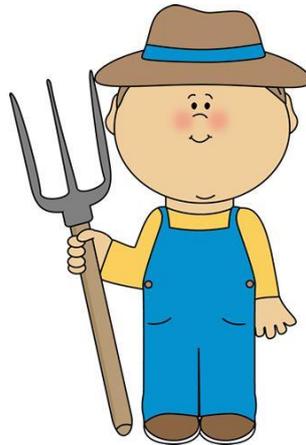


# Welcome to the Happy Talk On the Farm Pack!



Happy Talk is a part of the HSE Speech and  
Language Therapy Service.

Happy Talk seeks to support language, literacy and  
learning skills of young children.

## Welcome to the Happy Talk On the Farm Pack!

This pack contains ideas and activities to play and use at home to help develop early language, literacy and learning skills.

We hope you enjoy these resources, and send photos of your drawings, make and do, and stories to us by email to [aoife.oshea@hse.ie](mailto:aoife.oshea@hse.ie), by text or Whatsapp to 0876440177 or on Facebook (Happy Talk).

We look forward to seeing our regular Happy Talkers again in Cork City! Please note however, we are happy for this resource to be shared far and wide, and hope as many people as possible enjoy it.

All materials used in this pack are either generated by Happy Talk - HSE or are free to download online.

The activities in this pack are intended for children aged approximately 4 - 8 years. However that doesn't mean some of these activities can't be enjoyed by kids of all ages; even grown up kids!

We wish to thank the students and staff of UCC Speech and Language Therapy Dept. for helping to make these packs possible.

## Happy Talk Mindful Moments

Happy Talk Mindful Moments Happy Talk Mindful Moments are a chance to take a time out and to settle or energise your brain and body. Learning to pay attention can build great listening and learning skills. In these times it is normal to feel a little worried, and so a Happy Talk Mindful Moment is a great way to remain calm.



## Noticing Like a Farmer Mindful Moment

For this Mindful Moment, we are going to imagine we are sitting in the middle of a field. Imagine that you are a farmer and you have a farm with lots of animals and you grow lots of vegetables.

What can you notice while sitting in your field? What can you see, what can you hear, what can you feel and what can you smell? Can you name 3 things you can see, hear, feel and smell?

**See:** farm yard, animals, baby animals, barn, tractor, other machinery, grass, crops, vegetables

**Hear:** animal sounds, farm machinery, insects flying around, the wind blowing through the trees

**Feel:** boots on your feet, grass, dirt, fence, tractor door and steering wheel, animals, plants you are growing

**Smell:** freshly cut grass and crops, milk from the cows, chicken feed, silage, animals, animal poo!

## On The Farm Rhymes and Songs

Draw and cut out five ducks and stick them onto lollipop sticks.

While singing the song, make the five ducks swim around a room in your house or garden.

Take away one duck for each verse of the song.

### Five Little Ducks

Five little ducks went swimming one day,  
Over the hills and far away,  
Mammy duck said "Quack, quack, quack, quack",  
But only four little ducks came back.

Four little ducks...

Three little ducks...

Two little ducks...



One little duck went swimming one day,  
Over the hills and far away,  
Mother duck said "Quack, quack, quack, quack",  
And all five little ducks came back, back, back!

## On The Farm Rhymes and Songs

### The Cows in the Barn

(Sing this to the tune of 'Wheels on the Bus')

The cows in the barn go moo, moo, moo,  
Moo, moo, moo,  
Moo, moo, moo,  
The cows in the barn go moo, moo, moo,  
All day long!

- + Ducks in the pond go quack, quack, quack
- + Sheep in the field go baa, baa, baa
- + Pigs in their pen go oink, oink, oink
- + Horses in the field go neigh, neigh, neigh
- + Donkeys in the barn go hee, haw, haw
- + Dogs in the yard go woof, woof, woof
- + Chickens in the coop go cluck, cluck, cluck



## On The Farm Rhymes and Songs

Draw a smiling face on each of your fingers.  
Start the rhyme with your fingers in a fist,  
open them up as the Friendly Farmers wake up!  
Point to each finger as you name each job!  
Then curl your fingers up again as the Friendly  
Farmers go to bed.



### Five Friendly Farmers

Five friendly farmers wake up with the sun,  
Early in the morning with lots of jobs to be done.  
The first friendly farmer goes to milk the cow.  
The second friendly farmer thought he'd better plough.  
The third friendly farmer feeds the hungry hens.  
The fourth friendly farmer puts the pigs in their pens.  
The fifth friendly farmer picks the ripe corn.  
And waves to the neighbour when he blows his horn.  
When all the work is finished  
And the evening sky is red  
Five tired farmers tumble into  
bed!



