



Donk Week: Seven Little Donks and the Secret Map

A ready-made, five-day lesson plan for teachers · Book 1 of *Seven Little Donks* by Matt Clement · PreK–2nd grade (ages 3–8)

Teamwork & friendship

5 days

20–30 min a day

THE BIG IDEA

“Paradise, the Donks find out, ‘is any place with grass and sun / when shared with friends who’re true.’” Every friend brings a different gift, and each Donk helps the pack in their own way.

BEFORE THE WEEK

- One copy of the book for read-aloud (a class set is optional).
- One **Book 1 activity pack** for each student: a free download at BabyDonk.com/teachers, or the printed Activity Workbook (\$9.99, publishes Nov 13, 2026). Page numbers here are for the free download: Family Conversation Guide pp. 3–7, Things to do together p. 8, then the cut-out pages: the **Second Map find-it sheet p. 10** and **7 coloring pages pp. 11–17**.
- Using the download? Print one find-it sheet per child or pair, one coloring page per child, and the guide (pp. 3–7) for each family.
- For Day 4: butcher paper, crayons or markers, sticky notes, tape, and a small “treasure” box with a note or sticker for every child.

Day 1 Read it for fun

ABOUT 20 MIN

Goal: enjoy the story and the rhymes before any lesson.

You'll need: the book; guide p. 5 (Before you read).

- Before you read: “Look at the cover. What do you think the Donks are looking for?” “What is a map for? Have you ever followed one?”
- Read the whole book straight through. Read a little slower than feels natural and let the rhymes land.
- Go big on the BRAAAAY, the BOOM and the WHOOSH. Invite everyone to join in.

Ask: “Which part was your favorite? Why?”

Day 2 Read it again and wonder

25–30 MIN

Goal: notice details and start the treasure hunt.

You'll need: the book; guide p. 5 (pause and wonder); the find-it sheet (pack p. 10).

- Second read: stop at two or three “pause and wonder” moments, like the den and the map, the clover rock, the power kick or Noey flies.
- Hand out the find-it sheet. 13 treasures hide in the pictures: kids write the page where they find each one.

Ask: “Why do you think Billy ran back to share the map instead of keeping it?”

PreK–K: hold up the book and let the class point. 1st–2nd: reading buddies hunt in pairs and write the page numbers.



Day 3 Talk about teamwork

20–25 MIN

Goal: name how each friend helped, and see yourself in the pack.

You'll need: the book; guide p. 6 (After you read) and p. 7 (Seven Donks, seven virtues).

1. Finish the hunt and check the answer key in the back of the book. Found all 13? 13 is the luckiest number in Drearyland!
2. Talk it through: Billy found the map, Michelle read it, Cloppy's tumbles found the clover rock and the hidden stair, Harry spotted the clock, Blue kicked open the ice, and Noey crossed first.
3. Read the seven Donks on guide p. 7 together. "Which Donk are you most like?"

Ask: "Every Donk helped in a different way. Why did the pack need all of them?"

1st–2nd stretch: "In the pack, every Donk belongs. What can our class do when someone new joins us?"

Day 4 Make and do: Our Classroom Treasure Map

ABOUT 30 MIN

Goal: work as a team, just like the pack.

You'll need: butcher paper, crayons or markers, sticky notes, tape, a small "treasure" box.

1. Before class, hide the treasure box and choose four or five "stops" on the way (the reading rug, the sink, the door).
2. Give each small group one stop to draw on the big map, like the clover rock and the ice clock. Older children write a short clue (a rhyme is a bonus!); younger ones dictate it.
3. Read the finished map together and follow it stop by stop. Each group leads the class at its own stop.

Ask: "One way a friend helped our team today was..."

Short on time? Try **Trade treasure maps** (pack p. 8): hide something, draw a map to it, and trade maps with a friend. For PreK, split the activity over two days.

Day 5 Color, share and send home

20–25 MIN

Goal: celebrate the week and take the story home.

You'll need: coloring pages (pack pp. 11–17); the guide (pp. 3–7) for each family.

1. Each child colors the Donk they picked on Day 3, then says why. Hang them up as your class pack.
2. **Room for one more** (pack p. 8): create your own Donk! Draw it on any paper and give it a name, and add it to the wall.

Ask: "What could you do to help someone new feel welcome?"

FAMILY TAKE-HOME

Keep the story going at home

Send home the Family Conversation Guide (pack pp. 3–7). The guide's family activity is **Room for one more**: invite someone new to join in this week (a game at recess, a seat at lunch, a call to a relative), then draw a Donk for each new friend.

Note to send home: We read *Seven Little Donks and the Secret Map* this week and talked about teamwork and friendship. Ask your child which Donk they're most like, and why!