



If you give a mouse a cookie, he'll ask for a glass of milk. When you give him the milk, he'll probably ask you for a straw. When he's finished he'll ask for a napkin. Then he will want to take a look in a mirror to make sure he doesn't have a milk mustache. When he looks into the mirror, he might notice his hair needs a trim. So he will probably ask for a pair of nail scissors. When he's finished giving himself a trim, he'll want a broom to sweep up. He'll start sweeping. He might get carried away and sweep every room in the house. He may even end up washing the floors as well! When he's done, he'll probably want to take a nap. You will have to fix a little box for him with a blanket and a pillow. He'll crawl in, make himself comfortable and fluff the pillow a few times. He'll probably ask you to read him a story. So you'll read him one from one of your books, and he'll ask to see the pictures. When he looks at the pictures, he'll get so excited he'll want to draw one of his own. He'll ask for paper and crayons. He'll draw a picture. When the picture is finished, he'll want to sign his name with a pen. Then he'll want to hang his picture on your refrigerator, which means he will need scotch tape. He'll hang up his drawing and stand back to look at it. Looking at the refrigerator will remind him that he's thirsty so, he'll ask for a glass of milk. And chances are if he asks for a glass of milk, he's going to want a cookie to go with it.

**Work with a partner to come up with your own story. Model your story after *If you Give a Mouse a Cookie* by writing a first conditional sentence. The end of your first sentence will be the idea used for the beginning of your next first conditional sentence. Include at least seven first conditional sentences in your story. Your final sentence must match back up with the first line of your story.**

First sentence: If you give a(n) \_\_\_\_\_ a(n) \_\_\_\_\_.....