Adventures with Clifford The Big Red Dog™

Gallery Guide
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.
Exhibit Walkthrough

Exhibit Entry
The lighthouse leads the way for visitors to enter the exhibit.

Birdwell Island Ferry

As visitors enter the exhibit, they pass by the lighthouse and climb aboard the Birdwell Island ferry. The pilot’s house looms large on the ferry, and visitors try their hands at steering the ferry as passengers hear ocean noises. The pilothouse accommodates two visitors, and is wheelchair accessible. Seating is arranged around the deck for passengers, and can comfortably accommodate up to 8 adults. The map provides an overall view of Birdwell Island, and introduces visitors to the geographic elements of an island. The community on Birdwell Island is enlarged and highlighted. The perspective of the map is one that puts exhibit visitors into the shoes of Birdwell Island tourists. Sites found in the exhibit are highlighted on the map.
**Samuel’s Fish and Chips Shack**
The pier on Birdwell Island is alive with the sounds from Samuel's restaurant! Samuel greets visitors at the entrance, and a window at the counter opens up to the pier where visitors sit on stools and place their orders. As visitors step inside the restaurant, they step into the shoes of restaurant workers by cooking, cleaning, serving food, and restocking shelves. A cash register, order pads, and a menu join together to fill out the environment and help promote early literacy and early math skills.

**Musical Marina**
As visitors make their way along the pier, they are greeted by Mary and invited to try out various musical instruments. In this kid-sized music station, visitors find a xylophone, congas, and tongue drum. The drums represent drums from around the world, and introduce visitors to cross-cultural music-making. Visitors are encouraged to make music through open-ended play.
T-Bone’s Beach Fun

No island is complete without a beach! The character of T-Bone looks over the corner of a large, bone-shaped beach area and welcomes visitors to the beach. A permanent sculpted sand castle rests in the middle. The sand castle is actually a three-dimensional puzzle that visitors can take apart and put together. Several shells of various shapes and sizes sit in the bottom (or floor) of the box. A treasure chest stands near the side of the box, filled with plastic fish that can be connected together by the youngest visitors. This area does not contain real sand.

Clifford The Big Red Dog and his Doghouse

Clifford, his doghouse, and Emily Elizabeth all are right at home in this backyard! As visitors make their way into the exhibit gallery, a giant Clifford welcomes them into the exhibit. Because Clifford is always ready to play, visitors can slide down Clifford’s tail, just like they see Emily Elizabeth do on the television show. The top of the slide itself is 36” off the ground. Emily Elizabeth is seated on Clifford’s paw, inviting visitors to sit next to her.

And, as every dog owner knows, having a pet also brings responsibility. Visitors are encouraged to try their hand at keeping Clifford’s dog bowl full by loading dog food into his bowl with a conveyor belt.

Stepping into Clifford’s Doghouse is like stepping into a world of arts and letters. A ready supply of paper, crayons, pencils and scissors invite visitors to sit down at the picnic table and create a picture, an invitation or a letter. Visitors can bring home their creations, display them on the side of the doghouse, or mail them to Island residents at the Post Office.
Emily Elizabeth’s Backyard Theater

Visitors enter the world of Clifford and his dog pals by stepping in front of an animated screen that displays images from Clifford The Big Red Dog™ television show. Visitors choose from a number of video clips presented at a kiosk, don their costumes, and step on stage to join in the fun. Seating is arranged in front of the stage for other visitors to participate as audience members.

Howards’ Home

The Howards’ Home is an important part of this backyard. Visitors can help out Emily Elizabeth’s family by doing some hands-on yard care. The garage holds all sorts of lawn tools and watering cans all ready to spiff up the yard. The porch of the house has a flower box where visitors can plant or pick flowers and “water” them if necessary.
Cleo’s Backyard

Cleo welcomes our youngest visitors to her backyard—a small tot play land. Based on the items found in Cleo’s yard, the exhibit components encourage large-muscle development and appropriate risk-taking. For young children, crawling through a tunnel involves not only muscles and coordination, but also the belief that a trusted adult will be on the other side to greet them (even though he or she is out of sight for a short time). Three activities are imbedded into the wall around “Cleo’s Backyard.” The backyard is distinguished from other exhibit areas by its soft flooring and short sections of “stone” wall that surrounds the backyard. The wall doubles as seating for adult visitors.

1. Where’s Clifford?
   Visitors turn a crank to make Clifford pop in and out of his doghouse.

2. Who’s in here?
   T-Bone’s doghouse (slight relief) is built into the wall and an image of T-Bone is looking over the roof. The door to the doghouse opens (with hinges) to reveal a mirror so that visitors can see themselves.

