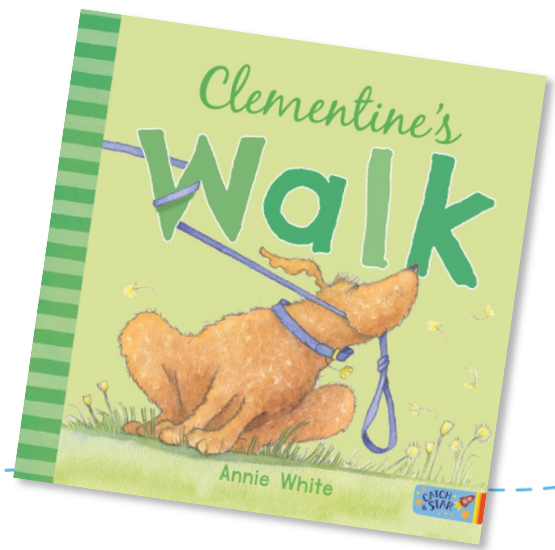# Teaching Notes:
Clementine's Walk

Written & illustrated by Annie White
Published by Catch a Star, New Frontier Publishing

SYNOPSIS

Clementine is intent on finding someone (anyone!) to take her for a walk, but everyone is just too busy. When it is finally time to go for a walk, Clementine is nowhere to be found.
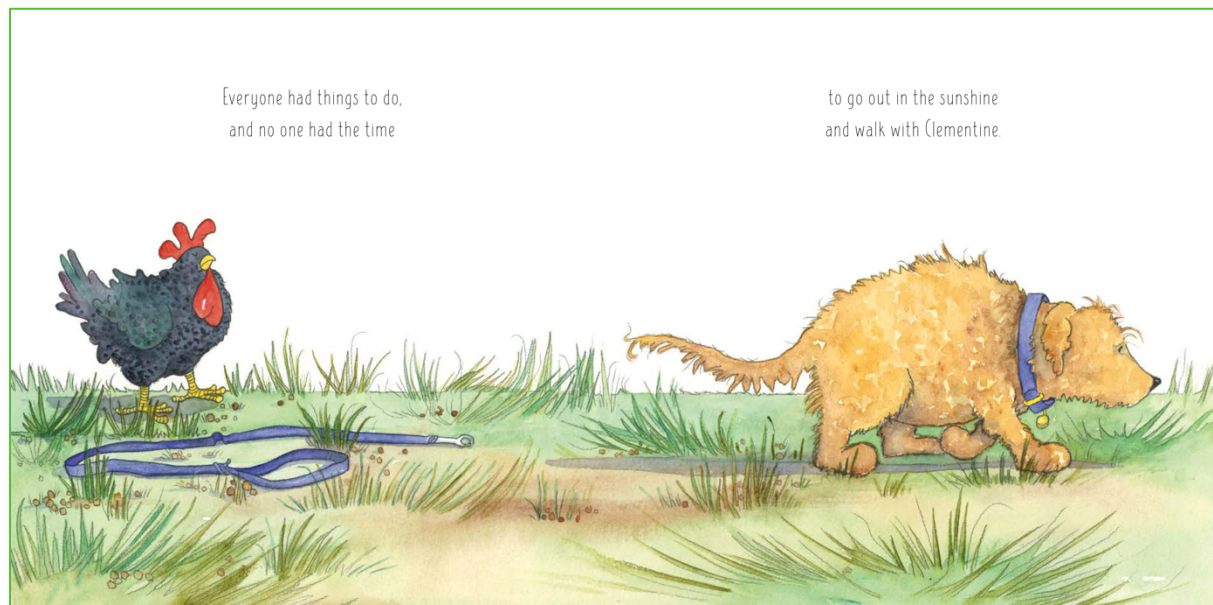
ABOUT THE AUTHOR AND ILLUSTRATOR

Annie White illustrates and writes for children from her studio in Melbourne, Australia. After studying art and design, she worked in the advertising industry for a while and now freelances for a number of different publishers and other interested people.

