## If You Give A Dog a Donut: Making Predictions

1. If you give a dog a donut he'll ask for $\qquad$ .

2. Throwing an apple makes him think of $\qquad$ .
3. The dog will need a: $\qquad$ and $\qquad$ to play.
4. Dancing will make him hot and dusty, so he'll need some $\qquad$ .

