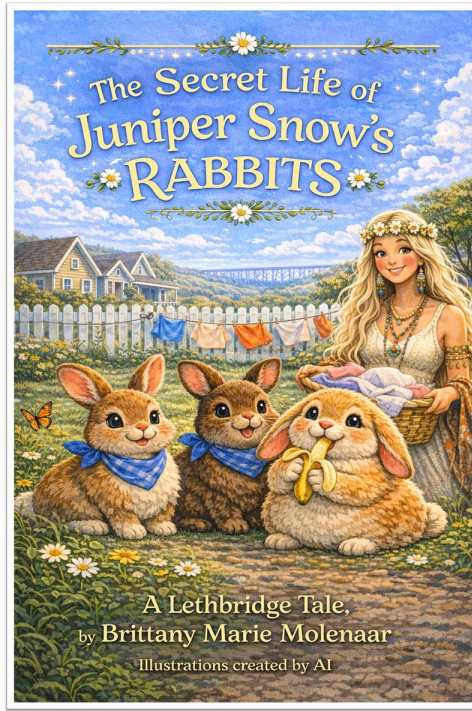


**EASY-READER EDITION**

**Emergent Reader · Pre-Kindergarten – Kindergarten**



**The Midnight Munchers & Crunch & Thunder**

*A story from "The Secret Life of Juniper Snow's Rabbits" · A Lethbridge Tale*

Original story & illustrations by Brittany Marie Molenaar

## How to use this reader

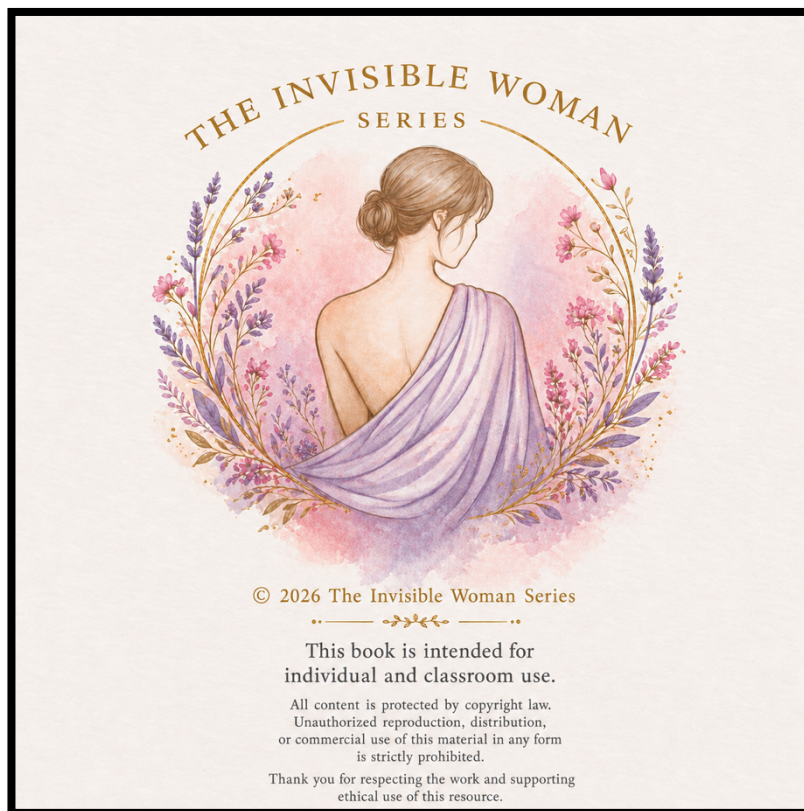
This is an easy-reader retelling of the original story, levelled for emergent readers (Pre-Kindergarten – Kindergarten). The artwork and the storyline are unchanged — only the words have been simplified to suit the reading level.

Read the words printed under each picture together. The pictures still carry the original art, so point to them as you read.

Every page has a yellow “Sound check” box. These build phonemic awareness — the sounds inside bigger words — which the new Alberta English Language Arts and Literature curriculum emphasizes in the early grades.

At the back, you’ll find Key Words, the characters’ Secret Code Names, talk-about-it questions, and quick sound games — all matched to this level.

