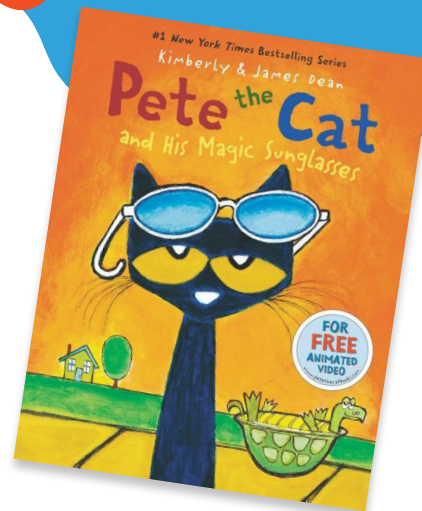




Pete the Cat and His Magic Sunglasses

- *Coloring with Pete the Cat!*
- *Groovy Door Hanger*
- *All Mixed Up!*
- *Marvelous Matching!*



AAC Implementation Tips for All Activities:

AAC Integration Strategies:

- Model vocabulary on the student's AAC device throughout all activities
- Pause and wait for student responses (10+ seconds)
- Use aided language input - select an icon on their device as you speak
- Honor all communication attempts, including approximations
- Repeat target words/phrases multiple times in natural contexts
- Focus on core words or phrases that can be used across multiple activities
- Use a variety of language functions during activities including requesting, commenting, protesting, sharing joy

Differentiation Ideas:

- For emerging communicators: Focus on single-word vocabulary (i.e. go, stop, more, colors)
- For expanding communicators: Target 2-3 word phrases (i.e. I want __, put on __)
- For advanced communicators: Practice full sentences and descriptive language
- For gestalt language processors: Incorporate phrases or gestalts that can be used in a variety of settings

For Virtual/Teletherapy Sessions:

- Prepare materials list for families ahead of time with common household alternatives
- Use screen share effectively for PowerPoint activities and videos
- Use household items for sensory activities (rice, beans, cotton balls)

©James Dean, 2025; Pete the Cat is a registered trademark of Pete the Cat, LLC, All rights reserved.

AbleNet

QuickTalker Freestyle
LET THE CONVERSATION BEGIN

Pete the Cat and His Magic Sunglasses

Author: Kimberly & James Dean

Target Vocabulary: happy, sad, grumpy, mad, angry, good, content, thankful, frustrated, sunglasses, magic, feel, better, look, help, friend, bright side

Target Phrases: “I feel blue.” “Put on the magic sunglasses!” “Look on the bright side.” “Feelin’ alright!” “Blue cat blues.”

Skills to Target During Book Reading

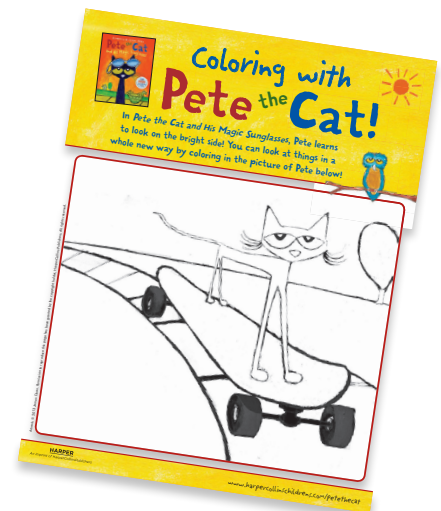
1. Identifying and labeling emotions
2. Perspective-taking (*How does Pete feel? How do his friends feel?*)
3. Cause and effect (*Why does Pete feel that way?*)
4. Yes/No and either/or questions
5. Self-regulation
6. Commenting and reacting

Coloring with Pete the Cat!

Activity Description: Coloring page of Pete on his skateboard wearing his magic sunglasses. Targets choice-making, requesting, and commenting using AAC.

Materials:

- **Pete the Cat and His Magic Sunglasses:** Coloring with Pete the Cat! Activity
- Crayons, markers, or colored pencils
- AAC device



Directions:

- Before coloring, discuss the picture that you see. Model: “Pete.” “skateboard.” “sunglasses.” “cool.” Expand to simple phrases such as: “Look at that, it’s a...” “There it is!”
- Offer color choices before each section and wait for the learner to communicate their preference: “blue or orange?” “I want...” “that one.” Give plenty of wait time and model on the device if needed.
- Model commenting throughout. Target: “I like that.” “more.” “done.” “looks good.” Follow the learner’s lead!
- When finished, talk about the picture together! Comment on colors, point out favorite parts, and model giving compliments on the device: “I like that.” “so cool.” “nice colors.” Try coloring your own picture at the same time so you can comment on each other’s work naturally.

