



Minnesota Children's Museum

Adventures with Clifford The Big Red Dog™



Clifford
THE BIG RED DOG™

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Educator Guide

(Pre-K through Grade 3)



Exhibit Overview

Visitor Experience



Adventures with Clifford The Big Red Dog™ is a 2,500 square foot exhibit that transports visitors to the world of Clifford, Emily Elizabeth and all of the residents of Birdwell Island. Like tourists visiting Birdwell Island, visitors will start their journey to the exhibit aboard the Birdwell Island ferry, complete with seagull sounds and clanking ship bells. Children take the captain's seat and steer the ship's wheel as visitors disembark and enter the world of Clifford and Emily Elizabeth.

The exhibit content and environments are drawn from places found on Birdwell Island and consist of eleven main places: 1) Exhibit Entry, 2) Birdwell Island Ferry, 3) Samuel's Fish and Chips Shack, 4) Musical Marina, 5) T-Bone's Beach Fun, 6) Clifford and his doghouse, 7) Emily Elizabeth's Backyard Theater, 8) Howard's Home, 9) Cleo's Backyard, 10) Birdwell Island Post Office, 11) Birdwell Island Library, and Norman Bridwell Art Retrospective.



All of the exhibit "sites" are environments based on locations found on the PBS Kids *Clifford The Big Red Dog* television series and should be recognizable to visitors familiar with the television show.



Audience, Goals and Design

Audience

Clifford is targeted to children ages two to eight years old and their caregivers. Particular attention is paid to children visiting in school and community groups. The activities throughout the exhibit maintain enough flexibility to accommodate both individual and group interactions. Activities are designed to offer safe and inviting experiences for the youngest visitors while offering challenges for older children. Adult caregivers are addressed specifically through text and graphics, which highlight the exhibit's educational messages and Clifford's Big Ideas.

Goals and Messages

The goal of this exhibit is to provide museum visitors with a greater understanding of the social and emotional challenges children face every day. This goal is met through the following objectives:

1. Create immersive exhibit environments where visitors become part of Clifford's world.
2. Provide opportunities for museum visitors to practice developmentally appropriate challenges through playful exhibit interactives.
3. Foster pro-social skills and feelings of success by creating open-ended and self-correcting activities throughout the exhibit.
4. Promote adult/child dialogue about Clifford's Big Ideas – 10 simple, tangible, life lessons designed to help young children navigate their world.

Clifford's Big Ideas include:

Share, Play Fair, Have Respect, Work Together, Be Responsible, Be Truthful, Be Kind, Believe in Yourself, Be a Good Friend, and Help Others.

Design Overview

As visitors pass by the Lighthouse and enter Birdwell Island, they discover the world of Clifford, Emily Elizabeth, and the people and places of Birdwell Island. The design draws specifically from existing art that has been created for Clifford The Big Red Dog television show, and



incorporates as much diversity of textures and materials as possible. A group of easily identifiable structures found on the television show give the impression of the community on Birdwell Island to children and adults as they move through the gallery. Appropriately scaled, light-hearted images of Birdwell Island residents are stationed in doorways and at their work places furthering the perception of being on Birdwell Island.



The exhibit's 11 themed areas are:

- 1) Exhibit Entry
- 2) Birdwell Island Ferry
- 3) Samuel's Fish and Chips Shack
- 4) Musical Marina
- 5) T-Bone's Beach Fun
- 6) Clifford and his doghouse
- 7) Emily Elizabeth's Backyard Theater
- 8) Howard's Home
- 9) Cleo's Backyard
- 10) Birdwell Island Post Office
- 11) Birdwell Island Library and the Norman Bridwell Art Retrospective

The structures comprising each of the main areas are designed to be free standing and adaptable to layout in a variety of gallery configurations. In larger galleries, more circulation and play space can be added around the components. Large, scenic-painted wall panels can be installed between buildings to enhance the immersive feel of the exhibit. These can be omitted in galleries with insufficient wall space.

Cast of Characters

The following characters are found throughout the exhibit, visually greeting visitors as they enter various sites in the exhibit. The characters are sized proportionally to Clifford.

