

CLICK, CLACK MOO

STUDY GUIDE

Dear Teacher,

We have created the following study guide to help make your students' theater experience with Click Clack Moo as meaningful as possible. For many, it will be their first time viewing a live theatrical production. We have learned that when teachers discuss the play with their students before and after the production, the experience is more significant and long-lasting. Our study guide provides pre and post production discussion topics, as well as related activity sheets. These are just suggestions; please feel free to create your own activities and areas for discussion. We hope you and your class enjoy the show!

Background

Our play is based on the book, Click Clack Moo by author Doreen Cronin with illustrations by Betsy Lewin.

The Story

- Farmer Brown has a smooth-running farm where the cows make milk and the chickens lay eggs. On the surface everything seems to be fine, but the truth is that the animals aren't very happy. Every night the barn gets very cold and in the morning the animals are very cranky as a result.
- Farmer Brown's granddaughter Jenny visits farm with her laptop computer, so that she can keep in touch with her friends back home.



- Duck explains to the animals that he stays warm because of the down in his feathers which the farmer uses to make blankets. The cows decide that they want blankets too but don't know how they can communicate their wishes to Farmer Brown. When Jenny leaves her laptop and printer in the barn, the animals figure out how to type a note to Farmer Brown requesting blankets.
- When Farmer Brown refuses their request, the cows decide to go on strike. They send a new note saying they will not give milk until they get blankets. The Farmer decides he doesn't need to sell milk. Instead he'll just sell eggs. In turn, the cows convince the chickens to join in the strike until the Farmer meets their demands.
- Jenny helps negotiate an agreement between the animals and Farmer Brown while Duck runs back and forth with demands from both sides. Finally, in exchange for the laptop, Farmer Brown gives the animals blankets. Of course once Duck gets the laptop, he has some demands of his own.

Before Seeing the Play

1. You may want to read Click Clack Moo: Cows that Type and review the plots and characters with your students.
2. Discuss the ways humans communicate with each other (face to face, phone, email, text) Then discuss how animals communicate with each other. How do humans and animals communicate with each other? What do you think animals would say to us if they could talk?
3. Discuss how humans and animals are alike and different. What are some things people can do that animals can't? (talk, drive, cook) Name some activities that both animals and humans can do. (eat, find shelter, protect their young) What can animals do that humans can't? (see in the dark, breathe underwater, fly) You can even make a Venn diagram of all three.
4. Ask the class if they can name any stories where animals behave like humans. (The Three Bears, The Three Pigs, Max & Ruby stories) Discuss the concept of "personification," when an author gives an animal human characteristics.

After Seeing the Play

1. Ask your students how the play was different from the book Click Clack Moo: Cows that Type you read. How was it the same? Discuss the costumes. How did the actors portray the farm animals?
2. Farmer Brown was very upset by the idea of giving the cows blankets. Why do you think the idea bothered him so much? Did he do the right thing in the end? What else could he have done?
3. The cows and chickens were unhappy in the barn. What else could they have asked for other than blankets? What would animals in a zoo ask for? A circus?

Activities

Creative Dramatics

- Perform the story as a readers theater exercise. Go to the link:
<http://teachers.net/lessons/posts/2277.html>

Assign parts to the students and copy the script. Practice as a class and schedule a performance for other students or parents.

Creative Writing

1. Ask the students to write letters from their pets to themselves. (use a relative's or friend's pet if they don't have one) What would the pet ask for? What might they want to change in the house? Have students draw a picture of the pet and display the picture with the letters on a bulletin board.
2. Give students writing prompts to complete the sentences or begin a paragraph or story:
 - Living on a farm would be...
 - I like to keep warm by...
 - If my pet could talk, it would say...
 - My favorite thing to do on a computer is...

Bibliography

Doreen Cronin is an award winning author of nine books including others that take place on Farmer Brown's farm. A list of her books:

Click, Clack Moo: Cows that Type
Click, Clack, Quackity-Quack
Click, Clack, Splish, Splash
Giggle, Giggle, Quack
Duck for President
Diary of a Worm
Diary of a Spider
Diary of a Fly
Wiggle

Internet:

Readers Theater Script:
<http://teachers.net/lessons/posts/2277.html>

Learn about author Doreen Cronin:
<http://www.doreencronin.com/doreen.html>

Teaching Unit and Activities from PBS Kids site:
<http://pbskids.org/lions/cornerstones/click/>

Name: _____

CLICK, CLACK MOO



Put the events from the story into the correct order.

the duck writes a message	1.
the hens will not lay eggs	2.
duck carries the messages	3.
the cows will not give milk	4.
Farmer Brown says no blankets	5.
Farmer Brown's cows type a second note to the farmer	6.
Farmer Brown gives blankets to the animals	7.
The cows ask for blankets	8.

Name: _____

Below are two notes from Click, Clack, Moo: Cows that Type. They are each missing some words. Choose the correct words from the word box at the top of the page and fill in the blanks.

cold	Dear	Sincerely	Farmer
Hens	blankets	electric	cows
	Brown	barn	milk

Dear Farmer _____,
The _____ is very _____ at night.
We'd like some _____ blankets.
_____,
The Cows



_____ Cows and _____:
There will be no electric _____.
You are _____ and hens.
I demand _____ and eggs.
Sincerely,
_____ Brown



