

ANGUS LOST

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by Marjorie Flack

Themes: Animals, Families, Feelings, Music, Seasons and Nature

Grade Level: pre-K–3 (ages 3-9)

Running Time: 11 minutes

SUMMARY

Angus, a mischievous black Scottish terrier, is the star of this adventure that leads from town to country and back. The video tells the story without words, with the music adding excitement and emotion. The tale begins one morning, just as the milkman is delivering the milk. Angus chases the family cat, which leads to overturned furniture and exile into the yard. When the mailman leaves the gate open, Angus escapes. His subsequent adventures include encountering a goat, falling into a hole and getting rescued by another dog, and running through downtown alleys to escape a policeman. Angus manages to get out of town by hiding in the back of a delivery truck. From the truck, he escapes into the woods, gets caught in the rain and spends a miserable wet night under a rock ledge. The next morning, he makes his way through a field of cows, reaches a dairy and hitches a ride back into town with the milkman. At the end, his worried family welcomes him home.

OBJECTIVES

- Children will watch and listen to a fictional story about a pet dog.
- Children will follow a narrative made up of a sequence of events.

- Children will compare life in town and life in the country.

BEFORE VIEWING ACTIVITIES

Introduce the title of the program and explain that the story is about a dog that gets lost. Ask children to predict what kinds of trouble a dog like Angus might get into if he ran away from home and to watch the video carefully to see if their predictions were correct. Explain that the video has only music, not words, so that they should pay extra-close attention to what they are seeing.

AFTER VIEWING ACTIVITIES

Ask children to recall the sequence of events in the story. Encourage children to list the events in sequence. Then check their memories of events by going back over the video, fast-forwarding through the action and pausing at each change of scene. For each new scene, ask children to tell what Angus did, how it affected other animals and people and how Angus got out of that particular situation. Encourage children to tell and write the story in their own words.

For more fun with storytelling and writing, have students retell the story from the points of view of the other animals: the cat, the goat, the dog who rescues Angus and the cows. Encourage children to use sights, sounds and smells in their stories. Some children might tell the story in the form of a poem or song.

Have students draw the story in map form to connect the story to geography and social studies. The maps should include all the scenes from the story: the house and its yard, the neighbor's houses, downtown streets and alleys, roads into the country, the woods, the field and the dairy. To expand children's understanding of maps, display a map of your neighborhood and surrounding areas and ask children to imagine Angus getting lost somewhere on this map. Trace a route around the map and ask children to describe what Angus would encounter at each place.

Use this video to encourage children to read works of fiction about dogs. The book on which this video is based is a good starting point. *Lassie, Come Home* and similar titles are especially appropriate. Have children compare the dogs and events in their books to the video.

Connect the story to science by having children learn about terriers and their characteristics. Have them identify the characteristics displayed by Angus in the story. Children can also compare the characteristics of terriers to those of other dog breeds, especially the breeds of their own pets or of dogs in fiction.

Other related videos and films available from Weston Woods include: *ANGUS AND THE DUCKS*, by Marjorie Flack *HARRY, THE DIRTY DOG*, by Gene Zion, illustrated by Margaret Bloy Graham *MOUSE AROUND*, by Pat Schories

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