Annie has illustrated over 80 books for children and likes to communicate her ideas clearly and simply using expression and movement. Some of her picture books have appeared on the CBCA Notables list, the Speech Pathology short list and the Prime Minister's Literary Awards short list. Millie, the studio dog who often slept under Annie's desk, helped inspire Clementine's Walk. Her habit of going from deep slumber to sudden excited barking often caused all sorts of chaos – from odd additions to drawings to spilt cups of tea. And, of course, she always wanted to go for a walk.

HOW THE BOOK ENHANCES LEARNING

Clementine's Walk is written in rhyme, which not only introduces children to the imaginative potential of books, but also aids in early reading development through an understanding of phonetics. Key themes in the story include persistence, perseverance and family life.
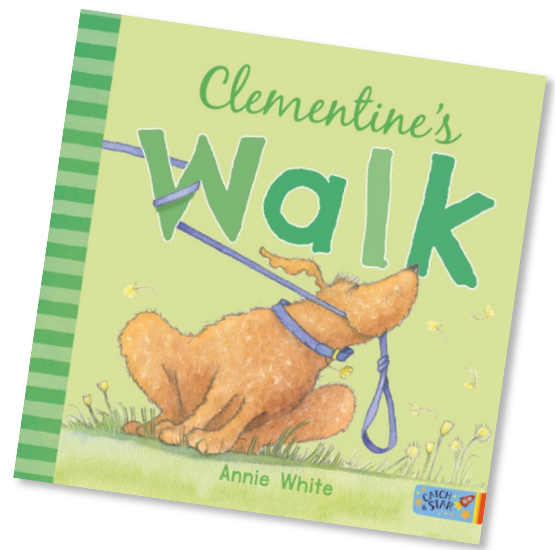
Anne's used pencil and watercolours in her illustrations. The pencil was useful to show Clementine's unruly coat and other details in the story. Watercolour is a versatile medium that

Everyone had things to do,
and no one had the time

to go out in the sunshine
and walk with Clementine.

can be brightly coloured like the grumpy hens or used very subtly like the water splashing over Mum's artwork.

Teaching Notes:
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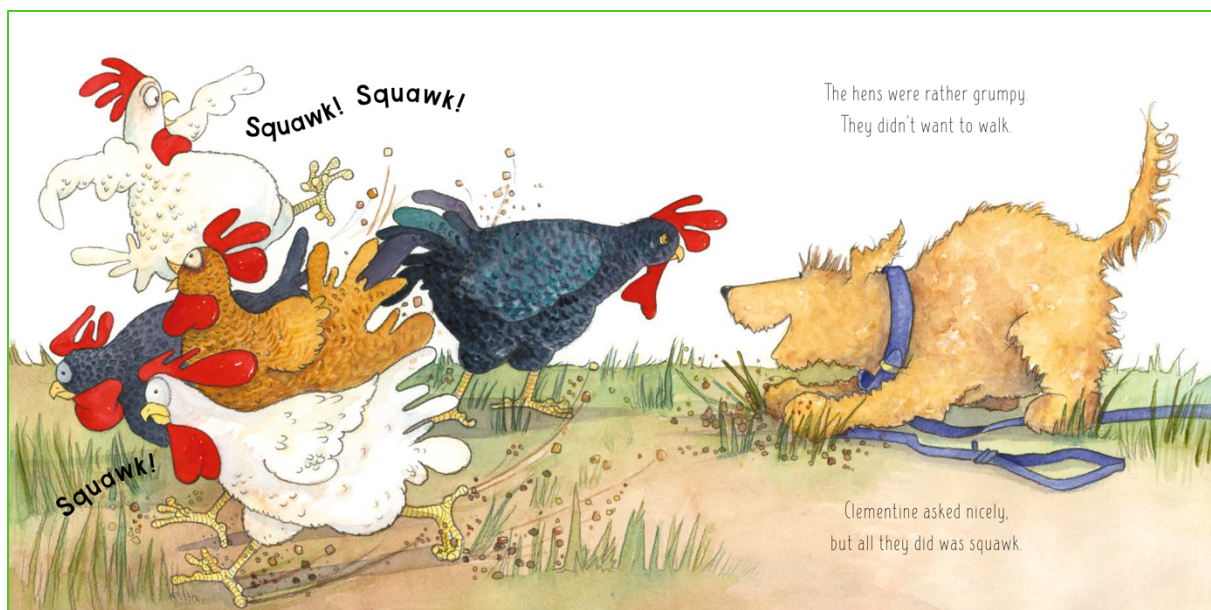Published by Catch a Star, New Frontier Publishing

