Midnight Madness at the Zoo

by Sherryn Craig
illustrated by Karen Jones
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
  - Basketball Vocabulary
  - Ten in the Game
  - Make A Count
  - STEM Activity: Build a Basketball Hoop
  - Endangered Zoo Animals
- Teaching Activities (to do at home or school):
  - Reading Questions
  - Language Arts
  - Science
- 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.
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.
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.

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

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Cataloging Information is available through the Library of Congress:
9781628557305 English hardcover ISBN
9781628557374 English paperback ISBN
9781628557442 Spanish paperback ISBN
9781628557510 English eBook downloadable ISBN
9781628557589 Spanish eBook downloadable ISBN
Interactive, read-aloud eBook featuring selectable English (9781628557657) and Spanish (9781628557725) text and audio (web and iPad/tablet based) ISBN
Translated into Spanish: Locura de medianoche en el zoológico
Lexile® Level: AD 510
key phrases: add/subtract, anthropomorphic, counting, math: general, rhythm or rhyme

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Manufactured in China, December 2015
This product conforms to CPSIA 2008
First Printing
Arbordale Publishing
Mt. Pleasant, SC 29464
www.ArbordalePublishing.com

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