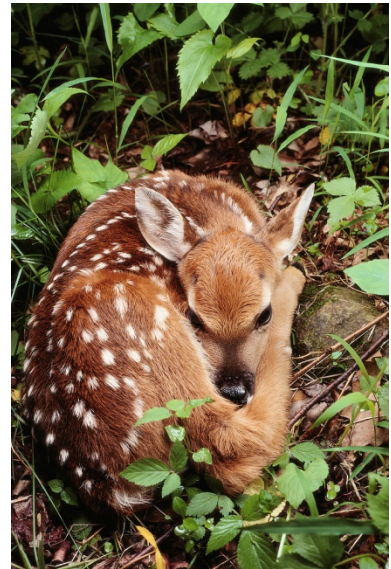


Let's talk about Lost in the Woods

By Carl R. Sams II & Jean Stoick

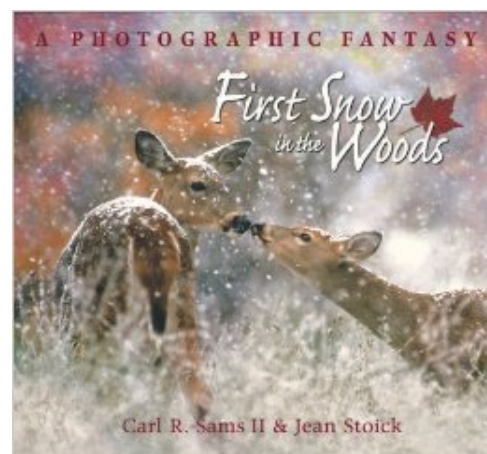
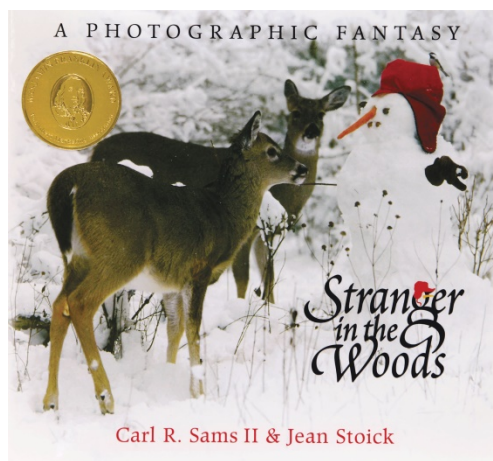
When this story begins, a baby deer is alone in the forest and the animals that discover him think he must be lost. The deer isn't lost and he comforts himself by remembering what his mother told him. We learn that it is an important survival tactic for mother deer to leave their babies alone in their first few days. Not only do the colourful photographs bring the natural world up close for us to visit, but there is also a lot to learn about animal behaviour.



This story introduces us to many different animals in a forest habitat. You will notice on the DVD that when a different animal talks, Simone first signs the animal then signs what it says. You will also see her shift her body and eye gaze to indicate where one animal is in relation to the other. She further develops the characters and action by varying the pace at which she signs. One of the principles for reading with your deaf child offered by the Le Clerc Centre's Shared Reading Project is to, **"adjust signing style to fit the character"**. For example, when the owl sees someone in the woods, Simone signs quickly because the baby deer is alone in the woods. On the next page when the deer sees his mother, Simone also signs quickly to convey his excitement.

Read More About It!

If you liked this book, the husband and wife team of Carl R. Sams II & Jean Stoick have made these other books that you might also enjoy.



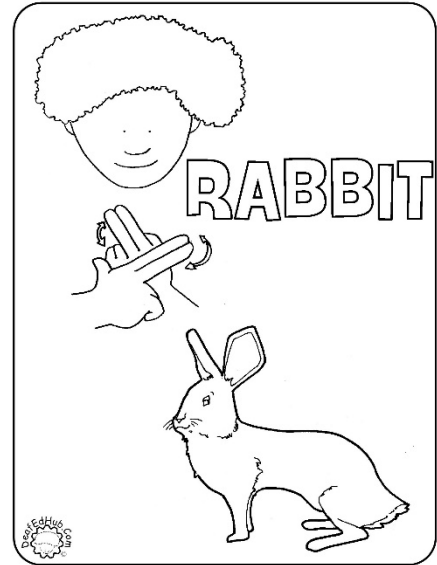
Let's Play with Rhymes

This is an original ASL rhyme by Kathy Holmes about rabbits in the woods.

1 Rabbit, Rabbit
Jump, Jump (CL: bent V)
Tree, Tree
Trees close in. (tree hands cover face)
Scared.
Shake! (shake bottom/rabbit tail to make trees open)

2 Rabbits, Rabbits
Jump, Jump Jump, Jump
Tree, Tree
Trees close in.
Scared.
Shake! Shake!

3 Rabbits, Rabbits, Rabbits
Jump, Jump Jump, Jump Jump, Jump
Tree, Tree
Trees close in.
Scared.
Shake! Shake! Shake!
Trees explode!



Tree



Scared

Learning and Language

Classifiers are common handshapes that over time have come to represent different 'classes' or categories of things. They are used to describe the movement, type, shape, size, location of what you are talking about. For example, when you use your index finger to describe a person walking, you are using a classifier. Once you explain that Aunt Joan was walking down the street, you can then use the classifier to continue talking about her, rather than repeating her name again and again.

You will notice that Simone frequently uses two classifiers in this storytelling. The F - handshape is used to represent the characters' eyes as they look in various directions. The V - bent handshape is used to represent the legs of the deer as he runs or curls up. Can you think of other times you've used classifiers? They are an important part of communicating in ASL.

CL - F



CL - V - bent



Practice these classifiers. How would you sign the following?

- A person comes into the woods, what would the deer do?
- The owl sees a bear coming through the woods towards the baby deer. How would the owl react?

Let's Explore Together

In the story, we learn how some animals protect themselves in nature by blending into their surroundings. Camouflage, the colouring and markings of some smaller and weaker animals allow them to hide from predators. Here is a little game you can play with your child, to help them learn about camouflage.

Camouflage Scavenger Hunt

Find and print different pictures of frogs that you can colour. You can look online for a printable page. Colour them each a different colour and cut them out. Now have your child cover their eyes while you hide them. Put some on something of the same colour so they will be harder to find and put others on a contrasting colour where they will be easily noticed. Now give your child one minute to find as many as they can. Afterwards, talk about which frogs were easier to find.

