



Lesson 207: Jasper's Cowboy Wish Episode

Grades: PreK-1



Goals:

- Students will recognize the correct order of the alphabet and identify lowercase letters of the alphabet, specifically: "s," "a," "d," "l," "e."
- Spell s-p-i-n.
- Define *saddle*.
- Try different words in a sentence and understand that the meaning changes.

Word List: Words highlighted as text in this episode

- Cowboy
- Saddle
- Spin
- Hero
- Waves
- Pulls
- Kisses
- Climbs on

Materials: Cowboy/Wild West props (cowboy hats, play horses, hay, saddle, etc...), large brown blanket, scissors, markers, brown paper, cardboard, country music, lowercase letter cards, hula hoops, horse shoe cut outs, BINGO cards, large letter cards

Episode summary: Howdy Partner! Whyatt and his friends are playing cowboys, but Pig can't join in because he doesn't know what cowboys do. The Super Readers jump into the tale *Jasper's Cowboy Wish* and make the acquaintance of a cowpoke named Jasper who's desperate to become a rompin' stompin' cowboy if only he could get the hang of it! When Jasper must use his cowboy skills to save the day, will he be a hero...or will this be his last roundup?

Woofster...to the Rescue

Before Jasper can become a cowboy, he needs to learn how to ride a horse, but every time he climbs onto his horses, he falls off. He needs a saddle, but Jasper doesn't know what a saddle is. Woofster can help! He uses his Doggie Dictionary to help Jasper find out that a saddle will help him stay on a horse and make riding more comfortable.





Activity 1: Saddle Up

Directions: Create a horse in your class using a barrel of hay. Use a stick-horse toy for the head or make a head from cardboard. Use a mop or yarn for the tail. If you don't have a barrel of hay, use a bench or small table and cover it with a brown blanket. Make a saddle by cutting out a large oval from a piece of brown poster board or felt. Use an old belt or rope to strap the oval around the bench/horses body. Discuss the importance of a saddle and allow children to let their imaginations run wild as they explore the Wild West while riding a pretend horse. Encourage them to illustrate and share their imaginary horsey rides.

Alpha Pig...to the Rescue

All cowboys ride horses, but Jasper can't stay on his horse without a saddle! We need to help Alpha Pig use his amazing alphabet to build a saddle for Jasper's horse by finding all the letters in the word saddle. With a saddle, Jasper can stay on his horse and is one step closer to being a real cowboy! Giddy Up!



Activity 2: Galloping Horses

Directions: Cut out horse shoe shapes and write lowercase letters on them. There should be multiples of the letters "s," "a," "d," "l," "e." Tape the horse shoe shapes all around the room. Play country music and have children pretend to be horses galloping around the desert. If stick horse toys are available, use those, otherwise, just have children gallop on their own two feet. Have them pretend to saddle up and then start the music. Stop the music, call out a letter and have the "horses" find that letter. Continue the game until at least every student has a chance to land on each letter. For older children, mix lower and upper case letters.

Stick horses can also be made using wrapping paper rolls with horse heads stapled or taped to the ends of them, but this is not necessary.

Activity 3: Rompin', Stompin' Cowboy BINGO

Directions: Create BINGO cards using letters from the word *saddle*. Other letters can be used depending on the level of the children in the class. Have children sit in a circle. Place a large cowboy hat in the center of the circle. Put lowercase letters in the hat. Pull out one letter at a time and play BINGO. Hold up the letter and have students take turns identifying the letter. Give students markers to mark off the letter on their BINGO cards. Add more excitement to the game by giving each child a chance to lasso the hat. Create a

lasso with rope and have students take turns lassoing the hat and pulling it toward them. Have them put their hands in and pull out the letter to be called out for the BINGO game. When a child finds all the letters in saddle, they should shout out a cowboy phrase instead of BINGO, "giddy up", "howdy partner" "yee haw!"

Princess Presto...to the Rescue!

Cowboy Cal shows Jasper how to lasso, but Jasper needs to learn how to spin the rope before he can lasso anything. No matter how hard he tries, Jasper just can't seem to get the rope to spin. Princess Presto comes to the rescue and we help her as she spells out the word s-p-i-n. Presto! Jasper is spinning his lasso like a real cowboy!



Activity 4: Letter Lasso

Directions: This activity is an outdoor or gym activity. Give one child a hula hoop and tell him/her to be the cowboy. The rest of the class should hold large letter cards (letters should be multiples of "s," "p," "i," "n"). These children are the pretend cows. They must spread out and stand still, arms straight up, holding the letter cards up for all to see. The teacher calls out a sound from the word *spin*, and the cowboy job is to lasso the letter that makes that sound. He/she does this by dropping the hula hoop over the child holding that letter. Once a cow is lassoed, the cowboy should repeat the sound of the letter and then put the cow in the "barn." This continues until all the letters in *spin* are lassoed. Release the "cows" from the "barn" and give each student a chance to be the cowboy/girl.

Super Why...to the Rescue!

Oh No! A horse is running away and Jasper is trying to bring it back to the farm. The horse gets stuck in a huge mud hole and Jasper climbs on the horse just like it says in his story, but now they are both stuck in the mud! Super Why saves the day, with his power to read, he changes the story and Jasper can pull the horse out of the mud.



Activity 5: Wild Western Charades

Directions: Try to gather as many props for this activity as possible including,

- Cowboy hats
- Stick-head horses
- Bandanas
- Saddle
- Lasso/rope
- Cowboy boots

- Chaps
- Vests
- Brown Blanket (mud hole)

Have students sit in a large circle. Choose one child to come up and play the part of the horse who gets stuck in the mud hole. Choose 2-3 children to come up and be the cowboys. Whisper one action word to each of them and have them take turns acting out the actions (pulling, climbing, and waving). Use the words from the episode, but add more depending on the level of the students. All the other students can guess what the cowboys are doing and discuss whether or not their actions saved the horse.