DISCUSSION QUESTIONS

Before reading the book:

1. Ask the students if they have a dog or know of someone with a dog.
2. How many different sorts of dog can you think of?
3. What are some good names for dogs?
4. What sorts of things does a dog like to do?
5. Do you think that a dog can be a member of the family?
6. If you wanted something very much, how hard would you try to achieve your dream?

After reading the book:

1. How many times did Clementine ask to be taken for a walk?
2. Why could nobody take her for a walk?
3. Do you think Clementine meant to cause trouble when she tried to organise a walk?
4. What was the picture on James' puzzle?
5. What colour was the grumpiest hen?
6. What are some of the things Clementine and her family saw on their walk?

Squawk! Squawk!

Squawk!

The hens were rather grumpy.
They didn't want to walk.

Clementine asked nicely,
but all they did was squawk.

PUZZLE FUN

James likes jigsaw puzzles and Mum likes to paint pictures. Make your own jigsaw puzzle by colouring in this picture, sticking it onto light A4 cardboard and, when it is dry, cutting it into about 10 pieces. You or your friend could try and put it back together but watch out for excited dogs!
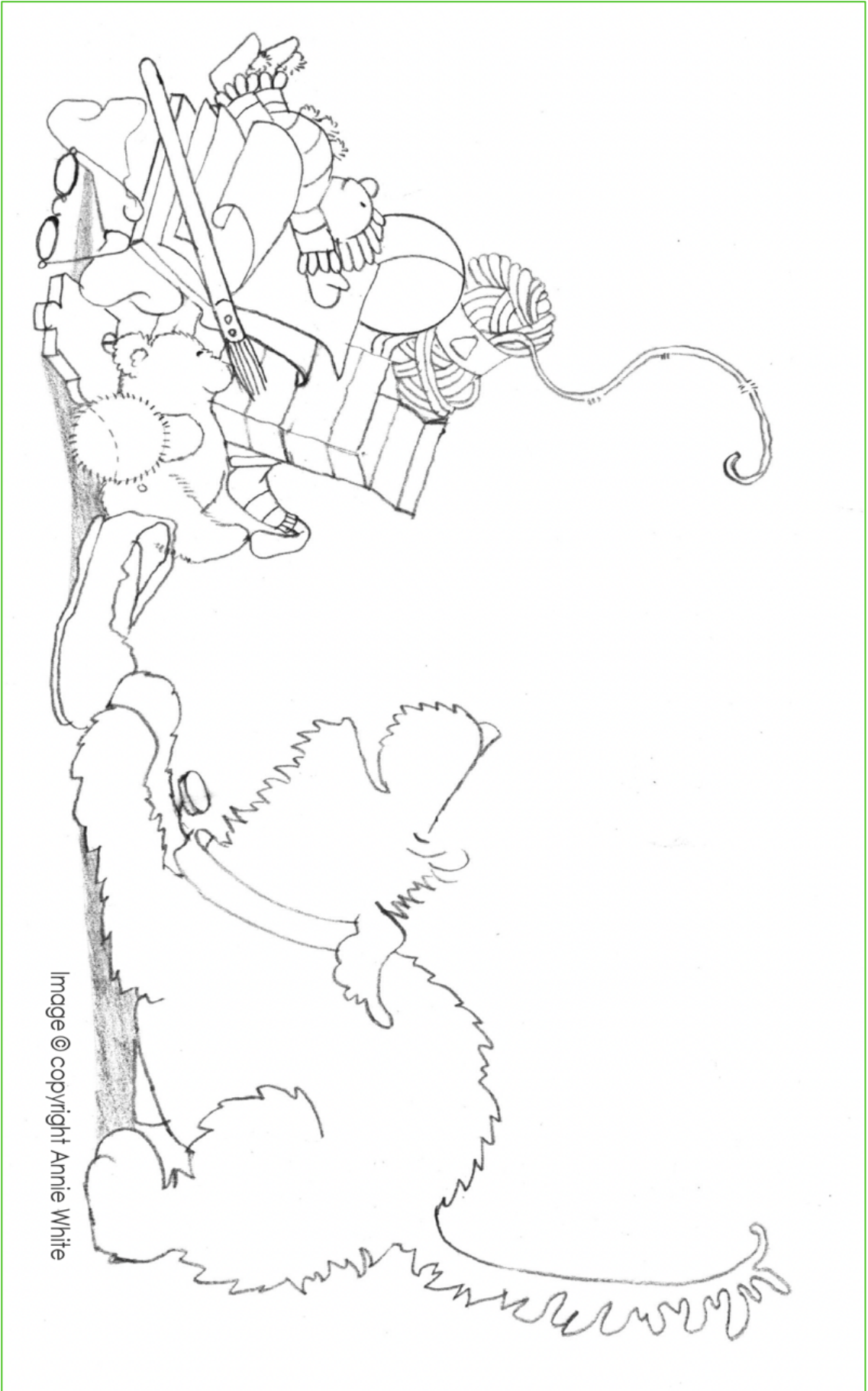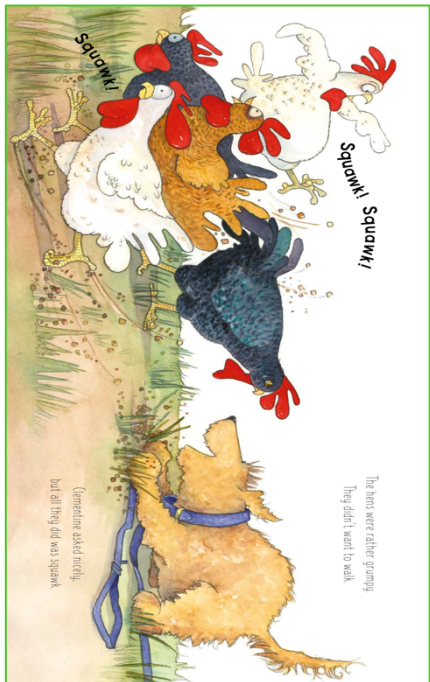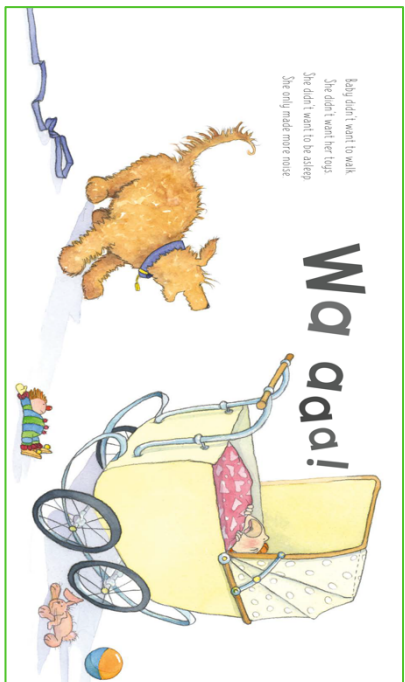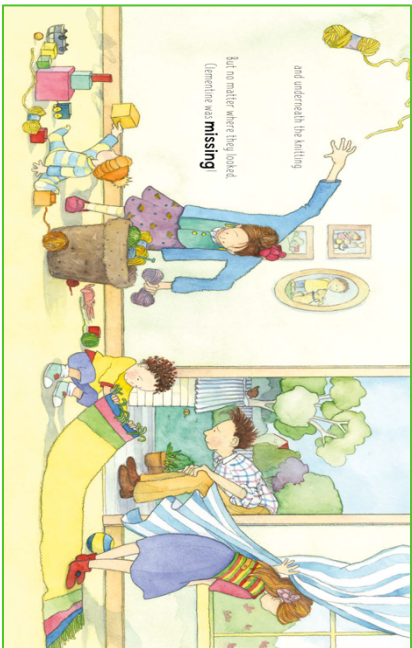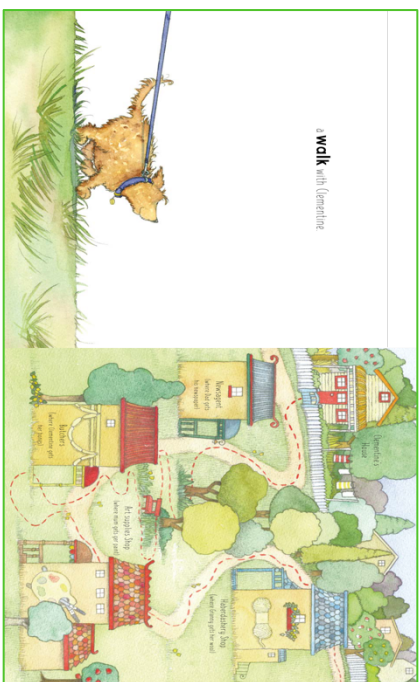
Image © copyright Annie White