## On The Farm Rhymes and Songs

Can you match the parts of the rhyme to the pictures?

### Farmyard

Little hen feathered and red,  
pecking round for scraps of bread.



Little goat fierce and white,  
thinks his rope is much too tight.



Little calf soft and shy,  
peeking out with one brown eye.



Little cat black and lean,  
crouching so he won't be seen.



Little pig muddy and stout,  
trying hard to wriggle out.



*Gail Gregory*

## On The Farm Rhymes and Songs

Let's make a woolly lamb! Draw and cut out a circle for a lamb's body. Take some cotton wool, cotton wool pads or scrunched up tissue and stick it onto your lamb to make his wool. Add a head, four legs and a tail!



### Mary Had a Little Lamb

*(1) Mary had a little lamb,  
Little lamb, little lamb,  
Mary had a little lamb,  
Its fleece was white as snow.*

*And everywhere that Mary went,  
Mary went, Mary went,  
Everywhere that Mary went,  
The lamb was sure to go!*

*(2) He followed her to school one day,  
School one day, school one day,  
He followed her to school one day,  
Which was against the rules.*

*It made the children laugh and play,  
Laugh and play, laugh and play,  
It made the children laugh play,  
To see a lamb at school.*

*(3) So the teacher kicked him out,  
kicked him out, kicked him out,  
So the teacher kicked him out,  
But still he lingered near.*

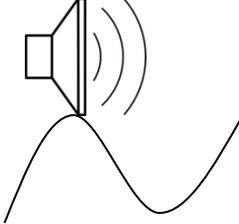
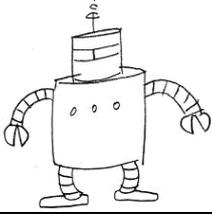
*And he waited patiently.  
Patiently, patiently,  
And he waited patiently,  
Til Mary did appear.*

*(3) Mary had a little lamb,  
Little lamb, little lamb,  
Mary had a little lamb,  
Its fleece was white as snow.*

*And everywhere that Mary went,  
Mary went, Mary went,  
Everywhere that Mary went,  
The lamb was sure to go!*

## Rhyme Time Voices and Games

Say the rhymes using the following games and activities.

<p>Whisper</p> 	<p>Loud-Soft-Loud</p> 	<p>Laughing</p> 
<p>Robot Voice</p> 	<p>Silly Voice</p> 	<p>Slow Motion</p> 

When it gets a bit easier try these games:

<p>Tap/drum/clap out each beat</p> 	<p>Tap/drum/clap out each word</p> 	<p>Say every second word with your child</p> 
<p>Leave words and see can your child fill the gaps</p> 	<p>Make mistakes and see does your child spot them</p> 	

## Happy Talk Listening Rules

Look with your eyes



Listen with your ears



Mouth is closed



Feet on the ground



Hands are still



## Old McDonald Says

This game is just like Simon Says but this time you will have to do what Old McDonald tells you. One person is the leader and when they say, "Old McDonald says flap your wings like a chicken" you have to do that. But, only do it if 'Old McDonald' says it! Listen with your ears and don't get caught out!

Don't forget that Old McDonald is a farmer so he will be asking you to do farmyard actions. Here are some examples...

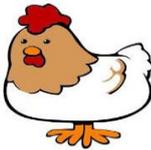
1. Old McDonald says moo like a cow.
2. Eat some grass. (Remember not to follow this instruction because the person never said Old Mc Donald says).
3. Old McDonald says gallop like a horse.
4. Old McDonald says drive a tractor.

You can make the actions trickier by giving two or three in a row for example...

Old McDonald says drive a tractor and then get off and spread seeds on the soil.

## Naming Game

These are some words you would hear on a farmyard, maybe some of them are new. Read them a few times, say them out loud and look carefully at the picture. Then cover the words and name the animal or job. We will use these words as we play the games and activities in the On The Farm Pack.

Animals		Farm Jobs	
Cow		Milking the cows	
Pig		Collecting the eggs from the chicken coop (chicken house)	
Horse		Harvesting (gathering/collecting) crops	
Chicken/Hen		Planting seeds	
Chick		Driving the tractor	
Rooster			
Duck			
Sheep			

## Get to Know Farmer Pat!

This is Farmer Pat. What can you tell me about him? Be creative and give lots of details!



What is he wearing? Do you think he ever wears something different? When?

What does he look like? (Hair? Height? Age?)

Describe his farm. Does he have animals, or does he grow vegetables?