- Victor and Pedro greet visitors on the Birdwell Island Ferry.
- Samuel and Charley invite visitors into the Fish and Chips Shack on the pier.
- Mary encourages visitors to try their hand making music.
- Mac shares the stage with visitors in the theater.
- T-Bone plays with visitors at the beach.
- Emily Elizabeth welcomes visitors to Clifford's doghouse.
- Mr. and Mrs. Howard greet visitors as they wander into the backyard.
- Cleo plays with visitors in Cleo's backyard.
- Mr. Carson invites visitors to help him sort the mail at the Birdwell Island Post Office.
- Jetta and Ms. Lee greet visitors in the Birdwell Island Library and Norman Bridwell Art Retrospective.



School and Group Programs

Lesson Plans for Teachers

CLIFFORD ACROSS THE CURRICULUM

Included are pre and post visit activities based on Adventures With Clifford the Big Red Dog exhibit for Pre-K through grade 3 students. Select those activities that fit the age and interests of your students. Pre-K adaptations are listed at the end of the sections.

A Gallery Guide to Clifford the Big Red Dog Traveling Exhibit is also provided and may be copied for the chaperones. The Family Activity Letter may be copied and sent home with each child.

Activities incorporate

- early education content areas
- Clifford books and the Clifford television show
- Clifford's 10 Big Ideas
- exhibit connections

Bibliography

Clifford's Birthday Party by Norman Bridwell

Clifford's Sing Along by Norman Bridwell

Clifford's Sports Day by Norman Bridwell

Clifford The Big Red Dog by Norman Bridwell

Clifford The Big Red Dog Magnet Math by Norman Bridwell

Clifford The Big Red Dog: The Missing Beach Ball by Norman Bridwell

Clifford The Small Red Puppy by Norman Bridwell

Tummy Trouble Big Red Reader Series adapted by Josephine Page

Welcome to Birdwell Island by Norman Bridwell

Television Shows

Educators have the right to tape Clifford The Big Red Dog and Clifford Puppy Days on PBS KIDS for free and can use the tapes for educational purposes in their classrooms for one year after taping. Episodes related to various content areas and Big Ideas are listed after each section in the Clifford Across the Curriculum Lesson Plans.

When you view the episodes you can encourage the students to talk about Clifford's Big Ideas. For example, if the show was about being kind, ask the students to think of a time when someone was particularly kind to them or when they were kind to someone else. Have them create puppets to act out the episode or their experiences with kind acts.

Website

scholastic.com/clifford

Pbskids.org



Content Area Pre-visit Activities

Social Emotional Development CLIFFORD'S BIG IDEAS

Help Others

Rake yards or pick up litter

Perform music for senior citizens using the instruments you made

Believe in Yourself. You can make a difference.

Take care of the pets for your family or for a neighbor

Be Responsible

Clean your desk, the classroom or the schoolyard

Be Kind

Provide cool drinks for animals, plants and people

Share

If you have a Clifford book at home bring it to school and share it with your class.

Work Together

As a group create different types of boats from shared recycled materials

Be a Good Friend

Create cards or invitations for friends

Be Truthful

Play a Clifford game and be honest when it is your turn.

Play Fair

Let each person have a turn when playing inside or outside games

Have Respect

Give classmates a complement on something they made such as their artwork or musical instrument.

1. Have students discuss Clifford's Big Ideas. Help them brainstorm ways to use the Big Ideas to work cooperatively in the classroom and to do group community service projects. As a group have them decide on a group activity or project to complete.
2. Introduce the **Family Activity Letter** and let them know that they will be taking it home after visiting the exhibit. Encourage them to use Clifford's Big Ideas individually at home and bring back the diary to share with the class.

Pre-K Adaptation Emphasize the Big Ideas "Help Others, Share and Be a Good Friend". Discuss with students how they use these Big Ideas in the classroom such as helping clean up the classroom, sharing materials with each other, and inviting another student to play. Select one Big Idea to work on as a group goal.

Emergent Reading and Writing

Concepts/Skills: language development, reading comprehension using plot and storyline

1. Read *Clifford The Small Red Puppy*.

Talk about Clifford's size as a puppy and as he grew up. Have the students name all the synonyms they can think of for small. Write them on chart paper or on small bones to be placed on a word wall. Next have the students name all the words they can think of that are synonyms for big and write them on the paper or on big bones.