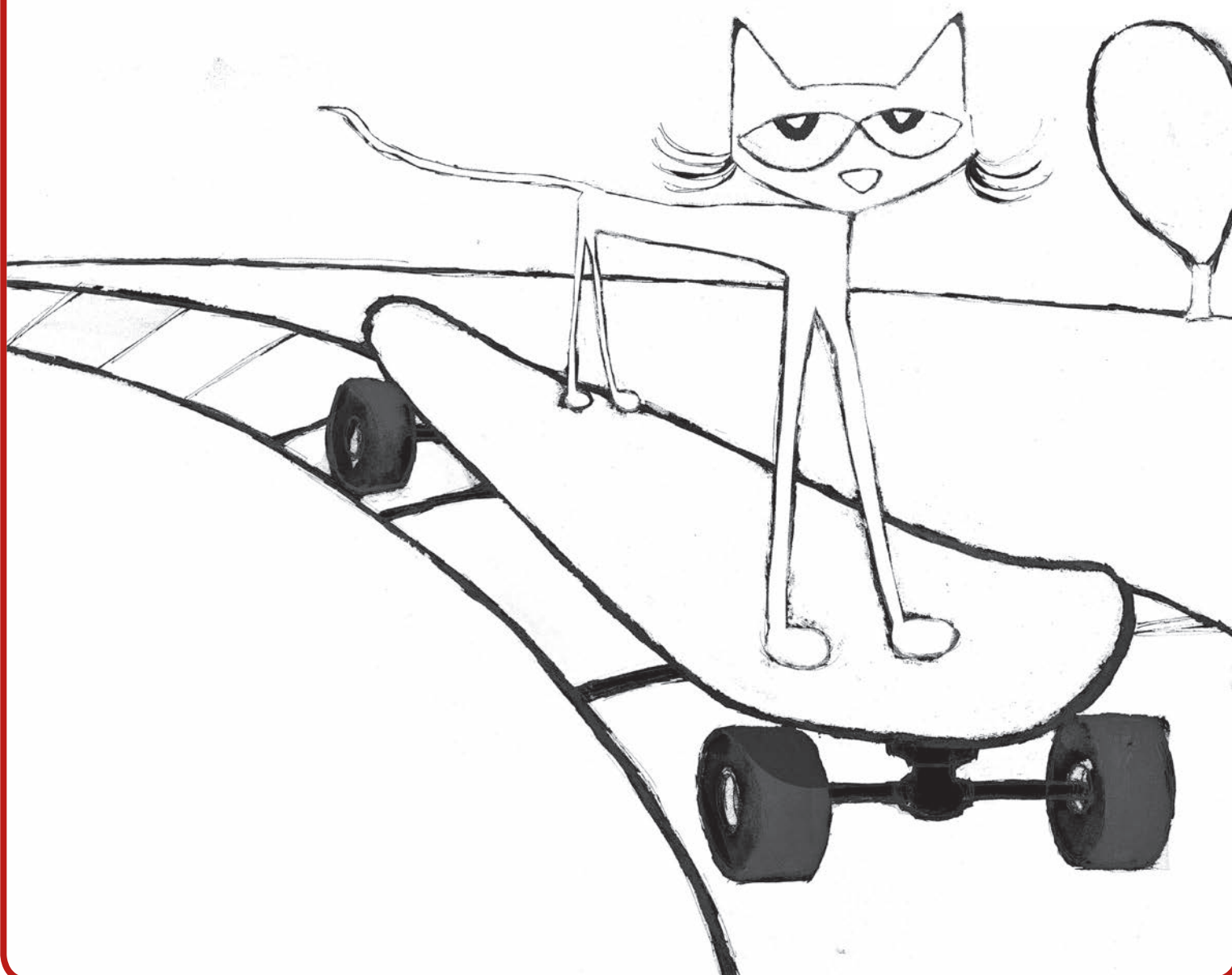
colors	I want	more	done
look	cool	I like	my turn
groovy	happy	that one	finished



Coloring with Pete the Cat!



In *Pete the Cat and His Magic Sunglasses*, Pete learns to look on the bright side! You can look at things in a whole new way by coloring in the picture of Pete below!



Artwork © 2013 James Dean. Permission to reproduce this page has been granted by the copyright holder, HarperCollins Publishers. All rights reserved.