3. Where can you find me?
   Visitors turn two tumblers filled with sound-makers (bells and dried beans). Visitors try to match the face with the place they are found in the exhibit.
**Birdwell Island Post Office**

Mr. Carson welcomes visitors to the post office, where creating mail for residents on Birdwell Island is only half the fun—actually mailing letters and pictures is the other half! The Birdwell Island mailbox (modified to allow the mail to slide out of the bottom) is stationed outside the post office, ready to collect all of our visitors’ creations. In order to prompt visitors to distribute letters to individual mailboxes around the other sites in the exhibit, several letters will be pre-addressed to island residents. Visitors will also be able to deliver their own letters and pictures to these mailboxes.

**Birdwell Island Library and the Norman Bridwell Art Retrospective**

This library includes a cozy book nook with a bone shaped bench and bookshelves filled with Clifford stories. For the youngest visitors, the library offers opportunities to become acquainted with books and Clifford stories while older children and adults share their love of reading. Visitors to the library can also play an interactive Clifford game and view video clips of an interview with Norman Bridwell talking about his work.

The library also houses the Norman Bridwell Art Retrospective. As visitors browse through the art gallery, they gain an inside look at the character and story development of Clifford The Big Red Dog and Mr. Bridwell’s creative process over the past 50 years.
Exhibit Text

Clifford’s Dog Bowl
Be Responsible
Feeding a pet just the right amount is an important job. When children take care of pets they see how animals depend on them—a big step in responsibility.

Samuel’s Restaurant
Work Together
Running the restaurant is a big job that takes teamwork. When children work together to get a job done, they learn to appreciate one another’s contributions.

Interior Doghouse
Be Kind
Creating special pictures and letters for loved ones can brighten a person’s day. When you make another person feel better you are being kind.

Cleo’s Backyard
Be a Good Friend
Learning to share toys can be as challenging as learning to crawl! Friends respect one another and try to make one another feel good.

Musical Marina
Share
Making music together on the Pier means working together and taking turns. Encouraging your child to make sure everyone gets a chance to play the instruments is at the heart of sharing.

T-Bone’s Beach Area
Play Fair
Playing together in a small space works best when everyone plays fairly. When you help your children treat others fairly, like sharing the toys, you are showing them how to be a good friend.

Retrospective
Believe in Yourself
Trying something new, such as playing a computer game or learning to draw, builds confidence. Offer support to your children, and watch them grow!

Ferry Boat
Help Others
Showing people how to get around Birdwell Island is a great way to lend a hand. Helping others in everyday situations makes a child feel good.

Post Office
Have Respect
Working together to deliver the mail around Birdwell Island is a great way to show respect for other children’s contributions. Showing respect to your friends can start by acknowledging their help.

Emily Elizabeth’s Backyard Theater
Be Truthful
Making the most of your big imagination is just fine in this theater! When children grasp the difference between imagination and honesty, they are on their way to understanding the value of telling the truth and becoming trustworthy.
Education

Using our Programs and Materials
This Educational section of the manual includes curricula and write-ups for a variety of programming that accompanies the Adventures with Clifford The Big Red Dog exhibit. The materials are designed to accommodate each hosting museum’s program needs. Museums may choose to use a whole curriculum or separate it out into individual activities. All activities must be facilitated (some contain small parts) and are not designed to stand alone within the exhibit without staffing or facilitators.

Gallery Programs
Gallery programming complements the components and special features of this exhibit while focusing on Clifford’s Big Ideas.

1. Birdwell Island Ferry
   **Big Ideas: Have respect and work together**

   **Eye Spy from the Ferry**
   Locate components from the exhibit from the ferry using a viewfinder. The lighthouse may not be immediately recognizable to the children through the viewfinder because they will be looking at it from an unexpected perspective. The children will work together to locate the images they see in the viewfinder in the actual exhibit. Ask questions like “What shapes do you see?” Where else in the exhibit do you see that same shape?” See attached example.
   Materials: binoculars, clipboards, paper, pencils, viewfinders, pictures of actual objects to find in surrounding exhibit components.

2. Music on the Pier
   **Big ideas: Work together, play fair, and share.**

   **Clifford’s Big Red Band**
   Bring in various instruments or use instruments from the theater and engage children in music play. Adults and children can free play with instruments, organize a band, or have a big red parade, lead by museum staff, through the Clifford exhibit.
   Materials: various instruments (drums, rhythm sticks, maracas, bells, triangles, etc.) and costumes such as red vests or red hats.