Pre-K Adaptation Rather than naming synonyms for big and small have the students name objects that are big and those that are small.

2. Put up the list of Clifford's Big Ideas. Read a book such as *Clifford The Big Red Dog: The Missing Beach Ball* that demonstrates the big idea "Work Together" or watch a Clifford television show. Talk about how the plot of a story has a problem that needs to be solved. Have students identify the problem in the book or show. How does Clifford solve the problem? Does he use one of the Big Ideas?

Pre-K Adaptation While reading a Clifford book, have the students predict what will happen next or decide what they think Clifford should do next.

Geography

Concepts/Skills: map skills, island

1. Locate land and water on a large map or globe.
Ask the students, "What colors are used to show land and water on the map?"
2. Ask the students, "What is an island?"
Look for islands on the large map.
3. Read *Welcome to Birdwell Island*.
Look at the enclosed map of Birdwell Island.
Locate places on the enclosed Birdwell Island map such as: Emily Elizabeth's house or the Birdwell Island Post Office.
4. Watch Clifford the Big Red Dog episode 103B "Home is where the fun is" and/or episode 213B "Jetta's Friend" for more geography experiences.

Pre-K Adaptation Look at the map and talk about how Clifford lives in a doghouse on Birdwell Island. Together find Clifford's Doghouse on the map. Talk about what city the students live in and what kind of homes they have.

Science

Concepts/Skills: An ocean is a big body of salt water with many animals and plants living in it.

1. Read *Clifford The Big Red Dog: The Missing Beach Ball* to see about ocean life. What animals did you see on the shore and under the water? Notice that there are waves in the ocean that are strong enough to even knock Clifford down.
2. Talk with the students about how the ocean is made up of salt water, but lake and river water is fresh water. Ask the students, "Which kind of water do we drink?" Let them drink a sip of fresh water from a small cup. Have them add a teaspoon of salt to it and taste it again. Ask them, "Would that water help you if you were thirsty?"
3. Talk about how Birdwell Island is in the ocean. What kind of water is it surrounded by? Would it be good for Clifford to drink that ocean water?
4. Watch Clifford the Big Red Dog episode 103B "Home is where the fun is" for more science experiences.

PreK Adaptation After reading the book, talk about the concept of the ocean and how animals and plants live in the ocean. Ask questions such as, "Who lives in the ocean, a crab or a cat?"



Math

Concepts/Skills: estimation, counting

1. Place a number of dog food bones in a large jar. Have students estimate the number of bones in the jar and then count them to see how close their estimates were.
2. Preschool and Kindergarten students can listen to the book *Clifford The Big Red Dog Magnet Math* and use the magnetic bones for counting.

Pre-K Adaptation Label jars with numbers. Have the students count out the correct number of bones and put them in the jars.

Health

Concepts/Skills: All animals, including dogs and humans, need water and good nutrition to be healthy.

1. Ask students, "What do you think Clifford eats and drinks to stay healthy?"
2. Read *Clifford's Tummy Trouble* to see what happens when he doesn't eat properly.
3. Ask students who have a dog to bring in the label from the dog food their dog eats. Read the labels to the class to see what is in the dog food. Does it contain a variety of kinds of food?
4. Ask the students, "What do children need to eat and drink to stay healthy?" Introduce the food pyramid categories of grains, vegetables, fruit, dairy products and meat.
5. Have students plan a healthy meal for Emily Elizabeth using foods from the various food groups. They could cut out pictures of the foods and paste them on a paper plate. How is Emily Elizabeth's meal like and different from what dogs eat?
6. Watch Clifford the Big Red Dog episode 107B "Itchy Patch" for more health experiences.

Physical Development

Concepts/Skills: All animals, including dogs and humans, need exercise to be healthy.