DOWN MEMORY LANE

How well do you remember what happened in the story? Below are six pictures from the story but they are jumbled up. Carefully cut them out (ask an adult to help you!) and arrange them in the correct order. Try to retell the story in your own words. Maybe you can tell it to your favourite bedtime cuddly toy!

Clementine was very **bored** with nothing left to do.

Then looking up she saw her lead, and that gave her a clue.

and underneath the knitting

But no matter where they looked, Clementine was **missing**

Dad was quietly **dozing** under lots of bits of paper. He didn't want to take a walk not now or even later

Squawk!

Squawk! Squawk!

The hens were rather grumpy. They didn't want to walk.

Clementine asked meekly, but all they did was Squawk.

Baby didn't want to walk. She didn't want her toys. She didn't want to be asleep She only made more noise

Wa aaa!

a **walk** with Clementine

A-MAZE-ING CLEMENTINE

Oh no! Clementine has taken Granny's knitting wool! Can you help find it?
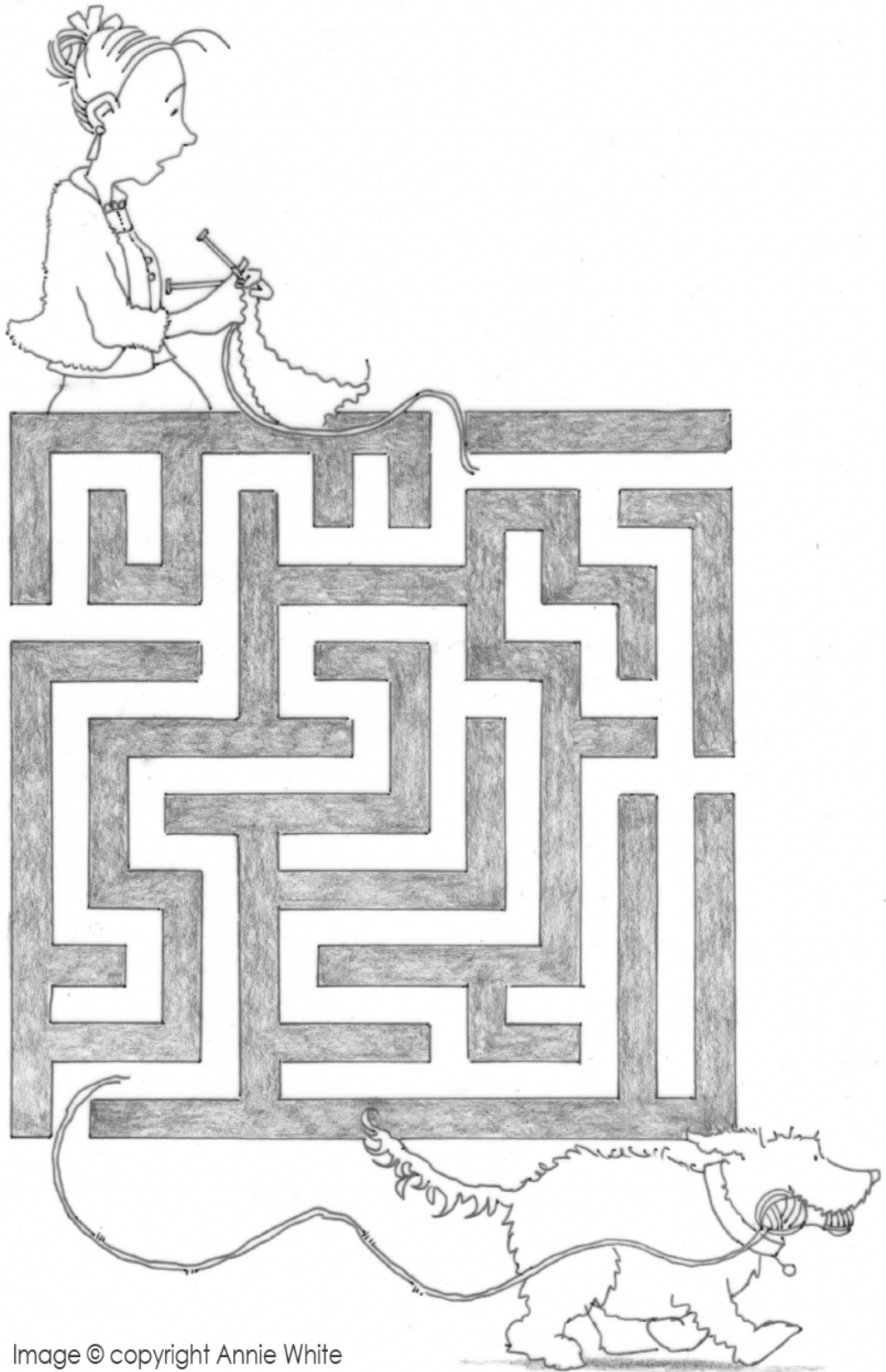

