

Mary Todd Lincoln House Family Fun

First Family Pets

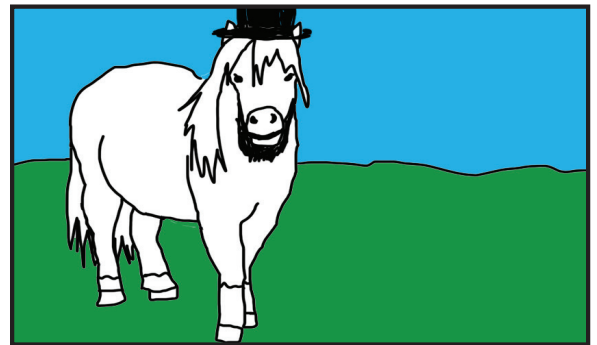
The Lincolns liked animals! They had pets in their home in Illinois and in the White House. Draw a line from the story to the animal, or cut out the shapes to create a matching game.

In Illinois, the Lincolns had a pet named *Fido*. He was a yellow color and often followed Lincoln around town. When they moved to Washington, the Lincolns left *Fido* with a neighbor. At the White House, a similar pet named *Jip* sat in the president's lap during lunch in hopes of getting a snack.

Lincoln sons Tad and Willie had a pair of animals named *Nannie* and *Nanko*. The boys hitched *Nanko* to a wagon. The White House gardener didn't like *Nanny* and *Nanko* because they ate the flowers. But Abraham Lincoln wrote in a letter that *Nanny* was seen sleeping on Tad's bed!

One year someone gave the first family a big bird that Tad named *Jack*. When Tad found out that *Jack* was going to be killed and roasted for Christmas dinner, he begged his father to spare the bird. The president agreed and gave *Jack* a pardon that saved his life.

There's a story about young Mary Todd riding one of these animals to visit Henry Clay. The Lincoln boys had similar pets when they were living the White House. Willie tried to ride every day. When Tad rode with his father to visit the army, his legs stuck out straight because he was so small.



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First Family Pets 2

Make and play a guessing game about the many Lincoln family pets!

You will need

- Die pattern
- One sheet of index-weight paper
- Scissors
- Double-stick tape
- Plain paper
- Pencil or marker
- Modeling clay or Play Dough

Get ready

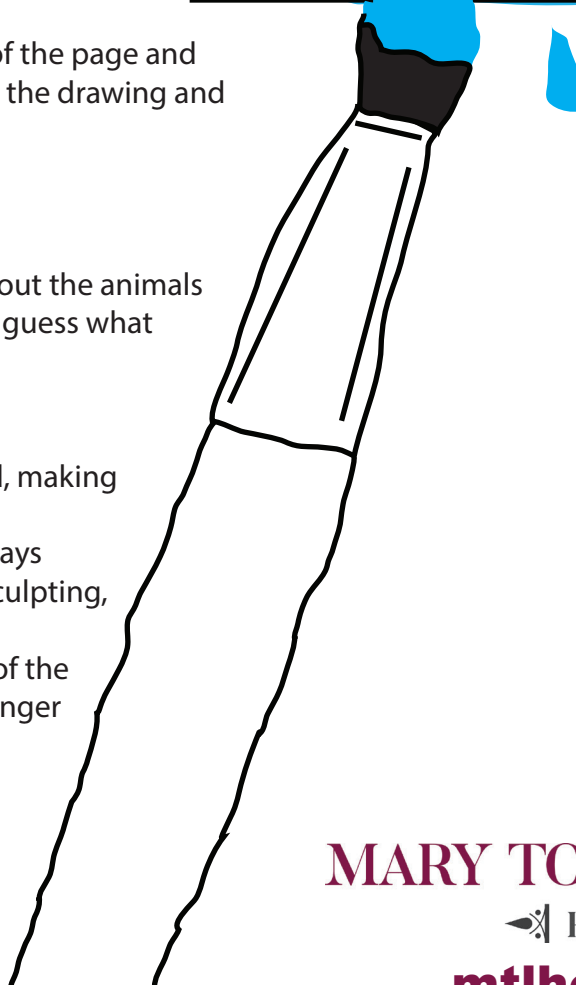
- Print the next page on index-weight paper.
- Cut out the die pattern along the solid lines and fold down all the dotted lines to make tabs.
- Put a narrow strip of double-stick tape on each tab.
- Fold up the box with the tabs on the inside and the words on the outside. Gently press the edges to make the tape stick.
- Cut up the animal cards on the side of the page and place them face down on a table. Put the drawing and sculpting supplies nearby.

Get set

- Seat players around the table.
- Explain the goal: Draw, sculpt, or act out the animals on the cards so the other players can guess what they are.

Go!

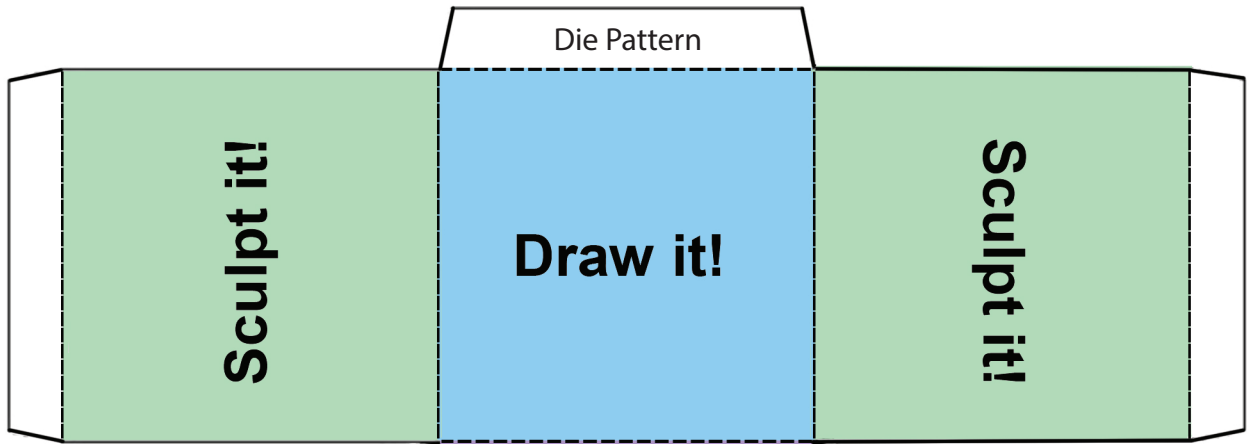
- The first player selects an animal card, making sure the others don't see it.
- Then he or she rolls the die and portrays the animal on the card by drawing, sculpting, or acting it out.
- The first player to guess the identity of the pet goes next. Make this game last longer by adding your own animal cards.



MARY TODD LINCOLN

HOUSE

mtlhouse.org



Dog

Cat

Goat

Peacock

Act it out!

Draw it!

Act it out!

Pony

Rabbit

Turkey