*Curriculum not aligned to the Alberta English Language Arts & Literature (2022), organizing ideas for Phonics & Word Knowledge, Phonological Awareness, Vocabulary, Fluency, and Comprehension.*



## SCENE 1



1

The sun is up. It is a new day.  
The rabbits wake up.  
All is calm. All is well.  
"Time to count," said a rabbit.  
"One, two, three, four."  
Wait!  
One, two, three...  
The yard froze.

**Sound check — First** sounds: Mopsy starts with /m/. Clap an-i-mals — 3 claps!

## SCENE 2



2

The yard froze.  
A rabbit ran in fast circles. The cat sat up.  
Not again!  
Yes she did!  
They all looked at the dirt.  
A hole! Mopsy's hole.  
"That bad bunny!"

**Sound check** — Rhyme time: froze rhymes with nose. Clap cir-cle — 2 claps.



### SCENE 3



3

Night came.  
The team got ready.

**Sound check** — Moon has two o's: /oo/. Say m-oo-n.

## SCENE 4



4

"We know where she went," said a rabbit.

"To Pebbles!"

All went quiet.

"Go in. Get her. Go out."

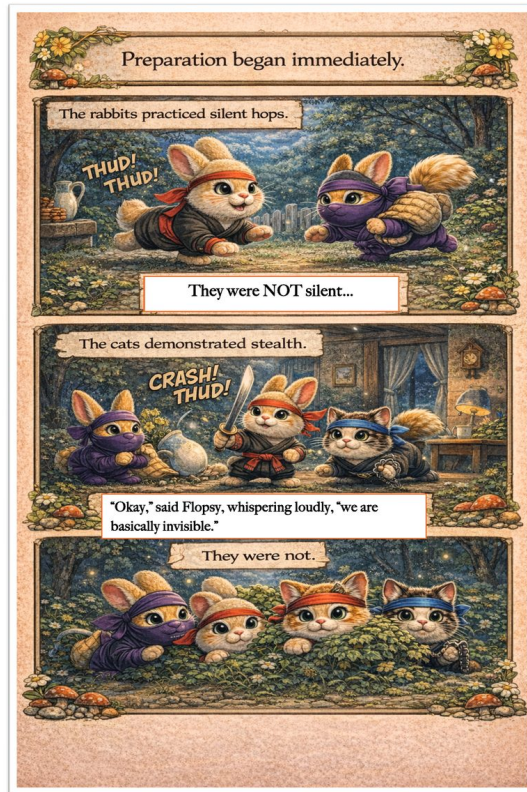
We go home fast.

"Home for supper," one said.

That part felt big.

**Sound check** — Clap sup-per-time — 3 claps.

## SCENE 5

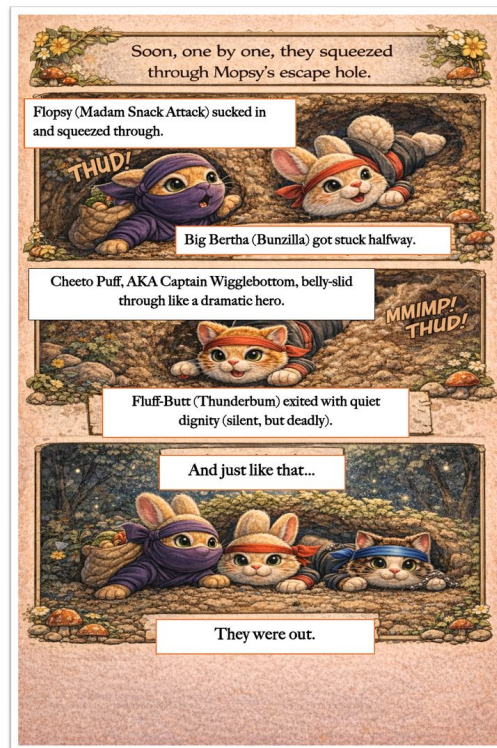


5

They got ready fast.  
The rabbits hop.  
They were loud!  
The cats sneak.  
"We can't be seen," said Flopsy.  
They were not.

**Sound check** — Clap in-vis-i-ble — 4 claps!

## SCENE 6



6

One by one, they went in the hole.  
Flopsy went in.  
Big Bertha got stuck.  
Cheeto slid in.  
Fluff-Butt went last.  
And just like that...  
They were out!