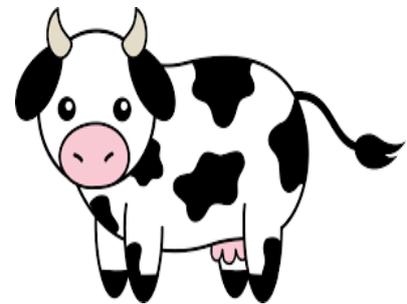
What jobs does he do every day? (think of the jobs you learned already)

## Figure It Out: Farmer Pat's Farm Animals

These are Farmer Pat's animals. Farmer Pat loves all his Farm Animals and wants to introduce them all to you!! Can you fill in the gaps to learn all about them?

### The Cow

This is Farmer Joe's Cow.  
Cows say '\_\_\_\_\_'. She eats lots of \_\_\_\_\_. She is black and \_\_\_\_\_. She makes \_\_\_\_\_ with their udders.



milk

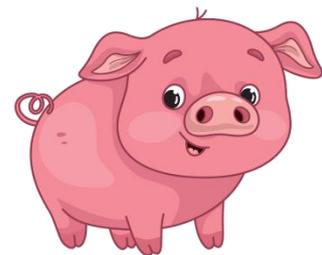
moo

grass

white

### The Pig

This is Farmer Joe's Pig.  
Pigs say '\_\_\_\_\_'. He is \_\_\_\_\_ and has a curly \_\_\_\_\_. He really like rolling around in \_\_\_\_\_!



mud

tail

oink

pink

## The Sheep

This is Farmer Joe's Sheep.

Sheep say '\_\_\_\_\_'. He has \_\_\_\_\_ wool and is very \_\_\_\_\_. He also like to eat grass and \_\_\_\_\_ in Farmer Joe's field.

play

white

fluffy



baa

## The Duck

This is Farmer Joe's Duck.

Ducks say '\_\_\_\_\_'. She has an \_\_\_\_\_ beak. She loves to \_\_\_\_\_ in Farmer Joe's pond. She \_\_\_\_\_ when she walks.

orange

quack

waddles



swim

## The Horse

This is Farmer Joe's Horse.

Horses say '\_\_\_\_\_'. She loves to \_\_\_\_\_ in the fields. She \_\_\_\_\_ hay, and loves \_\_\_\_\_ as a treat.

apples

neigh

eats



run

## The Donkey

This is Farmer Joe's Donkey.  
Donkeys say '\_\_\_\_-\_\_\_\_'. He loves to  
play in Farmer Joe's field. He loves a  
good \_\_\_\_\_ that makes him \_\_\_\_\_.

laugh

eeee

joke

\_\_\_\_\_  
aw



## The Goat

This is Farmer Joe's Goat.  
Goats say '\_\_\_\_\_'. She has \_\_\_\_\_ on  
her head and a \_\_\_\_\_ on her chin!  
She thinks donkey's jokes are \_\_\_\_\_!

maaaa

funny

beard

\_\_\_\_\_  
horns



## The Hen

This is Farmer Joe's Hen.  
Hens say '\_\_\_\_\_' and '\_\_\_\_\_'. She has  
lots of feathers. She lays \_\_\_\_\_ and  
lives on the farm \_\_\_\_\_.

gobble

yard

eggs

\_\_\_\_\_  
cluck



## Farmyard Actions

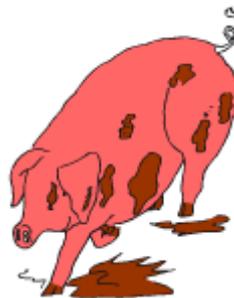
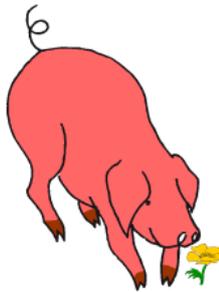
These pairs are doing different actions. Using the word bank, fill in the blanks. Make sure to use the dictionary to find out what new words mean!



This cow is \_\_\_\_\_ but this cow is \_\_\_\_\_.



This cowboy is \_\_\_\_\_ but this cowboy is \_\_\_\_\_.



This pig is \_\_\_\_\_ but this pig is \_\_\_\_\_.

### Word Bank

Use these words to help you fill the blanks but if you have already thought of your own that's even better!

Eating

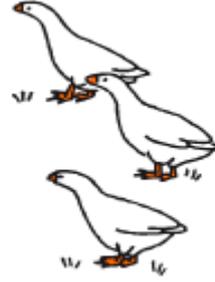
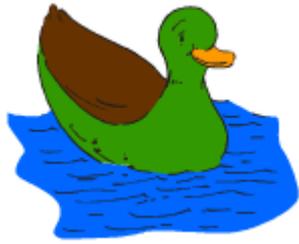
Sniffing

Laughing

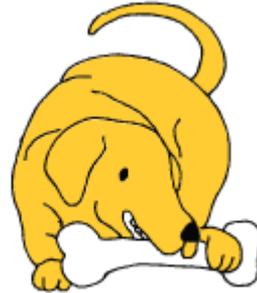
Lassoing

Rolling

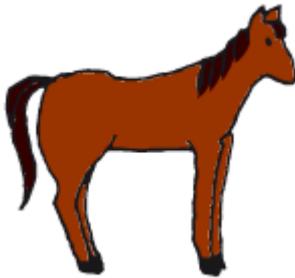
Pushing



This duck is \_\_\_\_\_ but these ducks are \_\_\_\_\_.



