

Pirro's Adventures 3: Chaos at the Vet's

Discussion & Activity Sheet for Teachers, Librarians, and Parents

About Book 3: Chaos at the Vet's

In this exciting adventure, Pirro uses his secret gift to help veterinarian Melker solve tricky animal mysteries—from a trapped fox and a heartbroken turtle to a frightened owl and a dog in danger! Together with Blackie and Grounds, Pirro proves that kindness and teamwork can save the day.

Part 1: Reading Comprehension & Discussion Questions

Question 1: Teamwork & Unique Strengths

Pirro, Blackie the horse, and Grounds the cat have to work together to rescue the trapped fox in the woods. Each of them brings something special—Blackie has strength, Pirro makes a clever plan, and Grounds keeps a watchful eye out. What are you especially good at when you team up with your friends?

Question 2: Doing a Good Deed

Pirro spends his entire day helping veterinarian Melker treat injured and sick animals instead of just going swimming at the lake. How does it feel inside your body and heart when you do something kind to help someone else?

Question 3: Keeping Secrets & Building Trust

Throughout his day at the clinic, Pirro gives doctor Melker clever hints while keeping his ability to speak to animals a secret. When do you think it is okay to keep a fun secret, and when is it important to share a secret with a trusted adult?

Part 2: Deep-Dive Story Questions (Detective Quiz)

Test your reading skills! Answer these quick detective questions based on the funny details in Book 3.

1. Same Old Outfit

When Pirro opens his wardrobe to get clean clothes after his muddy adventure, what color T-shirt and shorts does he pull out—and why does Grounds laugh?

2. The Fox's Pop-Star Glove

After veterinarian Melker bandages the fox's leg, what famous pop singer does Blackie joke that the fox looks like?

3. Turtle Anatomy Lesson

When Pirro watches Melker examine the turtle, he asks if they can "take the lid off" first. What does Melker teach Pirro about a turtle's shell?

4. The Cat's Favorite Game

What hilarious cat defense move does Tigra describe to Pirro when she asks if the doctor can test it on her?

5. Ninja Squad

Near the end of the adventure, when Spike the hedgehog compares Pirro, Blackie, Grounds, and himself to a famous team of four heroes, which characters is he talking about?
