Paw Prints

Make copies of the paw prints below, and with an adult's help, cut them out and attach them to the floor to map out your special Rupert dance routine.
So many dances, so little time! Use the spinner below to help you determine which dance moves to perform.

To assemble the spinner:
Cut out the arrow below and punch a hole through the bottom of it.
Cut out the spinner, and punch a hole through the center.
Place the arrow on top of the spinner, aligning the holes, and connect using a paper fastener.

Spin the arrow, and try the dance move that it lands on.
First, try them one at a time, then put them all together for one great groove!
Freeze Dance Game

1. Play your favorite song and let the whole group free dance.
2. Then, when the dancers least expect it, pause the music.
3. When the music stops, everyone has to freeze like Rupert does when Mandy catches him in her dancing shoes! If a player moves, he or she has to sit down.
4. When the music starts up again, the remaining players continue dancing.
5. Keep pausing and starting the music until there’s only one dancer left!

Dancing Cat Word Search

Help Mandy find words about Rupert and dancing!

Find the words from the bank and circle them in the letters below.

Dance    Cat    Meow    Spin    Tail    Jump

Z Q W M F W S P I N Y X I
Y F E I B S E F E G T Z L
T O T A N X B D C H R G Y
I U V A D A N C E J E F G
N T B X I J J B V U W M M
R N G V I L I N B K X P E
E P T C Y I O J U M P D O
T L Y J A I U O M P E V W
E D J K R T Y P U I B G N

RUPERT CAN DANCE
by Jules Feiffer | Michael di Capua Books | Farrar Straus Giroux | mackids.com
Mandy needs your help finding Rupert under the bed. Using a crayon or marker, trace the correct line that she should follow.