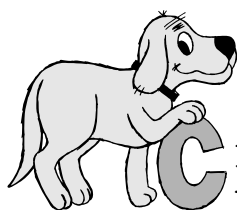
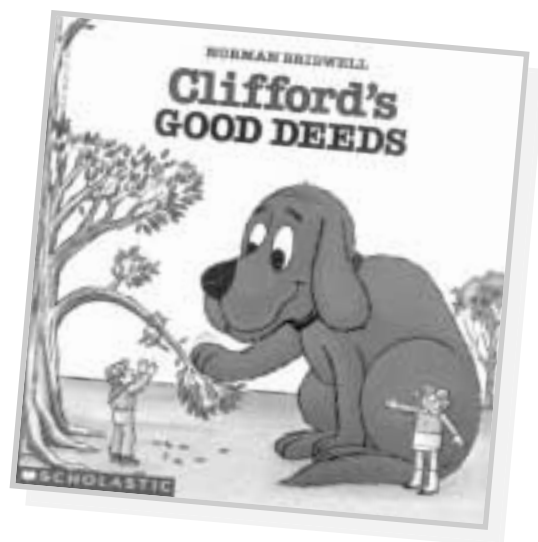


Clifford's Good Deeds



Clifford's heart is in the right place as he tries to help others, but he's just so big! Finally Clifford finds a good deed that is just his size.

Talk About the Book

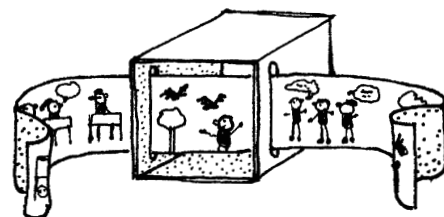
Invite children to recall ways that Clifford tried to help others. Ask why Clifford's help was such a problem at first. Why were his good deeds turning out wrong? Talk about how Clifford helped with the fire. How was he able? How did he feel afterward? Let children share some of their own experiences with helping out and making mistakes. Then, ask them to name jobs they do well. How do they feel when they truly help? Why do they feel that way?

Teach With the Activity Page

Clifford Saves the Day! (Language Arts and Critical Thinking)

Help children make a moving filmstrip to retell the story. Here's how:

- 1 Save pint milk cartons until you have one for each child in your class. Wash them thoroughly and cut off the top of each carton. Cut a 2 1/2-inch slit in each side, as shown.
- 2 Give each child one copy of activity page 47 and a strip of paper that is 12 inches long and 2 1/4 inches high.
- 3 Have children cut out the pictures and use a glue stick to paste them in order on the paper, making a story strip. Be sure the pictures lie flat.



Continued



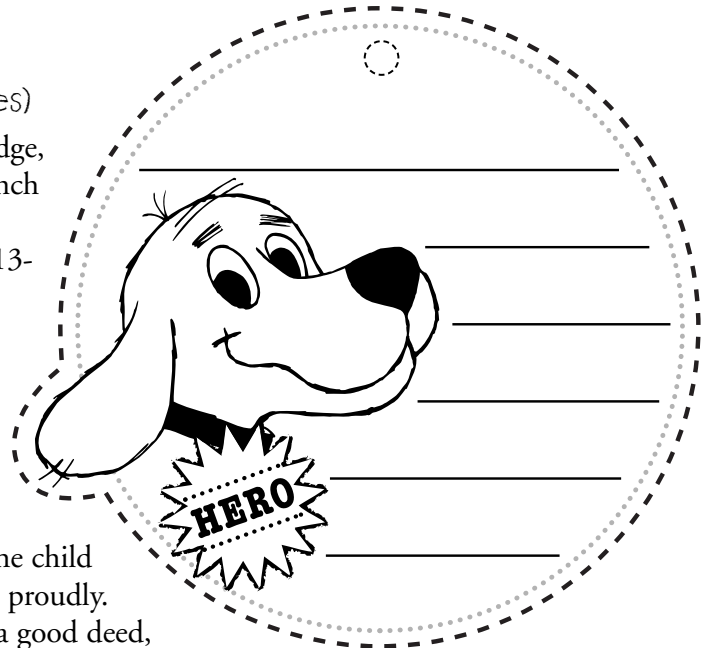


4 Thread the story strip through the slits so it reaches from one side of the carton to the other. Have children pull slowly on the left side of the paper, drawing the strip through the carton as they retell the story.