HARPER

An Imprint of HarperCollins Publishers

www.harpercollinschildrens.com/petethecat

Groovy Door Hanger

Activity Description: A two-sided craft activity targeting emotion identification, self-advocacy, and choice-making using AAC.

Materials:

- **Pete the Cat and His Magic Sunglasses:** Groovy Door Hanger Activity
- Scissors and tape or glue
- Crayons or markers
- AAC device



Directions:

- Before cutting out the door hanger, look at both sides together. Model emotion vocabulary on the device for each side (“sad,” “happy,” “feel blue,” “alright”) or ask yes/no questions (“Does Pete look happy here?”)
- While decorating, offer color choices and pause to give the learner an opportunity to communicate before selecting a crayon. Model: “I want blue,” “that one,” “more red.”
- Once assembled, use the door hanger as a self-advocacy tool. Ask: “Which side are you today?” and model responding on the device: “I feel blue.” “I feel alright.” “a little bit.”

happy	sad	blue	alright
feel	better	I feel	today
same	different	I want	done

Activity Ideas:

- **Emotion check-in:** Use the door hanger to open every session. Learner flips to their side and models it on the device. Quick, repeatable, and builds a consistent self-advocacy routine.
- **Character sort:** Read the book again and pause at each character in the book. Have the learner flip the door hanger to match how that character feels. Model the character name and emotion on the device.
- **Act it out:** Call out an emotion and have the learner act it out, then flip the door hanger to the matching side and find it on the device. Swap roles and let the learner call one for you. Keep it silly and fast-paced.

Groovy Door Hanger

Let everyone know when you have the blue cat blues or when you are feeling alright with this door hanger! Decorate in both sides of the door hanger, then ask an adult to help you cut it out. Fold along the solid line and tape it together, and hang it on your door. Turn it around whenever you want to change the message!



Art © 2009 by James Dean. The mission to reproduce this page has been granted by the copyright holder, HarperCollins Publishers. All rights reserved.

HARPER

An imprint of HarperCollinsPublishers

www.harpercollinschildrens.com/petethecat

All Mixed Up!

Activity Description: Word scramble using eight emotion words from the book: happy, good, angry, excited, thankful, mad, content, frustrated.

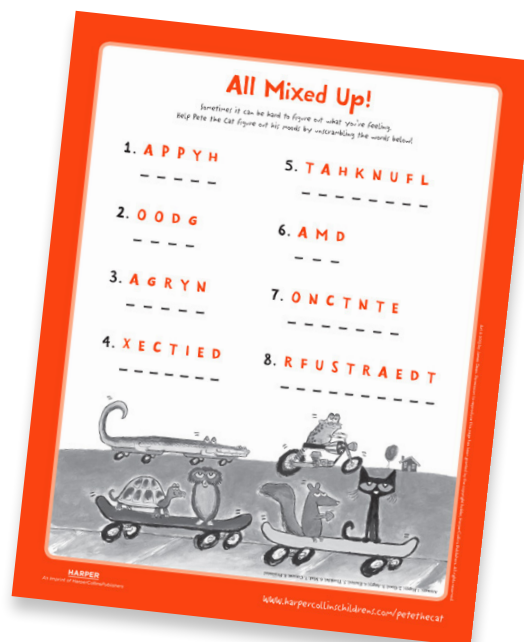
Materials:

- **Pete the Cat and His Magic Sunglasses: All Mixed Up! Activity**
- Pencil or marker
- AAC device

Directions:

- Work through each scramble together. When you figure out a word, make a face to match the emotion together before finding it on the AAC device and writing it in.
- Incorporate the book as you are completing the activity by flipping to a matching character in the book and modeling: *“frustrated, look!”* *“happy, just like Pete!”*
- After all eight are done, go back through and take turns acting out each emotion! Follow the users lead to make this activity fun and engaging. Find each word on the device as you go.

happy	good	angry	excited
thankful	mad	content	frustrated
I feel	a lot	sometimes	not me



All Mixed Up!

Sometimes it can be hard to figure out what you're feeling.
Help Pete the Cat figure out his moods by unscrambling the words below!

