

# Let's Go With Barney

Dear Preschool Educator,

Get ready—get set—and **Let's Go** with Barney, as he takes your students on exciting imaginary travel experiences, all within the safety of your own school environment.

This program is organized as a series of pretend field trips, each featuring a variety of engaging lessons and extended activities that expand the Barney themes of **imagination, creativity** and **social interaction**. They build upon important preschool skills such as **vocabulary, language, math concepts, and motor development**.

The materials, presented to you by award-winning curriculum specialists Young Minds Inspired (YMI) and HIT Entertainment, easily fit into your existing curriculum. Special take-home materials will also invite parents along on the journey.

All your little travelers need to make the most of their **Let's Go** journeys is their imaginations. Students do not have to watch Barney to complete the activities; however, it is helpful in extending your students' interest and imagination.

While the materials in this program are copyright-protected, make as many copies as necessary to meet your students' needs. Be sure to share the materials with other teachers. Please send back the enclosed reply card. We look forward to hearing your opinion of the materials.

Sincerely,



Roberta Nusim,  
 Publisher and former teacher



Visit [www.barney.com](http://www.barney.com) for more information on Barney and the **Let's Go** DVD series. The site has both a parent's and teacher's section with more fun ideas, activities and information on the **Let's Go** series. Your students will find these activities **tee-rific!**

## Program Objectives

- To stimulate imagination, creativity and problem-solving skills
- To develop literacy skills, particularly oral communication and vocabulary, listening and comprehension
- To enhance fine- and gross-motor skills
- To improve social interaction
- To encourage child and parent interaction at home

## Program Components

- This four-page teacher's guide
- Five reproducible activity masters
- A colorful wall poster
- **Let's Go** passport stickers
- A reply card for your important comments

## About Let's Go with Barney

**Let's Go** invites preschoolers to explore their world as they go and grow with their favorite, purple dinosaur, Barney! **Barney & Friends** is the only children's show that focuses on Barney's key attributes of sharing, caring, good manners, and healthy habits, all with a fun musical element. Students develop creativity, imagination and early learning skills that show them they can be and do anything. Students will also meet music-loving Riff—B.J. and Baby Bop's cousin—the first new Dino friend on **Barney & Friends** in over 13 years.

Now, with the introduction of the **Let's Go** DVD series, Barney is taking young children on adventures right in their own community. Children explore the zoo, firehouse and other exciting places. Students will explore these new destinations with their favorite dino friend—Barney!

## Target Audience

This program is designed for ages 2-3 but may be tailored to suit the needs and abilities of your students, younger and older.

## How To Use This Program

- Use the poster to start out each pretend field trip.
- Each travel kit represents a unit of study.
- Complete the first pre-trip activity listed for each travel destination.
- Distribute one activity sheet per student for each travel kit lesson.
- Have students complete one or more post-trip activities.
- Send home each activity sheet after the classroom portion is complete to extend the learning.
- Invite representatives from the field trip destinations to visit the class.
- Activity Master 5 should be used to culminate the program.

## Field Trip #1 The Zoo

### Pre-Trip Activities

- **Poster:** Using the poster included in the kit, conduct a **Let's Go** Circle Time. Show students the zoo picture. Ask questions such as: Where do you think Barney is? Have you ever been to a zoo? What did you see there? What did you like about your visit to the zoo? What noises does your favorite animal make?
- **Sensory:** Hide plastic zoo animal figures in the sand box. Have children find the figures and identify the animals as they use them in sand play.