1. Play **Dog, Dog, Red Dog**, a variation of Duck, Duck, Gray Duck or Duck, Duck, Goose.
2. Play **Clifford, Clifford Where's Your Bone?**, a version of Doggie, Doggie, Where's Your Bone? Students sit in a circle with one student in the middle who is Clifford. She sits on a red chair, pillow or red circle with a rubber bone behind her. She covers her eyes and one of the students in the circle sneaks up and takes the bone and puts it behind his back. All of the students put their hands behind their backs as well. They say, "Clifford, Clifford, where's your bone? Someone has taken it from your home." The child in the center then looks around the circle and selects the child she thinks took the bone. If she can guess correctly she moves back into the circle and the child who took the bone becomes Clifford. If she does not guess correctly, she returns to the middle of the circle and the game begins again.
3. Play **Snatch Clifford's Bone** with two equal groups of students. They line up across from each other and number off from opposite ends of the two lines. A large rubber dog bone is put in the middle. The leader calls out a number and the two students with that number run to the middle to snatch Clifford's bone and take it to their respective side. Each side gets a point every time they get the bone back to their line. (This is an adaptation of Steal the Bacon.)



Art

Concepts/Skills: a color can have many variations

1. Have students look in their crayon boxes to see all the crayons they would say are red. Help them read all the names for red on the crayons. Put a rubber band around the “red” crayons and let them draw with the bunch.
2. Use eyedroppers to drop diluted red paint on round coffee filters. Have students notice how the color changes in intensity as the filter becomes wetter.
3. Cut out red pictures from magazines. Notice the variety of red colors. Use the pictures to create a collage, possibly a red Clifford collage.
4. Watch Clifford the Big Red Dog episode 203B “Jetta’s Project” for more art experiences.

Music

Concepts/Skills: musical instruments make sounds by vibrating

1. Collect some simple musical instruments such as a recorder, a drum, and rhythm instruments. Let students play the instruments and examine them to see how they produce sound. Demonstrate the concept of vibration using the instruments.
2. Categorize the instruments by the way the sound is made such as blowing, hitting, shaking, plucking, etc.
3. If you can obtain a collection of drums from different countries, use a globe to show where the instruments came from. Have students observe similarities and differences between them.
4. Watch Clifford the Big Red Dog episode 202A for more music experiences.



Family Activity Letter

Dear Families,

We visited the “Adventures With Clifford The Big Red Dog” traveling exhibit at the museum today. We took the ferry to Birdwell Island, fed Clifford giant bones, saw the artwork of Clifford creator Norman Bridwell, and participated in many more learning activities with Clifford and his friends.

Every episode of Clifford The Big Red Dog on PBS KIDS highlights one of Clifford’s Big Ideas – tangible life lessons designed to help children navigate their world. Similarly, the museum exhibit promotes Clifford’s Big Ideas Here they are:

1. **Help Others**
2. **Believe in Yourself**
3. **Be Responsible**
4. **Be Kind**
5. **Share**
6. **Work Together**
7. **Be a Good Friend**
8. **Be truthful**
9. **Play Fair**
10. **Have Respect**

Let’s talk about how we use these ideas in our family.

Using the following page, please help me keep a diary for a week and list my actions that reflected some of Clifford’s Big Ideas. We can write or draw what I did and which Big Ideas I used.

Sincerely

Name _____



Clifford's Big Ideas Diary

Day	Activity	Big Idea
Sunday		
Monday		
Tuesday		
Wednesday		
Thursday		
Friday		
Saturday		



Post Visit Activities

Emergent Reading and Writing

Concepts/Skills: characters, plot, setting
written language - invitations

1. Make puppets and act out a story with the characters and setting of Birdwell Island. Can you use one of Clifford's Big Ideas to help solve the problem in your story? Puppets can be made from small paper bags, paper plates, socks, etc.

Pre-K Adaptation Have students put on a puppet show based on the storyline in one of the Clifford books. They act out the story while the teacher reads it aloud.

2. Read *Clifford's Birthday Party*.

Write out invitations to families or another classroom. The invitation could be for a classroom event such as the following:

- A Clifford Puppet Show or Play
- A Big Red Art Show
- A Clifford Sports Fest

Pre-K Adaptation Let students "write" their invitations, put them in an envelope, make a stamp and pretend to mail them.

Geography

Concepts/Skills: There are various bodies of water. Water makes sound. We can have fun getting exercise in the water.

