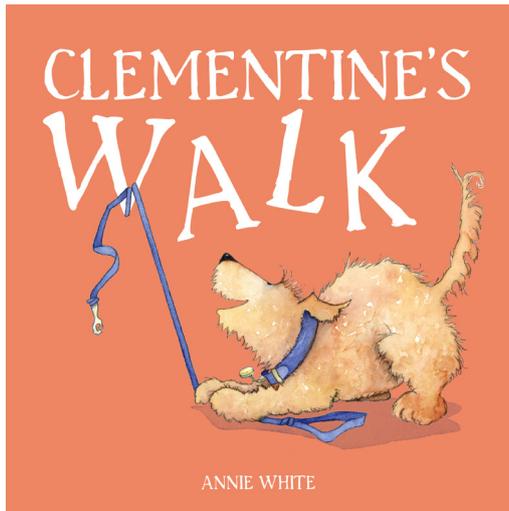


TEACHERS' NOTES

www.newfrontier.com.au/teachers/category/all/



Clementine's Walk

Written and illustrated by Annie White

Synopsis

Clementine is intent on finding someone to take her for a walk, so one by one she asks the members of her family. Though she means well, her over exuberance and poor sense of timing result in a trail of disarray. Sadly for Clementine, it seems that everyone is just too busy to pay her any attention.

Initially dismissed in exasperation, Clementine turns out to be the catalyst for bringing her family together.

Author/Illustrator style or medium

Annie has written the story in rhyme. She used pencil and watercolour in her illustrations. The pencil was useful to show Clementine's unruly coat and other details in the story. Watercolour is a versatile medium that can be brightly coloured like the grumpy chooks or used very subtly like the water splashing over Mum's artwork.

Author/Illustrator Motivation

The inspiration for the story came from Annie's dog, Millie, who sometimes sleeps under the desk when Annie is working. On more than one occasion, Millie has barked at some imaginary thing, making Annie jump and causing interesting changes to the drawings. Annie then wondered what other situations would arise when Millie barked unexpectedly. Annie chose the name Clementine because she knew of someone with that name who got up to a bit of mischief and also because Clementine has three syllables which sounded good.

Author/Illustrator Background Information

Annie grew up in Geelong. Her childhood was spent on the beaches along the Great Ocean Road, climbing very tall trees (and occasionally being rescued), delighting in the worlds of A. A. Milne, *The Magic Faraway*



NEW FRONTIER PUBLISHING

Suite 3, Level 2, 18 Aquatic Drive Frenchs Forest NSW 2086 Australia
Ph: +61-2 9453 1525 | F: +61-2 9975 2531 | www.newfrontier.com.au

Tree and *Alice in Wonderland* and drawing endlessly at the kitchen table. Annie wanted to be an artist, a princess or an archeologist (so she could discover Atlantis) when she grew up.

After studying Art and Design, she worked in advertising and then became a full time Illustrator. Annie's favourite kind of work is illustrating books for children but her drawings have also been turned into jigsaw puzzles, stamps, stencils, magazines and murals.

Educational Applicability

One of the themes in the story is persistence, perseverance and family life.

DISCUSSION TOPICS

Before reading the book:

1. Ask the students if they have a dog or know of someone with a dog.
2. How many different sorts of dog can you think of?
3. What are some good names for dogs?
4. What sorts of things does a dog like to do?
5. Do you think that a dog can be a member of the family?
6. If you wanted something very much, how hard would you try to achieve your dream?

After reading the book:

1. How many times did Clementine ask to be taken for a walk?
2. Why could nobody take her for a walk?
3. Do you think Clementine meant to cause trouble each time she tried to organize a walk?
4. What was the picture on James' puzzle?
5. What colour was the grumpiest chook?
6. What are some of the things Clementine and her family saw on their walk?

ACTIVITIES

Puzzle:

James liked jigsaw puzzles and Mum liked to paint pictures.

Make your own jigsaw puzzle by painting a picture on light A4 cardboard and, when it is dry, cut it into about 10 pieces.

You or your friend could try and put it back together but watch out for excited dogs!

Pom Poms:

Nana liked to knit, though she wasn't very good at it and Baby thought the new orange jumper was just lovely. There are lots of things you can make with bits of wool.

You will need: Cardboard, wool and scissors.

1. Make 2 doughnut shaped pieces of cardboard about 5cm across.



NEW FRONTIER PUBLISHING

Suite 3, Level 2, 18 Aquatic Drive Frenchs Forest NSW 2086 Australia
Ph: +61-2 9453 1525 | F: +61-2 9975 2531 | www.newfrontier.com.au

2. Place the 2 rings of cardboard together and wind the wool around the rings. (Cut the wool into manageable lengths- about 2 metres). Hold one end of the wool on the outside of the rings and feed the other end through the hole, round the back and through the front again.
3. Repeat this, working your way around the rings until the cardboard is covered. Keep winding until the rings are thickly padded with wool.
4. Cut the wool around the edges. The scissor blades should eventually pass between the 2 pieces of cardboard as you are cutting. Cut a few layers at a time.
5. Pass a length of wool between the 2 pieces of cardboard, around all the strands of wool and tie them firmly together.
6. Remove the cardboard rings. You may have to cut them.
7. Fluff out your pom pom and trim it if it is too uneven.

Game:

The whole family looked for Clementine when she was lost.

Have you ever lost something and tried to find it?

While your friend closes his eyes, hide a small object in the room. Then help your friend try to find it by saying 'getting cold' when he moves away from the object and 'getting hot' when he moves closer to the object.

Map:

At the end of the book, there is a map of where Clementine and her family went when they finally decided to go for a walk.

You could make a map of a walk or journey you have been on or would like to go on. It can be real like a walk to school or imaginary like a journey to a secret magical land.

Further Research:

There are many different breeds of dog.

Discuss how different breeds of dog are good at different activities and can sometimes be trained to work in certain jobs.

For example: German Shepherds can be trained to be police dogs, labradors and poodles can be trained as guide dogs, and beagles are good at hunting.

MARKETING AND SELLING POINTS

- Annie White has illustrated quite a few children's books but *Clementine's Walk* is the first story she has written and illustrated.
- This story is about making time for important things, like going for a walk with your dog and spending time with the people you care for.
- Most children have a dog, would like to have a dog or know someone who has a dog.



NEW FRONTIER PUBLISHING

Suite 3, Level 2, 18 Aquatic Drive Frenchs Forest NSW 2086 Australia
Ph: +61-2 9453 1525 | F: +61-2 9975 2531 | www.newfrontier.com.au