



Bad Kitty Does Not Like Video Games: Includes Stickers

Nick Bruel

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All Kitty wants to do is play her favorite video game. But Kitty has been playing her video game for FIVE hours. Now it's time for Kitty to:

go outside,
draw a picture,
read a book,
do *anything* other than play video games.

Kitty doesn't want to do any of these things. . . but eventually she does anyway, and discovers that some things are way more fun than video games.

Bad Kitty Does Not Like Video Games: Includes Stickers Details

Date : Published September 6th 2016 by Roaring Brook Press

ISBN : 9781626725829

Author : Nick Bruel

Format : Paperback 24 pages

Genre : Childrens, Picture Books, Humor, Animals, Cats

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From Reader Review Bad Kitty Does Not Like Video Games: Includes Stickers for online ebook

Barbara says

As often happens, playing video games is so engaging that time slips away. In the case of Bad Kitty, her human companion decides that five hours spent on the machine is far too long, and the cat is sent off to spend her time in other pursuits before earning time with her games again. But surprisingly, Kitty ends up enjoying other activities, including reading. In fact, once she gets her video game privileges back, she decides she prefers a good book to a good game. While I, of course, completely agree with her sentiments, I'm not sure most youngsters will and I also wonder if those that do prefer reading over gaming will also prefer to read their books on a device rather than going old school with a physical copy of the book. Ah, well, I can dream, though, and hope that some young readers will follow Kitty's lead and become enchanted with the wonderful book she's reading--The Tale of Peter Rabbit. Oh, Kitty! This time you made the right choice. There are stickers in the front and back of the book too.

Sarah Wiwchar says

I really liked this book.

Steve Holden says

I enjoy the Bad Kitty books, and this one is nicely done and ties into digital citizenship. Bad Kitty is becoming addicted to games and technology, and attempts to find other things fun and entertaining around. By staying away from videogames and technology, new likes and interests are discovered!

I wish it were so easy with all kiddos, but at least this tale brings up the idea for discussion. Most of my students enjoy this series, so I expect this one to be well received too!

wildct2003 says

Cute, very short, picture book. Series fans will not be disappointed.

McKenzie Richardson says

For more reviews, check out my blog: [Craft-Cycle](#)

Another silly Bad Kitty picture book that has a good message at the end. In this one, Bad Kitty plays the same video game for five hours so she is cut off and given three tasks she must complete before going back to play.

I liked this book because it doesn't say that playing video games is bad, but that you should play other things too. By the end, Bad Kitty realizes how much fun it is to do other things as well.

Fun illustrations. The facial expressions of Bad Kitty are excellent, especially for asking children emotion-related questions (Why is Bad Kitty mad?- I work with kids, sorry, I can never turn that teaching part off).

A good book with fun pictures.

Kelly Carey says

I wish everyone would choose playing outside, drawing a picture, and/or reading a book over video games. Kitty teaches us all a valuable lesson.

Jillian says

This book was good on so many levels - Kitty's facial expressions are hysterical, as is her constant reaching for the drawer with the tablet.

I liked the rules for getting the game back, too! Nothing too difficult, but there definitely needs to be a break after 5 hours of playing the video game. I also really liked that Kitty did stuff related to the game - pretending to be in it, drawing fanart, etc. - because that's how she still had fun.

And, of course, I loved the ending too. :-)

Miss Ryoko says

If only that actually worked on kids today. No matter how many books they read, how much fun they had outside, or how many pictures they drew, screen time is what's most important. And sadly, it's no different for adults.

Lauren Stoolfire says

I can't help but love Kitty!

Marlee says

This is a fun book. It's cute and funny. The pictures make it even more fun and hilarious. My children, who can relate to only wanting to play video games and then remembering how much more fun real life is, thought it was great. It also came with fun stickers.