3. Theater on the Island
   **Big ideas: Share, work together, play fair, have respect.**

   **Big Red Story Time**
   The theater is the perfect setting for an interactive story time. Lead a small story time on the stage of the theater (the interactive screen will be temporarily turned off). Base the story on a Clifford book and incorporate the costumes already placed in the theater. Children can play various roles throughout the story based on guidance from facilitator.
   Materials: costumes.
Big Red Fun
A small and contained gross motor activity on the stage lead by museum facilitator. Activity ideas include:

- **Shape Game**—Use large red shapes such as a large red bone, a red dog bowl, Clifford’s body in a sitting up position, a red collar and a big red “C” on the stage. The children dance around the shapes to music. When the music stops the facilitator will shout out a shape and the children all jump onto the correct shape.
  Materials: above shapes cut out of backed vinyl

- **Dog, Dog, Red Dog**—a variation of Duck, Duck, Goose or Duck, Duck, Gray Duck.

4. Dog House
**Big Idea:** *Working together, share, play fair, have respect.*

Dog Bowl Sort
Help children play a simple sorting game. Place various red dog bowls on the floor and children will sort small, medium, and large dog bones (plastic or cut from paper and laminated.) This activity will have limited resources, which will require the adults and children to work together and take turns.

Veterinarian
Visitors help take care of Clifford and make sure he is healthy and happy. Use doctor kits to encourage children to examine Clifford like the veterinarian. The museum facilitator will enrich the activity by asking questions about why it’s important to take your pets to the veterinarian and what things people can do to make sure their pets and animals are taken care of.
  Materials: 2 doctor kits and 2 plush Cliffords

5. Emily Elizabeth’s House
**Big Ideas:** Help others, believe in yourself, you can make a difference, be responsible.

Help your neighbors
Children can help the Howard family tidy up their yard and house. They will help them paint their house and fence, mow the lawn, rake leaves, wash windows, and care for flowers.
  Materials: Empty paint cans and brushes, toy lawn mowers, silk or paper leaves, small rakes, a watering can and rags to wash windows

6. Library

Story board props
Various Clifford characters and scenery can be laminated and placed on a felt storyboard. Children and adults can play with them and invent their own Clifford stories.
  Materials: laminated Clifford characters, Velcro, and felt storyboard.

White board
One or two white boards to be placed in the library with red markers so children can practice writing and spelling.
  Materials: whiteboard, markers, and erasers.
7. **Simple Games**

**Big Ideas:**

This exhibit is very well suited for simple early childhood games that require cooperation, turn taking, sharing, and helping. The games are traditional early childhood games with a Clifford slant to be facilitated by a museum staff member. Ideas include:

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**Scavenger Hunt**

Working together to find items. The museum facilitator will place various Clifford items (dog bone, bowl, leash, collar, chew toy) around the gallery and then give children and adults clue cards to help them search for their item. The clue card has a picture of the item and a clue to its location. This activity will require working together in order to find all the items hidden throughout the gallery.

**Clifford Twister**

Children and adults will use their bodies and work together to play in this unique twister game. Instead of placing their hands and feet on circles, visitors will be required to find a big or red, or furry shape.

**Just like Clifford**

In this Clifford version of Simon Says, children will make doggie noises and do other doggie imitations. Example: “Just like Clifford, wag your tail, dig a hole, roll over, sniff the ground, find your bone...etc.”

**Find the Bone**

In this simple game visitors will help Clifford locate his lost bones. The museum facilitator will hide up to 20 bones (laminated paper bones or real dog bones) through out the gallery. Visitors will be asked to help Clifford find his bones. When a visitor finds a bone they will bring it back and put it in a large dog bowl. The game will continue until all the bones are found. The museum facilitator will count the bones with the children and then say, “we gave 15, but we need to find all 20—that means there are 5 bones left. Can you help Clifford find his last 5 bones?”
Home Play Activities

Cooking
Activities for children to do with adult interaction

Bone Appetite
Dog Treats: Make a snack for dogs
If you have a dog, these treats are a great way to model that animals need our love and care.
If you don’t have a dog, make plans to spend time with the dog of a friend or family member.

Ingredients:
- 3 cups all-purpose flour
- 1 cup powdered dry milk
- 1 cup rye flour
- 1 package dry yeast
- 1 cup cornmeal
- 2 cups chicken or beef stock
- 2 cups wheat germ
- 1 beaten egg

Combine all dry ingredients. Add stock gradually and mix. Shape into balls and roll out on a floured board. Cut cookies using a cookie cutter in the shape of a dog bone. Brush tops with egg. Bake 40-45 minutes at 300 degrees.

