

Click, Clack, Moo, Cows that Type

By Doreen Cronin

Farmer Brown has a problem. His cows like to type. The cows type the farmer complaints about their living conditions.

BEFORE READING:

- Show the children the front of the book. Ask them to guess what the book is about.
- Ask them what they see on the front cover.
- Ask them to count (or count with you) the animals on the cover of the book.

WHILE READING:

- Stop at any time if there is something you or the children would like to talk about.
- Ask them questions so that they can connect what is happening in the book to things they already know about. Try some of these ideas:
 - ⇒Have you ever been to a farm?
 - ⇒What kind of animals have you seen on a farm?
 - ⇒Have you ever typed on a typewriter or computer?

AFTER READING:

Spend some time talking about the story. Ask the children things like:

- ⇒What did the cows want from Farmer Brown?
- ⇒What did the ducks want from Farmer Brown?
- ⇒How do you think Farmer Brown felt about his typing animals?

Read this book several times to the children. Hearing the same story again and again helps them learn new words and understand the ideas they hear better. Each day, pick a different activity to do with the children after reading “Click, Clack, Moo, Cows That Type.”

Click, Clack, Moo, Cows That Type

By Doreen Cronin

MATH AND SCIENCE

Read the story out loud to the children again. Have them listen for the phrase “click, clack, moo.” Have them put up a finger every time they hear you say this phrase. When you finish the story, count the fingers together.

READING READINESS

Help the children create a list of animal sounds. Have each child pick a favorite animal sound and say the first letter of that sound. Encourage them to find an object in the room that starts with the same letter.

MUSIC AND MOVEMENT

Have the children practice animal sounds. Have them name a farm animal (e.g., a pig). Then, have the children say “click, clack, oink!” Do this with as many animals as they can think of. “Click, clack, meow!”

MOTOR SKILLS

Practice moving around the room like various farm animals. Have the children walk on all fours and “moo” like a cow, waddle on two legs and “quack” like a duck, pretend to peck the ground and “cluck” like a hen.

THINKING SKILLS

Ask the children what they would do if they were Farmer Brown. Would they give the animals electric blankets? What if the animals kept asking for more and more things?

ART

Have the children think about what they would want from Farmer Brown if they were a farm animal. Have them create a letter to Farmer Brown using pictures, asking for what they would want.

PRETEND PLAY

Pretend you are Farmer Brown and the children are farm animals. Have them act like a particular animal, while you try to guess what animal they are. If you cannot guess, have them give you clues by saying “click, clack...[animal sound]” or telling you something that animal does (e.g., rolls in mud).

