

# BARK, GEORGE

## **BARK, GEORGE**

by Jules Feiffer

Themes: Humor, Animals

Grade Level: preschool-2

Running Time: 6 minutes

## **SUMMARY**

Something is wrong with George. His mother tells him to bark, and George says, “Meow,” which is puzzling, since George is a puppy. On his second try, George says, “Quack-quack.” After running through a repertoire of animals, George’s frustrated mother takes him to the vet. The vet soon finds the problem and George finally lets out a good bark...until his mother tries to show him off to everyone on the street...

## **OBJECTIVES**

- Students will identify different animals and the sounds they make.
- Students will learn how different animals, including humans, learn speech from their parents.

## **BEFORE VIEWING ACTIVITIES**

Talk with students about the sounds that different animals make and how they learn them. Guiding questions:

- How do animals learn what sounds to make?
- How do humans learn how to speak?
- How can animals/humans who don’t speak the same language communicate?

## **AFTER VIEWING ACTIVITIES**

Read the book, *Is Your Mama a Llama?* by

Deborah Guarino. Discuss how animals recognize and communicate with their parents and other animals. Collect magazine clippings of animal babies and their parents. Have students match the babies with the parents.

Make a tape of different animal sounds and create Bingo cards depicting the different animals. Set up a listening station where two or more children can listen to the animal sounds and put chips on their Bingo cards when they hear a matching sound. Discuss ways in which animals use language (i.e. through the sounds they make like a mother penguin’s call, wolves howling, dolphin and whale sounds.)

Put on a play of a variation of *Bark, George*. Encourage students to think of different animals that can be represented and perhaps a different solution to the problem. Students can make costumes of the different animals and write a script. Review the different parts of script writing. This can be a shared writing activity with the students generating ideas and the teacher guiding them through a group writing process. The students should discuss the aspects of humor and try to incorporate some of them into their script. This play could be performed for other grades/classes, parents, and the community.

Students can write a funny story about an animal that swallows something and acts strangely because of it. Some suggested focus questions are: What did the animal swallow? How did s/he

swallow it? What did the animal do after swallowing it? How was the problem resolved? Alternatively, students can write letters to local veterinarians asking what is the strangest thing that they ever found in an animal. Students can share their responses with the class or write stories based on the responses.

## **Other videos about animals available from Weston Woods:**

*Antarctic Antics* by Judy Sierra, ill. by Jose Aruego and Ariane Dewey

*Click, Clack, Moo, Cows That Type* by Doreen Cronin, ill. by Betsy Lewin

*Giggle, Giggle, Quack* by Doreen Cronin, ill. by Betsy Lewin

*Is Your Mama a Llama?* by Deborah Guarino, ill. by Steven Kellogg

*Leo The Late Bloomer* by Robert Kraus, ill. by Jose Aruego

*Make Way For Ducklings* by Robert McCloskey

*The Ugly Duckling* by Hans Christian Andersen, ill. by Jerry Pinkney

*Uncle Elephant* by Arnold Lobel

**CALL 1-800-243-5020 TO ORDER THESE AND OTHER WESTON WOODS VIDEOS!**

This guide may be photocopied for free distribution without restriction