This dog is \_\_\_\_\_ but this dog is \_\_\_\_\_.



This horse is \_\_\_\_\_ but this horse is \_\_\_\_\_.

### Word Bank

Use these words to help you fill the blanks but if you have already thought of your own that's even better!

Barking

Swimming

Neighing

Waddling

Chewing

Standing

## Farmer Jokes

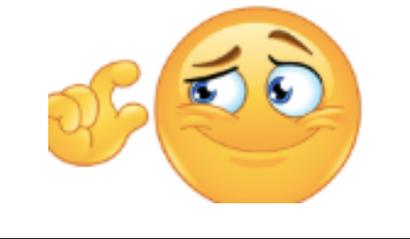


Here is Pat again, the farmer who likes to tell jokes about his animals and his life on the farm. Pat thinks he's the funniest farmer in Ireland but some of his jokes are not funny. You can help Pat by giving his jokes a score so he will know which jokes not to tell people next time. A score of 3 means that Pat's joke was very funny, 2 means his joke was ok and 1 means that he shouldn't tell the joke again.

		
= Very funny & 3 points	= Ok & 2 points	= Not funny & 1 point

- Q: What farm animal keeps the best time?  
A: A watch dog  
Score? \_\_\_
- Q: What is the scarecrow's favourite fruit?  
A: Straw-berries  
Score? \_\_\_
- Q: What did the baby corn say to the mama corn?  
A: Where's the popcorn?  
Score? \_\_\_
- Q: What do you get when you cross a tractor and a robot?  
A: A transfarmer  
Score? \_\_\_

## Farmer Jokes

		
= Very funny & 3 points	= Ok & 2 points	= Not funny & 1 point

5. Q: What do farmers use to make crop circles?

A: A protractor

Score? \_\_\_

6. Q: What is a horse's favourite sport?

A: Stable-tennis

Score? \_\_\_

7. Q: Where do cows go to watch films?

A: The Mooovies

Score? \_\_\_

8. Q: What day do potatoes hate the most?

A: Fry-day

Score? \_\_\_

## Building Sentences

We are going to look at this picture of the farm and the different animals which live there. Look very closely at everything in the picture.



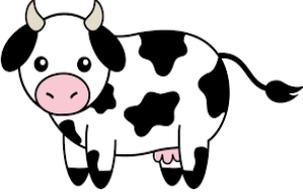
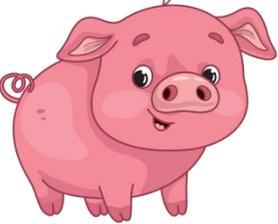
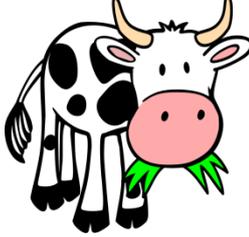
Ask the following questions and wait for your child to answer.

Tell me what farm animals you can see in the picture. E.g. I see a horse, I see a cow.

1. Can you remember what each animal says? Tell me what each animal in the picture says. E.g. the cow says moo, the duck says quack.
2. Describe what the animals look like in the picture e.g. the cat is orange with stripes, the goat is wearing a bell.
3. Where are the animals living in the picture? What does their home look like? E.g. there are apple trees and red flowers, the sun is out, and they live in a red barn.

## Match the Animals: Mammies and Babies

For this game we are going to match mummies and babies! Help them find each other!

			
Cow	Lamb	Horse	Piglet
			
Pig	Chick	Donkey	Duckling
			
Sheep	Calf	Goat	Foal
			
Duck	Foal	Hen	Kid

## Story Time

Do you remember Farmer Pat? Earlier you wrote about him, what he looked like and what kind of farm he has. Then he told you some jokes. You know a lot about Farmer Pat now, so it's time for you to help finish his story.

Farmer Pat woke up when he heard the rooster's "cock-a-doodle-doo!" He jumped out of bed, put on his clothes, ate his breakfast, and got to work. The first thing he did was walk to the chicken coop to collect all the hen's eggs. Farmer Pat gathered up 20 eggs and put them in his basket. He covered the basket with a tea towel and brought it with him when he milked the cows and fed the pigs. When he got back to the farmhouse later, he put the basket on the kitchen table and took the tea towel off. He couldn't believe his eyes when he saw only one egg in the basket. Then he noticed a small hole in the bottom. All the eggs had fallen out all over the farm...

