

# Click Clack Moo: Cows that Type Flashcards, Mini-cards and matching cards



Learning language  
through stories and  
craft

**Kids  
Club  
English**  
Sing, Play, Make, Learn

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# Possible language focus

This pack is designed to complement the story 'CLICK, CLACK, MOO: Cows That Type' by Doreen Cronin and Betsy Lewin. The main vocabulary group that this story lends itself to is farm animals BUT the key vocabulary in the story is more eclectic. A structure that is useful to focus on is 'would like' to make requests and express desires. The story is also ideal to look at the basic structure of letter writing. However, there is a much wider variety of language practice that you could incorporate through games and activities with these cards. could incorporate a wide variety of language practice that moves beyond this.

- **Farm animals:**

cow, hen, duck, cat, sheep, horse, dog, pig, goat, donkey, mouse, cockrel

- **Miscellaneous story vocabulary:**

<u>places</u>	<u>objects</u>	<u>food</u>
farm	typewriter	milk
barn	electric blankets	eggs
pond	note	
	diving board	

- **Letter structure and format:**

Dear Farmer Brown; Sincerely, The Cows

- **'would like' to express desire**

We'd like some electric blankets.

They'd like electric blankets.

- **Other story phrases**

The barn is very cold at night; The hens are cold too; No way!; Sorry; We're closed;

- **Craft/Game instructions and play:**

Is it ...? Yes it is. No, it isn't?

Where's the ...? It's here. It's there.

Fold the paper. Turn it over. Fold it back.

Choose a colour. Choose a number. Choose an animal.

Roll the dice. Spin.

Colour \_\_\_ (blue)

Can I have (the frog)? Can I have number (4)?

I'm finished. Can I have ...? Yes, you can. Here you are. Thank you. You're welcome.

Can you see? I can see...

Where's the .....? Here it is. Over there. It's here.

It's my turn. It's your turn.

How many ..... have you got? I've got.....

How many ..... are there? There are ..... / There is....

What is it? It's a ... / What are they? They're ....



## Possible language focus

This pack is designed to complement the story **CLICK, CLACK, MOO Cows That Type** by Doreen Cronin and Betsy Lewin. The story is available on the story page. It is a fun story that is perfect for young children. It is a story about a cow that can type. The story is available to look at the back of the book. It is a story about a cow that can type. The story is available to look at the back of the book.

### Farm animals

cow, hen, duck, cat, sheep, horse, dog, pig, goat, donkey, mouse, cockatiel

### Miscellaneous story vocabulary

ghost  
turn  
home  
pond

objects

typewriter

chicken

egg

chicken

chicken

chicken

### Letter structure and format

Star Farmer Brown, Saturday, The Cow

### 'wood like' to express desire

Woo like some electric blankets.  
They'd like electric blankets.

### Other story phrases

The hen is **cluck cluck** at night. The hen is **cluck cluck** because she says: 'Sorry, I'm tired.'

### Craft/Some instructions and play

1. I'm a pig. I'm a pig. I'm a pig.  
I'm a pig. I'm a pig. I'm a pig.

Feed the pig. Turn it back. Feed the pig.  
Choose a number. Choose a number. Choose a number.

Can you have the frog? Can you have the frog?  
Can you have the frog? Can you have the frog?

Can you have the frog? Can you have the frog?  
Can you have the frog? Can you have the frog?

Can you have the frog? Can you have the frog?  
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# Possible language focus

## CLICK, CLACK, MOO Cows That Type

by Doreen Cronin pictures by Betsy Lewin



# Detailed activity suggestions

## Click Clack Moo: Cows that type matching cards

### Activity suggestions:

These matching cards include key vocabulary from the story and other farm animals.

- Opening routine**

For very young children, this can be a good way to spark interest.

  - Before your session, scatter or hide half of each pair around the room face-down.
  - When the children come in, offer them one of the remaining card halves. Fan them out so the children can't see the pictures.
  - Challenge them to find the other half.
  - When they find the other half, they can match it up on a flat surface.
  - After all the pairs have been found, follow-up by asking the children what they can see.
- Matching race**

  - Make one set of matching cards for each child.
  - Give each child a set of cards and challenge them to match up all the pairs as quickly as they can.
- Patience / Pairs**

Use the cards as a memory matching game. You could do this as a whole class or in small groups.

  - Place all the cards face down on the table or floor.
  - Each child takes a turn at turning over two cards. Encourage them to say a sentence for each card they find, e.g., 'It's blue', 'It's purple', 'Oh well!'
  - When one child finds a pair, they win that set.
  - The children continue taking turns until all the pairs have been found.

For more ideas on games you can play, see:

**Adaptable games and activities for young language learners**

## Click Clack Moo mini-cards

available. The first one focuses on key vocabulary from the story. The vocabulary:

age of development, you may choose to print only pictures or the picture (this on the reverse to avoid the children seeing through when the cards are held up) and there's a huge variety of language you could practise – not words.

### Click Clack Moo matching cards

ing routine  
ring race  
anism / Pairs

one of each picture or word at one side of the room, so the children into a line (or lines for a team game) at the back of the room. The first child in the line says a phrase to the last person (people in teams), e.g., 'It's a cow', 'It's a pig', etc. The last person in the line then whispers it to the child in front of them, who in turn whispers it to the child in front of them, and so on, until it reaches the first child. The child at the front hears the phrase, they run forward and point to the picture or word card.