Image © copyright Annie White

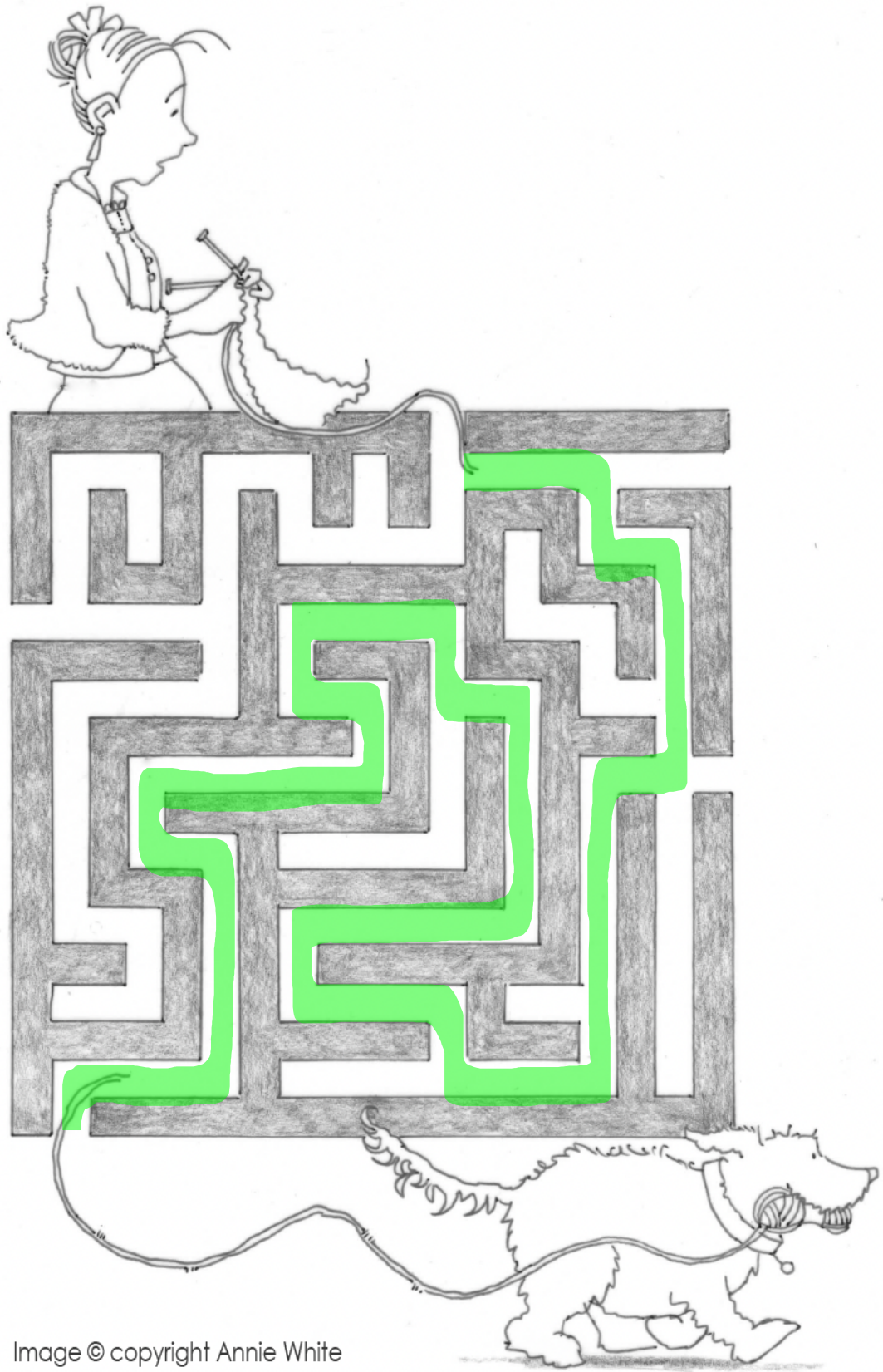