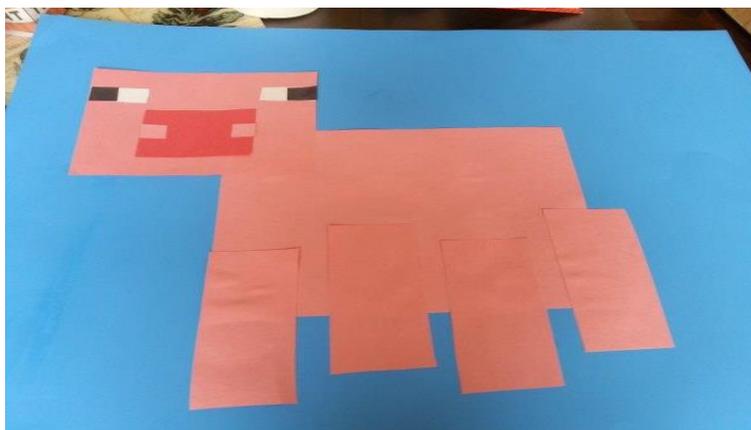


Now you must finish the story... include the following places and jobs in your story:

The barn	The field	The gate	The farm yard
Feed the pigs	Milk the cows	Open and close	Play with the dog
6 eggs	7 eggs	3 eggs	2 eggs
Is that all the eggs? Maybe you can help finish the story by helping Farmer Pat find the very last egg?			

## Pin the Tail on the Farm Animal

This game can be played with any farm animal, for example a pig. Draw a big picture of a pig without the tail. Cut out the tail from a separate piece of paper or use something like a pipe cleaner as the tail. Then put a blindfold on and spin around a few times and try to pin the tail on the pig! The person who gets the tail closest to where it should go is the winner. You can try this game with any farm animal as long as it has a tail!



Other ways to play this game...

1. Pin the tail on your teddy. Play the game in the same way as above but use a teddy instead of a picture of the animal.
2. Pin the tail on your friend/family member. This time instead of a picture or a teddy, someone at home can be the farm animal and you can pin the tail on them.

## Farm Animal Sound Matching Game

Use your finger to match the sound to the farm animal.  
Practice these sounds after the matching activity.

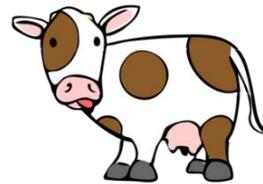
Moo



Baa



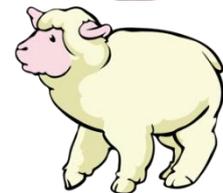
Hee-Haw



Cock-a-doodle-doo



Neigh



Oink

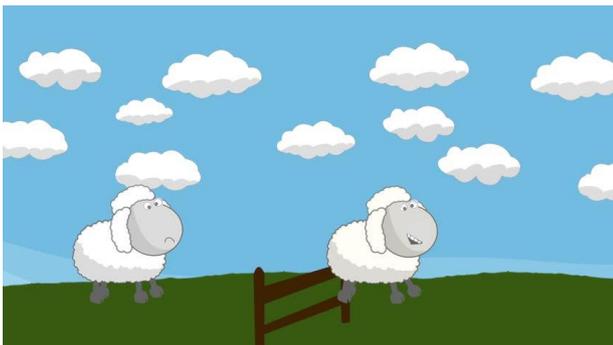
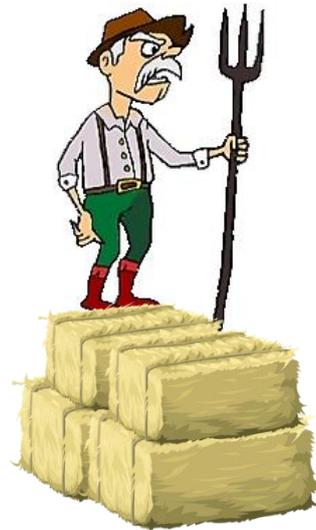


