

# *Curious George* **Race Day**



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**Based on the TV series teleplay**  
**written by John Loy**

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Today, George was helping Professor  
Wiseman train for a race.  
George had never coached anyone.  
It seemed fun and easy.

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George started running.  
“Wait for me!” said the professor.  
She tried to follow George.



But very soon the professor said,  
“I’m tired! Can we stop now?”  
George was puzzled.  
They had barely begun.





George returned home.  
The man with the yellow hat  
told him not to give up.  
He gave George a fitness video.

George watched the video.  
He took many notes.  
He was ready to coach  
Professor Wiseman!



The next day  
George used his notes.  
First, he and the professor stretched.  
Then they ran at a steady pace.



When the professor got thirsty,  
George gave her some water.  
So far so good!





But Professor Wiseman thought running was boring.

"I should get back to the museum," she said.

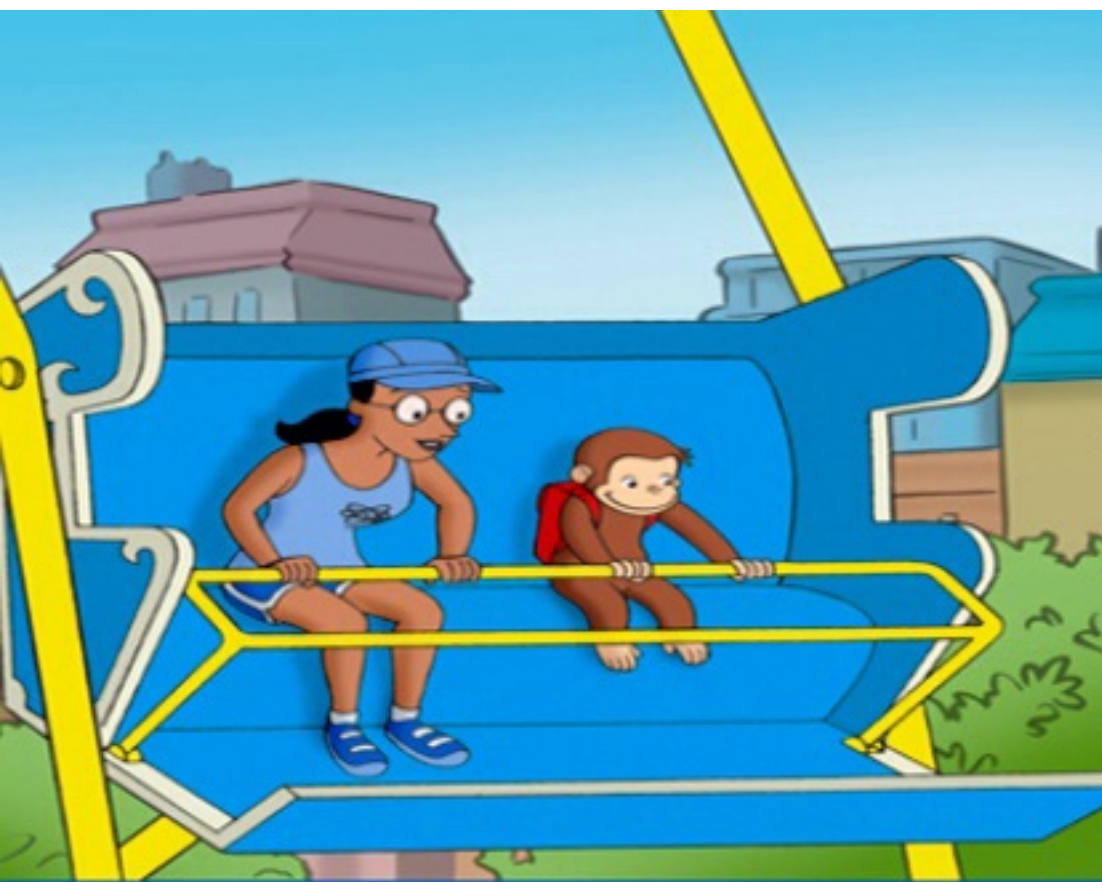
George did not understand.

Running was so much fun.

He was curious.

Could he make running fun for the professor?





The next day, they ran to the Ferris wheel.

"The museum looks so small from up here," said the professor.



Then they ran to more of his favorite places.

They ran to the puppet show and to the zoo to see the elephants.





They even ran with balloons!

One day, the professor outran  
George.

She was ready for the race!





“Runners, take your marks!”  
The whistle blew, and the runners took off.  
George watched the professor as she ran.  
It looked like she was having fun!





George wanted to see  
the professor cross the finish line.



Suddenly she  
stopped running!  
George was confused.





Then the professor surprised George.  
“Will you finish the race with me?”  
she asked.



George and Professor Wiseman  
ran together across the finish line.  
She received a medal for finishing  
the race.





The professor thanked George for making exercise fun. She had another surprise for George. She wanted him to have her medal!

## Having Fun Getting Fit!

In the story, George shows Professor Wiseman that running can be fun. Here's a game to get you jumping like a monkey—you won't even know you're exercising!

### HOPSCOTCH

- 1. Use chalk or masking tape to create** a diagram with eight sections. Each player has a marker, such as a stone or button.
- 2. The first player tosses her marker** into the first square. She hops over square one to square two, then continues hopping to square eight and back again. She pauses in square two to pick up her marker, hops in square one, and hops out.
- 3. All hopping is done on one foot** unless two squares are side by side.
- 4. The rest of the players take their** turn, and then everyone continues by tossing his marker into square two.
- 5. A player is out if he misses a square,** steps on a line, puts a foot down, or hops or lands in a square where there is a marker.