### Activity 1

## Let's Go to the Zoo

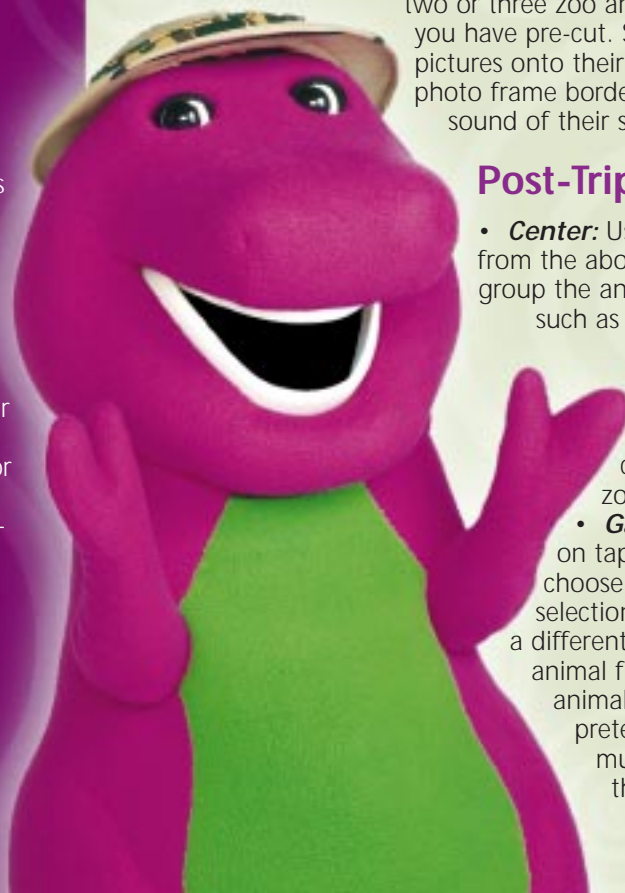
**Additional Materials Needed:** Assorted plastic or stuffed zoo animals from your classroom animal collection, small paper bag, collection of zoo animals cut from old magazines or school order catalogs, and glue sticks

Place the animals inside the bag. Have students reach into the bag to retrieve and identify an animal, then talk about the sound it makes, what it eats and where it lives in its natural habitat. Help children count all of the animal figures. Reinforce the fact that these are zoo animals.

Now distribute the activity sheets. Tell children that when families take trips, they take photographs to help them remember what they saw and did. Tell students they will make a photograph of zoo animals they saw on their pretend zoo trip. Help them select two or three zoo animals from the collection you have pre-cut. Students will glue the pictures onto their activity sheets inside the photo frame border and practice making the sound of their specific animals.

### Post-Trip Activities

- **Center:** Using the animal collection from the above activity, help children group the animals in different ways, such as hard/soft, big/small.
  - **Art:** Using cookie cutters of different sizes and shapes, as well as molding dough, help children create their favorite zoo animals.
  - **Game:** Select a song to play on tape or CD. If possible, choose an animal-related selection. As the music plays, show a different zoo animal, using plastic animal figures or pictures of animals, and have students pretend to be that animal. They must freeze when you stop the music.



## Activity 2

# Let's Go to the Firehouse



### Field Trip #2 The Firehouse Pre-Trip Activities

- **Poster:** Point out the firehouse section on the poster. Ask students: What is this? Have you ever seen a fire engine? Who rides on a fire engine? What do firefighters do?
- **Sensory:** Set up a water play area with objects such as measuring cups and bowls. Talk about whether the water is hot or cold, what it does and how it helps firefighters put out fires.
- **Art:** Feature red, black, orange and any other fire-related colors in the paint center.

**Additional Materials Needed:** One or more toy fire engines from your classroom vehicle collection, watercolors, blocks or snap-together building materials

Show students the toy fire engine(s). Help them describe the engine by talking about its color, shape, size, and sound it makes. Then have them pass the fire truck around in a circle by "driving" it to the person seated beside them. Engage all the children in making a fire engine siren sound as it is driven from child to child.

Distribute the activity sheets. Help children identify the tools on the truck—the hose, axe and ladder. Then tell them to pretend they took the photograph of the firefighter and fire truck on the page. Have them use watercolors to paint the picture.

