

Name _____



Circular Fun

Have you ever noticed how some stories seem to loop back to where they started? If *You Take a Mouse to School* by Laura Numeroff is one of those stories! It follows a little mouse who goes on a big adventure to school with a boy. The funny part? Every time Mouse does one thing, it leads to something else—until the story circles back to the beginning.

At first, the boy takes Mouse to school. But Mouse, being Mouse, gets curious. He wants to see what's in the boy's lunchbox. That makes him want a sandwich, which reminds him that he'll need a notebook to write about it. Of course, if he has a notebook, he'll need pencils. And if he has pencils, he'll want to draw a picture. Before you know it, Mouse is building a whole project!

Each thing leads to another in a way that feels both natural and surprising. That's what makes the story so fun! The circular pattern builds excitement. Readers can't wait to see what Mouse will do next, even though they have a feeling they know where things might end up.

This structure also adds humor. Just when it seems like Mouse has done everything possible, the boy realizes—uh oh! Mouse wants to go back home. But wait! What if he sees his lunchbox again? The story cleverly brings readers back to the beginning, making them laugh at how everything repeats.

This looping effect makes the book extra engaging. It's satisfying because the ending connects right back to the start, making it feel complete. Plus, kids love guessing what might happen next. Even though they know the pattern, the way the story unfolds keeps it fresh and exciting.

So, why does the circular structure make *If You Take a Mouse to School* so enjoyable? It's because it creates a rhythm that feels natural, adds humor, and keeps readers engaged. It turns a simple story into a fun adventure—one that always leaves readers wondering, "What will Mouse do next?"