**Sound check** — squeeze starts with a blend: /s/ + /k/. Say s-squeeze.



## SCENE 7



7

The yard looked big and wild.  
They crept on the grass.  
A dog barked!  
They ran from water.  
"It is so loud!" one said.

**Sound check** — sprinkler starts with /spr/. Say spr-ink-ler.

## SCENE 8



8

They got to Pebbles' house.

They got low.

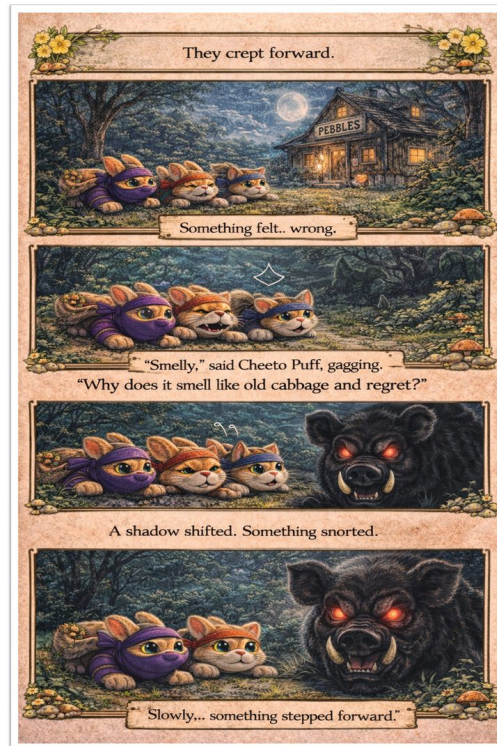
"Ninja time!" said Flopsy.

"Fast job," said one. "In and out."

"...home for supper."

**Sound check** — First sound: Pebbles starts with /p/. Find a /p/ thing.

## SCENE 9



9

They went on.  
Something was wrong.  
"Yuck!" said Cheeto.  
"It smells so bad!"  
A shadow moved. Snort!  
Something stepped out.

**Sound check** — shadow starts with /sh/. Say sh-sh-shadow.

## SCENE 10



10

"That is not Pebbles!"

It is not a dog!

It lifted its head.

"Not Pebbles," he said.

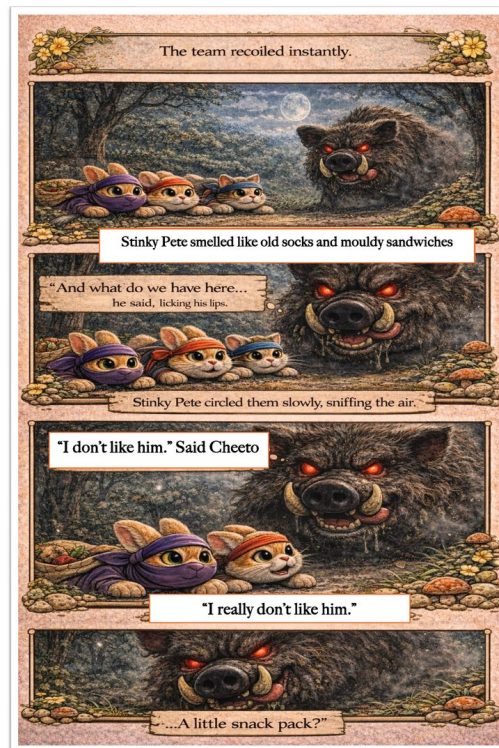
A pause.

"It is Stinky Pete!"

**Sound check** — muddy has two d's. Say mud-dy.



## SCENE 11



11

They jumped back.  
He smelled like old socks.  
"What is this?" he said.  
He walked around them.  
"I don't like him," said Cheeto.  
"Not one bit!"  
"A little snack?"

**Sound check** — Clap sand-wich-es — 3 claps.

## SCENE 12



12

No one moved. Then—

They jumped back.

"Uh oh..."

"I want a snack, not to BE one!"

"What is this?"

"Run! Ninja run!"

RUN!

**Sound check** — retreat starts with /r/. Say r-r-retreat.

### SCENE 13



13

They all ran! Rabbits ran here and there. Cats ran up high. Stinky Pete ran too!

BAD PLAN!

"I am not supper!"

"Run! Ninja run!"

"We almost got eaten!" said Flopsy.

"That was not a save."

"Next time, I bring snacks!"

"We were the snack!" said Cheeto.

