

Literacy Stations Activities Outline

Book Title: Click, Clack, Moo: Cows that type by Doreen Cronin and Betsy Lewis

Duration: 10-15 minutes at each station

Class: 1st/2nd Class

Grouping: Same ability groups

Overview of activities: A total of five station teaching activities and ideas are presented here with a focus on group work, individual learning and ICT integration. Each station is designed to be a self-contained student-led activity and is categorised according to the strands and strand units of the English Curriculum. The curricular objective for each activity is also stated.

This document is a guide to each station for the teacher in addition to a set of instructions for pupils which may be placed on each teaching station. This unit of work may be spread out over one - two weeks depending on how you structure your English lessons. Alternatively some of the material may be adapted to be used within whole class lessons or as part of a thematic unit of work on 'The Farm'.

Station Teaching Tips:

- If this is your first time implementing literacy stations within your class having a 'practice run' explaining what will happen at each station may be a worthwhile activity.
- A signal or sound such as a tambourine may be useful when alerting the children that time is up and they must move to the next station.

Station 1 - Online Games

Strand: Reading

Strand Unit: Receptiveness to Language

Resources Required: Computers, Tablets, Internet connection, Adobe Flash is required.

Main Learning Intention: Increase familiarity with the vocabulary within the text

Task: Complete the online activities individually or in pairs (depending on the number of computers/tablets available)

(For ease of access to the following games it may be useful to have the links stored in the favourite's library or on tabs on your internet browser)

Activity 1 - Click, Clack, Moo Drag 'n' Drop

Web URL:

http://scoilnet.magicstudio.ie/interactive/view/107019?from=dashboard&return_to=%2Fdashboard

Task: Choose the correct sound in order to spell some key words from the story.

Strand: Reading

Strand Unit: Receptiveness to Language

Curriculum Objective: The child will be enabled to engage in activities designed to increase awareness of sounds.

Extension Activity: Upon completion of the game, put the words on the screen into sentences in your copy (Individually or in pairs).

Activity 2 - Click, Clack, Moo: Missing Words!

Web URL: <http://scoilnet.magicstudio.ie/interactive/view/107272>

Task: Choose the correct word in order to complete notes written by Farmer Brown and the cows.

Strand: Reading

Strand Unit: Receptiveness to Language

Curriculum Objective: The child should be enabled to develop reading skills through engaging with reading material appropriate to his/her stage of development.

Activity 3 - Fun Farm Facts!

Web URL:

http://scoilnet.magicstudio.ie/interactive/view/107274?from=dashboard&return_to=%2Fdashboard

Task: Click on an animal to find out some fun facts.

Strand: Reading

Strand Unit: Developing Cognitive Abilities through language

Curriculum Objective: The child will be enabled to use information technology to increase motivation to read and enhance reading development.

Extension Activity: Share the information you have read with someone else. Discuss your favourite fact with your partner.

Activity 4 - Click, Clack, Moo Quiz

Web URL: <http://quiz.scoilnet.ie/Quiz.aspx?QID=1896>

Task: In pairs, discuss and answer eight multiple choice questions based on the story.

Strand: Oral Language

Strand Unit: Emotional and imaginative development through language

Curriculum Objective: The child will be enabled to tell stories in his/her own words and answer questions about them.

Extension Activity: Write four questions for your partner on the story and test them.

Station 2 - Vocabulary

Strand: Reading

Strand Unit: Receptiveness to language

Curriculum Objective: The child will be enabled to:

- Continue to build sight vocabulary of common words from books read and from personal experience.

Resources: Computer, Internet, Printer, Flashcards

Main Learning Intention: This station may be used initially to teach new vocabulary within the story. Subsequently the following games may be used to reinforce vocabulary.

Vocabulary Games

Bingo: Print out the bingo template below. Children copy down nine words from the flashcards placed on the table. Once grids are filled, place flashcards into a hat/box. Teacher pulls a word from the hat. (Alternatively children can take it in turns to draw flashcards). If children have the word drawn they mark it out on their grid/place a counter on it. The first child to have all nine words marked out is the winner.

Extension: The winner must make two sentences using two of their chosen words.

Alternative Games

Sight Word Teams

Divide the group into two teams. Hold a flashcard for the first member of team 1 to say. If the student is correct, that team gets a point. If the student misses the word, the first member of the other team gets the chance to try. If he or she gets it right, then team 2 gets the point. Then for the next round, hold the next flashcard up to the next member of team 2. The game goes back and forth from one team to the other. At the end, the team with the most points wins the game.

