

Onomatopoeia Read-Aloud Outline

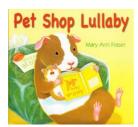
When the sound of a word imitates its meaning, like *swish*, *cuckoo* or *bang*, we call that onomatopoeia. Words that imitate silly sounds make reading fun! When you come across these words in a story, pause, exaggerate the sound and add a hand gesture that adds emphasis. The kids will love imitating you! You'll have imaginary water balloons, skateboards and watermelon seeds flying through your Read-Aloud.



Summer Beat by Betsy Franco

Ages 4-7

Summer is full of special sounds like the *whirr* of a sprinkler, the *floosh* of a flying watermelon seed and the *pop* and *splat* of a water balloon hitting the sidewalk. In this book, a boy and girl enjoy a day of fun, soaking up all of the sounds around them.



Pet Shop Lullaby by Mary Ann Fraser

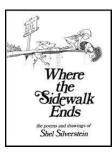
Ages 4-7

All of the animals in the pet shop are ready to go to sleep for the night, but the little hamster isn't tired. He *squeaks*, *scratches*, and *pitter-patters* enough to keep everyone awake. How can the animals get him to sleep? With a bath, a bedtime story and a lullaby, of course! Pair with Mem Fox's *Night Noises* and talk about familiar and unfamiliar bedtime noises.



The Great Fuzz Frenzy by Janet Stevens and Susan Stevens Crummel Ages 7-10

A den of prairie dogs is thrown into a frenzy by a mysterious object (a tennis ball) that *boinks*, *thumps*, and *plunks* into their den. The prairie dogs find a million ways to enjoy the fuzz from the ball, and it's all fun and games until the fuzz runs out. Dogs without any fuzz are pitted against those with fuzz in an all-out battle until they learn that maybe fuzz isn't so great after all.



Falling Up or Where the Sidewalk Ends

by Shel Silverstein

Ages 7 and up

Shel Silverstein is known for his silly poems, many of which include great examples of onomatopoeia. In *Falling Up*, "Noise Day" describes on all of the things you can do in a day to make noise. In the book, *Where the Sidewalk Ends*, try "Boa Constrictor," "Enter This Deserted House" and "The Little Blue Engine" to keep the older kids laughing.

Activities

- 1. There are so many sounds to hear outside, so take the group outdoors to listen. Give the kids some paper and pencils to write down what they hear and the sources of the sounds. Compare answers to see who heard something unique. Volunteers can buddy up with younger kids to help them write down their thoughts.
- 2. If you read *The Great Fuzz Frenzy*, bring the story to life with some cotton balls. Provide the kids with a picture of a prairie dog and encourage them to glue on the "fuzz" in silly ways, just like the prairie dogs do in the story.
- 3. Using *Summer Beat* as an example, create pictures using the kids' favorite season and favorite sounds as a starting point.
- 4. Spring and summer are full of thunderstorms, so bring the weather inside by creating a group rainstorm. One of the volunteers acts as the storm master, and everyone else imitates his or her movements. Build the storm up from distant showers to a thunderstorm overhead, and then reverse it as the rain moves away. This will leave the kids in a calmer state by gradually returning to small, quiet movements.
 - 1) Rub hands on thighs
 - 2) Rub hands together
 - 3) Snap fingers
 - 4) Clap hands softly
 - 5) Clap hands loudly
 - 6) Slap thighs loudly
 - 7) Stomp feet . . . then reverse, ending with small, quiet movements again.

Conversations Starters

- 1. Make a list of the sounds that are represented in the books that you read. Then come up with other actions that would make the same sound. *Pat-a-tat-tat* could be raindrops from a summer storm, or it could be hands playing a clapping game or a pair of feet in flip-flops racing down the road. Are some sounds easier to do this with than others?
- 2. If you have a group of younger kids (ages 3 to 6), ask them what sounds certain animals and vehicles make. Include a book such as *Boo-Hoo Moo* by Margie Palatani or *Who Hoots?* by Katie Davis to get the kids giggling about animal sounds.