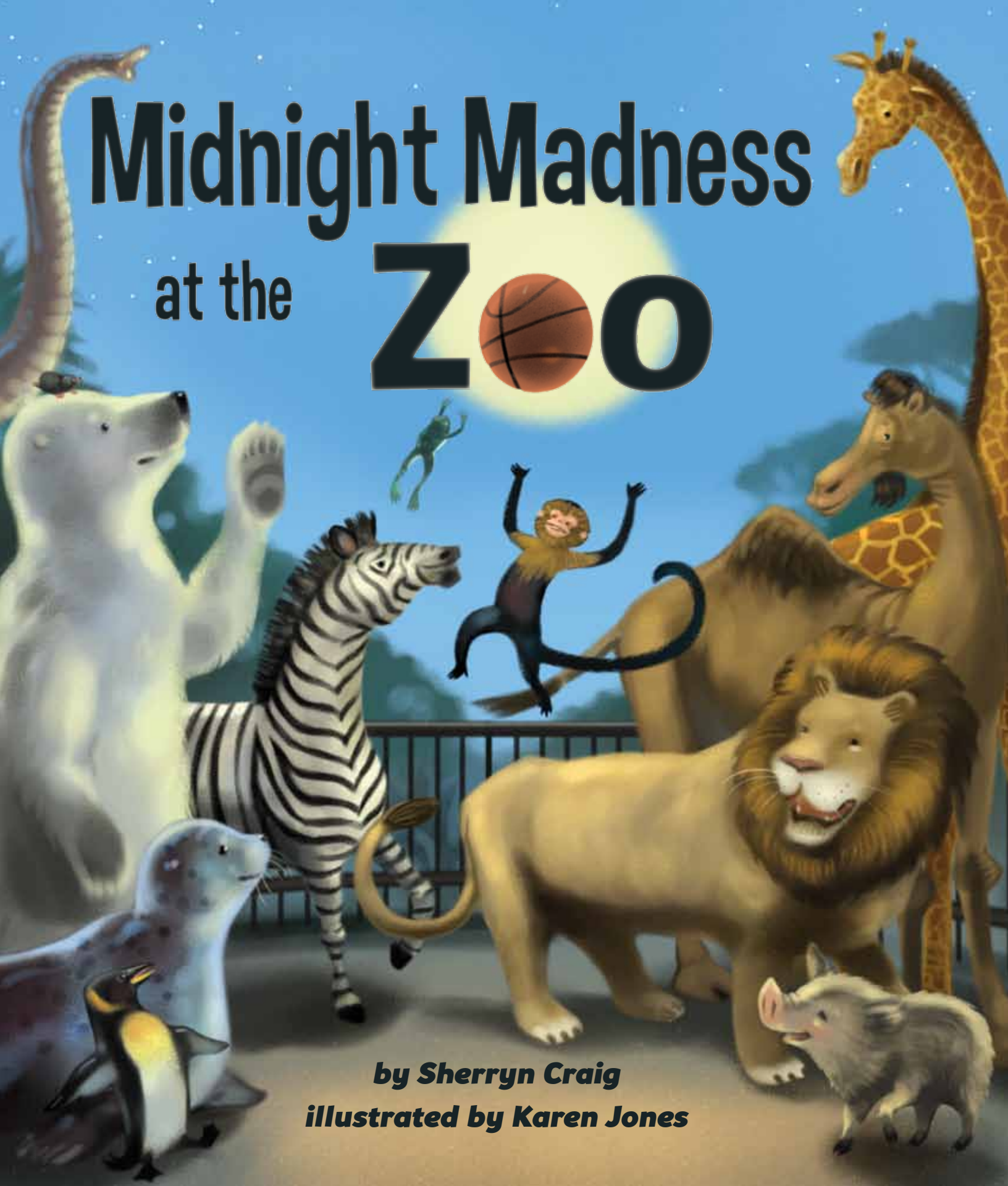


Midnight Madness

at the

ZOO



by Sherryn Craig

illustrated by Karen Jones

Midnight Madness at the Zoo

The bustle of the crowd is waning and the zoo is quieting for the night. The polar bear picks up the ball and dribbles onto the court; the nightly game begins. A frog jumps up to play one-on-one and then a penguin waddles in to join the team. Count along as the game grows with the addition of each new animal and the field of players builds to ten. Three zebras serve as referees and keep the clock because this game must be over before the zookeeper makes her rounds.

