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**HYPERION**  
BOOKS FOR CHILDREN

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# MCDUFF

TEACHER'S GUIDE

HYPERION BOOKS FOR CHILDREN



# Get to Know McDuff

McDuff is a scrappy terrier who was lucky enough to escape from the dogcatcher and find a home with Fred and Lucy at Number Seven Elm Road. The McDuff stories offer readers adventures with new neighbors, an escape, other pets, and a new baby. Children will feel like they have a friend of their own while they learn to read with one of children's literature's most darling dogs.

## About the Illustrations

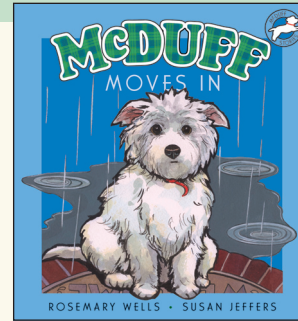
Susan Jeffers has created a historical setting that makes readers feel as though they just moved in next door. The beautiful palette and the vivid depiction of emotion are just two of the elements that draw children into the stories. Ask children whether they think this story is set in present time or somewhere in the past or future, and then encourage them to give examples as to why they know this to be true. This critical analysis of the illustrations will also help your readers to tune in before you get started.

## Sight Words and McDuff

Create a McDuff board game using any of the generic boards available on the Internet (or create your own). Make a stack of sight words that you want to reinforce with your students, and if you like, add trivia from the McDuff books such as: who are McDuff's owners? What is his favorite treat? What color is McDuff? Where does he live? Around the game board add details from McDuff's neighborhood: Main Street, Pine Street, Oak, and Elm. Include a few chance squares like: McDuff gets lost—lose a turn, *McDuff Saves the Day*—extra roll, or McDuff chases a rabbit—move ahead three spaces. Students pick up a sight word, and if they read it correctly (and/or spell it correctly), then they can roll the dice or spin. More difficult sight words can be added as needed, or for students who are already proficient, more challenging stacks can be created.

Board game layouts can be found at:

<http://www.theschoolbell.com/Links/Dolch/Directions/gameboards.html>



# McDuff Moves In

## Ready to Read

What is a dog pound or shelter? Have you ever been to one? What are they like? How do animals end up in a pound? What can people do to help these animals?

## Pet Ownership

What does it take to own a pet? Make a clock face out of construction paper and then add pictures near the hour of what your pet will need. For example, at 7:00, put a picture of walking the dog.

## Verbs

Rosemary Wells uses strong, descriptive verbs to bring her stories to life. Review with your students what a verb does in a story, and then reread *McDuff Moves In*. As you go along, have students raise their hands when they hear a verb. Next, as a class, brainstorm a list of other verbs for McDuff. Or take your students out to recess five minutes early and have them make a list of what actions (or verbs) the other classes are doing. Then write at least five sentences using those words.

## Names

Where did Fred and Lucy get McDuff's name? Tell the story of how you came up with your own pet's name. If some of your students do not have pets, have them make up an imaginary pet and name him.

Find out from your parents how they decided upon your name. Write the story down and then illustrate it.

## Music

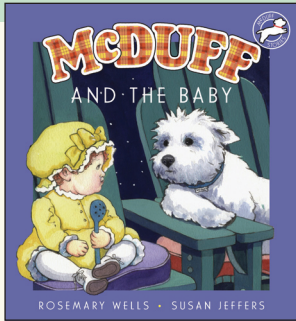
Sing this song to the tune of "The Farmer in the Dell"

*Love your pet today*

*Love your pet today*

*Give him food and water and love*

*Then take him out to play!*



## McDuff and the Baby

### Starting the Story

Look at McDuff's face. Does he look happy? How do you think he feels? Have you ever had a new baby in your house? What was it like?

### Every Day in Every Way

McDuff is happy "every day in every way." List the things that make McDuff happy. What types of things make your pet happy? What types of things make you happy? What would be a perfect day for you and your pet?

### Dialogue

McDuff never speaks aloud, but he doesn't have to—his face shows exactly what he is thinking and feeling. Let students write the dialogue McDuff would say if he only could speak! These can be written on Post-it notes and left in the book for kids to read independently.