5 Let children draw their own story strips, telling of a time when they helped someone else by performing a good deed.

Hero Badges (Social Studies)

Copy and cut out the Clifford badge, right. (Make multiple copies.) Punch a hole at the top and string with yarn. Place the badges in a 9- by 13-inch envelope, and staple the envelope to the bottom of a bulletin board labeled "We Are Heroes!" When someone performs a good deed in your classroom, write the child's name and what he or she did in black marker on a Clifford badge. Let the child color Clifford and wear the badge proudly. When every child has performed a good deed, hold an impromptu celebration of your classroom heroes, rewarding them with red punch, popcorn, and extra free time.



CAUSE	EFFECT
Clifford sneezed.	The leaves blew out of the truck.
Clifford's paw slipped.	The kitten flew into the air.
Clifford stood beside the burning house.	Children walked to safety.

Extend the Story

Use a Graphic Organizer

(Language Arts and Critical Thinking)

Make a simple graphic organizer to reinforce cause and effect. As a class, recall the many deeds Clifford performed throughout the book. Identify one cause-and-effect relationship for each deed. Using the sample to the left as a model, record the cause and its effect.

Add On to the Story (Language Arts)

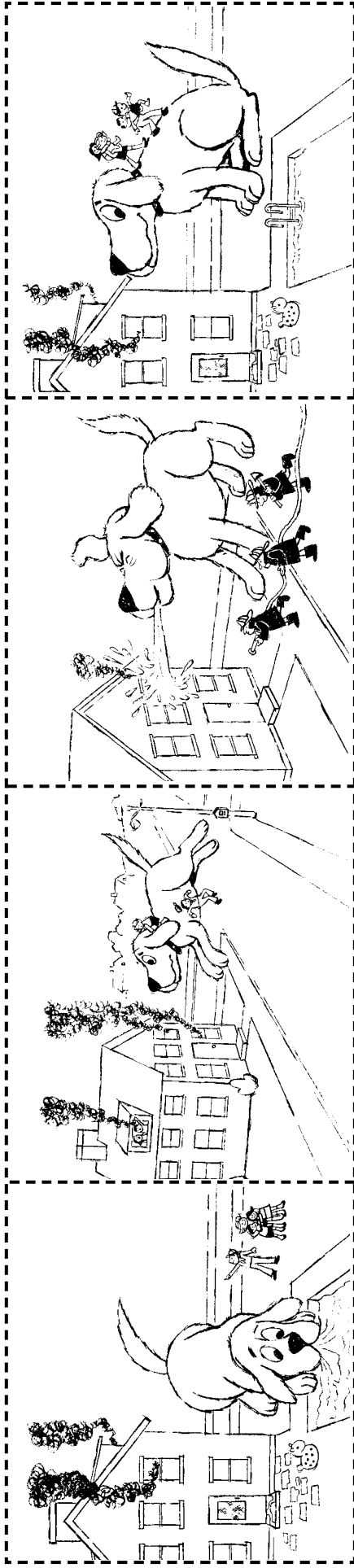
As a class, work together to create one or more additional scenes for *Clifford's Good Deeds*. Clifford might be asked to help deliver milk, direct traffic, or get a kite untangled from a tree. Provide giant sheets of newsprint and let children write or dictate and illustrate their scenes.



Activity Page

Clifford Saves the Day!

Cut out the pictures below. Put them in order to show how Clifford saved the day.



Now draw your own comic strip. Show how you have helped out at home or school.

1	2	3	4
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