Animals in the book include: camel, elephant, frog, giraffe, lion, mole, monkey, penguin, pig, polar bear, seal, and zebra.

It's so much more than a picture book . . . this book is specifically designed to be both a fun-to-read story and a launch pad for discussions and learning. We encourage adults to do the activities with the young children in their lives both at home and in the classroom. Free online resources and support at www.ArbordalePublishing.com include:

- For Creative Minds as seen in the book (in English & Spanish):
 - Basketball Vocabulary
 - Ten in the Game
 - Make it Count
 - STEM Activity: Build a Basketball Hoop
 - Endangered Zoo Animals
- Teaching Activities (to do at home or school):
 - Reading Questions
 - Language Arts
 - Science
 - Math
 - Geography
 - Coloring Pages
- Interactive Quizzes: Reading Comprehension, For Creative Minds, and Math Word Problems
- English and Spanish Audiobooks
- Related Websites
- Aligned to State and Core Standards
- Accelerated Reader and Reading Counts! Quizzes
- Lexile and Fountas & Pinnell Reading Levels

Ebooks with Auto-Flip, Auto-Read, and selectable English and Spanish text and audio are available for purchase online.

Thanks to Bambi Godkin, Education Manager at Mill Mountain Zoo, for reviewing the accuracy of the zoo and conservation information, and to Derrick Pearson, sportscaster, for reviewing the basketball information in this book.



Author **Sherryn Craig** says that writing is like exercise—it's important to stretch the creative muscles daily. A family love for basketball combined with a trip to their local zoo provided the inspiration for her debut picture book, *Midnight Madness at the Zoo*. Sherryn lives in Virginia with her husband and two children. Visit her website at www.sherryncraig.com.

Award-winning illustrator **Karen Jones** (formerly Karen Lee) began her career as a storyboard artist and editorial illustrator but it wasn't until she had children of her own that she discovered her true artistic passion: children's illustration. In addition to *Midnight Madness at the Zoo*, Karen has illustrated *One Odd Day, My Even Day* and *My Half Day* for Arbordale. She has also written and illustrated *ABC Safari*. Karen and her family live outside of Raleigh, NC. Karen's children join her on many research trips to museums, zoos and aquariums—a tough job, but someone has to do it! Visit her website at www.karenjonesillustration.com.



