

?? I wonder... ??

Do you remember which Thinking Magic order worked?
Let's think it through, then tick your answer.

<p>Stop! Moo! Go!</p> <input type="checkbox"/>	<p>Moo! Stop! Go!</p> <input type="checkbox"/>	<p>Go! Moo! Stop!</p> <input type="checkbox"/>
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Who are you and what can you do? Take Go and Stop out on a walk. Say 'go', something you can do like 'walk', then 'stop! What else?



Colour if you've done it



Sing the first verse of Old McDonald Had a Farm. Use your snip-outs Go, Moo and Stop for every moo!



Colour if you've done it



What do you think would have happened if Go, Stop and Do Block Moo hadn't helped Cow remember what to do, and when to do it? Tell your grown-up.



Colour if you've done it

Well done!

For your next mission, find the episode 'Cluck'

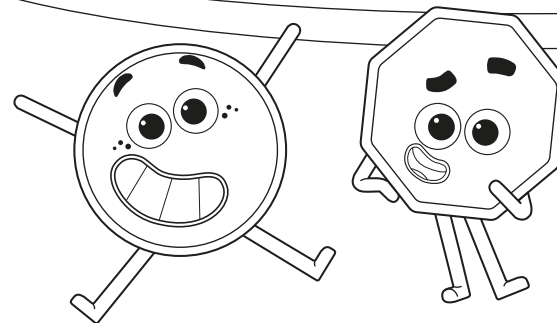
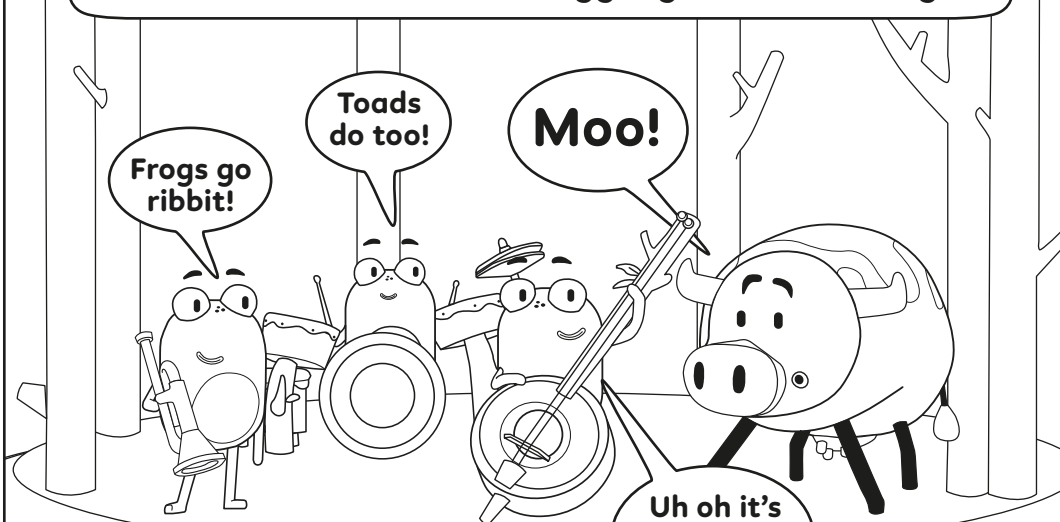


Band practice

This a-moo-zing activity booklet belongs to...



There's a concert in Wonderland, but at band practice the star of the show is struggling with her timing.



That doesn't seem right. Turn over to see how you can help.



Level 1



Introduction to Thinking Magic



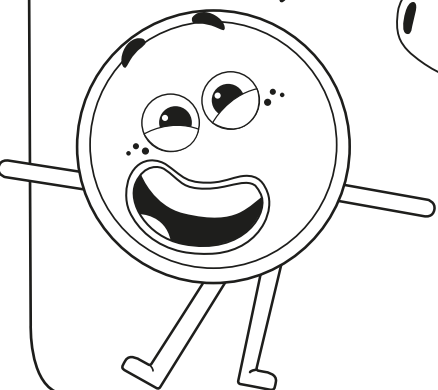
Moo

Can you find your extra sheet and snip out all the bits you need?

