

## ***Fisher-Price Time to Play Pet Shop***

### ***Publisher***

Mattel

### ***Description***

Children learn about taking care of pets in *Time to Play Pet Shop*. Activities include ordering, feeding, and grooming pets, along with building a fish tank, a veterinarian center, and a sing-a-long. A variety of pets are found in the pet shop, including dogs, cats, rabbits, parrots, hamsters, iguana, chameleons, and snakes.

### ***System Requirements***

#### **Macintosh**

Power Macintosh  
System 7.5.1 or higher  
16 MB RAM  
7 MB hard disk space  
4X CD-ROM drive  
256-color, 14" monitor

#### **Windows**

486/66 MHz processor  
Windows 95, 98, 3.1x  
16 MB RAM  
15 MB hard disk space  
4X CD-ROM drive  
256- color, 640x480 display  
Sound Blaster or compatible sound card

### ***Optional Computer Equipment***

- External speakers
- Printer
- Touch screen

### ***Introductory Activity***

At group time, discuss the different types of pets children have. The types and number of pets can be graphed in a variety of ways. Use *My First Incredible, Amazing Dictionary* software to find pictures and information about the pets. The software may have information about a specific breed of dog or cat if the children are interested.

### ***Child Outcomes and Standards Addressed***

Children will:

- Compare and contrast the different types of pets people have.  
**Science:** Life Science  
**Social Studies:** People, Places, and Environments
- Identify what pets need to survive.  
**Science:** Life Science; Science as Inquiry  
**Social Studies:** People, Places, and Environments
- Record and report classroom data about pets.  
**Math:** Number and Operation; Data Analysis and Probability; Communication; Representation
- Dramatize the roles of petstore owner, veterinarian, and consumer.

**Social Studies:** Production, Distribution, and Consumption; People, Places, and Environments

- Make pet treats.

**Math:** Measurement

**Science:** Unifying Concepts and Processes; Science as Inquiry; Physical Science

**Social Studies:** Civic Ideals and Practices

## **Materials**

- *Time to Play Pet Shop*
- Biscuit cookie cutters
- Recipe and ingredients for dog biscuits or other pet treats
- Pet taxis
- Pet supplies
- Toy animals
- Veterinarian supplies
- Play money
- Magnifying glass
- Microscope

## **Ahead of Time**

Install the *Time to Play Pet Shop* software on the computer. Set up the dramatic play center as a pet shop with pet taxis, cages, toy animals, and pet supplies. Arrange the dramatic play area as veterinarian's office with various veterinarian supplies including bandages, stethoscopes, and other equipment or as a pet shop and grooming parlor or animal adoption center.

## **Computer Activity**

Make a *HyperStudio* stack about one specific pet or a variety of pets. Ask families to send a picture of their family pet to school. These pictures can then be scanned and imported into the program. Digital pictures and videotape could also be taken if families bring a pet to school. If some children do not have pets, they can draw the type of pet they would like to have. The video, pictures, and artwork could be combined with audio recordings of the children talking about their pet. Throughout the year, children will enjoy revisiting this stack.

## **Related Activities**

### **Math**

- Make a graph with several pets listed across the top. Talk about the pets the children have and put their names in the appropriate categories. Count names for each type of pet and talk about which category contained the most names and which had the fewest names.
- Create a graph that includes numbers so that children begin to associate a number with the amount of names in each category. Children begin to develop an understanding of concepts of quantities, more and less, and compare numbers

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across all categories. The children also learn how to summarize the information obtained from a graph and how to make conclusions.

- Make a graph according to the size of the pet—is it small, medium, or large?
- Measure ingredients for dog biscuits, cat treats, or other animal snacks.
- “Purchase” supplies at the pet store. Encourage children to “pay” for the items and to receive change.

### **Science**

- Make dog biscuits and cat treats for their own pets or for animals at a local shelter. Observe the changes that take place through mixing and baking.
- Compare the coats and skin of different pets. Some have fur, others have feathers, and still others have scales. Even different varieties of the same animal have different fur. Discuss why this may be.
- Compare pets with people. Discuss what is similar and what is different about pets and people.
- Care for classroom pets. Before deciding whether to get a classroom pet, seriously consider what type of environment the animal needs, who will take care of the pet during long breaks, and if a classroom is a good setting for the animal.

### **Social Studies**

- Design centers around a specific pet, such as a dog, or a combination of pets. Dogs might be the focus for part of a pet unit and fish during another part of the study. Incorporate taxis, stuffed dogs, food dishes, and a leash into the dramatic play area. The children enjoyed taking care of the dogs, taking them for walks, and playing with them.
- Take a field trip to a veterinarian's office to learn what veterinarians do and how to take care of pets.
- Ask someone from the local animal shelter or humane society to talk about responsible pet ownership.
- Visit a pet groomer and watch as a pet is groomed.
- Visit a pet store. Recreate a pet store in the dramatic play area, encouraging children to explore the roles of owner and customer.

### ***Other Related Activities***

- Turn the water table into a dog wash station in which children can use sponges to wash small plastic dogs.
- Build doghouses in the construction area.
- Create a book about pets in the writing center.
- Include variety of books on pets could be available in the reading center.

### ***Family Activities***

- Invite family members to bring pets in for a visit.
- If a family member is a veterinarian, pet groomer, or veterinary technician, ask them demonstrate what they do at work.

### **Related Software**

- *Barbie Pet Rescuer*
- *Rescue Heroes Hurricane Havoc*
- *TechPlaces*

### **Related Internet Sites**

American Kennel Club Kids Korner:

[http://www.akc.org/love/dah/kidskorn/spring00/spring2000\\_index.html](http://www.akc.org/love/dah/kidskorn/spring00/spring2000_index.html)

Disney Pet Store Fiesta: <http://disney.go.com/animals/fiesta/index.html>

### **Children's Literature**

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Kirkpatrick, J. (1999). *Barn kitty*. Santa Fe, NM: Azro Press.

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