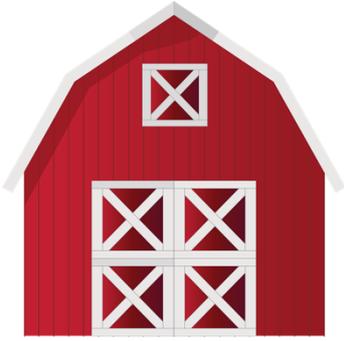
Woof



## Spot the Difference

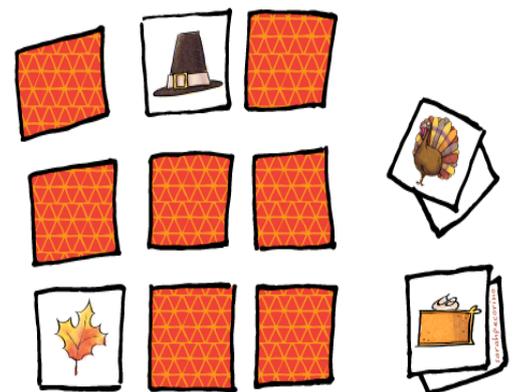
Look very closely at the two pictures beside each other and see can you spot what is different. After you have figured it out show the pictures to someone else and see can they spot what you saw?



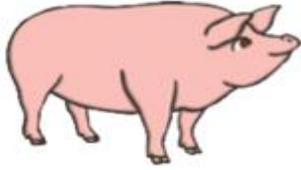


## Rhyming Pairs

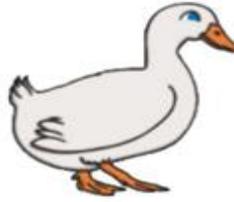
1. To play this game you need to print and cut out the pictures OR draw and cut out similar pictures to the ones on the following page. You can split the preparation for this game and the playing of this game into two activities.
2. We are going to play a game of matching pairs, using rhyming words. Words that rhyme sound the same at the end of the word, like pig and wig.
3. Put this pair down on the table/floor/lap, saying the words out loud 'p-ig, w-ig'. Ask them to copy saying the rhyme out loud.
3. Show the rest of the pairs of the Farm Pairs Cards, saying the word aloud for each. Ask the children to copy the rhyming pairs as you lay them on the floor.
4. Turn all the cards over and mix them up and play matching pairs.
5. Begin the game. Turn two cards over and name the pictures, e.g. 'cat and dog, c-at, d-og. Do they sound the same at the end?' Chat with the children, encouraging them to repeat the words aloud. If they rhyme, keep the pair. If they don't, turn the cards back over.
6. Everyone can take a turn, choosing two cards to turn over.
7. Continue until all rhyming pairs have been found.



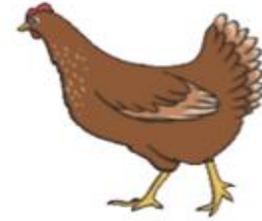
## Rhyming Pairs



**pig**



**goose**



**hen**



**wig**



**moose**



**pen**



**goat**



**cat**



**dog**



**coat**



**bat**



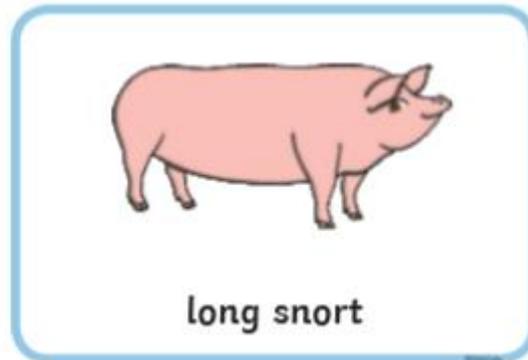
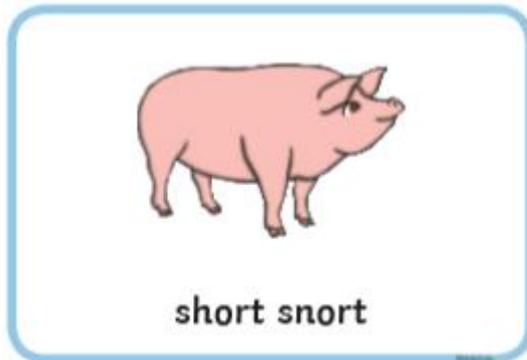
**log**

## Long and Short Sounds

Get ready to sound funny!

We are going to think about long and short sounds. A short sound is over quickly like this - 'ah' and a long sound stretches out like this - 'ahhhhhhhh.'

We can make short and long farm animal sound! On the next page you will see Long and Short Farm Animal Cards showing the short or long sound. Just like these pictures the short pig does a short snort, and the long pig does a long snort. Can you see their long and short bodies!



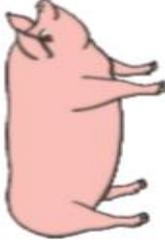
Play this game in pairs. If there are more than two of you playing let the others watch and then take their turn. It's very funny to watch someone else making long and short farm animals sounds!

Print or open the next page so you can see all the pictures at the same time. One person must be the pointer and choose which sound by pointing. One person must close their eyes and wait until the pointer says 'GO!' Then they must open their eyes and say the long or short sound the pointer is pointing to.