### Post-Trip Activities

- **Center:** Place available firefighter figures and play materials in a basket in the block center. Help children build a firehouse using classroom blocks or snap-together building materials. Then let them interact with the figures and the building blocks.
- **Physical:** Have children use ride-on toys at your center to pretend to be firefighters. Have them go to put out the fire and then return to the pretend firehouse.
- **Snack:** Tell students that many fire trucks are red. To honor the firefighters on those trucks, students are going to have a red snack. Prepare red gelatin with red apples or toast with strawberry jelly. Have students sit around a pretend campfire. Talk about fire safety as children eat their snack.

## Activity 3

# Let's Go to the Doctor's Office

**Additional Materials Needed:** Toy doctor's kit (optional)

Show the toy doctor's kit if you have one. Have children choose a medical tool from the kit and show how they think it is used. If you do not have one, use the pictures on the activity sheet.

Distribute the activity sheets. Remind children that the doctor helps keep them healthy. Help them identify and/or review the tools featured. Have children pretend to be the child in the center of the page going on a trip to the doctor. Send the sheet home for further learning.

### Post-Trip Activities

- **Center:** Make three copies of the activity master. Color and glue one sheet onto the cover of an envelope or folder. Color and cut out the images on the remaining two activity sheets. Children will match the sets of doctor tools and use them to pretend to examine the little girl on the sheet. Be sure to include any doctor toys for children to incorporate into their work.
- **Game:** Play *Doctor, Doctor, Patient* in the same way as you would play *Duck, Duck, Goose*.
- **Math:** Ask students: How many of you have been to the doctor's office? How many of you have had a bandage on your knee? How many of you have seen what the doctor uses to listen to your heart? Take the tallies and create a *Let's Go to the Doctor's Office* graph.

### Field Trip #3 The Doctor's Office Pre-Trip Activities

- **Poster:** During *Let's Go* Circle Time, point out the doctor's office on the poster. Ask students: Have you been to a doctor's office? What did the doctor do? What is your doctor's name? Tell me about your visit to the doctor.
- **Music:** Have children sing and perform the motions for the song, *Head, Shoulders, Knees and Toes*. Add the line "Oh, the doctor checks my" as a chant to start the song. Repeat with a different opening chant, such as, "Oh, the doctor wiggles, oh, the doctor tickles," etc. Use accompanying body motions for each action word in the opening chant.
- **Art:** Have children paint using cotton swabs and cotton balls in place of brushes.

## Activity 4

# Let's Go to the Post Office

### Field Trip #4 The Post Office Pre-Trip Activities

- **Poster:** During *Let's Go* Circle Time, point out the post office on the poster. Ask students: What is this? What happens at the post office? Have you ever been to the post office? Who brings you your mail?
- **Art:** Find a box big enough to represent a classroom mailbox. Have students paint the box blue. Cut an opening in the box large enough for pretend mail to slide through. Use the mailbox in the **Center** activity listed to the right.
- **Sorting:** Collect junk mail from school, parents or other sources. Help students sort the mail according to size, color, or shape.

**Additional Materials Needed:** Glue, assorted ribbons, wallpaper scraps, stickers, etc.

Distribute the activity sheets. Have children use the materials listed above to decorate the card, covering the entire rectangle.

### Post-Trip Activities

- **Center:** Create a letter-writing center. Provide blank paper of all sizes, stickers, markers and crayons for children to use in creating mail. Allow children to put their letters in envelopes (recycled ones from junk mail is a good option), and place them inside the classroom mailbox created in the art activity to the left.
- **Math:** Place five or six items of junk mail inside a basket, along with five or six toy people from your classroom materials collection. Have children count the items of mail and practice one-to-one correspondence by delivering one piece of mail to each toy person.
- **Small motor:** Tell students that every letter must have a stamp. Have students create a class stamp using art materials from your classroom.