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Doggie Yummies
Puppy Chow Recipe: A snack for girls and boys (not dogs!)
Create a simple recipe for “puppy chow” using equal parts of favorite snack-time ingredients: pretzels, raisins, dried cranberries or other dried fruit pieces, and KIX® cereal.

Coordinated Book:
Clifford’s Tummy Trouble, by Norman Bridwell

Ask:
What do you think Clifford eats and drinks to stay healthy?
How much does he need to eat?
Movement
Activities for children to do
with adult interaction

Clifford
THE BIG RED DOG™

Move your body—just like Clifford!

“Just Like Clifford”
In this Clifford version of the classic children’s game Simon Says, the instructions are for the dog:
Children and adults can follow instructions like—
“Just like Clifford... wag your tail!”
“Just like Clifford... roll over!”
“Just like Clifford... sniff the ground!”
But remember, if the leader doesn’t say “Just like Clifford,” you don’t have to do it! So listen carefully
to the instructions.

Clifford Steps
Walk across a room and count your steps as you go. Since Clifford is so big, he takes big steps.
Try walking across the room using big steps. How many Clifford-size steps does it take you to walk
across a room?

Dog, Dog, Red Dog!
Play this big red version of Duck, Duck, Goose with a small group of children.
Sit in a circle. One child walks around the outside of the circle and touches each
person on the top of the head while saying, “dog.” Listen carefully, because if the
child says, “red dog,” and touches your head, you have to jump up and chase that
child around the circle. If you catch him/her before he/she reaches the place where
you were sitting you can sit back down. If he/she sits down in your place before being
tagged, you are it and you begin again by walking around the circle.

Coordinated Book:
Clifford’s Sports Day, Norman Bridwell

Ask:
Why is it important to move your body and get exercise every day?

Minnesota Children’s Museum

10 West Seventh Street, St. Paul, MN 55102 651-225-6000 www.mcm.org

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“Red” ideas to encourage creativity and art exploration at home!

**Painting:**
Think of new ways to apply red paint to paper: try kitchen utensils, old toothbrushes, the bottoms of shoes, or old hairbrushes and combs. What textures do you see in the red paint?

Add red food coloring to water and make ice cubes.
Place the ice cubes on a tray or plate covered with paper.
Paint by moving the red ice cube around on the paper.
As the ice melts the color is left behind on the paper!

Add one drop of blue or yellow food coloring to make the ice cubes. Try painting with one red ice cube and one of the new ice cubes you made. What happens to the colors as they melt now? What new colors should we try to make?

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**Clay:**
Try this clay recipe:
Mix 2 cups of salt and 2/3 cup of water in a saucepan and stir over heat for 3 to 4 minutes. Remove from heat and add a cup of cornstarch and 1/2 cup of cold water.
Don’t forget the red food coloring! Stir until smooth.
Can you use your red clay to make a Clifford?

**Drawing:**
What are some ways that you can change a conventional drawing tool? Select all the “red” colors in your crayon box, put a rubber band around the bunch and try to draw with it.

Tape a red marker to a broomstick and draw on a large sheet of paper on the floor to create Clifford-sized drawings.

**Coordinated Book:**
Clifford The Big Red Dog, Norman Bridwell

**Talk about what objects are colored red and ask:**
“Besides Clifford, are there other red animals?”
Be Responsible
Learning about safety in the home and in the neighborhood is an important part of a young child's life. Everyday they come across situations that require them to choose a course of action. Knowing how to be safe is a great way to teach young children about being responsible for themselves and helping others to be safe too.

Watch Clifford be responsible and safe.
Together, watch some episodes of Clifford The Big Red Dog on PBS KIDS and talk about situations in which Clifford and his friends learn how to be safe and responsible. Let children role play or draw "safe scenes" from Clifford The Big Red Dog. They can include themselves being safe in their drawing of the scene as well.

Take your child on a safety walk.
Walk around the house with children and count how many safety items they can find. (fire extinguisher, etc.) Next have the children point out all the unsafe items (open cupboard doors where someone could bump their heads, toys on the floor where they could trip, etc.)

Hot and Cold
Have your toddler or preschooler help you put red dots on hot things, and blue dots on cold things. You will be surprised! They probably already understand the concept that red represents hot and blue represents cold.

Play the classic game Red Light, Green Light
Talk with your child about the meaning of the colors on a stoplight. With a small group of children, let one child be Clifford and call out "red light or "green light" to the other children. Have the children run around until Clifford calls out, "red light" and then the children have to stop moving until they hear "green light."

Coordinated Book:
Clifford The Firehouse Dog, Norman Bridwell

Act out:
Stop, Drop, and Roll Fire Safety procedures.