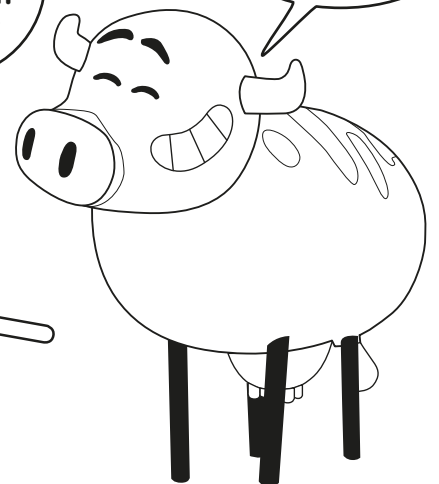
Moo!

Can you help Cow moo at the right time?

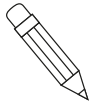
What do we want Cow to do today?



Who are you, and what can you do?



I am Cow, and I can...



dance ☐

juggle ☐

cycle ☐

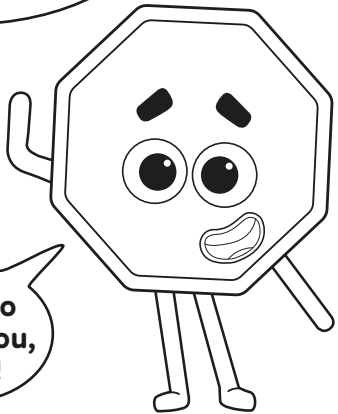
moo ☐

When friends in Wonderland say what they can do, a Do Block appears!

Can you stick your Do Block Moo here?

Say hello!

They call me Moo, that's what I do! When I say moo, then you do too.

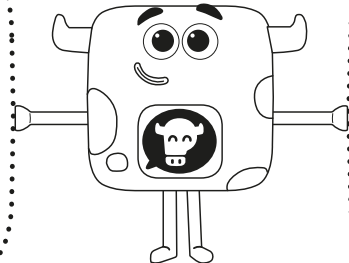


Nice to meet you, Moo!

Who else does **Moo** need to help Cow? Place them in the right order.

Who can get things started?

Go!

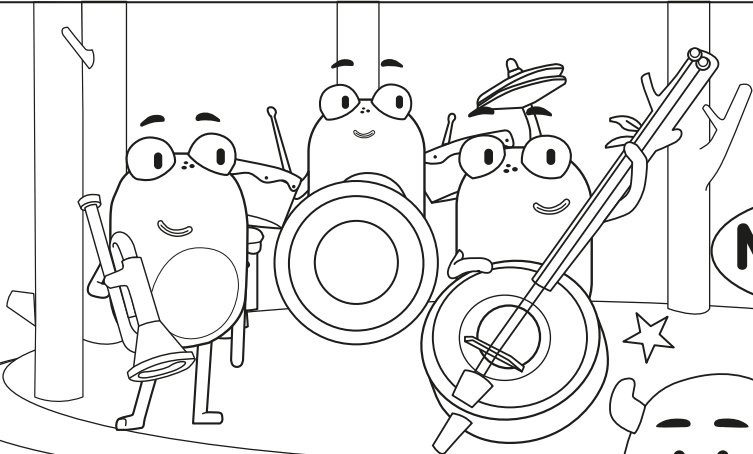


Moo!

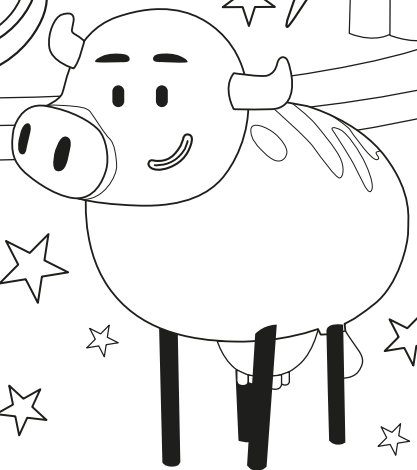
Who knows when to stop?