Name: _____

CLICK, CLACK MOO

Cows that Type

N	Y	R	C	B	P	I	N	Q	E	I	A	C	D	B
F	Y	T	Y	P	E	E	G	Z	P	W	M	Z	D	Y
C	V	H	P	U	K	M	G	H	J	X	F	P	Y	I
H	D	P	F	I	D	H	Z	G	J	D	A	W	M	L
I	X	Z	R	R	Z	X	Y	W	S	V	I	E	E	N
C	T	T	G	E	W	A	K	N	D	T	P	J	O	J
K	S	G	B	L	Z	Z	Y	O	B	L	M	T	M	W
E	J	A	W	Y	B	Y	H	T	A	A	O	U	L	B
N	I	B	T	I	P	Q	D	E	R	X	N	C	C	R
M	J	C	R	O	S	K	W	L	N	E	O	A	F	P
D	I	N	N	Y	T	E	K	N	A	L	B	A	A	L
E	H	L	K	C	I	T	R	X	F	N	Y	P	R	C
W	U	C	K	C	U	D	O	A	D	M	L	T	M	R
R	O	M	L	L	D	D	H	D	Y	J	H	T	E	N
W	K	Q	Z	U	I	L	V	W	A	W	C	A	R	T

BARN
BLANKET
CHICKEN
COLD
COW
DUCK

EGGS
FARMER
MILK
NOTE
STRIKE
TYPE

Animal Noises Matching Game

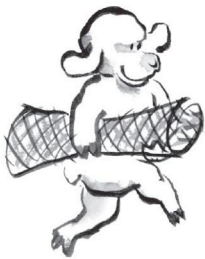
DIRECTIONS:

Match up each animal to the noise it makes.



•

• "BAA!"



•

• "DINK!"



•

• "QUACK!"



•

• "CLUCK!"



•

• "SQUEAK!"



•

• "MOO!"

Animal Noises Guessing Game

DIRECTIONS:

Click, clack, moo! That's a typing cow! Animals can make all sorts of noises and do all sorts of funny things. Can you guess which animals are making silly noises?

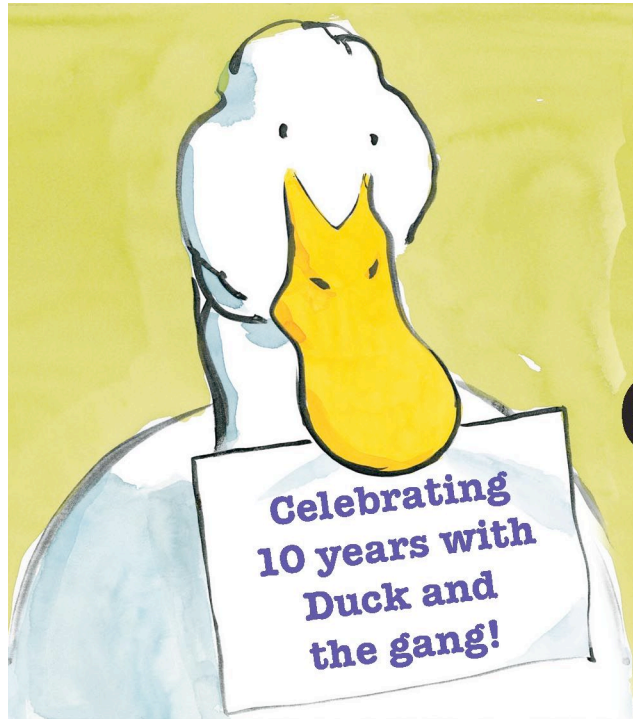
Boogie, woogie, bark! That's a dancing _____.

Honk, beep, meow! That's a driving _____.

Splish, splash, tweet! That's a swimming _____.

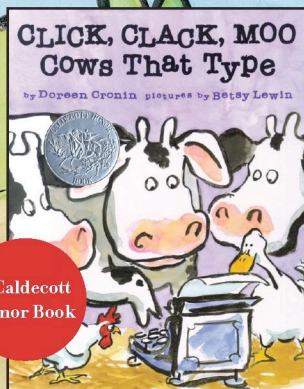
Pitter, patter, neigh! That's a tiptoeing _____.



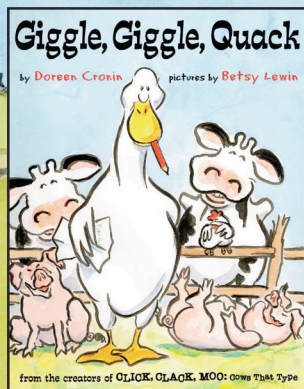


**Celebrating
10 years with
Duck and
the gang!**

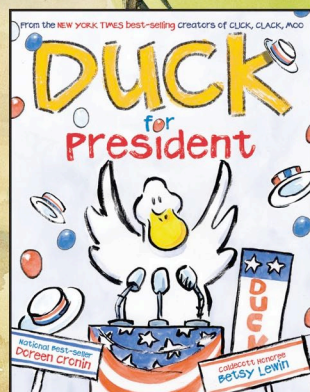
DON'T MISS ALL THE CLICKETY, CLACK, MOOING FUN!



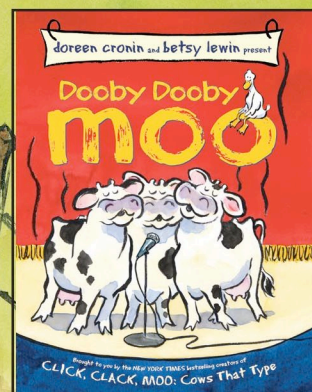
**Click, Clack, Moo
Cows That Type**
9780689832130



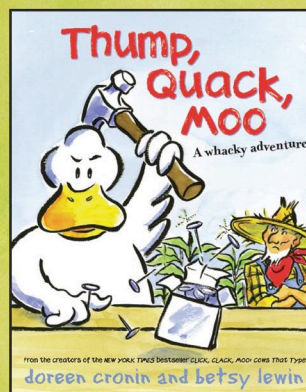
Giggle, Giggle, Quack
9780689845062



Duck for President
9780689863776



Dooby Dooby Moo
9780689845079



Thump, Quack, Moo
9781416916307