1. A P P Y H

— — — — —

5. T A H K N U F L

— — — — —

2. O O D G

— — — —

6. A M D

— — —

3. A G R Y N

— — — — —

7. O N C T N T E

— — — — —

4. X E C T I E D

— — — — —

8. R F U S T R A E D T

— — — — —

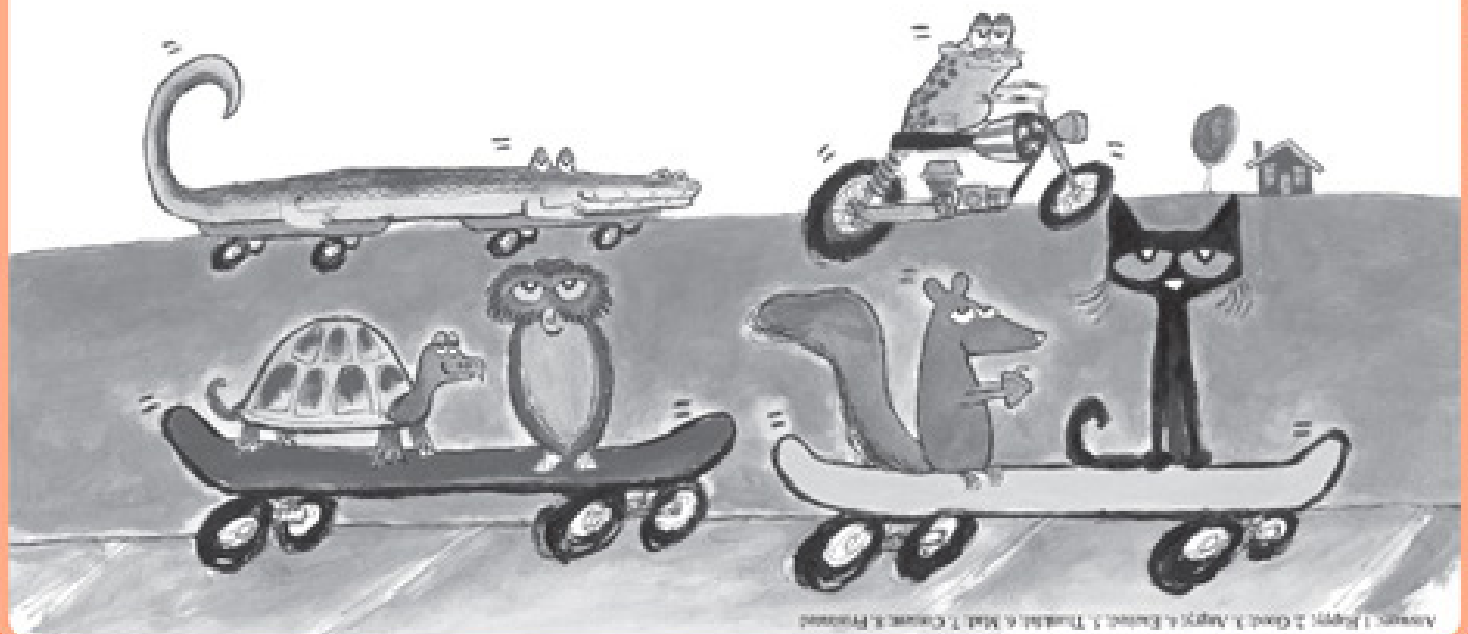


Illustration: J. Kasper; 2. David; 3. Kasper; 4. David; 5. David; 6. David; 7. David; 8. David

HARPER

An imprint of HarperCollins Publishers

www.harpercollinschildrens.com/petethecat

GROUP SESSION ACTIVITIES

Marvelous Matching!

Activity Description: Memory match game featuring Pete and his friends from the book. Targets labeling, turn-taking, requesting, and social language using AAC.

Materials:

- **Pete the Cat and His Magic Sunglasses:** Marvelous Matching! Activity
- Scissors (adult-assisted cutting)
- AAC device
- *Optional: laminate cards for repeated use*



Directions:

- Before playing, label each card and find it on the AAC device: “Pete.” “turtle.” “frog.” “owl.” “squirrel.”
- Play a classic memory match game together. Cut out the cards together (if appropriate), spread them face down, and have your learners take turns flipping.
- Model turn-taking language before each flip: “my turn.” “your turn.” “go.” “wait.” Give each learner a moment to initiate their turn using the device.
- Narrate each flip with the group: “Pete! find Pete!” Match: “yes! match! groovy!” No match: “no. try again. it’s all good.”
- After the game, debrief briefly using the device: “I won.” “good game.” “again?” “I lost. that’s okay.”

my turn	your turn	match	same
found it	yes	no	try again
feelin’ alright	groovy	good game	again

Group Session Tip:

- Keep it moving, keep it fun, and let the natural moments of the game do the work. Learners get excited when they find a match and frustrated when they don’t, and both of those reactions are great communication opportunities.

