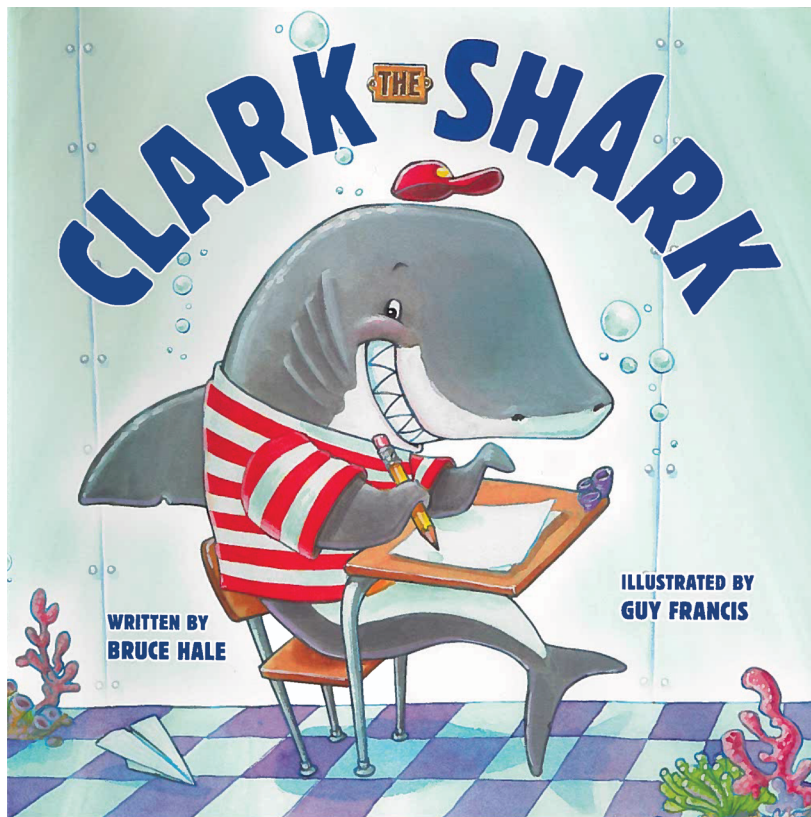




ACTIVITY GUIDE

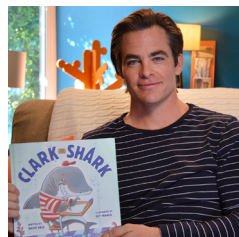
ACTIVITIES RECOMMENDED FOR CHILDREN AGES 5 - 7



CLARK THE SHARK

WRITTEN BY BRUCE HALE
ILLUSTRATED BY GUY FRANCIS

Watch the video of actor
Chris Pine
reading this story at
storylineonline.net



ABOUT THIS STORY

SYNOPSIS

Clark is a shark with zing, bang, and boom. Clark zooms into school, crashes through the classroom, and is rowdy at recess. Clark loves life – but when his enthusiasm is too much for his friends, Clark’s teacher, Mrs. Inkydink, helps him figure out a way to tone it down. Clark the Shark celebrates boisterous enthusiasm – and knowing when it’s time for indoor voices.

THEMES IN THE STORY

Self-Control, Behavior, Manners, Friendship

TALK IT UP!

Use the following questions to discuss the themes of the story:

- “Clark loved his life!” Tell me some of the things that are “awesome”, “sweet” and “rock” in your life.
- Clark found life so exciting, but his best friend said, “You are making me crazy!”. Why do you think Clark’s friends stopped playing with him at recess, lunch and circle time?
- Think about a time when you may have been too loud, too wild or just too much for your family or classmates. What happened?
- Clark got a big idea in his head to help him “stay cool”. Do you think this was a good solution?
- Clark makes a rhyme to help him remember every time. Can you make up a rhyme to help you stay in control of your behavior?

CLASSROOM COMPARISON

The story takes place at Theodore Roosterfish Elementary. In what ways is Clark's school similar to your school? In what ways is it different?

MATERIALS —

Pencil/Paper

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

15 minutes

DIRECTIONS FOR ACTIVITY —

Using the classroom pictures in the story, make a list of the similarities that you see in your classroom. Then, note the differences.

CLARK THE SHARK PUPPET

Clark tried to “stay cool”, but he would forget and push the swing with “too much zing”, munch a bunch of lunches, and laugh too loudly at a good book. Make your own “Clark the Shark” puppet and act out all his excitement!

 **Google It!:** Search “dollar store crafts” for more craft ideas.

MATERIALS —

Oven mitt, Pot holder, Googly eyes, Craft foam, Red paint, Hot Glue

LENGTH OF ACTIVITY —

20 minutes, plus drying time

DIRECTIONS FOR ACTIVITY —

Step 1: Paint the inside of the “mouth” red. Allow to dry.

Step 2: Cut two strips of teeth from craft foam. Attach to oven mitt using hot glue.

Step 3: Cut the pot holder in half, diagonally, to create the shark fin. Use a liberal line of hot glue in the top seam of the oven mitt to attach the fin. Pinch the seam (from the inside) while the hot glue cools.

Step 4: Glue eyes onto the front sides of the oven mitt.



COOKING ACTIVITY: FISH BOWL JELLO

Like all sharks, Clark the Shark lives in the ocean. He is friends with a blowfish, clownfish, butterfly fish, flounder, crab and sea urchin. You can make a delicious “under-the-sea” snack with your very own fish friends.

INGREDIENTS —

- 1 two-liter bottle lemon-lime soda, flat*
- 4 1/4-ounce packages unflavored gelatin
- 2 drops blue food coloring
- 2 ounces gummy fish
- Large bowl
- Fish bowl

*For flat soda, twist off cap and leave at room temperature overnight.



