

I Spy Junior Puppet Playhouse

Publisher

Scholastic

Description

Based on the popular *I Spy* books, *I Spy Junior Puppet Playhouse* is packed with all kinds of fun. Children can choose from four different puppet shows, “The Princess and the Dragon,” “The Little Lost Whale,” “The Changing Tree,” and “The Bouncing Ball.” Other activities include: the “Prop Box,” a sorting game with different levels, the “Puppet Maker,” where children can design a variety of puppets, and “Make Your Own I Spy,” in which props found in the software can be used to create new own puzzles.

System Requirements

Macintosh

- Power PC, 90 MHz or faster processor
- System 7.6.1 or later
- 32 MB RAM
- Minimum 10 MB hard disk space available
- 4X CD-ROM drive
- 256-color, 640 x 480 display

Windows

- Pentium 90 MHz or faster processor
- Windows 95, 98, 2000, or later
- 16 MB RAM
- Minimum 10 MB hard disk space available
- 4X CD-ROM drive
- 256-color, 640 x 480 display
- Windows-compatible sound card

Optional

- External speakers
- Printer
- Touch screen

Introductory Activity

Read *I Spy Little Animals*. Discuss with the children the types of animals found in the book. Encourage descriptive language so the children will be able to compare and contrast animals throughout the study. If you have similar animals in your classroom, have them available during the reading of the book so children can identify them.

Child Outcomes and Standards Addressed

Children will:

- Compare and contrast the different types of animals found in *I Spy Junior Puppet Playhouse*.
Science: Life Science, Unifying Concepts and Processes, Science as Inquiry
- Identify and create patterns using objects and sounds.
Math: Algebra
- Measure and mix materials to prepare art media to create animals.
Math: Measurement
Science: Unifying Concepts and Processes, Science as Inquiry, Physical Science
- Explore animal camouflage.
Science: Life Science
- Discuss and explore different types of animal habitats.
Science: Life Science
Social Studies: People, Places, and Environments
 - Conduct research related to animal facts.**Science:** Science as Inquiry; Life Science

Ahead of Time

Set up the manipulative center with animals to sort and classify. Have a variety of backgrounds for I Spy riddles. The backgrounds can be created by snagging images from the software or by using found objects, such as wrapping paper, fabric, shadowboxes, and other materials. Install *I Spy Junior Puppet Playhouse* on the computer.

Materials

- *I Spy Junior Puppet Playhouse*
- *I Spy* books
- Books about animals
- Animals for sorting
- Sorting containers
- Materials to create animals
- Other materials and props for I Spy riddles (habitat backgrounds, sand, water)

Computer Activity

Use *I Spy Junior Puppet Playhouse* for a variety of activities. Let children use their observation skills to find the objects listed in the riddles. Encourage the children to use the prop box to practice sorting skills. Children can develop their creativity by designing

original “I Spy” pictures. Ask the children print their images and create a classroom “I Spy” book, one for the classroom and one to send home.

Related Activities

Math

- Sort a variety of animals according to different attributes both on and off the computer.
- Create “I Spy” riddles that include animals and count the number of animals in each riddle.
- Chart the number of animals made from different materials found in the riddles.
- Measure the ingredients to make play dough or papier mâché.

Science

- Select an animal to discover what it eats, where it lives, and other facts.
- Observe the transformations that take place when making play dough or papier mâché or creating new colors with paint.
- Examine how animals use camouflage to protect themselves from predators.

Social Studies

- Discover where different animals live (arctic regions, rain forest, woodlands).
- Explore animal families.

Family Activity

- Create an *I Spy* take-home bag. Place an *I Spy Little Book* or an *I Spy* book and a book about animal camouflage, along with the family newsletter. Encourage families to have their children find the objects in the riddles. Provide drawing materials for children to create objects for their own “I Spy” riddles.
- Supply families with picture cards of common birds, squirrels, rabbits, cats, dogs, butterflies, and other animals. Encourage families to take the cards on a visit to a park (or yard). Using the landscape as the “I Spy” background and the cards as the clues. Suggest that they “hunt” for and find the clues in the scene surrounding them.

Related Software

- *Adiboo*
- *I Spy Junior*
- *Amazing Animals*
- *Let’s Explore the Jungle*

Related Internet Sites

How Animal Camouflage Works: <http://www.howstuffworks.com/animal-camouflage.htm>

I Spy: A Simple Game for Parents: <http://www.geocities.com/~spanoudi/spy/>

Play I Spy: <http://www.scholastic.com/ispy/play/>

Children's Literature

- Baker, K. (1991). *Hide and snake*. New York: Trumpet Club.
- Eugene, T., & Gibson, B. (1999). *Hide and seek (National Geographic action book)*. Washington, DC: National Geographic Society.
- Foley, C. (2000). *Find the snake (Hide and seek)*. Danbury, CT: Children's Press.
- Foley, C. (2000). *Find the wild animal (Hide and seek)*. Danbury, CT: Children's Press.
- Heller, R. (1995). *How to hide a meadow frog and other amphibians (All aboard)*. New York: Grosset & Dunlap.
- Krulik, N. E., Thompson, D., Thompson, D., & Cole, J. (1996). *The Magic School Bus: Butterfly and the bog beast: A book about butterfly camouflage*. New York: Scholastic.
- Lester, A. (1989). *Imagine*. Boston: Houghton Mifflin.
- Marzollo, J., & Wick, W. (1998). *I spy little animals*. New York: Cartwheel Books.
- Marzollo, J., & Wick, W. (2001). *I spy little bunnies*. New York: Cartwheel Books.
- Micklethwait, L. (1994). *I spy a lion: Animals in art*. New York: Greenwillow.
- Micklethwait, L. (1995). *Spot a dog: A child's book of art*. New York: Dorling Kindersley.
- Otto, C., & Lloyd, M. (1996). *What color is camouflage? (Let's-read-and-find-out science: Stage 1)*. New York: HarperTrophy.
- Wick, W., & Marzollo, J. (2001). *I spy*. New York: Galison Books.
- Wick, W., Marzollo, J., & Carson, C. D. (1993). *I spy funhouse: A book of picture riddles*. New York: Cartwheel Books.

Related Resources

- I spy preschool game*. Millburn, NJ: Briarpatch.