

ACTIVITY KIT

978-0-310-79382-3



THE MAGNIFICENT MISCHIEF OF TAD LINCOLN

BY
RAYMOND ARROYO

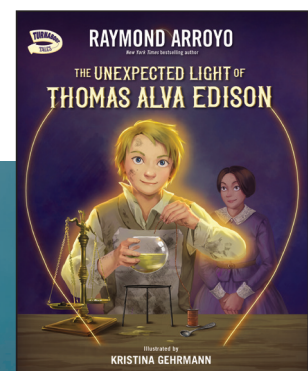
ILLUSTRATED BY
JACQUI DAVIS



FROM *New York Times* bestselling author and news anchor Raymond Arroyo comes a picture book biography about the relationship between Abraham Lincoln and his son Tad Lincoln, and the first formal pardoning of a Thanksgiving turkey.

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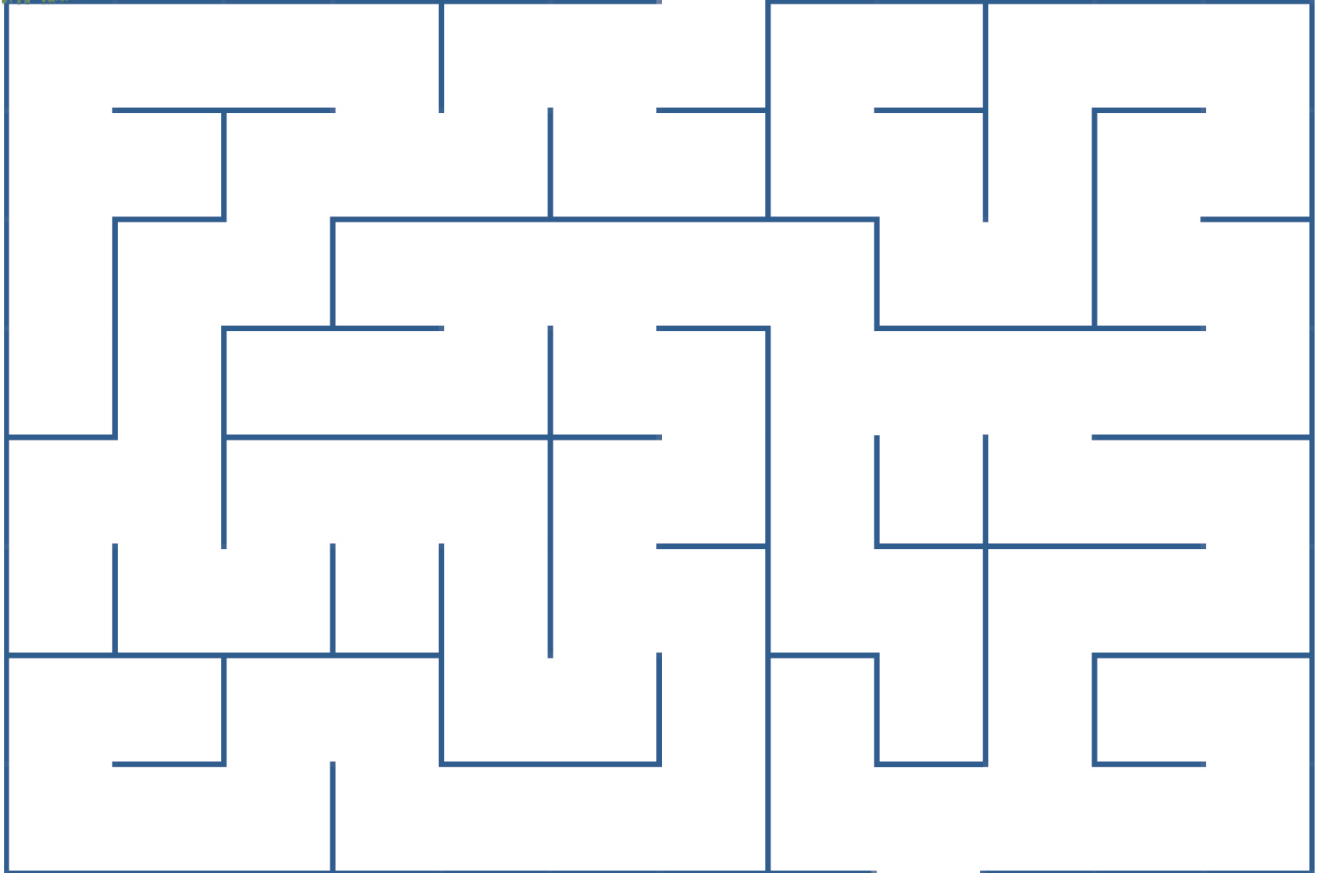
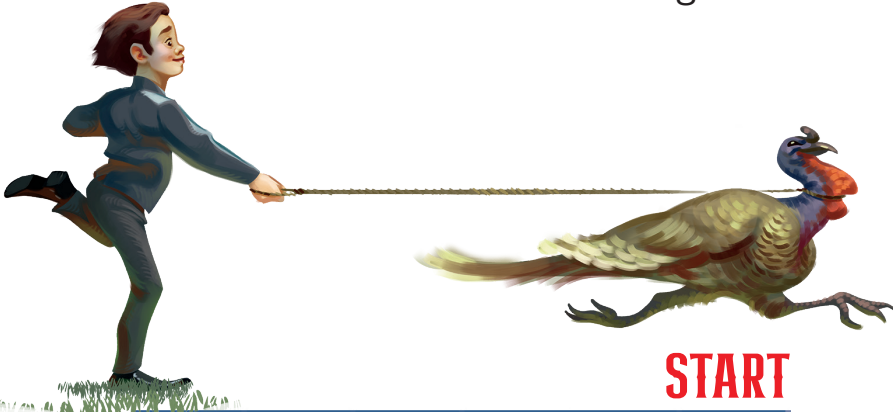
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Challenges Faced. Paths Changed. History Turned.

MAZE

The White House received a turkey to prepare for Thanksgiving dinner, but young Tad Lincoln loved the bird and named him Jack. Tad trained Jack to eat from his hand and took him for walks on a leash! Help Tad and Jack find their way through the maze.



FINISH



PUZZLE

Tad Lincoln was full of mischief and his parents loved the joy that he and his brother, Willie, brought to the White House. Tad would often hitch his goat, Nanko, to an overturned chair and race from room to room!

Cut out the picture along the yellow lines. Mix up the pieces and put the puzzle together again.



PRESIDENTIAL PARDON



Tad convinced his father, President Abraham Lincoln, to pardon Jack the turkey to save him from appearing on the family dinner table at Thanksgiving. Every November, the current U.S. president officially pardons a turkey at Thanksgiving, keeping Tad's legacy alive. Write a letter to the president stating why you think a turkey should or should not get a pardon this year.

A large, hand-drawn brown outline that forms a rectangular shape with slightly irregular, wavy edges, intended for writing a letter.

MATCHING GAME

Tad Lincoln's parents loved his mischievous spirit! Play a matching game by yourself or with a friend using these cards highlighting Tad's White House antics.

INSTRUCTIONS

Cut out the cards, then mix them up. Place them face down on a table or the floor, arranging them in rows. Players take turns turning over two cards. If the images don't match, the player replaces the cards face down where they came from, and the next

player takes a turn. When the images match, the player keeps the pair of cards and gets to choose two more cards. The player with the most cards at the end of the game wins! If you're playing by yourself, the set-up is the same, but see how quickly you can match all the pairs of cards!