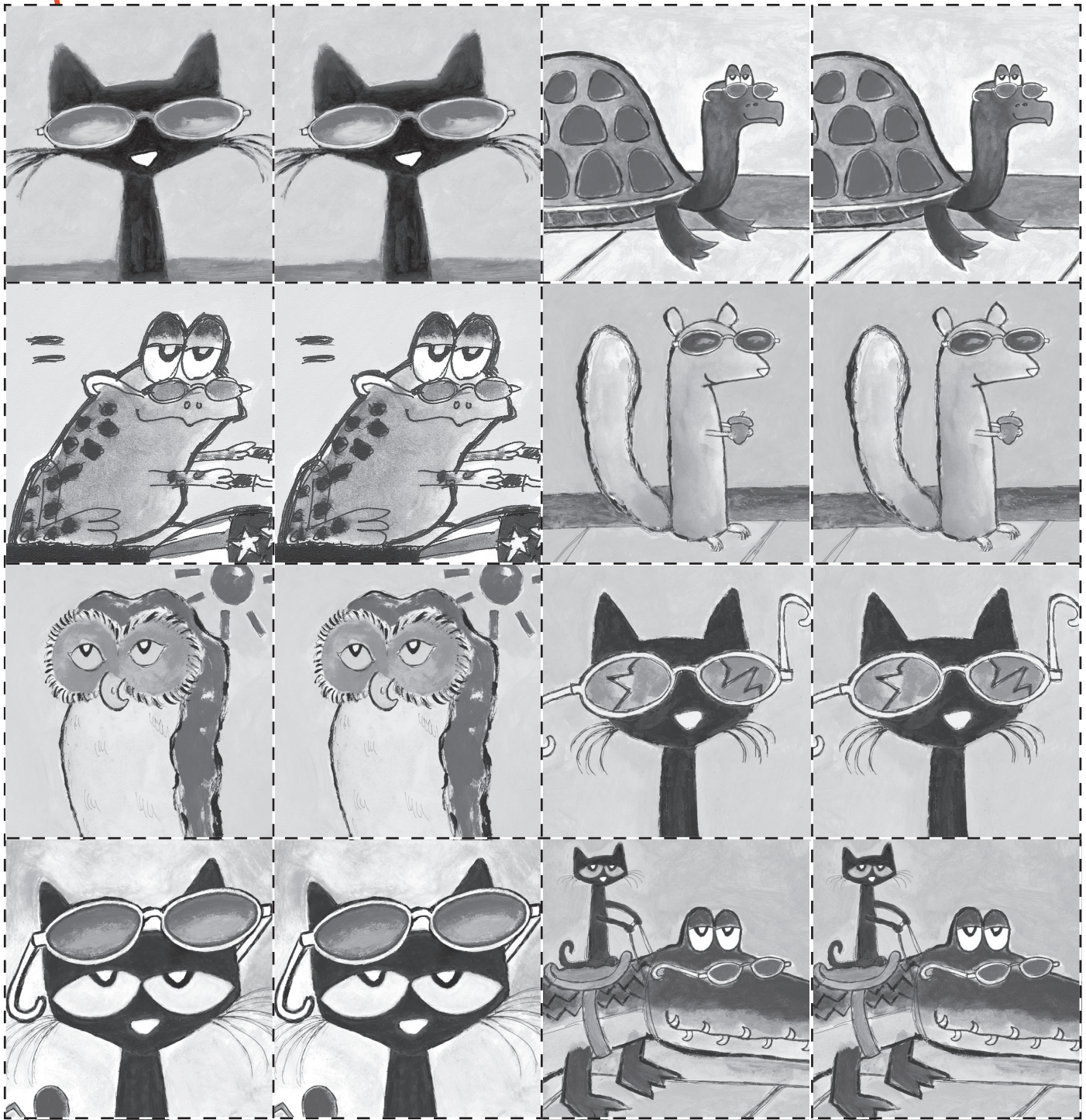
AbleNet

QuickTalker Freestyle
LET THE CONVERSATION BEGIN

©James Dean, 2025; Pete the Cat is a registered trademark of Pete the Cat, LLC, All rights reserved.

Marvelous Matching!

Ask an adult to help you cut out the cards below. Spread the cards out facedown. With a friend, take turns flipping over two cards trying to match the picture. If you are correct, remove the two matching cards.



Art © 2013 by James Dean. Permission to reproduce this page has been granted by the copyright holder, HarperCollins Publishers. All rights reserved.

HARPER

An Imprint of HarperCollins Publishers

www.harpercollinschildrens.com/petethecat