

TEACHER GUIDES

curriculum connections



Mooove Over!

Holiday House
Books
By Karen Beil
Illustrated by
Paul Meisel

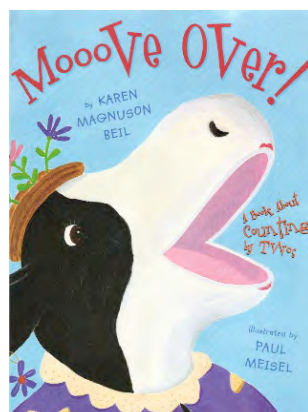
ISBN 0-8234-
1736-0
preK-grade 2

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MOOOVE OVER!

A BOOK ABOUT COUNTING BY TWOS

by Karen Magnuson Beil



This teacher's guide contains classroom-ready activities that support and connect reading, math, language arts, drama, art, and fun!

These activities supplement your classroom reading of *Mooove Over!*, build on ideas from the resource pages in the back of the book, and focus on skills including counting, writing, dramatic play, and cooperative learning with partners. Designed for pre-school through grade 2, they can be modified to match your students' abilities and interests.

Mooove Over Mix-Ups

flash card games

Here are innovative ways to use flash cards in classroom centers, small groups, or a home-school setting.

You can keep this activity going for several weeks, building on student confidence achieved in Part 1 by adding the slightly higher-level card sets in Part 2.

Learning Skills: Counting by twos, word and number recognition, visual tracking, cooperative learning with partners, memory

Part 1: Math fun for two partners.

In this cooperative math activity, student partners help each other practice counting by twos.

Directions:

1. Prepare 11 index cards, numbered 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20.
2. Partner 1 mixes up the cards.
3. Partner 2 puts them in order on a table or the floor and, when finished, reads them out loud in order to Partner 1.
4. Partner 1 checks for accuracy and, if necessary, helps find any mistakes by noting that there is a card out of order, but without telling which card is out of order. Once any mistakes are corrected, Partner 1 gives a “thumbs-up” or says something specific and encouraging, for example, “I like how you put those in order.” (If you haven’t already established a routine of working with peers, this is a good task to focus on praise and encouragement. Emphasize “helping, not telling.”)
5. Then partners switch roles.

Part 2: More Flash Card Mix-Ups

Enrichment activities for higher level students or for extended centers help children stretch beyond the initial counting-by-two activity.

To build on the Mix-Ups in Part 1, prepare new and different card sets for classroom learning centers. Here are some options:

- Add cards. Instead of just 11 cards, give them 21 cards, encouraging students to count twice as high. Example: 0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40.
- Start with numbers larger than 20. Example: 22, 24, 26 . . .
- Start with a number that is not a multiple of 10. Example: 68, 70, 72 . . .
- Start with 3-digit numbers. Example: 100, 102, 104 . . .
- Give students odd-numbered cards: 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21 . . .
- Make flash cards displaying both the number and the word.

0	2	4	6	8	10	12	14	16	18	20
zero	two	four	six	eight	ten	twelve	fourteen	sixteen	eighteen	twenty

- Change counting pattern to 3s, with another set of 11 cards starting at 0. Example: 0, 3, 6, 9, 12, 15, 18, 21, 24, 27, 30.

Write & Illustrate

what happens next?

Students will take a close look at the story's structure, brainstorm ideas, and dream up a silly sequel or another exciting scene.

You can use this as a whole-class activity, for students working independently or with partners, or a combination.

Learning Skills: Critical and imaginative thinking, writing, identifying story elements, counting, cooperative learning with partners

Writing Process:

Before your students write their story, they'll need to be familiar with the elements, language patterning, repetition of both language and action, and the sequence of the story in *Moove Over*. You might guide them in this analysis using a **story web** or other organizing device familiar to your class.

Use the book's last page as a springboard to new ideas: "She marched off the trolley and straight to the bus stop. 'Yoo-hoo!' she called. 'Got enough room?'"

Then **brainstorm ideas** for a new story starting with the story elements. In brainstorming ideas, focus on new characters, new settings, new counting patterns. Suggested elements to change include: main character (cow), supporting characters (driver, pigs, goats, horses, etc.); the counting pattern (2s), the setting (trolley in a city).

Continue brainstorming and **refining ideas** by asking questions, such as: What happens when that rude cow leaves the trolley and boards the bus? Does the bus

driver count by 3s, instead of 2s like the trolley driver did? What animals climb on the bus?