Go Fish: Print the set of flashcards twice. Place cards face down on the table. Children turn two cards face upwards at a time. If the pair is a match they keep them. If not, they are replaced face down again. The next child then takes their turn. The game ends when all the cards have been removed. The child with the most pairs is the winner.

Station 3 - Reading the

Strand: Reading

Strand Unit: Developing cognitive abilities through language
Receptiveness to language

Curriculum Objectives: The child should be enabled to

- Use information technology to increase motivation to read and to enhance reading development
- Use knowledge of letter-sound relationships, grammar and syntax and surrounding text when attempting to identify unfamiliar words.
- Self-correct reading errors when what he/she reads does not make sense.

Resources: Internet, Computer, Data Projector, IWB or Tablets or Hard copy of book: *Click, Clack, Moo: Cows That Type* by Doreen Cronin and Betsy Lewis (Simon & Schuster Children's).

Activity: Choose an activity based on the size of class/availability of resources to you.

Option 1 - Reading with Teacher:

Children individually read some of the text aloud with as much expression/fluency as possible. Discuss the words underlined in the text. Click on these words for further explanations. Question the children as the story progresses. E.g. where do you think the cows got the typewriter from? What do you think will happen next? Etc.

Click Here for story: [Online Story of Click, Clack, Moo](#)

Web Address: <http://pbskids.org/lions/cornerstones/click/story/hypertext/>

Option 2 - Readers Theatre:

http://www.readinglady.com/index.php?module=documents&JAS_DocumentManager_op=downloadFile&JAS_File_id=100 (Please note this link will open a Word Document)

Download the reader's theatre script from the link above. The script may also be sent home as reading homework. Parts are distributed to different children. Children perform script. (The script may be edited according to the number of children at each station)

Station 4 - Responding to text/Writing

Activity 1 - Note Writing (PDF)

- **Task:** Discuss the ending of the story with the children. What do you think happened next? Write a note to the ducks from Farmer Brown. What would his response be? Upload your note to the class blog.
- **Strand:** Writing
- **Strand Unit:** Developing competence, confidence and the ability to write independently
- **Curriculum Objective:** Write notes and messages to different audiences
- **Extension Activities:**
 - Whole class lesson on note writing using one of Farmer Browns notes as an example. Discuss the structure. Write notes to friends/parents etc in copybooks or using template provided.
 - Work in pairs: One child is Farmer Brown. The other child is a chosen farm animal. Write notes to one another.

Activity 2 - Book Review (PDF)

- **Task:** Write a review of the book Click, Clack, Moo.
- **Strand:** Reading
- **Strand Unit:** Emotional and Imaginative Development through language
- **Curriculum Objective:** The child should be enabled to respond to characters and events in the story.
- **Extension Activity:**
 - On the back of the page draw your favourite part of the book.
 - Using reviews, children can interview each other in pairs. Video record and upload to class blog.

Activity 3 - Story Map (PDF)

- **Task:** Create a story map in pairs/groups. Identify the title, author, illustrator, setting, characters, problem and solution within the story.
- **Strand:** Writing
- **Strand Unit:** Receptiveness to Language
- **Curriculum Objective:** The child shall be enabled to explore different genres (In this case narrative text)
- **Extension Activity:** Preparation for writing a narrative. Together teacher and students create a new story map. Teacher models writing the story with the help of the class.

Station 5 - Cross Curricular Links

The following page offers a selection of ideas for cross-curricular/thematic planning. There are also links to worksheets, interactive activities and lesson ideas.

These ideas may be used as part of literacy stations or adapted as part of a fortnightly scheme of work based on the theme of 'The Farm'. If children are working independently at this station use of the suggested worksheets may be preferable.

Maths

Strand: Number

Strand Unit: Counting & Numeration

Resources: Printer, Internet, Computer
Vertical addition sums with three numbers (Worksheet)

http://www.kidzone.ws/math/farm/t_math.asp?gr1b-addition.html

Write a plus (+) or a minus(-) sign in the circle to make the number sentence true (Worksheet)

http://www.kidzone.ws/math/farm/t_math.asp?numsentence1a.html

Time fillers/English

Strand: Reading

Strand Unit: Receptiveness to language

Resources: Internet, Computer, Printer

Activity: Increase farm related vocabulary.

Farm Animal Crossword (Worksheet)

<http://www.esltower.com/VOCABSHEETS/animals/animalcrossword.pdf>

Farm Animal Wordsearch (Worksheet)

<http://www.esltower.com/VOCABSHEETS/animals/Animal%20Word%20Search.pdf>

Art

Strand: Construction

Strand Unit: Making Constructions

Resources: Paper Plates, paper, glue, paper bags, scissors, and templates.