As a whole group or in pairs, the teacher shuffles the cards and chooses one. They keep it secret. The children take turns guessing the card, e.g., 'Is it a cow?', 'Have you got a pig?'. The teacher continues taking turns. Encourage complete short answers.

games you can play, see:

**Adaptable games and activities for young language learners**

## Click Clack Moo: Cows that type FLASHCARDS

Resources available, you could choose to print the A5 or A4 flashcard (red or black text for printing on the reverse side. It is word flashcards using literacy skills).

story vocabulary and farm animals.

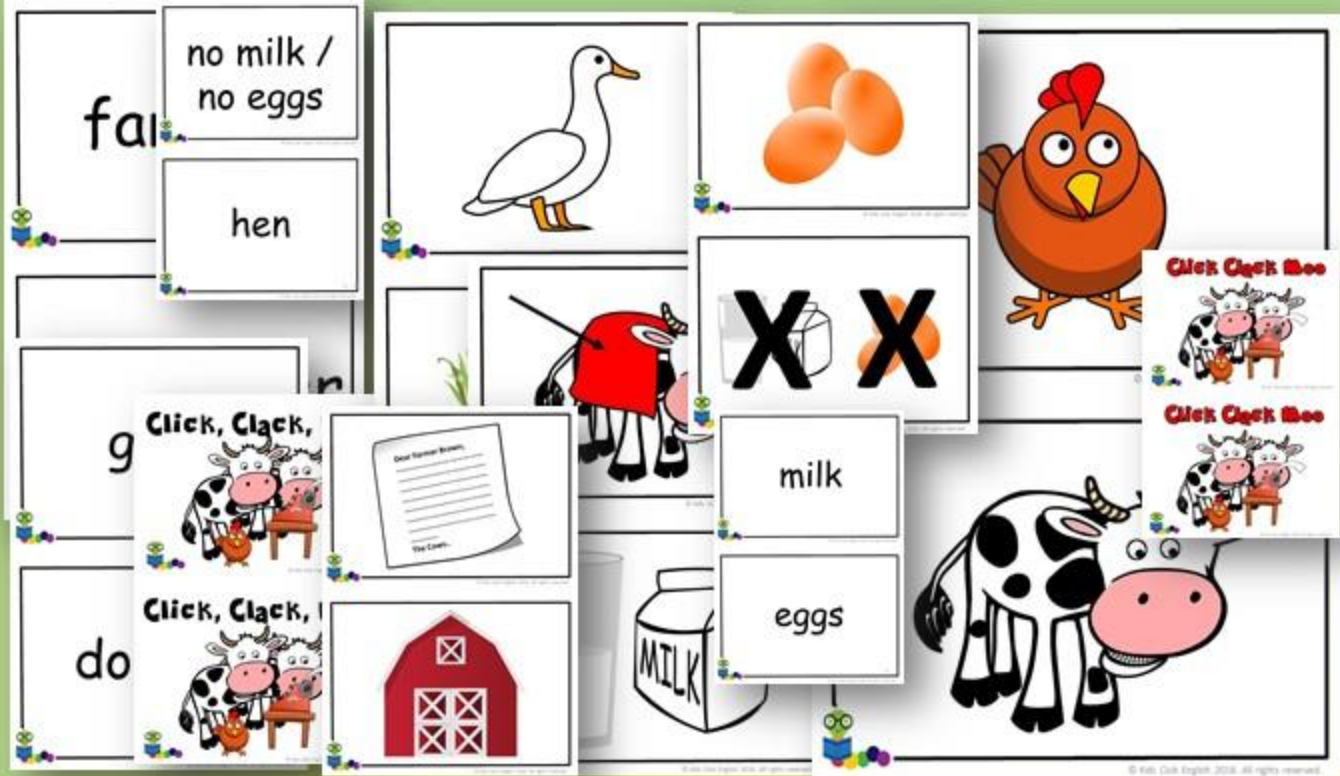
	Farm animals	
sheep	sheep	goat
pig	pig	donkey
horse	horse	rabbit
dog	dog	cat
cockatiel	cockatiel	mouse

Number of ways:  
new language  
language  
language  
comprehension  
language games

When with the story, you could:  
use the flashcards as visual prompts. This can help you tell the story in a more engaging way.  
Use the flashcards to consolidate new language.  
Use the flashcards to play a follow-up craft.

you can play, see:

**Adaptable games and activities for young language learners**




## Flashcards - A4 + A5 images and words




















**Key story  
vocabulary and  
farm animals**



# Matching cards

 W's a ... farmer	 W's a ... typewriter	 W's a ... cow	 W's a ... milk	 W's a ... horse	 W's a ... dog
 W's a ... note	 W's a ... barn	 W's a ... eggs	 W's a ... hen	 W's a ... cockrel	 W's a ... goat
 W's a ... duck	 W's a ... pond	 W's a ... sheep	 W's a ... pig	 W's a ... donkey	 W's a ... cat

# Mini-cards

hen	farmer	typewriter	note					
pig	barn	duck	pond					
cockrel		eggs						
rabbit		ow	