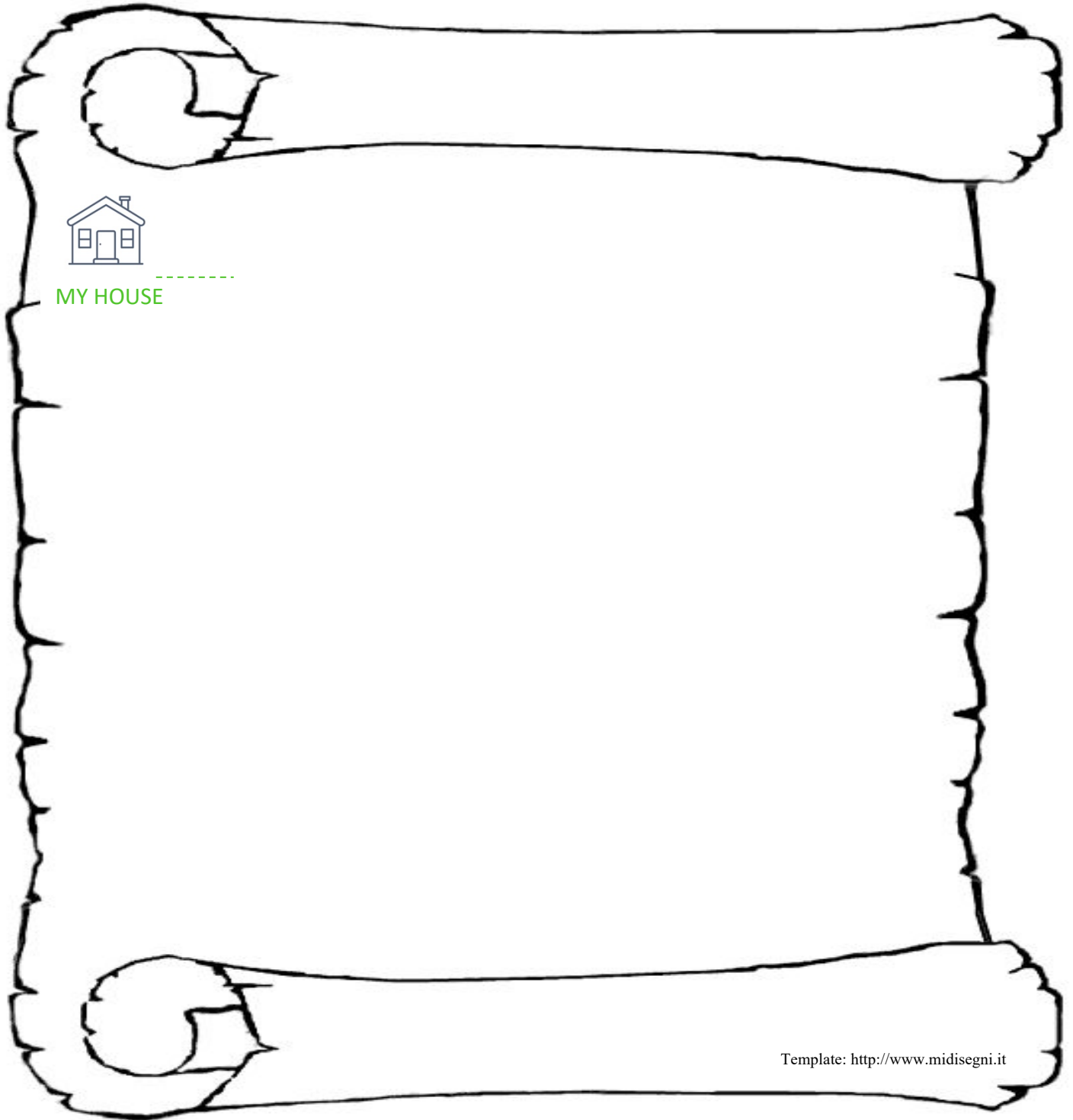# A-MAZE-ING CLEMENTINE SOLUTION