**Sound check — Clap** ter-ri-ble — 3 claps.

## SCENE 14



14

All quiet. Then— "Mopsy was not there!"

"Where is she?" said Fluff-Butt.

A pause.

THE FARM!

Another pause.

"The Gregory Farm."

**Sound check** — Clap Greg-or-y — 3 claps.



## SCENE 15



15

We must go to the farm.

"So far!"

"Miss-supper far!"

"Juniper will know!"

"I love Mopsy. I love supper too!"

No one spoke.

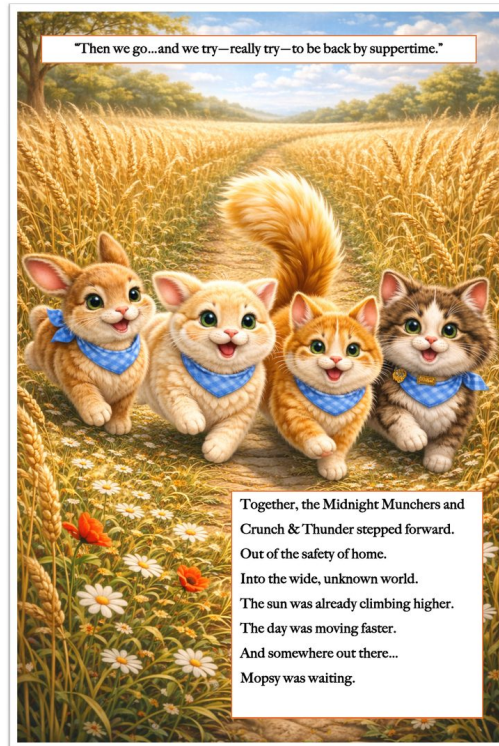
Mopsy would come for us.

A long pause.

They nod.

**Sound check** — Clap Ju-ni-per — 3 claps.

## SCENE 16



16

"Let's go. We will try to be home for supper."  
The friends stepped out. Out of the yard. Into  
the big world. The sun went up. Time went  
fast. Mopsy was out there. Mopsy was waiting.

**Sound check — climb** has a silent b! Say climb.

### SCENE 17



17

They walked to the Gregory Farm.  
They did not see the shapes in the wheat.  
They did not see the eyes.  
They got away from Stinky Pete.  
But supper time was far away.

***TO BE CONTINUED...***

**Sound check** — wheat starts with /w/ (wh). Say wheat.

## FOR GROWN-UPS &amp; YOUNG READERS

# Activity Pages

## Key Words to Know

| Word          | What it means                                     |
|---------------|---------------------------------------------------|
| <b>hop</b>    | to jump, the way a rabbit moves — starts with /h/ |
| <b>hole</b>   | a dug-out spot in the ground — starts with /h/    |
| <b>sniff</b>  | to smell with your nose — starts with /s/         |
| <b>quiet</b>  | not loud                                          |
| <b>supper</b> | the meal you eat at night                         |

## Secret Code Names

*The rabbits are the Midnight Munchers. The cats are Crunch & Thunder.*

| Animal             | Code name                                 |
|--------------------|-------------------------------------------|
| <b>Flopsy</b>      | Madam Snack Attack                        |
| <b>Big Bertha</b>  | Bunzilla                                  |
| <b>Cheeto Puff</b> | Captain Wigglebottom                      |
| <b>Fluff-Butt</b>  | Thunderbum                                |
| <b>Mopsy</b>       | the runaway bunny they are trying to save |
| <b>Stinky Pete</b> | the smelly stranger who is NOT Pebbles    |



## Let's Talk About It

*Talk about these together. There are no wrong answers — go back to the pictures for clues.*

1. Who is missing at the start of the story? (Mopsy!)
2. Where did Mopsy sneak out? (Point to the hole.)
3. Who does the team meet? Is he nice or scary?
4. How do the animals feel when they see Stinky Pete?
5. Point to your favourite animal. What is it doing?

## Play With Sounds

*Quick sound games to build phonemic awareness. Say them out loud!*

- Rhyme time: which words rhyme? hop /op/, hole /mole/, snack /back/. Now say a word that rhymes with cat.
- First sounds: Mopsy starts with /m/. Find three things in the room that start with /m/.
- Clap the names: Flop-sy (2), Bun-zil-la (3), Stin-ky Pete (3).