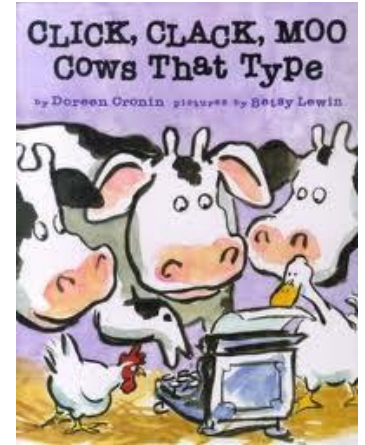


Click, Clack, Moo Cows That Type

Written by: Doreen Cronin

This is a story about a farmer who has cows that can type. Much to the farmer's dismay the cows begin to use their typewriter to make demands. When the farmer refuses their demands, the cows go on strike.



Possible strategies for instruction:

Comprehension:

- **Recognize literary elements:**
 - P. 1 – What is Farmer Brown's problem in the first line?
 - P. 5-6 What time of day is it? Farmer Brown's shadow should give a clue.
 - P. 24 How do the Farmer and cows solve their problem?
- **Use prior knowledge to connect with text:**
 - Do animals on a farm type letters to Farmers?
 - Do cows use electric blankets?
 - Can animals on a farm go on strike?
- **Recognize and explain cause and effect relationships:**
 - What caused the cows to type a letter to the Farmer?
 - What effect did the Farmer's refusal to give the cows blankets have?
 - What caused the Farmer to give in?
 - What happened with the Ducks as a result of the Farmer giving in about the electric blankets?

Accuracy:

- **Look carefully at letters and words:**
 - Practice word families with words in the text - When you encounter words such as "night" make lists of word families with students such as: night, light, fight. Invite students to create their own words within the family.
- **Chunk letters and sounds together:**
 - Have students connect words that are difficult with words that they know. During reading they may be familiar with the word "light". When they read the word "night", they can connect the unknown word with what they know about the sound of "ight" in "light".

Fluency:

- **Read text as author would say it, conveying the meaning or feeling:**
 - Students will know that characters display different points of view with their voice as well as their words. Model intonation and fluctuation of character's voices as you read aloud.

Expand Vocabulary:

- **Tune into interesting words, and use new vocabulary in speaking and writing:**
 - Discuss unfamiliar vocabulary and bring it into the student's world.
 - Ask students what "strike" means and ask them, "If you told your parents that you were on strike would you be doing your chores?"
 - Consider bringing a typewriter into the classroom and give students the experience of hearing the click, clack of a typewriter.
 - Create mini dramas to allow students the opportunity to play with vocabulary words.
 - "The duck was a neutral party..." Have students on two sides argue, while one student stays out of the argument. Students will remember the creation of the neutral party.
 - Display an ultimatum from the cows in the classroom and refer to it as an ultimatum. Give students an ultimatum of their own; allow them to feel how the character in the story felt.

This text can be used with nearly any strategy on the CAFE menu. The above strategies are a highlighted collection to use as a springboard for further instruction.