but ended up really enjoying yourself?
4. Why is it important to take a bath?

➡ FILL THE TUB! ⬅

Use a crayon or a pencil to draw the things you like to take into the bathtub with you.
Can you fill the entire tub?

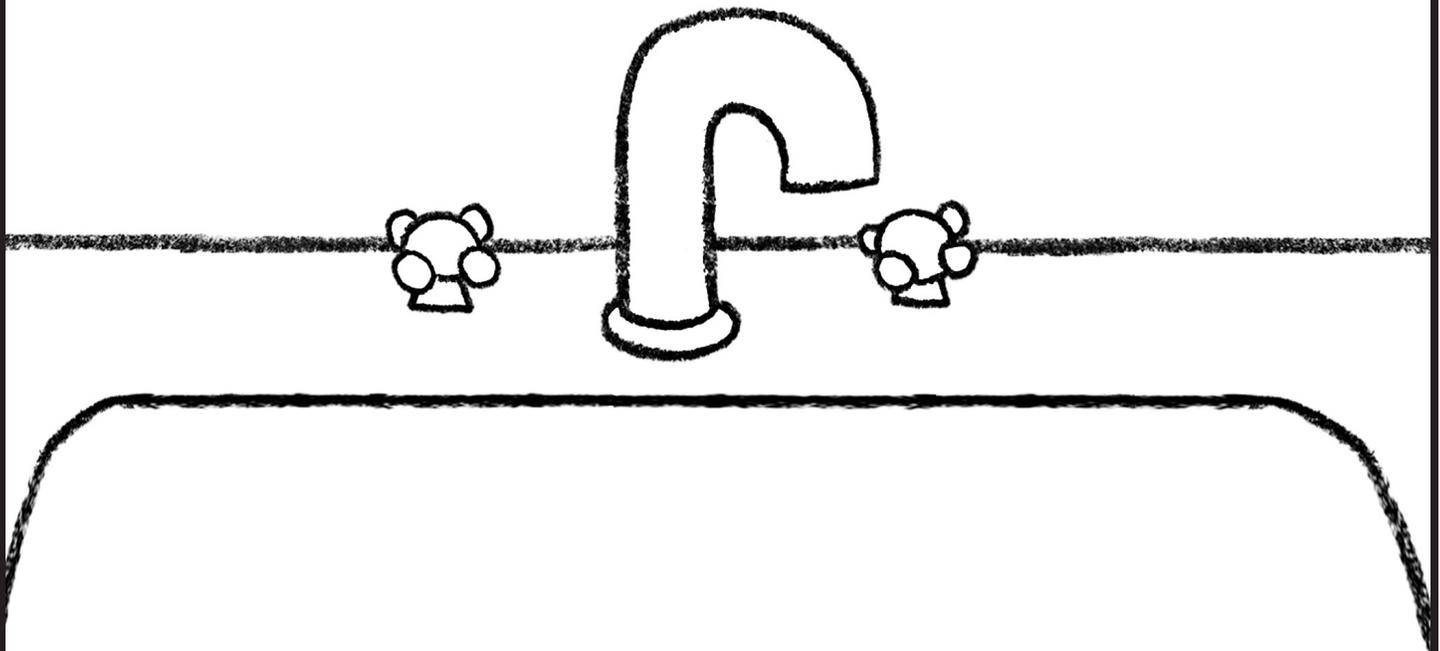




Photo Credit: MARTY UMANS

Mo Willems

a number one *New York Times* best-selling author and illustrator, has been awarded a Caldecott Honor on three occasions (for *Don't Let the Pigeon Drive the Bus!*, *Knuffle Bunny: A Cautionary Tale*, and *Knuffle Bunny Too: A Case of Mistaken Identity*). *Don't Let the Pigeon Drive the Bus!* was also an inaugural inductee into the Indies Choice Picture Book Hall of Fame. And his celebrated Elephant & Piggie early reader series has been awarded two Theodor Seuss Geisel Medals (for *There Is a Bird on Your Head!* and *Are You Ready to Play Outside?*) and three Geisel Honors (for *We Are in a Book!*, *I Broke My Trunk!*, and *Let's Go for a Drive!*). Other favorites include *The Duckling Gets a Cookie!?* and *Leonardo, the Terrible Monster*.



Don't Let the Pigeon Drive the Bus!
978-0-7868-1988-1
\$15.99



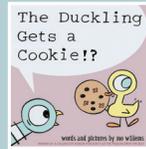
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It's a BUSLOAD of Pigeon Books!
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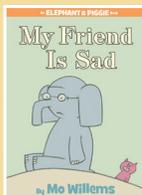


Don't Let the Pigeon Run This App!
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Mo... On the Go!
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Art © Mo Willems



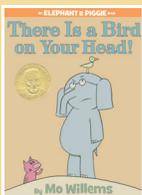
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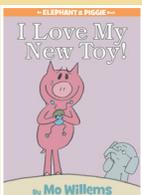
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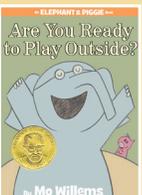
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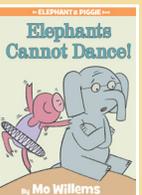
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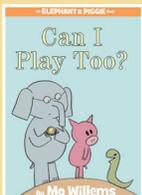
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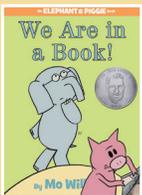
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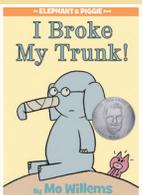
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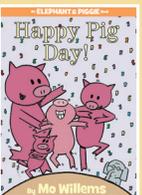
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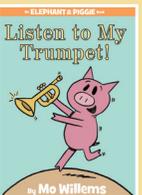
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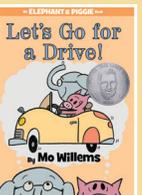
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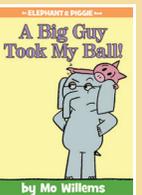
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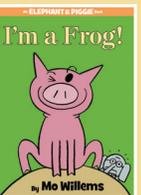
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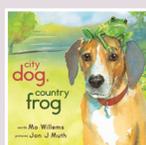
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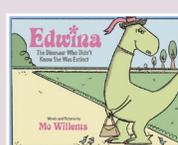
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