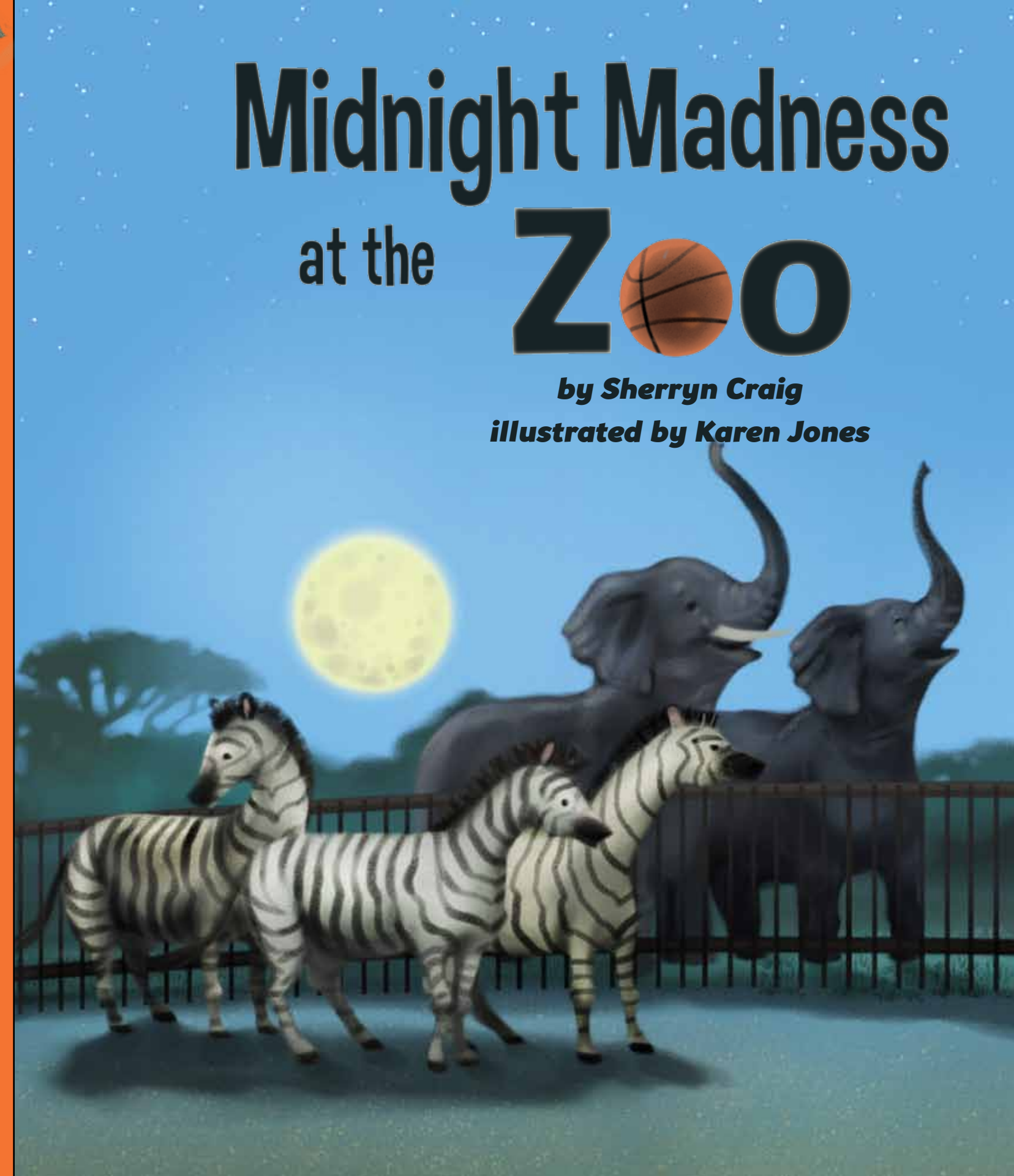
Sherryn Craig



Karen Jones

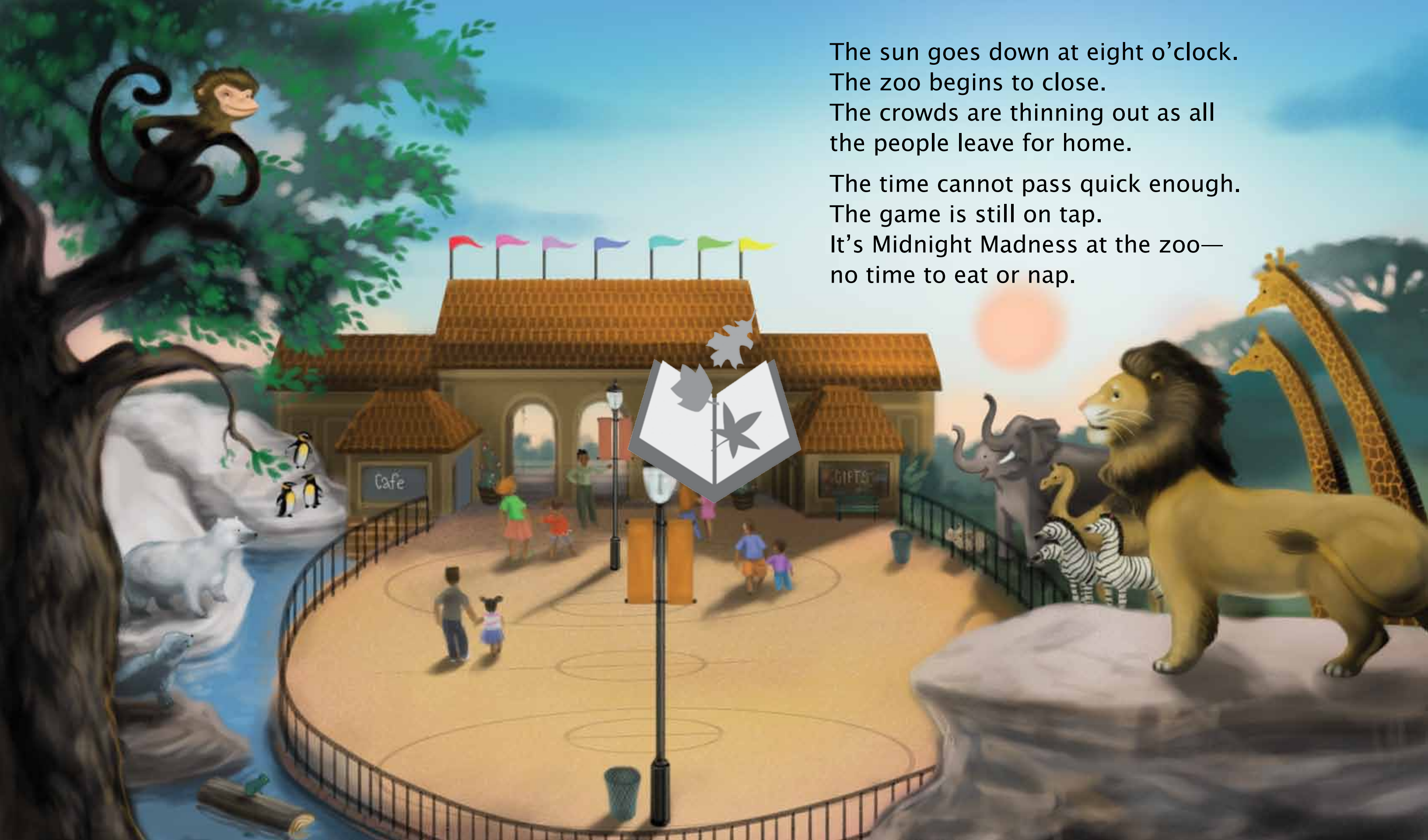
Midnight Madness at the Zoo

by **Sherryn Craig**
illustrated by **Karen Jones**



The sun goes down at eight o'clock.