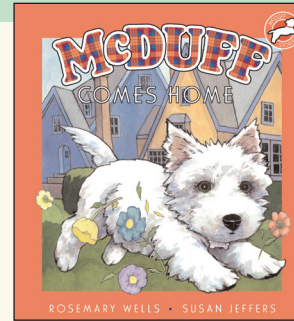
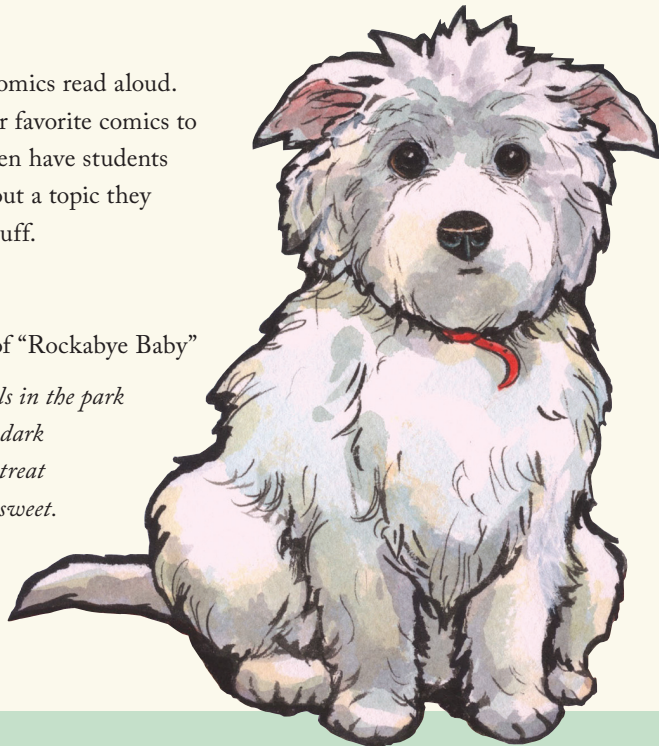
### Comics

McDuff loves to hear the comics read aloud. Have students bring in their favorite comics to share with one another. Then have students create their own comics about a topic they think would cheer up McDuff.

### Music

Sing this song to the tune of "Rockabye Baby"

*McDuff likes to walk the trails in the park  
And listen to radio, just after dark  
Feed him some pudding for a treat  
And he will love baby just as sweet.*



## McDuff Comes Home

### Starting the Story

Look at the front cover. What do you think McDuff has been doing? Have you ever had a pet run away or get lost? What did you do?

### Senses

One of the fabulous things about the way Rosemary Wells writes is that she knows how to wake up the senses! Read through the story once, and then read it again, but this time have students point to their own eyes, ears, nose, mouth or hand to indicate a place in the story that appeals to each sense. Or create a chart listing the same body parts, and sort phrases under the correct sense.

Then have students brainstorm things that would go in each list, from school, home, and other locations.

### Art

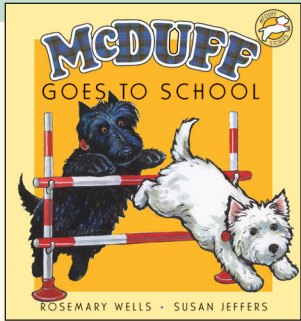
Make a "lost" poster for McDuff. Under the portrait, describe McDuff, including what he looks like and what kinds of things he likes to do. Be sure to include information about his home and who to contact if he's found.

### Drama

Make up the dialogue between Fred and Lucy when they realize that McDuff is missing. What do you think they would say to each other? What would they decide to do? Act the scenes out in small groups.

### Seasons

What season is it in *McDuff Comes Home*? How do you know? Have the students create a poster with scenes from each season. Then have the students describe to how they came up with each setting.



## McDuff Goes to School

### Starting the Story

What's exciting about starting school?  
What's scary? What kinds of things might  
McDuff learn in school?

### New Friends

How do Fred and Lucy make new friends with their neighbors? What could you do for a new neighbor to make them feel welcome? Brainstorm a list of fun places to go and great places to eat for a new student who has just moved to your town.

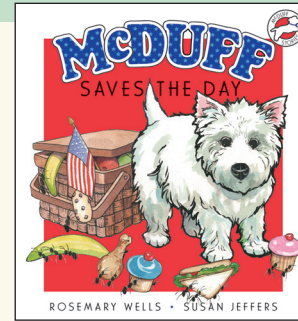
### New Words

McDuff learns to understand French! Learn these common phrases in French:

Please= S'il vous plait  
Thank you= Merci  
You're welcome= De rien  
Good-bye= Au revoir  
My name is= Je m'appelle

### Different Rules

Marie Antoinette is not allowed on the furniture at her house. McDuff always sits with Lucy and Fred on the couch at home to listen to the radio. How do you know what the rules are at someone else's house? How do you keep out of trouble? How do you help your friends know the rules at your house? Make a list of rules that you have to follow at home. Illustrate them and post them in a secret place in your bedroom. Then share them with your friends.



