"Jingle All The Way" is an Interactive Storybook in the Interactive Storybook & Story Buddy line from Hallmark Cards, Inc.

"Jingle All The Way" is a tale of a loveable, obedient pup who wants nothing more than a place to call home for the holidays. You can download the app for free at:  http://itunes.apple.com/us/app/jingle-all-the-way/id400534148?mt=8

Here are some activities that you can do with this iPad/iPhone story app:

**COMPREHENSION:**
After viewing/reading the story app, students can answer the following comprehension questions:

1) Where did the story take place at the beginning?  *(Pineville Elementary)*

2) What did Jingle expect to happen every day when the school bell rang?  *(kids would come out and give him attention and affection)*

3) Where did Jingle live at the beginning of the story?  Where did Jingle live at the end of the story?  *(Jingle did not have a home at the beginning of the story.  At the end, he lived with his new owner, Andrew)*

4) Why did Jingle go to the Toy Store?  *(to see if he could find some kids)*

5) Why was the Toy Store closed?  *(because it was Christmas)*

6) Where did Jingle find a place to sleep?  *(a green sack belonging to Santa)*

7) Who was the man who took Jingle and the green sack?  *(Santa Claus)*
8) What month did the story take place? (*December*) How did you know that?

9) How did Santa know that Jingle should live with Andrew? (*Andrew wrote him a letter wishing for a dog for Christmas*)

10) What do you think Jingle will do next Christmas? (*live with Andrew’s family*)

**ORAL NARRATIVE SKILLS:**

There are 10 screen shot pictures from the story here (*sorry for the glare on some of them*). You can cut these out and use them for sequence and re-telling the story.
JINGLE PREPOSITION CARDS: (behind, above, in, under, between, on, away, beneath, upside down, next to). You can print two of these cards and play a memory game.
Guess Who? Jingle Game

You will need:

- 3 color copies of the graphic below.
- Bingo or poker chips (to cover spaces)

Print 3 copies of this graphic. Cut the cards out for one copy. You play this game similar to the "Guess Who" board game, for 2 players. Give each player a gameboard. Have each player choose a Jingle card from a pile. The player should look at the card and place it out of sight from his/her partner. Each player takes turns asking questions with the phrase, "Does your Jingle have _____" (i.e. a sled? ...yellow hat? ...blue ornament?, etc. As different pictures are ruled out - each player should place a bingo or poker chip to cover the space until players have a final guess of which "Jingle" picture they have.