Add to this game by letting the pointer choose between:

'GO! Loud!' or 'GO! Quiet!'

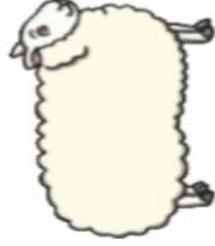
# Long and Short Sounds



long snort



long 'eee-or'



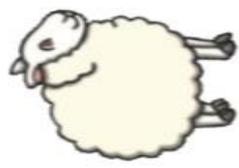
long 'baa'



short snort



short 'eee-or'



short 'baa'



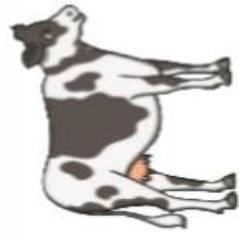
long 'moo'



long 'oww'



long 'eek'



short 'moo'



short 'oww'



short 'eek'

## Word Search

Remember to look diagonally and backwards!

T	S	E	A	N	Z	S	C
R	S	F	A	R	M	E	R
A	N	I	M	A	L	S	O
C	T	J	G	B	E	B	P
T	A	K	E	A	W	T	S
O	T	E	B	V	S	Q	E
R	I	I	I	E	P	E	L
U	O	P	V	Z	L	C	O
H	N	R	N	U	A	A	E
T	A	C	K	E	T	R	N
H	W	Y	K	N	F	R	O
R	L	T	B	G	O	I	I
D	K	S	T	A	B	L	W
T	I	E	K	D	L	G	O

Tractor

Farmer

Crops

Barn

Animals

Hay-bale

Harvest

Cow



## New Words

### Crop / Crops

What does crop mean? (Look it up!)

---

Put the word 'crops' in a sentence:

---

What does this word make you think of?

---

Can you make up some words that rhyme with crops? Say them out loud: real words and silly words!

---



## New Words

### Harvest

What does harvest mean? (Look it up!)

---

Harvest is a doing word and a naming word. Unscramble these two sentences (first word underlined):

Harvest (Naming Word)

to gather the Soon will to have we harvest.

Harvest (Doing Word)

potatoes ready so will are I The harvest them.

Now it's your turn:

Put the word naming word 'harvest' in a sentence:

---

Put the word doing word 'harvest' in a sentence:

---

How many syllables (parts) does this word have?

---

## Time to Act

Pretend that you are a farmer for the day. You are getting ready for the next farming day and need to make a timetable in your diary. Put these jobs in order so you know exactly what needs to be done and fill them into you're timetable. Wow Farmers are busy!

### Bedtime

Clean out the barn

Collect fresh eggs

Cut sheep's hair

Fix tractor

### Lunchtime

Plant seeds

Plough the field

Put up a fence

Spray crops to keep them healthy

Wake up and milk the cows

### Dinnertime

Cut the hedge

Check on the sick cow

Feed all the animals

Dig a ditch

Time of Day	Date:
6 a.m.	
7 a.m.	
8 a.m.	
9 a.m.	
10 a.m.	
11 a.m.	
noon	
1 p.m.	
2 p.m.	
3 p.m.	
4 p.m.	
5 p.m.	
6 p.m.	
7 p.m.	
8 p.m.	
9 p.m.	

## Wash the Muddy Farm Animals

1. Put some mud from the garden in a bowl or plastic box. If you don't have any real mud you could use some "Pretend Mud"!

Make Pretend Mud out of wheatabix, or porridge, or cocoa, or even using a chocolate pudding mix or some melted chocolate.



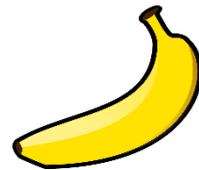
2. Put any plastic farm animals that you have at home in the 'mud'. If you don't have toy animals draw some on some plastic lids, on some plastic cups or even on some big spoons!
3. Next, set up a clean water station, with a bucket of warm soapy water and a cloth.
4. Wash all your animals and dry them with an old tea towel.



## Sorting game

Help the farmer sort his crops into fruits and vegetables. Print out this sheet or draw a line down your page and draw each vegetable in the right place.

Fruits	Vegetables



Potatoes	Cabbage	Apples
Figs	Carrots	Plums
Parsnips	Corn	Turnips
Broccoli	Strawberries	Brussel Sprouts
Pears	Blueberries	Tomatoes
Peaches	Beetroot	Lettuce
Cucumber	Raspberries	Peas
Green Beans	Bananas	Squash
Lemons	Peppers	Oranges

## Grow your own!

It's time for you to be the farmer.

Follow these instructions to grow your own plants.

Did you know you can grow new plants from leftover fruits and vegetables.