## McDuff Saves the Day

### Ready to Read

How can someone "save the day"?  
What does that mean?  
Can you think of some examples?

### Fourth of July

How does your family celebrate the Fourth of July? Where do you go? What do you see? Hear? Eat? What is your favorite part of the day? What do you think McDuff will do when he sees the fireworks?

### Writing

Write a story about your own family's Fourth of July celebrations. Be sure to include many details and use at least three of your five senses to tell the story. Use the answers to the previous questions to get you started.

### Supplies

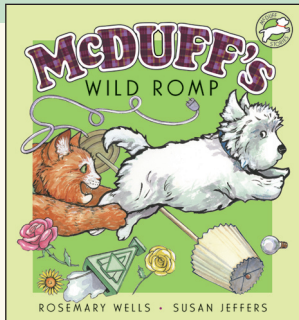
What things do Lucy and Fred bring for the baby? Why is it important to bring so many things? As a class, brainstorm a list of items you should bring for the following events: a picnic, a day at the beach, an afternoon at the park, camping or spending the night with a friend. For an extension, have students rate the items to pack from most important to least important.

### Art

Create firework art! Drip acrylic paint onto paper and then blow the drops into a starburst pattern using a drinking straw. To add vibrant dimension to the project, use neon paints on black paper.

### Make Up Your Mind

McDuff can't get comfortable in the front or the backseat. One way people make up their minds is to create a pro/con list. What are the pros and cons of each place McDuff wants to be? Write (or draw) a pro/con list about something you're trying to decide on for yourself. For example: whether to play soccer again, to go swimming or to the park, what to buy with birthday money.



## McDuff's Wild Romp

### Ready to Read

Do cats and dogs always fight? What kinds of things can happen when they get together? Why don't they tend to like each other?

### Give Me Similes!

Rosemary Wells is a master at using similes effectively. Reread *McDuff's Wild Romp* and find examples of them. Then have students write their own similes based on these examples:

The wind blew like \_\_\_\_\_.

The snow looked like \_\_\_\_\_.

The coat felt like \_\_\_\_\_.

See if they can come up with more of their own similes by observing other kids on the playground, in gym or art class.

### Cause and Effect

Each thing that happens in *McDuff's Wild Romp* causes something else to follow. Make a list of each plot point and have students say what the effect of that action was. You can use this information to create a chart, or have students create their own drawings to go with the text.

### Predicting Outcomes

After reading the story with the children, ask them the following questions:

What will happen next? What makes you think so?

Who do you think will get in the most trouble? Why?

Will the family be invited back again to Aunt Frieda's house? Why?

Will McDuff be allowed to go back again? What will they do next time if he is?

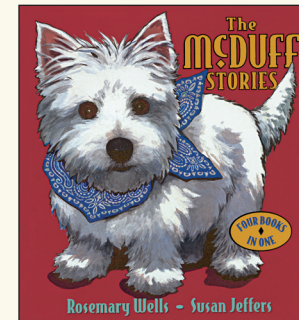
### McDuff Word Search

Print out a word search from the Hyperion Web site and share it with the students. It can be found on any page where a McDuff book is displayed at [www.hyperionbooksforchildren.com](http://www.hyperionbooksforchildren.com)

