## Suggested learning opportunities for *One Goose, Two Moose* by Kael Tudor and Nicola Slater

* **Science, technology, numeracy and mathematics**
* **Literacy and English**
* **Health and wellbeing**
* **Social studies**
* **Expressive arts**

### Mathematics and numeracy

* Roleplay running your own ice cream shop. What different flavours would you have for sale? What different coins could you use to pay for your ice cream? **(MNU 0-09a, EXA 0-12a)**
* How many ice creams tall do you think you are? Estimate then use a measuring tape or ruler to see how close you were. **(MNU 0-11a)**
* How big do you think a moose is? Can you compare it to other types of deer? How close was your guess? **(MNU 0-11a)**
* How many goose waddles do you think it would take for you to reach one end of the classroom? Estimate how many it will take then waddle like a goose and count your steps to check. **(MNU 0-11a, EXA 0-09a)**
* Ask your friends what their favourite ice cream is and record which is the most popular. How will you show your findings? **(MNU 0-20a)**

### Sciences

* Moose are herbivores, which mean they only eat plants. Learn about the difference between carnivore, omnivore and herbivore and find some examples of each.
**(SCN 0-01a)**
* Use this [BBC guide](https://www.bbc.co.uk/bitesize/articles/zgx3ydm) to make your own ice cream using flavoured milk, salt, gloves, ice and a bag. Do you know what makes the milk turn into ice cream? **(SCN 0-05a, TCH 0-04a)**

### Technology

* Use scraps of fabric and other textiles to come up with a new outfit for Simon the goose. **(TCH 0-04b)**

### Literacy and English

* Write your own short story about a rhyming pair of animals, for example: a cat and a bat or a bear and a hare. **(LIT 0-01a, LIT 0-11a, LIT 0-20a)**
* What do you think happens next? Work as a class to come up with a sequel. What happens to the mouse? **(LIT 0-09b, LIT 0-31a,
LIT 0-26a)**
* Write your own ice cream menu for the ice cream van. What flavours and choices are on offer? You could ask your friends for ideas or use your ice cream survey (see **Numeracy and Mathematics**). **(LIT 0-26a)**

### Health and wellbeing

* Look at the characters’ faces. What different emotions do you notice? **(HWB 0-01a)**
* The animals have to be very patient in their ice cream queue. What helps you be patient when you have to wait a long time for something?
**(HWB 0-04a)**
* With your class, try getting into a straight line as quickly as you can but with different rules. Youngest at the front! Tallest at the back! Dark hair to light hair! How quickly can you work together to get organised? **(HWB 0-14a)**
* Play a game of duck, duck, goose. You could add in your own rules. What happens when someone says "moose"? **(HWB 0-22a)**

### Social studies

* The animals are all queuing for an ice cream shop. Go for a walk in your local area and keep a note of what shops and services there are.
**(SOC 0-016a)**
* Where can you buy ice cream or other things to eat (e.g. an ice cream shop, a supermarket, etc.)? Talk about some different shops in your community and what they sell.
**(SOC 0-20a)**

### Art

* Look at the different clothes the animals are wearing in the book. Now design your own outfit for a goose or a moose! What would you wear if you were a moose or a goose? **(EXA 0-02a)**
* Make your own moose antlers! Draw two antlers, carefully cut them out, then stick them on a headband. **(EXA 0-02a)**
* Invent your own ice cream flavour - no idea is too silly! What ingredients go into the ice cream? What toppings would it have? Now, draw your ice cream and how it's served.
**(EXA 0-02a)**

### Drama

* In both queues, the geese and the moose have some wonderful outfits or costumes! Choose one of the characters and decide how they would walk or move around. **(EXA 0-12a)**
* Play the moose and goose game in a group. First, pick a “Boss Goose”. The Boss Goose leaves the room, whilst your teacher assigns everyone else a role as either a Moose or a Goose. Once the Boss Goose comes back in, everyone starts moving around the room as a Moose or a Goose. The Boss Goose's job is to figure out who is a Moose and who is a Goose! How quickly can they find every Moose and Goose?
**(EXA 0-14a)**