## Activity 5

# My Let's Go Passport

### Program Culmination

Sign and date the passport section of the activity master before photocopying. Write each child's name on his or her passport after photocopying. Tell students that when people travel to other places, they take a special card with them called a *passport*. Tell students that a passport shows where someone has been and whenever a person visits somewhere new, their passport gets a special stamp telling everyone where they've been.

Tell students they will have their own *Let's Go* passport to show the special places they have visited. Distribute the activity sheet, pointing out yours and Barney's signatures. Help students check the boxes of the places they have visited. Then help them put a *Let's Go* passport sticker on the page to make them feel proud.

### Resources

[www.barney.com](http://www.barney.com)  
[www.ymiteacher.com](http://www.ymiteacher.com)



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## Activity 1

# Let's Go to the Zoo

The zoo has  
lots of great animals!  
Take a picture  
of the ones you like best.  
Can you make their  
animal sounds?



## Let's Go Parent News

Your child is enjoying a special program featuring Barney, created by curriculum specialists Young Minds Inspired (YMI) and HIT Entertainment. The activities strengthen important learning concepts through *Let's Go* imaginary field trips. These adventures teach preschoolers sharing, caring, good manners and healthy habits while they laugh, learn, go and grow with their favorite, purple dinosaur, Barney!

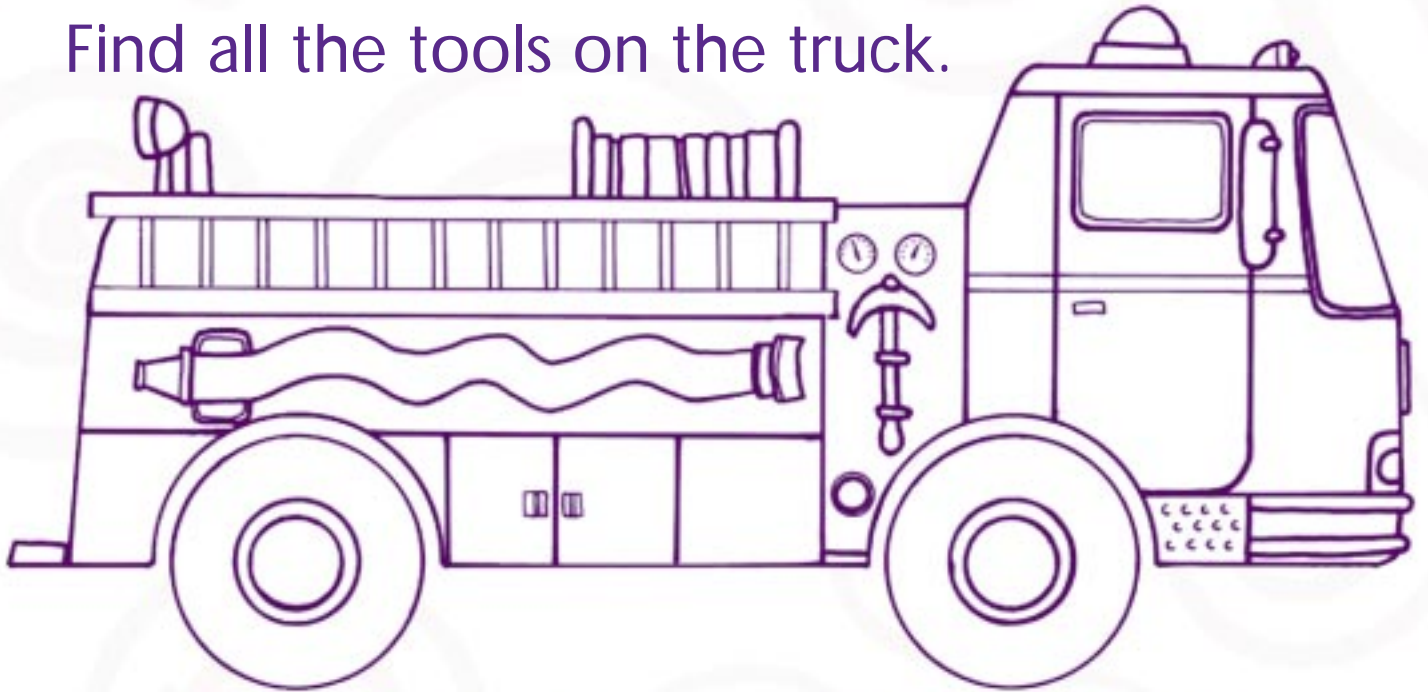
In this activity, your child visited the pretend zoo. Continue the learning by asking your child to identify the animals above. Play a game and take turns making zoo animal sounds and guess the animal.