Image © copyright Annie White

MAP IT OUT

At the end of the book, there is a map where Clementine and her family went when they finally decided to go for a walk. Make a map of a walk or journey you have been on or would like to go on. It can be real (like a walk or school) or imaginary (like a journey to a secret magical land.)

MY HOUSE
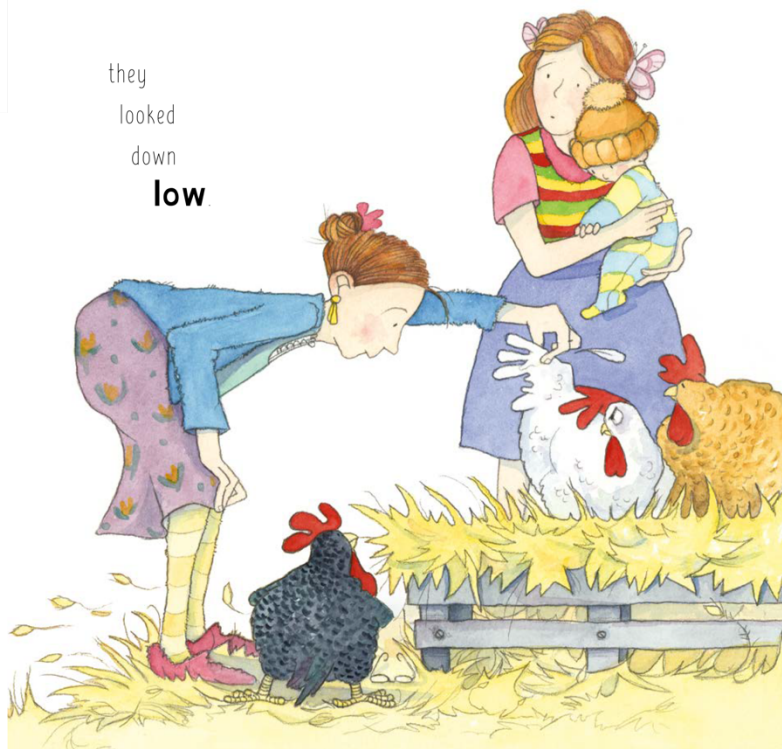
Template: http://www.midisegni.it

DON'T GIVE THE GAME AWAY!

The whole family looked for Clementine when she was lost. Have you ever lost something and tried to find it? While your friend closes their eyes, hide a small object in the room. Then help your friend try to find it by saying 'getting cold' when they move away from the object. Say 'getting hot' when they move closer to the object.

They looked up **high**,

they looked down **low**.

FURTHER RESEARCH

There are many different breeds of dog. Discuss how different breeds of dog are good at different activities and can sometimes be trained to work in certain jobs. For example: German Shepherds can be trained to be police dogs, Labradors and Poodles can be trained as guide dogs, and beagles are good at hunting.