The zoo begins to close.
The crowds are thinning out as all
the people leave for home.

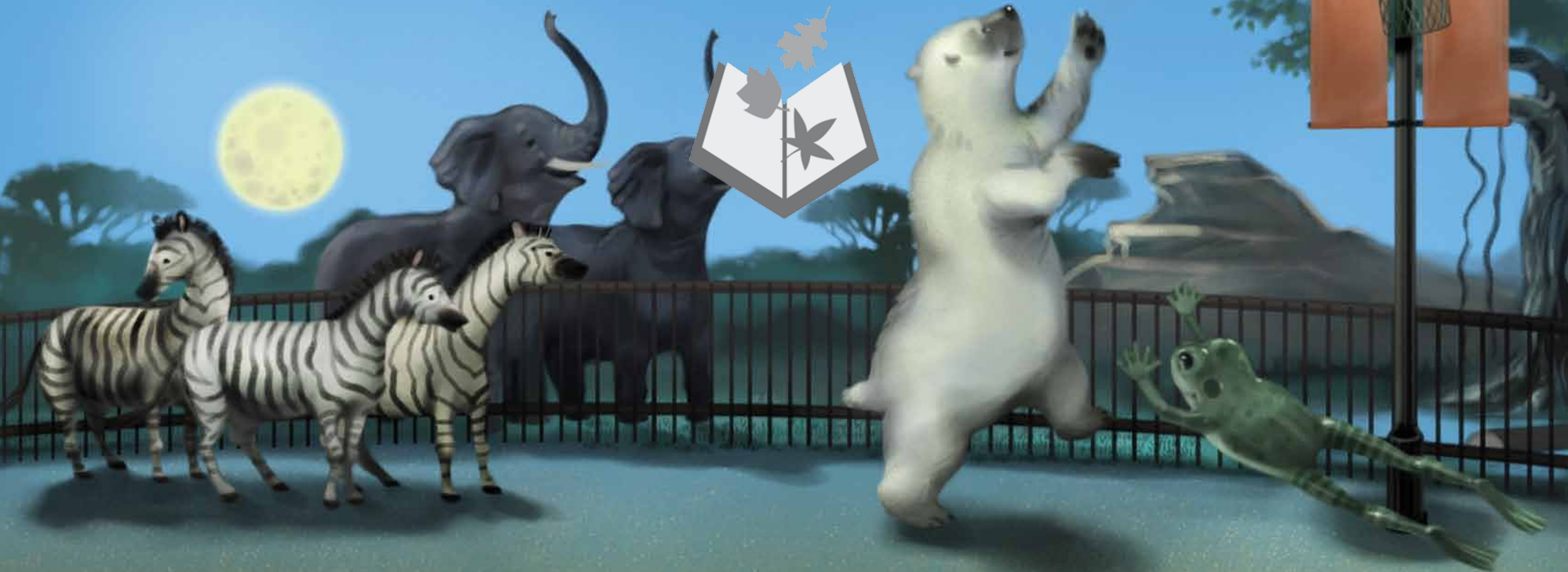
The time cannot pass quick enough.
The game is still on tap.
It's Midnight Madness at the zoo—
no time to eat or nap.



