



Fine Motor Activity for Bark, George
Courtesy of: Andrea L. Johnson, M.Ed., OTR/L

Let's make hand puppets that look like George the puppy!

What you'll need:

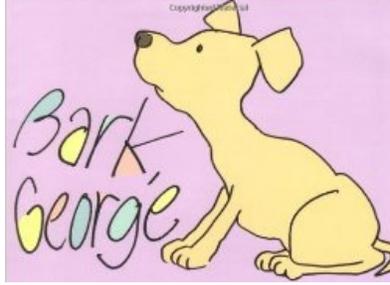
- 1) **brown paper lunch bags**
- 2) **brown, black, white and red construction paper**
- 3) **safety scissors**
- 4) **markers or crayons**
- 5) **stick glue**

Here's how you do it:

- 1) **First trace dog ears on the brown construction paper.**
- 2) **Then trace a tongue on the red construction paper.**
- 3) **Cut out the ears and the tongue.**
- 4) **Then draw eyes and a nose on the top part of the paper bag.**
- 5) **Glue the ears onto the sides of the bag and the tongue inside the mouth.**



Next time you read the book, make the animal noises with your puppet!



Gross Motor Activity for Bark, George

Courtesy of: Brittany Burgess, PT, DPT

George makes a lot of different animal sounds. Can you act like the animals in the book?

“Meow” like a cat – Get down on the ground on your hands & knees. Curve your back up towards the sky and “meow” like a cat.

“Quack” like a duck – Stand up with your knees bent so you are squatting. Flap your arms like wings. Walk around keeping your knees bent and “quack” like a duck.

“Oink” like a pig – Get down on the ground and crawl. “Oink” like a pig while you crawl.

“Arf” like a dog – From standing, bend forward and touch the ground with your hands while keeping your knees straight, like a stretching dog. “Arf” like a dog while your stretch.

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Bark, George



What do you need?

Bark, George book, pictures of other animals, a cozy reading spot and your child!

What do you say?

Core vocab: I/you, my/your, do, that, in, feel, like, don't, turn, it, want, he, she, read, look, eat, go, sleep, stop

<u>Language Purpose</u>	<u>One Word</u>	<u>Two Words</u>	<u>Three Words</u>
Requesting	Want (with or without pointed finger)	Want that (with pointed finger), Want read, Read that	I want that (with pointed finger) Want read that, Want do it
Commenting	Feel eat	Feel sick, Feel silly That silly, eat that	He feel sick She feel sad
Commenting	Like; don't, in	He like, Don't like Go in	She don't like He like that, It go in
Directing	Look, do,	Look that, you do,	You look that, Don't do that, I do that
Directing	read	You read, stop read	I read that, You stop read
Social	Turn	I turn, turn it	I/you turn it

What do you do?

You can have a lot of fun with this silly book! Read the part of George's mother with lots of emotion and expression in your voice. If you look closely, the drawings of George's mother show her feelings when she's trying to get George to bark: She's frustrated, worried, scared, shocked and happy. Use expression in your voice to convey this. Be silly and dramatic: your child will love it! Use your child's device to describe George's mom's feelings: "she happy, sad, scared". Add other core words to tell the story: "stop that!", "don't like!" "that silly". If your child is getting antsy, ask: "read more?", "stop read?" Add other animals to the story and see if your child can help tell the "new" story. Show your child one of the animals below and take turns playing the part of George and his mother. "Don't eat!", "I want more", "you look", "eat that?", "that in?", "You like that?"

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Take turns choosing an animal to add to the story and tell the "new" story!



What's next?

You can use much of the same core vocabulary with other favorite books. See how many different core word combinations you can model for your child. You'll be surprised at how much you can say with just the 20 words listed above. Read with lots of expression and energy; your child will love it! When your child looks excited about a part of the book, put words to match his expression: "you like that!", "I do!"

Enjoy reading together and don't be surprised if your child picks the same book over and over. Kids love familiar stories and this will give you many opportunities to help use his device to say the words and phrases you have been modeling for him!