Stop!

Can you shout these out to help Cow moo?



Mooooo!

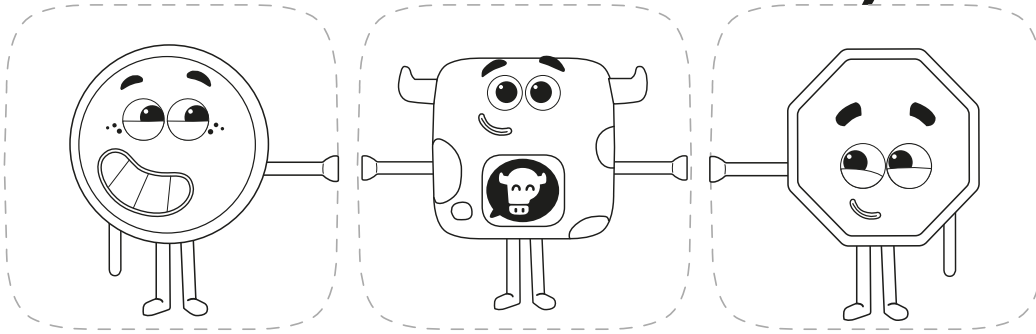
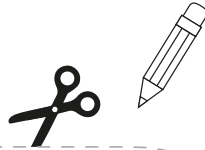


Look! When the Do Block said 'moo', the cow mooed too! Can you?

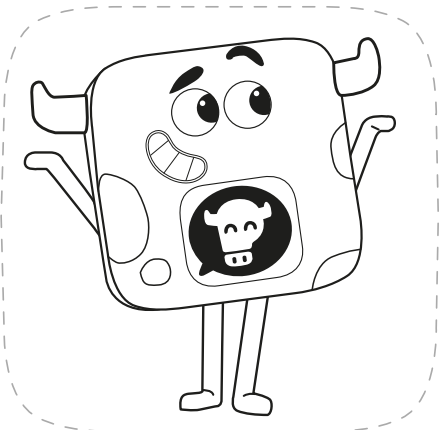
Snip outs

Colour in and cut everything out!

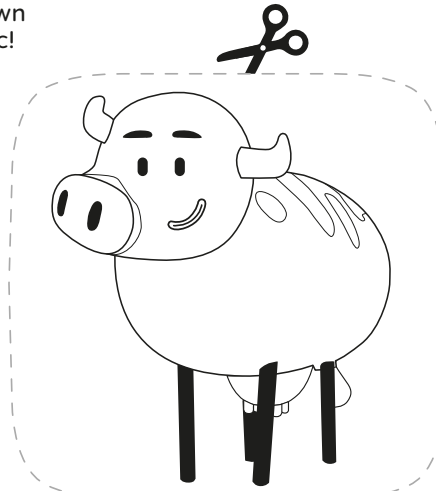
You can use **Go** and **Stop** inside your booklet!



Snip out **Moo** too, to make your own Thinking Magic!



Snip out **Moo** and glue in the booklet!



Snip out **Cow** and have fun making up our own story with her!

Wonder play!