"What if" questions often shake loose interesting new approaches, such as these: What if she boarded a different type of transportation: boat, ferry, train, space shuttle, subway, submarine, airplane, blimp? What if the bus stops at the zoo? Goes back to the farm? Heads for the beach? What if the driver was never on time?

If used as a whole-class activity, students come up with the ideas for the new story elements, then the teacher does the physical writing on chart paper using student-generated ideas.

If students are to write independently, the teacher should first lay the foundation for the new patterns and model the beginning before students begin writing. For example: "There once was a boat captain who was always on time. There was room enough for 21 passengers. So as they boarded he counted them three by three." With partners, students can brainstorm what kinds of animals would board the boat. Examples: seals, lobsters, starfish, penguins, sharks, whales, turtles. Maybe you'll even want to change the main character to a crabby crab instead of a bossy cow?

Partners come up with the ideas for a **new page** for the book, and then write and illustrate their page.

Put the pages together to make a **class book** for your classroom library or one that could be borrowed by individual students to share at home.

continued on page 4

continued from page 3

Celebrate everyone's hard work with a **publication & signing party**. Invite parents, school dignitaries, and local re-

porters. Have each student sign the "published book." Students can read their pages aloud at the celebration, or to another class, and talk about how they wrote the book.

Farm animals mix math and vocabulary

Article by Sara McGraw

Mooove Over is a delightfully illustrated picture book that engages the listener in skip-counting. I particularly like the use of varied vocabulary for the word two - "duet of ducks, pair of pigs, couple of sheep, two-some of geese."

This book can be used by primary teachers as a counting or skip-counting number story and in an older classroom as a resource and jump-start for creative vocabulary in math language.

Early primary students are often introduced to farm animals in their science curriculum. This book would make a wonderful addition to any unit on farm animals. So many new math concept books are more math concept than engaging literature. This book sneaks the math lesson, of counting by 2's, around a fun romp with a pushy cow!

Seeing and hearing a picture book explain a math concept puts the abstract math idea into a concrete visual for the child. In the primary classroom, reading is usually the number one goal - selecting engaging picture books grabs the child's interest. If the book also teaches another topic, such as math or science, all the better.

Sara McGraw, a teacher at the Albany School of Humanities, also teaches graduate courses in math teaching methods, The College of St. Rose, Albany, NY.



Thanks to those who shared their exciting ideas for using *Mooove Over!* in class:

Beth Bini, assistant principal and fellow math maniac, Jefferson Elementary School, Schalmont School District, Schenectady, NY;

Julia Doellefeld, librarian, Lynnwood Elementary School, Guilderland, NY, for the masks;

Shannon Peterson, former college chapter president, Capital District Association for the Education of Young Children;

Betsy Price, art teacher extraordinaire, Friendship Central School, Friendship, NY, for bovine refinements.

If you too have ideas for using *Mooove Over!* with students, please email me. I'd love to hear from you!

Put on a Play!

masks add character

Students act out this rip-roaring story about math, manners, and a trolley full of farm animals.

Learning Skills:

Story elements, dramatic play, fine motor skills, following directions, listening, predicting what happens next in the story.

Details:

With 22 animals on a crowded trolley, this rollicking story is great fun to perform as a Readers' Theater. Or, it can be done more simply by having all students wear cow masks and play the role of the cow.

Note:

In addition to the cow pieces, the template includes the ears and nose for "Piggy" from Karen's book, *A Cake All For Me*.



This project involves the children in making three-dimensional masks for a Readers' Theater performance of *Mooove Over!* It connects literature, art, and the dramatic arts.

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Supplies:

Template for a three-dimensional mask
Heavy paper stock or, better yet, re-use old file folders (no cost and better for the environment!)
Yarn or string
Pencils, crayons or colored markers
Glue or stapler
Scissors



Recycling: If you use old file folders for the masks, you can turn this into a "teachable moment" to talk about the Earth's land resources and the need for recycling.

Directions:

1. Cut the shapes from the template.
2. Trace them onto heavy paper.
3. Cut out the cow's face, ears, and nose.
4. Give your cow some personality by coloring the face, ears, and nose – with spots or dots or any way you please.
5. Glue or staple the ears at the appropriate places on the face.
6. Fold the tabs on the nose. Holding the paper nose below the eye holes, glue or staple the tabs so they're hidden from view. The nose will lift up from the mask.

Mooove Over Mask Template