1. Have students brainstorm the names for various bodies of water (ocean, lake, river, pool, puddle) Review which form of water surrounds Birdwell Island. Compare and contrast the bodies of water.
2. Listen to a Mp3 recording or CD of the sounds of water such as ocean waves, a bubbling brook, or rain.
3. Food activity
Give each child a plastic bowl, a spoon and soft ice cream. Have them decide which water form they want to make using their ice cream. For example, for a river make the two banks with an indentation through the middle of the bowl. Have them explain to a partner what they have made. Pour blue raspberry syrup on the ice cream to represent the water.
4. Talk with the students about how we play in these different types of water. Have students act out these different ways such as running along the beach in the ocean waves, canoeing on a river, swimming on a lake, diving in a pool, etc. Other students can guess the water activity.

Pre-K Adaptation Emphasize the concept of the ocean around Birdwell Island and create ocean sundaes with the ice cream on one side and the "water" on the other. Add a gummy shark to the ocean.



Science/Inquiry

Concept/Skills: sink and float

1. Remind students that Clifford lives on an island in the ocean. Ask the students,
 - How can we travel to an island?
 - What do we call the form of transportation we use to travel on the water?
 - What do we call the type of boat that we went on in the Clifford exhibit?
 - What is a ferryboat used for?
2. Read *Welcome to Birdwell Island* to find out about the barge Clifford used to travel to Birdwell Island.
3. Have students brainstorm a list of vocabulary words for different kinds of boats. Each child can draw and label one of the boats and then the drawings can be put together to make a class boat book. Be sure to include the ferryboat that goes to Birdwell Island.
4. Have groups of students make flat ferryboats with low sides out of heavy-duty aluminum foil. Experiment with the boats to see if they float. Let each group put pennies in the boat to see how many it can hold before it sinks. Have them arrange the pennies differently in the boat to see if that affects how many it can hold before it sinks. Talk about how cars are arranged on the ferryboat so it balances and is more stable.

Pre-K Adaptation Let the students play with a variety of toy boats. Ask which one is most like the ferryboat that goes to Birdwell Island. Let the students use a variety of objects to do sink and float experiments.

Math

Concepts/Skills: Non-standard measurement

1. Have students recall how tall they were compared to the Clifford in the exhibit.
2. Have them measure their heights using non-standard measures such as boxes or bones. Put a mark on the wall to show tall Clifford is. Have students estimate and then measure how many boxes or bones it would take to reach Clifford's height. Clifford is 12 feet tall. Have students record their findings.

I am _____ (bones) tall. Clifford is _____ (bones) tall

Pre-K Adaptation To do measuring, have students lie down on the floor and measure their heights horizontally and mark them with tape. Have the students line up bones until they reach the tape to see how many bones tall they are?

Physical Development/Health

Concepts/Skills: Track and field activities

1. Read *Clifford's Sports Day*
2. Organize a Clifford Sports Day using track activities such as the following:
 - Mark how long Clifford is, (16 feet without his tail) and have students do the running broad jump and see how far they can jump along Clifford.
 - Mark how tall Clifford is and have students do a vertical jump and see how far up on Clifford they can jump.
 - How long do they think it would take for Clifford to run across a soccer field? Time each student to see how long it takes them.
 - Have students design other events in which they can compare their efforts to Clifford.



Art

Concepts/Skills: We can paint in many ways. Decorated paper is an art form that has many uses.

Students make paper that can be
used for cards
used for invitations
exhibited in a Big Red Art Show

1. Ice painting paper

Have students sprinkle red tempera paint on 9" by 12" white paper. Students drop an ice cube on the paper and move it around creating designs in the powdered paint.

2. Sponge painting

Have students sponge paint using red paint on white paper or white paint on red paper.

3. Marble Painting

Put a 12" by 18" piece of white construction paper in a jelly roll pan. Let each student take a turn dipping marbles in red paint and rolling them around in the pan to create designs.

Music

Concepts/Skills: We can create our own musical instruments

1. Review the instruments you saw at the Clifford exhibit. How did they make sound?

Do you know where they came from?

2. Create your own instruments using recycled materials such as facial tissue boxes, rubber bands, paper towel tubes, stapled paper plates, beans, oatmeal cartons, etc.

