

A-Book-A-Week: Classroom Instruction

The Cow that Went Oink

Activity Card #1	Literacy Development Category Lots of Links: Retelling <i>The Cow That Went Oink</i>
Suggested Activity Order <p><i>The plot for The Cow That Went Oink is simple but satisfying -- two animals, scorned by others, work together to overcome their speech problem. We know that retelling stories improves children's comprehension. The Cow That Went Oink is wonderful for a class acting session -- there are many parts to play. We will be using a story theatre performance in which you serve as the narrator and children say the characters' lines.</i></p> <ol style="list-style-type: none">1. Remind children of your first reading of The Cow That Went Oink; ask them to tell you what the story was about.2. Remind them that we are learning many ways to retell stories. Let them know that they will be the actors.3. Introduce the animal cards and assign parts.4. Have the children practice their animal sounds.5. Re-read of The Cow That Went Oink pointing at the various characters when it is time for them to say their lines.6. Re-play so that all children have had a chance to participate in a performance.6. Place the cards at your "Retelling Station" in your classroom so children have additional opportunities to retell the story.	Materials Needed: <ul style="list-style-type: none">□ <u>The Cow that Went Oink</u> book□ Animal Cards (<i>found at the end of these materials</i>). You can punch holes in these and string them with yarn for the children to wear.

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Activity Card #2	Literacy Development Category Acts of Writing: Writing a Letter to Characters
Suggested Activity Order <i>We want children to learn about a range of written genres during their preschool years. Today's lesson involves writing a letter to the farmyard animals.</i> <ol style="list-style-type: none">1. Remind children how the animals at the farm treated the cow that said oink and the pig that said moo. Ask them how they thought this made the cow and the pig feel.2. Guide children in discussing what should be said to the farm animals so they would treat the cow and the pig more courteously.3. Explain that we will be writing a letter to the farm animals to let them know how they should behave.4. Use the standard letter form -- date, salutation, body, closing. In the salutation, you may want to write <i>Dear horse, cow, rooster,</i> etc. This will help children see that you must write one new word for each animal's name.5. For the closing, write <i>From your friends,</i> Sign your name, and then, have the children "sign" their names.6. You can actually send your class's letter to me, and I'll have the animals reply! Dr. Laura B. Smolkin 230 Ruffner Hall Curry School of Education University of Virginia Charlottesville, VA 22903 Please be sure to include a return address on your envelope.	Materials Needed: <ul style="list-style-type: none"><input type="checkbox"/> <u>The Cow that Went Oink</u> book<input type="checkbox"/> Chart paper<input type="checkbox"/> Marker

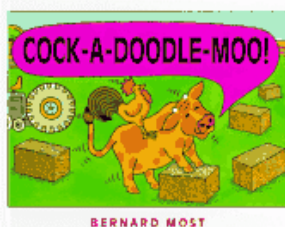
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Activity Card #3	Literacy Development Category: Language Development and Print Awareness -- Looking at Syllables
Suggested Activity Order <i>Bernard Most's masterful play with language appears in this book in the laughter he creates for his farmyard animals; each animal sound is followed by "ha". Part of developing children's phonological awareness is enabling them to hear syllables.</i> <ol style="list-style-type: none">1. Re-read the first part of The Cow That Went Oink so children can listen to the sound of the animals' laughter.2. Show children the animal cards.3. Cut the syllables on the animal cards apart. For example, cut apart <i>oink</i> and <i>ha</i>. Then, call 2 children at a time to hold the two pieces of the cards. Help each child "read" the card s/he is holding.4. Continue this process until all cards have been cut apart.5. Line up all the children holding ha cards.6. Ask the class to look at the cards. What can they tell you about these cards?7. Have the children step forward one at a time so the class can read "Ha, ha, ha..."8. Have the ha children return to their original partners.9. Read the re-linked cards for the class and remind them that we first found these words in the book.	Materials Needed: <ul style="list-style-type: none"><input type="checkbox"/> <u>The Cow that Went Oink</u> book<input type="checkbox"/> Second set of Animal Cards<input type="checkbox"/> scissors

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Activity Card #4	Literacy Development Category: Artist's Craft: Changing the Setting
Suggested Activity Order <p><i>Bernard Most is an author/illustrator who has a knack for combining sounds and pictures that appeal to children's love of discovery and play. Your children have already experimented with the laughter Most creates. Today, you'll ask them to change the setting for the story to a zoo.</i></p> <ol style="list-style-type: none">1. Briefly review the plot for <i>The Cow That Went Oink</i>.2. Tell children that another place that we would find many different kinds of animals is at a zoo.3. Ask them to select 2 zoo animals to be the two main characters.4. Then, ask them to name 3 or 4 other zoo animals. Have them make the sounds these animals make, and record their suggestions on the chalkboard.5. Tell the new version the children have assembled. Let them supply the sounds on your second telling.	Materials Needed: <ul style="list-style-type: none">□ <u>The Cow that Went Oink</u> book

Bernard Most has been described by Booklist's Ilene Cooper as knowing "what kids like" and I certainly agree! Placing his animal characters' sounds in speech balloons adds to the fun and mixing up sounds is certainly something children do and love hearing about.



A book similar to The Cow that Went Oink is Cock-A-Doodle-Moo in which the rooster loses his voice and needs assistance from other farmyard animals. There's great fun and lots of phonemic awareness opportunities in the cow's "mock-a-moodle-moo" and "sock-a-noodle-noo."

<http://www.amazon.com/exec/obidos/ASIN/0152012524/qid=941990743/sr=1-5/102-0860061-7343226>



moo

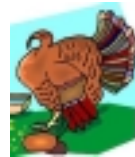
oink



oink - ha



gobble - ha



neigh - ha

meow - ha



bow wow- ha



quack -ha

moo - ha



hee haw - ha