## The McDuff Books

By Rosemary Wells

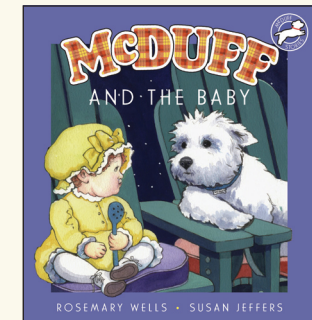
Illustrated by Susan Jeffers



### The McDuff Stories

Tr. ed. 0-7868-0697-4

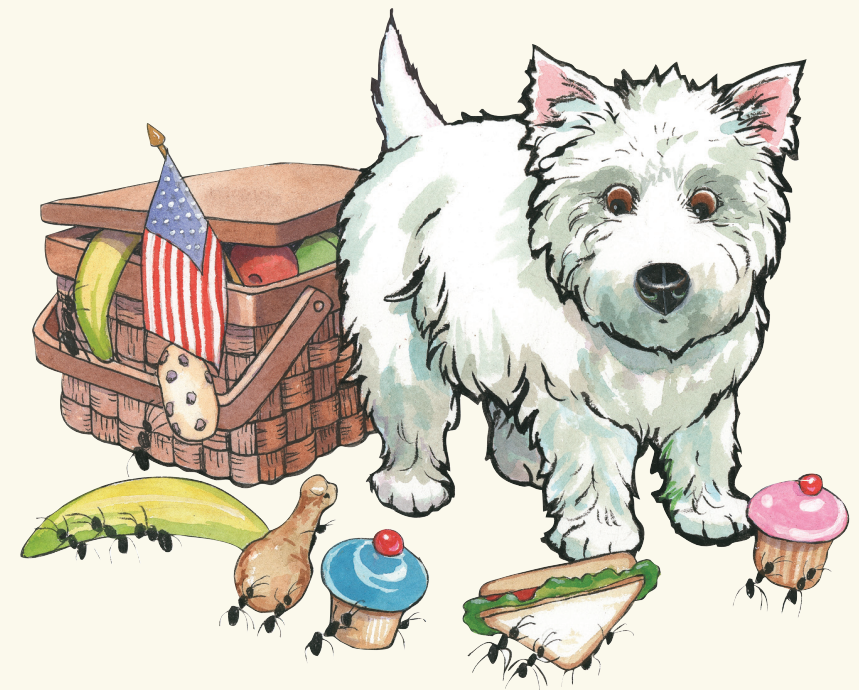
\$19.99

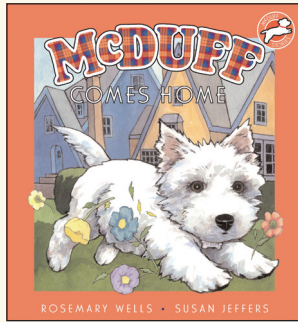


### McDuff and the Baby

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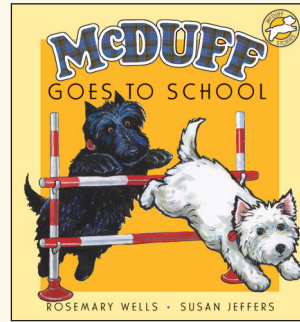
\$9.99





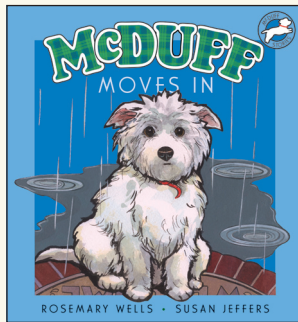
**McDuff Comes Home**

Tr. ed. 0-7868-3833-7  
\$9.99



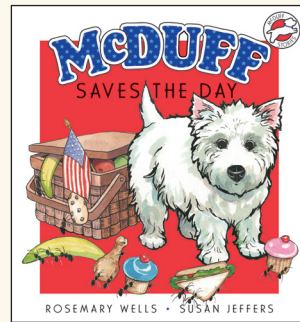
**McDuff Goes to School**

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\$9.99



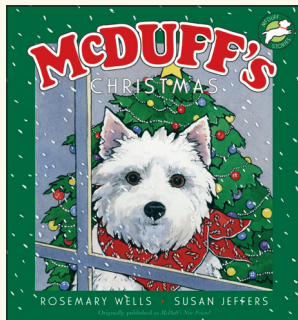
**McDuff Moves In**

Tr. ed. 0-7868-5677-7  
\$9.99



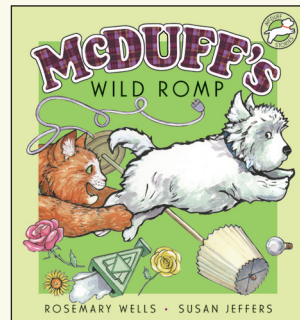
**McDuff Saves the Day**

Tr. ed. 0-7868-5675-0  
\$9.99



**McDuff's Christmas**

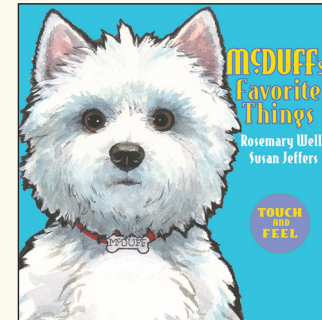
Tr. ed. 0-7868-3811-6  
\$9.99



**McDuff's Wild Romp**

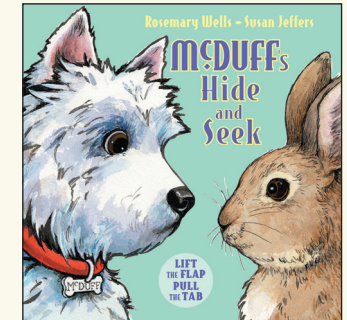
Tr. ed. 0-7868-1930-8  
\$9.99

# McDuff Novelty Books



**McDuff's Favorite Things**

Tr. ed. 0-7868-0893-4  
\$9.99



**McDuff's Hide and Seek**

Tr. ed. 0-7868-1935-9  
\$9.99