The animals must warm up first
before they can roam free.
Some new officials take their place:
three zebras referee.

The trumpet of the elephants
calls players from their pens.
But for a game of basketball,
they'll need a group of ten.

One polar bear will start things off.
He dribbles back and forth.
He makes a couple layups when
a frog hops on the court.



Two players stay close to the net.
They play some one-on-one.
Just then a penguin darts inside—
her waddle's now a run.





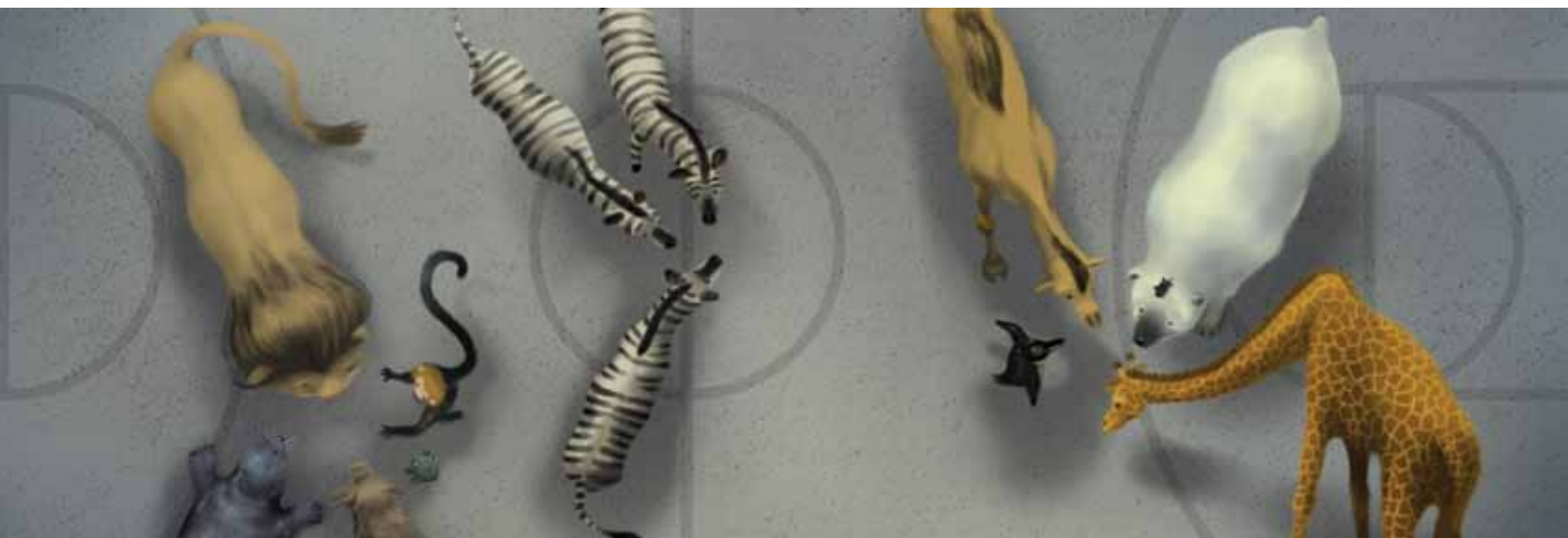
Three ballers hustle down the lane.
They're going two-on-one.
Here comes a monkey swinging down
to join in all the fun.