Activity: (Instructions & Templates)

Paper Bag Cow Craft <http://www.dltk-kids.com/animals/mbagcow.htm>

Paper Plate Cow Craft

<http://www.dltk-kids.com/animals/mplate-cow.htm>

Paper Plate Duck Craft

<http://www.dltk-kids.com/animals/mplate-duck.htm>

Science

Strand: Living Things

Strand Unit: Plants & Animals

Resources: Internet, Printer, Computer

Activity: Match these baby farm animals to their Mums and Dads. (Worksheet)

<http://kiddyhouse.com/Farm/farmclips/animalgender.gif>

Gaeilge - Ar an bhfeirm

Strand: Leitheoireacht **Strand Unit:** Ag cothú spéise **Resources:**

Computer/Tablets, Internet **Activity:**

Match the names of the farm animals to the correct photo (As Gaeilge - Interactive Activity).

<http://scoilnet.magicstudio.ie/interactive/view/22940>


BOOK REVIEW

Name: _____

What was this story about?

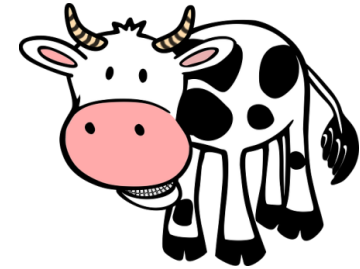
What was your favourite part of the story? Why?

Who was your favourite character? Why?

How many stars would you give this book? 

Did you like this book? Why? Why not?

Station One



Choose a game to play:

Click Clack Moo Drag n Drop: Can you help put the sounds in the correct places?

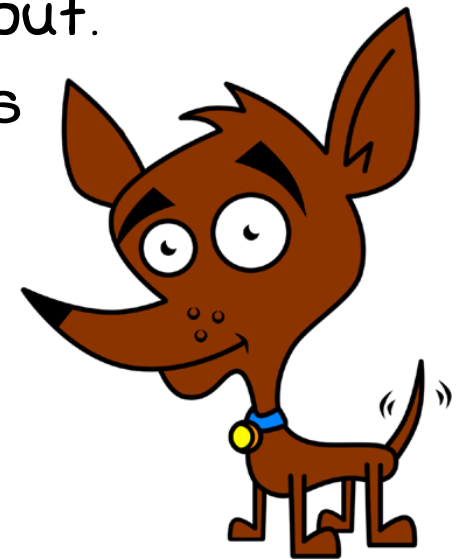
Fill in the Gaps: Can you fill in the gaps on the notes from farmer brown and the cows?

Fun Farm Animal Facts: Find out some cool new facts about farm animals!

Quiz: See if you're a Click Clack Moo expert by taking the Click Clack Quiz!

Station Two

- Place the flashcards face up on the table.
- Take a bingo card.
- Write one word into each box on your bingo card.
- When everyone is ready, put all the flashcards into a box.
- Take it in turns to pull out a word and call it out.
- If you have the word on your bingo card cross it out.
- The first person to cross out all nine words is the winner!



Station Three

- Take it in turns to read a page from the story.

When you are reading make sure you...

- ☺ Speak loud and clear!
- ☺ Use lots of expression!
- ☺ Sound out a word if you get stuck!
- ☺ Think about what is going to happen next!



Station Four

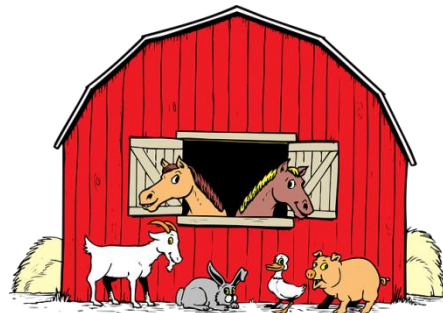
Write a note from Farmer Brown to the ducks.

OR

Write a review of the story.

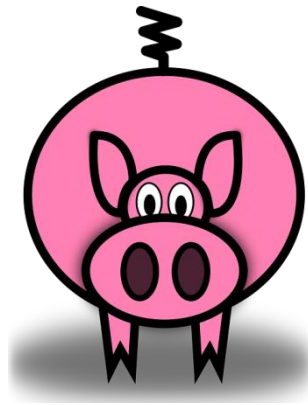
OR

In pairs/groups complete a story map.