INSTRUCTIONS —

- Step 1:** Place 1 cup soda in a large bowl. Sprinkle gelatin evenly over soda, and let stand to soften, about 5 minutes.
- Step 2:** Place 2 cups soda in a small saucepan over medium heat. Heat until just before a boil.
- Step 3:** Add the softened gelatin, stirring to dissolve the gelatin completely over the heat, about 2 minutes.
- Step 4:** Remove from heat. Add the remaining soda and food coloring, and stir to combine.
- Step 5:** Pour the liquid into the fish bowl. Using a damp paper towel, carefully remove any bubbles that have formed on the surface.
- Step 6:** Refrigerate to chill overnight.
- Step 7:** When ready to serve, use a sharp knife to make vertical slits in the gelatin; insert the fish in a random pattern to make it look as though they are swimming in the bowl.
- Step 8:** Keep refrigerated until serving. Serve within 6 hours.

Add some math to your recipe!

- You have a total of 40 gummy fish. You eat 10 fish, you share 10 fish with a friend, and you save 10 fish in a snack bag. How many gummy fish do you have left?
- You have a total of 40 gummy fish. Put them in groups of 5. How many gummy fish are in each group? How many other ways can you put them in even groups?
- You have a total of 20 gummy fish and you want to share them with 2 friends. How many does each person get (don't forget yourself!)? Are there any leftover?

EXPERIMENT: SHARK SENSE

Like humans, sharks have the sense of sight, taste, touch, hearing and smell. Different from humans, their nostrils are used for smelling, instead of breathing. Smell is the most important shark sense.

Let's compare our sense of smell to sharks' super noses!

MATERIALS —

Six large jars or beakers
Red food coloring
Cologne, perfume or body spray


LENGTH OF ACTIVITY —

20 minutes

PROCEDURE FOR EXPERIMENT —

- Step 1: Pour 500 ml (17 oz) of clean water into each beaker/jar.
- Step 2: Place 10 drops of red food coloring in one beaker. Stir gently to mix.
- Step 3: Place 5 drops of red food coloring in the second beaker. Stir gently to mix.
- Step 4: Place 1 drop of food coloring in the third beaker. Stir gently to mix.
- Step 5: Separate the remaining three beakers. Place 10 drops of cologne in one beaker. Stir gently to mix.
- Step 6: Place 5 drops of cologne in the second beaker. Stir gently to mix.
- Step 7: Place 1 small drop of cologne in the third beaker. Stir gently to mix.
- Step 8: Sniff each beaker and note any differences.

Some sharks can smell potential prey from a distance of up to 90 meters, which is about the length of a football field.

 **Google It!:** Search “Shark sense of smell” to learn more about their sharp sense.

PHYSICAL ACTIVITIES

Clark loves to play “upsy-downsy” and “spinna-ma-jig with his friends”. Try playing the games below with your friends, but remember not to play too rough!

SHARKS & MINNOWS

PLAYERS —

Minimum of 3

MATERIALS —

None

LENGTH OF ACTIVITY —

10 minutes or more

DIRECTIONS FOR ACTIVITY —

Identify who will be the shark(s). Everyone else will be minnows. The shark stands in the middle of the play area and says, “*Fishy, fishy come out and play*”. The minnows slowly walk towards the sharks.

At any time, the shark yells “*Shark Attack!*” When this happens, the minnows must run to the opposite boundary line without being tagged. If a minnow is tagged, s/he also becomes a shark.

SHARKS VS DOLPHINS

PLAYERS —

Minimum of 2

MATERIALS —

Balloons

LENGTH OF ACTIVITY —

4 minutes or more

DIRECTIONS FOR ACTIVITY —

Divide players into two teams: The Sharks and The Dolphins. The dolphins stand in the play space while the sharks sit on the floor. Blow up several balloons (these are the fish) and add them to the play space. The job of the dolphins is to keep the fish in the air, away from the hungry sharks. As the dolphins toss and bat the fish around (they can’t hold them), the sharks may circle and hunt by crawling around the floor. The sharks must try to catch the balloons (without standing up), and sit on them to pop (devour) them. For every balloon the sharks pop, score one point. After a set amount of time, have the dolphins and sharks switch places and play again for the same length of time. The team of sharks who popped the most balloons wins.

Field trips are a great way to make a real world connection to the story.

LIVE SHARK CAM

Visit Clark the Shark and his friends whenever you want! 🔍 **Google It:** Search “Live Shark Cam” to observe sea creatures in their natural environment.

VIRTUAL AQUARIUM

Mrs. Inkydink is an octopus. If you do not live near an aquarium, you can learn more about octopi without leaving your home. 🔍 **Google It:** Search “Giant Pacific Octopus” to go on your very own virtual field trip.

DO SOMETHING

Help our oceans and marine environments thrive! Beach and river cleanups are an easy way to prevent pollution from entering the oceans. 🔍 **Google It:** Search “beach & river clean-ups” to find an opportunity near you.

ABOUT STORYLINE ONLINE

The SAG-AFTRA Foundation's children's literacy website *Storyline Online*® streams imaginatively produced videos featuring celebrated actors to help inspire a love of reading. Storyline Online receives millions of views every month in hundreds of countries. Visit Storyline Online® at storylineonline.net.

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The SAG-AFTRA Foundation provides vital assistance and educational programming to the professionals of SAG-AFTRA while serving the public at large through its signature children's literacy program. Founded in 1985, the Foundation is a national non-profit organization that relies solely on support from grants, corporate sponsorships, and individual contributions to fund our programs. Visit sagaftra.foundation.

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