

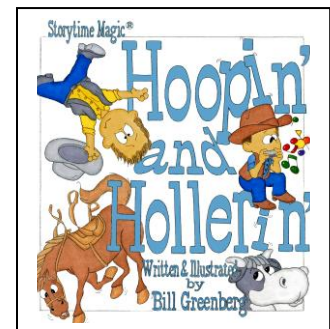
Activity 2



## Hoopin' and Hollerin'

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Yeehaw! Cow-tow-yipee-ky-yay! Buckaroo Billy was having a knee-slapping good time; until his *low-down-dirty-rotten-scoundrel of an uncle* decided to sell Billy's best friend: his horse Hop-a-Long. Billy needs help from *cowgirls, cowboys, cowdogs, cowchickens, and cowcows*.



This story is about Buckaroo Billy who lived in the old West (in the 1800's). Try the following activity about going back in time. Maybe it will turn into a book someday!

Imagine that you are walking on the school playground one day, and notice a clear basketball next to the building. As you reach down to pick it up; the basketball starts shaking – and a fuzzy message begins to float inside of it. You *suddenly* drop the ball . . . but as the basketball bounces away; the message **pops out** - and starts hovering (*floating*) in the air . . . and it says:

*You have been chosen to go back in time for one day.  
Whisper where you'd like to go and it shall happen.  
Good luck!*

- \* Where would you go in history? Why?
- \* What would you do for that one day?
- \* Who or what would you like to see?
- \* *Use your imagination and have fun!*