1 Play a fun Thinking Magic game. Use Go, Moo and Stop to get your grown-up to moo.

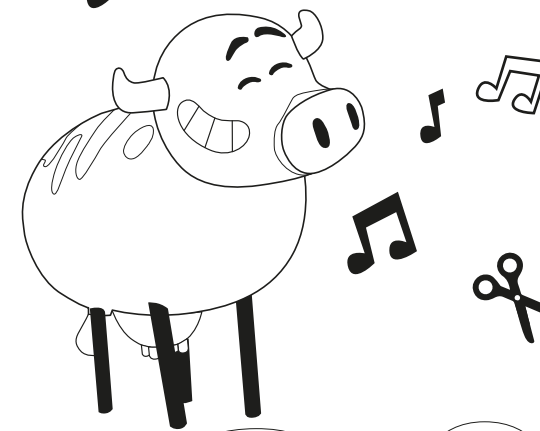
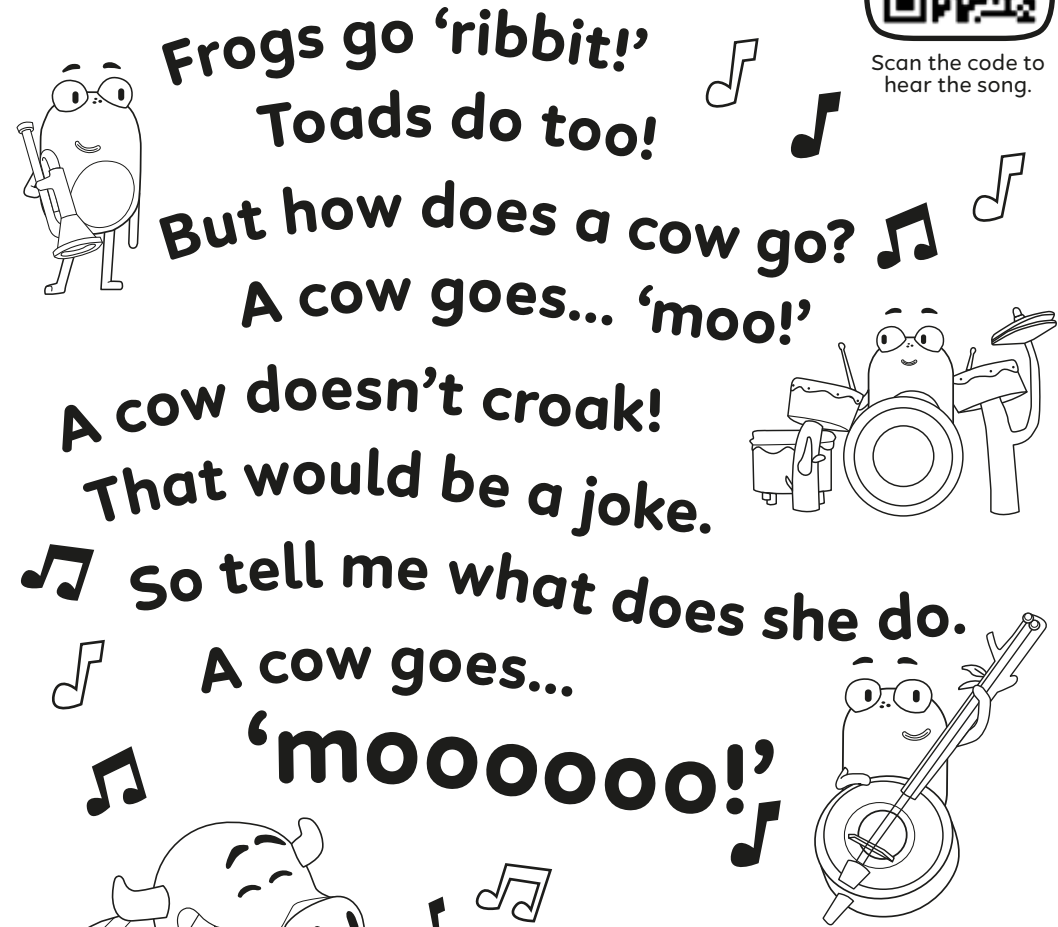
2 Your grown-up can only 'moo' if you have said 'go' first. If you say 'moo' without 'go', and they 'moo', switch.

3 Your grown-up will have to moo until they run out of breath, or you tell them to stop! What happens if you don't say 'stop'?

Collectable song sheet



Scan the code to hear the song.



Wow, you've earned your moo badge!