Visit [www.barney.com](http://www.barney.com) to learn more about the *Let's Go* series. Click on the special Parent section for great parenting tips and activities.

## Activity 2

# Let's Go to the Firehouse

Find all the tools on the truck.



## Let's Go Parent News

Your child visited the firehouse on this *Let's Go* imaginary trip. Be sure to point out your neighborhood firehouse the next time you go by. You might even like to bake some cookies and deliver them to the firefighters together with your child.

Visit [www.barney.com](http://www.barney.com) for more information on the *Let's Go* DVD series, including *Let's Go to the Firehouse*. Check out the special Friends section and let your child spend time with his or her favorite dinosaur.



Activity 3

# Let's Go to the Doctor's Office



STETHOSCOPE

Doctors use special tools. They help keep us healthy!



OTOSCOPE



TONGUE DEPRESSOR



## Let's Go Parent News


Today's *Let's Go* adventure with Barney was a trip to the doctor's office with activities on good health and why doctor visits are important. Tell your child why the doctor uses each of these tools. Tell them that the stethoscope is used to listen to their hearts and lungs. The otoscope is used to look into their ears, and the tongue depressor is used to look in their throats. Then have your child draw a line from the tool to the part of the girl's body where the tool would be used.

Go to the Games section at [www.barney.com](http://www.barney.com) to play fun interactive games that teach important preschool skills like colors, shapes and numbers. You'll especially want to try out Riff's musical game activity!

Activity 4

# Let's Go to the Post Office

The post office is a busy place! Let's send a letter to someone today.



A large rectangular area with a dashed border, intended for a child to draw or write. A small icon of a pair of scissors is located at the top left corner of the dashed area.

## Let's Go Parent News

This time your child took a *Let's Go* trip to the post office. Plan a real trip to the post office to mail the card your child created. Cut out the card and fold it in half. Write a note on the inside and insert it into a mailing envelope. Have your child help you address the envelope and affix the stamp. Together, drop the letter into the mail slot at the post office.

For fun, music and lots of Barney DVDs, visit [www.barney.com](http://www.barney.com). Your child will enjoy watching some from the *Let's Go* DVD series.



# Activity 5

# My Let's Go Passport



## PASSPORT

Name \_\_\_\_\_

Date \_\_\_\_\_

Our *Let's Go* Travel Guides  
Our Guide **Barney**

Our Teacher \_\_\_\_\_  
(Teacher's signature)

*Let's Go* Travel Parent

\_\_\_\_\_

Look where I've been with Barney!

Check the boxes of the places you have visited. Then put your Barney sticker in the big square.

<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/>		<input type="checkbox"/>	

## Let's Go Parent News

We hope you've enjoyed your child's learning experiences with Barney. Please sign your name as the *Let's Go* Travel Parent on the appropriate line of the passport above and give the passport to your child.

Visit [www.barney.com](http://www.barney.com) for more travel adventures with Barney and for the *Let's Go* DVDs, as well as other Barney items. By joining Barney's Fan Club, your child can receive special emails from everyone's favorite dinosaur and you'll receive great parent newsletters.





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Let's Go to the Zoo



Let's Go to the Doctor's Office



Let's Go to the Post Office



Let's Go to the Firehouse



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for more adventures with Barney.