Here are some examples you might have at home: lettuce, garlic, onions, potatoes, celery, tomatoes or peppers!

Lettuce - To grow lettuce we will need:

1. Left over lettuce
  2. Toothpicks or matchsticks
  3. A small bowl
  4. Water
  5. Sunlight
- Put water in the bowl - just enough to cover the bottom of the lettuce
  - Place 3 toothpicks in the lettuce to act as 'legs' - this will help our lettuce stand up straight!
  - Place your lettuce in the bowl and put the bowl where it will get sunlight - like the windowsill.

Look after your plant!



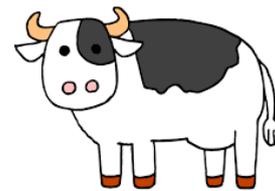
## Farmers Jobs

For this activity, we're going to pretend to be a farmer. You will need to think like a farmer. Circle the right answer. What will you do if...?

*There are some hard words in this activity. Get an adult to help you research the words that are underlined.*

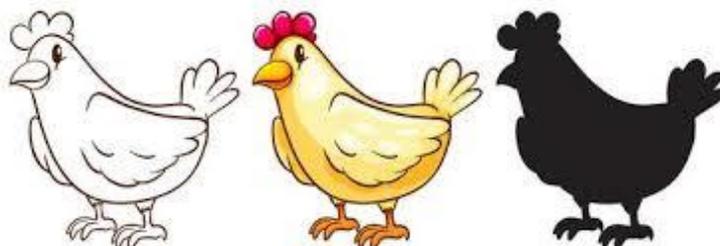
1: You wake up and go to check on your cows. When you get there, you see that they have no water. What do you do to sort this out?

- A) Bring the cows down to the river?
- B) Fill the cows water trough?
- C) Milk the cows?



2: You walk past your chicken coop and notice that there is a hole in the fence. You then see all your chickens out in one of your fields. What are you going to do first?

- a) Fix the hole in the fence?
- b) Collect the eggs?
- c) Gather up the chickens?



3: The next day, you are shearing your sheep for their wool. When you are almost done, your tool breaks. How will you get the rest of the wool from the other sheep?

- a) Use an arts and crafts scissors?
- b) Bring the sheep to the barber shop?
- c) Fix your tool and come back to finish the job?



4: You are out in the fields harvesting the crop in your tractor. Suddenly, your tractor runs out of fuel! You are in the middle of a field far from your house. How will you get back to your house?

- a) Walk for hours back to the house and leave the tractor behind?
- b) Refill the tractor with spare fuel and drive home?
- c) Wait for someone to find you and help?



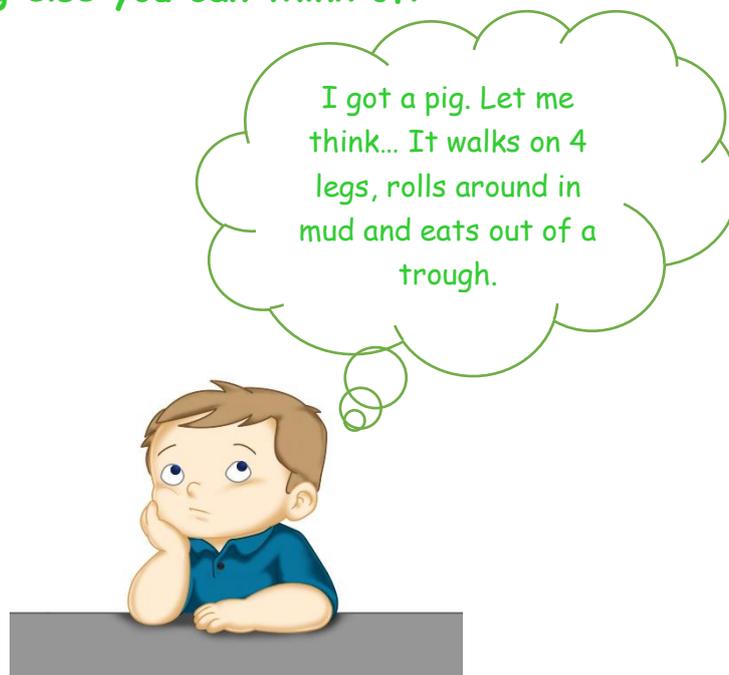
## Charades

You can use the animal masks you have made to play this game.

Playing the game as a group, one person picks an animal mask when the others aren't looking (but don't wear it). Once they are ready, they have to give clues of what animal they are by doing actions.

To come up with good clues think about...

1. What the animal looks like?
2. What does it eat?
3. How does it move?
4. What it does on a farm?
5. Or anything else you can think of!



The others can guess each time you give a clue. Once somebody guesses the right animal, it is their turn to choose an animal.