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הוֹצָאָה: עופר
Age Group: **Preschool (3-5)**

כְּלָלִי

Family Activities

- In our story there are things that don't fit into place, things that are ridiculous and the opposite of what one expects. You can thumb through the pages together, examining the illustrations and discovering these things.
- The children can draw pictures of the grandfather, grandson and the donkey and paste them onto the backs of small magnets. The three characters are invited to set out on a "journey" on the refrigerator door or any oother metal surface. They can take turns, sometimes galloping and sometimes being carried.
- Instead of riding on the donkey, the grandfather and the grandson carry the donkey on their shoulders! Select an object, and use it in a different way than for what it was originally intended. Place a number of household objects with which the children are familiar in a box. Each participant takes out an object and uses it in a way that is different from its intended use.
- Who can keep a straight face? Each person in turn tells the next one: "My donkey, hee-haw," and tries to get him to laugh. Continue saying this back and forth, faster and faster, until one of you bursts out laughing.
- Grandmother waits at home for Grandfather and the grandson. When they return, she is sure to ask them, "How was your journey?" You and your child can be the grandson and grandfather, and explain in your own words what happened

on the way to the city.
- Share funny stories with your child. Think back to funny events that happened to you and share stories from the family lore. Be sure to explain the difference between "laughing at someone" and "laughing with someone"!

Sofma'asehbimachshavatechila (Think before you act)

"Sofma'asehbimachshavatechila" or, "Think before you act," is an expression taken from the Shabbat hymn "LechaDodi" that Rabbi ShlomoAlkabetz wrote in France about 400 years ago. The hymn tells of G-d's creating the world in six days with the thought that the Sabbath will arrive at the end of the week and will be the height of the creation.

A person who knows where he wants to go will have an easier time getting there. Is it possible to adopt every suggestion we are offered? How do we know which suggestion is the right one for us?

- When a donkey knows the path he will not stray from it. This is how he brings his rider to his destination in the safest way. Together you're your child, look at the expression on the donkey's face throughout the story. What, in your opinion, does he feel on hearing all the advice he receives?
- Each person who passes by gives the grandfather and the grandson advice, and the two become very confused. At the end of the day Grandfather says, "We can't please everyone." You can discuss with your child: Who knows us well? Whose advice should we accept? Whose opinion should influence us the least? When should we stand up for our rights and not be drawn into something we know is wrong, on the advice of others?
- Sometimes we feel that what others say is more important than our own inner sense of right and wrong. This is a good opportunity to help your children develop their self-esteem and trust their instincts. The absurd ending of the story illustrates with humor the price of going along with others without giving thought to one's own beliefs.
- From start to finish: Using toy figurines, you can plan the route of Grandfather, grandson and the donkey with your child. Place pieces of Lego, blocks, or even pillows throughout the room. Before setting out, consider the route together, from the planning stage until the completion of the journey, and move the characters along the way from the stable to the city gate and back home again.