For Creative Minds

This For Creative Minds educational section contains activities to engage children in learning while making it fun at the same time. The activities build on the underlying subjects introduced in the story. While older children may be able to do these activities on their own, we encourage adults to work with the young children in their lives. Even if the adults have long forgotten or never learned this information, they can still work through the activities and be experts in their children's eyes! Exposure to these concepts at a young age helps to build a strong foundation for easier comprehension later in life. This section may be photocopied or printed from our website by the owner of this book for educational, non-commercial uses. Cross-curricular teaching activities for use at home or in the classroom, interactive quizzes, and more are available online. Go to www.ArbordalePublishing.com and click on the book's cover to explore all the links.

Basketball Vocabulary

- alley oop:** a player catches the ball in mid-air and dunks it
- block:** to knock the ball away from the basket
- defense:** the team without the basketball that tries to stop the other team from scoring
- dribble:** to bounce the basketball while walking or running on the basketball court
- foul:** when someone breaks the rules
- layup:** to shoot the ball into the basket from close up
- make a jam:** to jump up and throw (dunk) the ball straight down through the hoop
- offense:** the team with the basketball
- open the spread:** when the winning team scores more points to increase their lead
- out of bounds:** outside the basketball court
- playing the zone:** when a defensive player guards one area of the court
- referee:** a judge who makes sure both teams play by the rules
- score:** to win points
- shoot:** to aim and throw the ball toward the basket
- shoot a three:** to win three points with a single shot
- steal:** to take the ball away from another player
- take up the press:** to guard the offense the entire length of the basketball court



Ten in the Game

With ten players, there are many ways to divide up into two teams. Match each team on the left with a team on the right so that the two teams add up to ten players in the game.

5

4

8

9

6

5

3

7



1

2

Answers: 5+5, 8+2, 6+4, 3+7, 1+9

Make it Count

In each of the scoreboards below, one team is winning (has the most points). How many points would the losing team need to score in order to tie the game (have the same number of points)?

A	 15	 23	B	 24	 22	C	 18	 12
D	 30	 27	E	 05	 08	F	 28	 21
G	 40	 30	H	 18	 21	I	 2	 5
J	 7	 3	K	 48	 23	L	 15	 17
M	 14	 8	N	 2	 6	O	 0	 5

Answers: A-8. B-2. C-4. D-3. E-3. F-7. G-10. H-8. I-3. J-4. K-20. L-2. M-6. N-4. O-5.

STEM Activity: Build a Basketball Hoop

Build a basketball hoop for yourself and your friends. Before you get started, plan out what you want to do. Think about what you want your basketball hoop to be like and what materials or tools you will need to build it.

