



### **BOOK ACTIVITIES**

- Program “Where is the green sheep” or “where is he?” onto a device, symbol or use a sign for participation during the story. Also add “there he is” for the last page.
- Use symbols or signs for “wake up” at the end of the story to try to wake up the green sheep.
- Alternate endings and things to talk about:
  - Where else could the green sheep be? Maybe at a birthday party or swimming in the pool. Use a picture board to choose alternate endings if needed with symbols for things like party, swimming, shopping, or school.
  - What will he do when he wakes up?
  - Why is he so tired?
  - Talk about all of the other sheep and the things they are doing.
- New words and concepts to discuss
  - Adjectives – blue, red, bath, bed, thin, wide, swing, slide, up, down, band, clown, sun, rain, car, train, wind, wave, scared, brave, near, far, moon, star, green.
  - Look, find
  - Where?
- Talk about each of the pages, e.g., ‘Why is the scared sheep scared?’, ‘Why is the thin sheep up and the wide sheep down?’, ‘What is wrong with the car sheep’s car?’, ‘Who else is on the train with the train sheep?’.
- Name the other sheep on the page near the end of the story. What would you call them? e.g., ‘bike sheep’, ‘sand sheep’, etc.
- ‘I spy’ game. Find a sheep in the book that sounds like a given word, e.g., “See if you can find a sheep that sounds like “head” (bed), or “grave” (wave or brave).
- Personalize the book. Add a photocopy of your child’s face to each sheep picture and read the story using your child’s name, e.g., “Here is the blue Josh, and here is the red Josh....”etc.

### **EXTENSION ACTIVITIES**

- Make a placemat for mealtimes. Have the child’s photo on the left inside of a sheep picture. Also include other sheep from the book. The child can point out and talk about the sheep at mealtimes. The one with the photo can also be a sheep of their own, e.g., “Here is the Toby sheep”.
- Do a drawing activity using a picture board to decide what to draw. Choose an adjective from one board and an animal from the other board. Then try to draw it, e.g., up cow; grumpy sheep, happy cow, etc.
- Play Hide and Sheep – Get the child to hide and be the Green Sheep. As you look for them, talk out loud, e.g., I found the bed sheep, I found the book sheep, I found the behind the door sheep, but where is the green sheep. You could also get the child to hide things around the house, e.g., red hat – here is the blue shirt, here is the white pillow, here is the big ball, but where is the red hat.
- Combining words – Use a set of pages with pictures of plain (B+W) sheep, and collect some pictures to glue on to the sheep and colour in, e.g., apple sheep or house sheep. Use any pictures for words that you want the child to learn or practise, or ones they are

interested in, e.g., colours, people, vehicles, etc (truck sheep, car sheep, mummy sheep, Wiggles sheep, etc).

- Cut out words from a magazine to go with sheep. Have a page with the word sheep written on it several times. Glue the cut outs from the magazine onto the page in front of the sheep, and draw your own picture underneath the new phrase you have made.
- Retell the story doing actions for each of the sheep. If you can find props around the house you could use these too.
- Talk about other things or people you know that are blue, red, wide, thin, scared or brave, etc. Make a list as a writing activity.
- Decorate your own sheep using a plain sheep template. Use these on your placemat or stick them to the fridge, notice board or in a scrapbook so you can make your own sheep story when you put them all together.