**AUTHOR:**

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On a walk, Sylvester finds a magical pebble that grants wishes. When startled by a lion he makes a wish that has unexpected outcomes.

**Ages:** 4 to 10 years

**Interest Level:**

Preschool to 5th Grade

**ATOS Reading Level:**

4.0

**Lexile:** AD780L

**ISBN:** 9781416902065

**Copyright:** 1969

**Genre:** Fiction

**Classification:** Picture Story Book

# Sylvester and the Magic Pebble

**What will Sylvester wish for?**

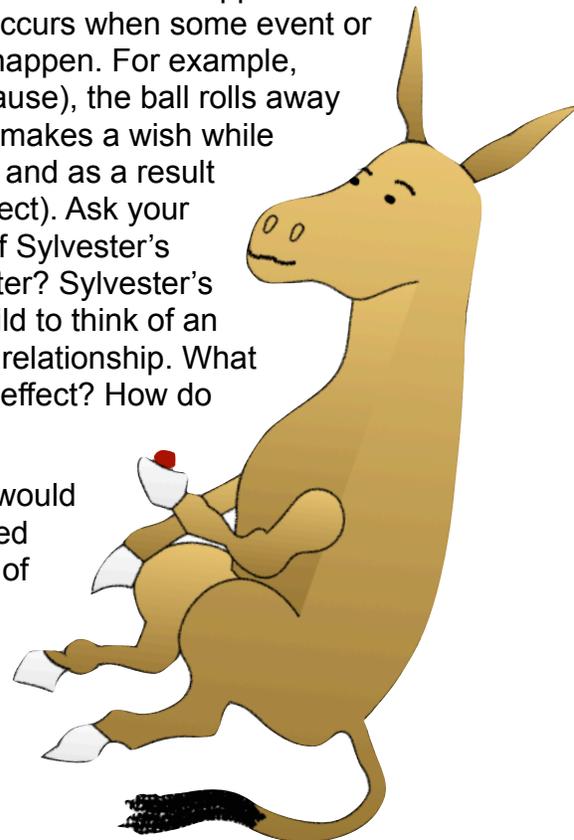
**Topics:** time, patterns, cause and effect

**Math Connections:** *Sylvester and the Magic Pebble* can be used to talk about the passage of time and cause and effect.

After reading, talk about the amount of time that passes in the story. Ask your child to estimate how long Sylvester was a rock and how they came up with their estimate. Prompt them to think about the different seasons that are illustrated in the story and during which season(s) Sylvester was a rock? Talk about the amount of time that passes during each season and the patterns that we see happen each year. Can they estimate the number of months that passed when Sylvester was a rock? Go back through the story, are there other signs, patterns, or information that shows time has passed?

Talk with your child about cause and effect. The cause is why something happened and the effect is what happened. A cause and effect relationship occurs when some event or action makes something else happen. For example, when your child kicks a ball (cause), the ball rolls away (effect). In the book, Sylvester makes a wish while holding the pebble (the cause) and as a result he changes into a rock (the effect). Ask your child to talk about the effects of Sylvester's wish. How did it impact Sylvester? Sylvester's parents? the lion? Ask your child to think of an example of a cause and effect relationship. What was the cause? What was the effect? How do they know?

Ask your child what wish they would make if they found a magical red pebble. Ask what the outcome of that wish could be. What unexpected outcomes do you think could happen?



**Extension Questions:**

1. How many seasons are shown in the book? Do any seasons repeat? How do you know?
2. How did Sylvester turn into a rock? Do you think this could really happen? Why or Why not?
3. What is something that you could do in one minute? What would take at least an hour to complete? What would require a week to finish? What would require at least a year to complete?

<b>Vocabulary for Building Math Concepts</b>	billion, down, guessed, hundred, less, mile, one, shape
<b>Vocabulary for Extending Math Concepts</b>	cause and effect, patterns, time
<b>Vocabulary for Reading Comprehension</b>	alfalfa, bewildered, ceased, extraordinary, gratified, inquiring, perplexed, remarkable, shiver, soothe

**Early Math Project Resources:**

Domino Knock Down: <https://bit.ly/3wprfll> (English)

Spanish Version Coming Soon!

**Online Resources:**

Cause & Effect information and Activities From Children's Library Lady: <http://bit.ly/3mqnFaZ>

Activities about the four seasons from Buggy and Buddy: <http://bit.ly/34krpEH>

**Spanish Title:** Silvestre y la Piedrecita Mágica

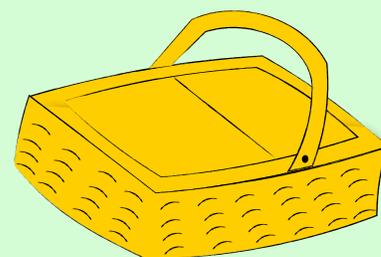
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**Copyright:** 1990

**Also available in:** Chinese

**Related Books:** *A House for Hermit Crab* by Eric Carle; *Press Here* by Herve Tullet

**Find this book at your local library:** <https://www.worldcat.org/title/sylvester-and-the-magic-pebble/oclc/945057138?referer=br&ht=edition>



## EARLY MATH PROJECT LITERATURE REVIEW

Age Level	Related Preschool Foundations and CA State Standards
Preschool/ TK	Preschool Learning Foundations <a href="https://bit.ly/34vEeN3">https://bit.ly/34vEeN3</a>
Preschool/ TK	<b>Algebra and Functions 2.0</b> Children begin to recognize simple, repeating patterns. <b>2.1</b> Begin to identify or recognize a simple repeating pattern.
Grades K-3	California Common Core State Math Standards <a href="https://bit.ly/31No7bP">https://bit.ly/31No7bP</a>
Kindergarten	<b>Math Practice2</b> Reason abstractly and quantitatively.
Grade 1	<b>Measurement and Data 1.MD.3</b> Tell and write time.
Grade 2	<b>Measurement and Data 2.MD.7</b> Work with time and money.
Grade 3	<b>Measurement and Data 3.MD.1</b> Solve problems involving measurement and estimation of intervals of time, liquid volumes, and masses of objects.