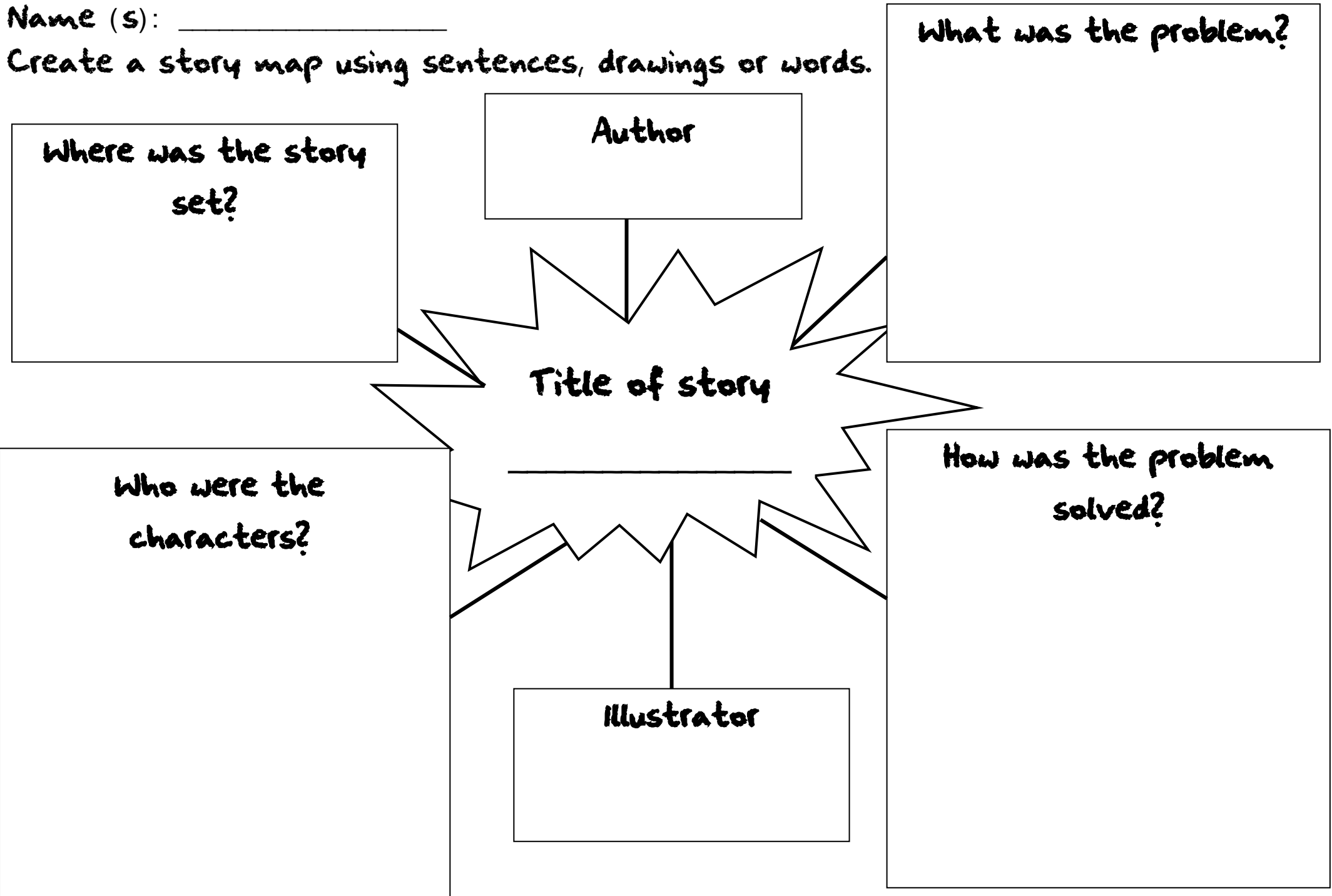
Station Five

- Take one of the worksheets from the pile on the table.
- Write your name on the worksheet
- Read the instructions carefully.
- Complete the worksheet.
- When you're finished check your work
- Leave it on the teacher's desk to be corrected.



Name (s): _____

Create a story map using sentences, drawings or words.



Where was the story set?

Author

What was the problem?

Title of story

Who were the characters?

How was the problem solved?

Illustrator

Click Clack Moo - Vocabulary Cards

duck

hen

farm

cow

type

note

pond

busy

Click Clack Moo - Vocabulary Cards

sincerely

impossible

electric
blankets

believe

emergency

neutral

exchange

decide

Click Clack Moo - Vocabulary Cards

ultimatum

diving
board

deal

impatient

boring

gather

snoop

hand

Click Clack Moo - Vocabulary Cards

typewriter

strike

closed

knock

furious

demand

party

problem

Bingo Card

Write one word in each of the boxes below. (Rotate card).

Write a note

You are Farmer Brown. You have just read the ducks note.
Are you going to give them a diving board? Write a note
back to the ducks.

Dear _____

Sincerely,

What do you think the ducks would say to this note?