

Blue's Clues

Library Program	Blue's Clues	Age Group	5+
Description	Patrons will solve puzzles, play games, and make crafts like in the TV show		
Learning Objectives	<ul style="list-style-type: none"> • To develop critical thinking and inquiry skills • To practice language and listening skills 		
Materials	Handy-Dandy notebook (photocopied fold book for each patron), crayons, Blue's Clues Doodles (for librarian), paw print sticky notes or cut-outs, easel, chart paper, or whiteboard for drawing clues, mailbox template, card stock, Pre-written letter		
Lesson Plan			
<ul style="list-style-type: none"> • PRE-ACTIVITY - Hide clues around the library for 'Find the Paw Prints' game. • EASEL BOARD GAME - Using the puzzle sheet, pick one of the activities and draw the first clue on the easel board. Ask the patrons what they think Blue wants to do based on the picture. (i.e. picture of a ball = play basketball). If someone gets the answer right away, that is great. If not, present the second clue (i.e. a net). Ask the patrons, "What do you think Blue wants to do with a ball and a net?" If they still don't know, draw the third clue on the easel (a racket). Ask, "What does Blue want to do with a ball, a net, and a racket?" Hopefully someone will say "tennis!" If not, give them prompts such as "Maybe Blue can hold the racket and hit the ball, but what about the net?" This should get them thinking about hitting the ball over the net and you can lead them to the name of the sport - tennis! • FIND THE PAW PRINTS - Before the activity started, you hid clues around the library. You can colour code the clues so you can have patrons work in small groups to find three of their specified colour. When they find each clue, they need to draw a picture of what it was on and then take the clue off the item. Once they have found all three, they can then solve the puzzle, "What does Blue want to do with all three of these items?" and check to see if they are right by asking the librarian. • COLOURING SHEETS - Patrons can colour a Blue's Clues colouring sheet • CRAFT - Patrons will make a mailbox that they can take home. This is done with a template. • MAIL - Once you have completed the mailbox example, show that there is a letter in it. Sing the "We Just Got a Letter Song" and read it aloud. Encourage the patrons and their family members to write letters to each other at home. • SORTING - Patrons sort picture cards according to rules. This will take some preparation time. • PLAY AT HOME - Give each patron a handy-dandy notebook and a sheet of paw-prints they can take with them to play Blue's Clues at home. Instruct the parents that they can find three things that work together somehow, put a paw print on them, ask their children to find the items, draw them in the notebook, and then figure out how the items go together or what "Blue wants to do" with all three items. For example, if the clues were a towel, sunscreen, and flip-flops - Blue wants to go to the beach or the pool. Have fun! 			