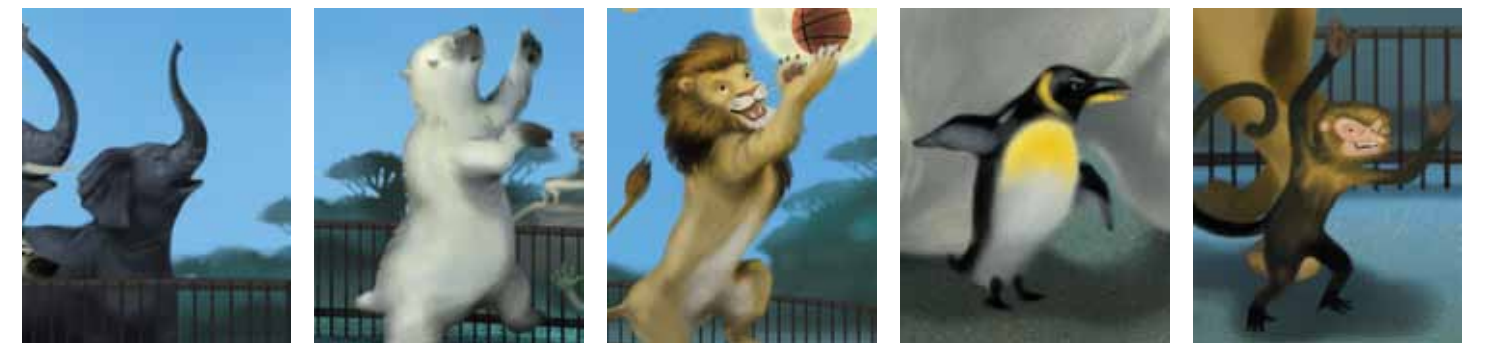
- How big does the net have to be for the ball to pass through?
- What will you use for the net?
- How high off the ground do you want the net to be?
- What will you use to hold the net off the ground?
- How will you attach the net to its support?
- Do you want a backboard so you can bounce a ball into the net?
- What will you use for a backboard?
- How will you attach the backboard?
- Do you think your hoop could wobble or tip over if you bounce a ball off the backboard or against the net?
- How can you make your hoop sturdy enough to withstand the force of a ball hitting it?



Once you have planned your basketball hoop, gather your materials and tools. Be sure to check with an adult about any tools you need and use proper safety precautions. As you are working, you might find that something you planned doesn't work the way you wanted it to or you might think of a different way to meet your goal. It is okay to stop, think, and change your plans along the way.

Endangered Zoo Animals

Zoos are a place for people to see and learn about animals from all around the world. But they are also a place where people help animals that are in trouble. When an animal species is **endangered**, it means there are very few of those animals left in the world. Many of the animals in this story are endangered: elephants, polar bears, lions, and some species of penguins and monkeys.



Without help from people, these animals may disappear forever (become **extinct**). Zoos help endangered animals. This is called **conservation**. Zoos teach people about endangered animals and how humans can help them.



My coach . . . my cheerleader . . . my mom—Patricia Supon—for always believing in me. I love you!—SC

For Carter and Sydney—my heart and my soul.—KJ

Thanks to Bambi Godkin, Education Manager at Mill Mountain Zoo, for reviewing the accuracy of the zoo and conservation information, and to Derrick Pearson, sportscaster, for reviewing the basketball information in this book.

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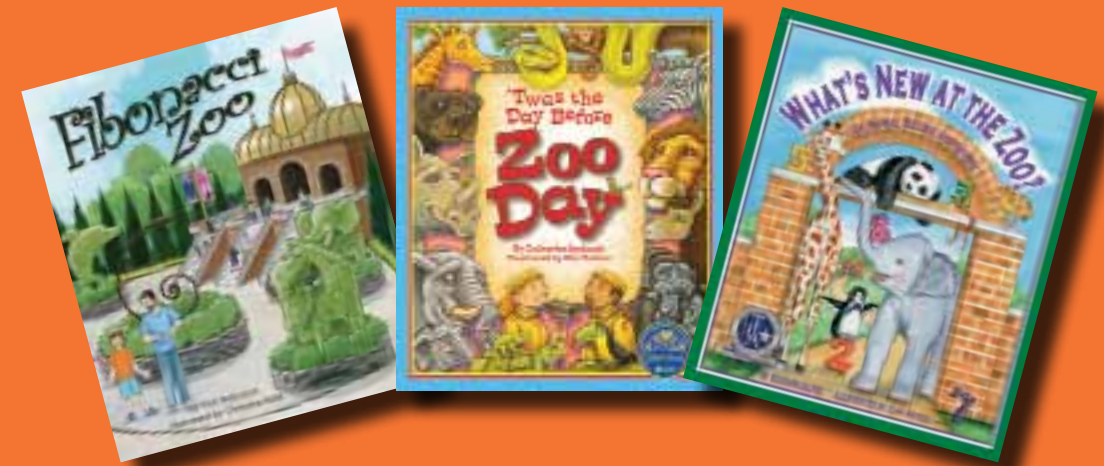
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