



# Murat Rides a Pony

## Acknowledgements

I would like to thank the Clinical Research and Rehabilitation Departments, MED-EL Worldwide Headquarters, Innsbruck, Austria for assistance in producing this book.

I would also like to thank the Karaman family, especially Murat, for their cooperation during the preparation of the photographs for this book on which the illustrations are based.

# To those working with the child

Welcome to the Murat Reader Series. I hope you enjoy using these reader books with your child. *Murat Rides a Pony* is the first book in a series of four. This book with guidelines for use, was designed for young children with hearing loss who use cochlear implants or appropriate amplification. The aim of these books is to provide you and your child with guided reading, allowing for language-enriching experiences. You can work through this book at any time, and a wealth of games and activities are suggested for you to further develop language and listening skills. I hope you have as much fun reading these stories as I have had in creating them!

Please look at this book with your child and try to give your full attention to the activity. Talk about what your child is interested in. Watch and listen to your child carefully, so that you can understand what he or she is trying to say and repeat it back in correct, short phrases. Involve your child in the story; for example, encourage them to stroke the horse or pretend to give it a carrot.

Have your child take on the roles of the characters in the story and try to say what they say. Look at the book several times. Most of all enjoy yourselves! Opposite each picture page, there are talk about cues to help you get started conversing with your child. Try to focus your child's attention on the main events of the story. There are also suggestions for follow-up activities, as well as some activity sheets.

## Two sets of cards are included with the book.

**Set A** contains pictures of objects from the story (e.g., Small Pony, Stripy Cat).

**Set B** contains pictures of the main events of the story. These pictures can be duplicated, stuck onto cardboard, and used to play games to reinforce the language introduced in the story. The black and white pictures can be matched to objects and events in the story book. Parent and child may colour in one of each pair of the drawings.

## Games involving listening

Use Set A cards for listening and recognizing words.  
Use Set B cards for listening and recognizing phrases.  
Once you have shared the book together a few times, have your child listen, attempt to repeat what he or she hears, and then choose the correct picture card. Only use words or phrases the child is familiar with and at first, only ask the child to choose between 2 or 3 words that sound different from each other (e.g., car versus Stripy Cat versus Meddy Rabbit). As your child becomes more proficient, you can increase the number of options and ask your child to choose between items that sound more alike (e.g., Murat, Meddy, Mummy). Your child needs to gain confidence in his/her ability to attach meaning to what he or she hears. Therefore, you must make sure all tasks are at an appropriate level of difficulty, which will help to ensure success! When attaching a phrase to a card from Set B, use a phrase that originated from your child and one that was used frequently during your conversations.  
The phrases you use may be very simple. For example, with picture card B3, *Giddy up*, or at a higher level, *Murat is riding Small Pony*. Some pages have an activity sheet for extra listening tasks.

## Games facilitating use of repetitive language

Use either set of cards to play.

- 1. Memory game:** Mix the cards and place them facedown. Take care not to change each card's position. The aim of the game is to remember where each card is and to find a matching pair. Each player, in turn, flips over 1 card and then another. Talk about each picture as it is revealed.
- 2. Lotto:** Place a few picture cards face up in front of your child. Put the matching pair of each card in a bag. Draw out one at a time. Ask your child to listen while you say what it is. Have your child decide which picture you are talking about. Remember to change roles!
- 3. What's missing game:** Place a few picture cards face up in front of your child. While he/she closes his or her eyes, remove 1 card and then have the child decide which card is missing. Remember to change roles!

### Story re-telling

Set B cards can be used to prompt your child to remember the story and retell it in their own words.

### Cardboard cut-outs

Cut-outs of the main characters and objects in the story are provided so that the events on each page can be reenacted. Such activities help your child to stay interested for longer and allow him or her to experience the same language over and over.

### Reference pages

There are 2 pages containing simple information about horses. These will help you get your child interested in looking at reference books.

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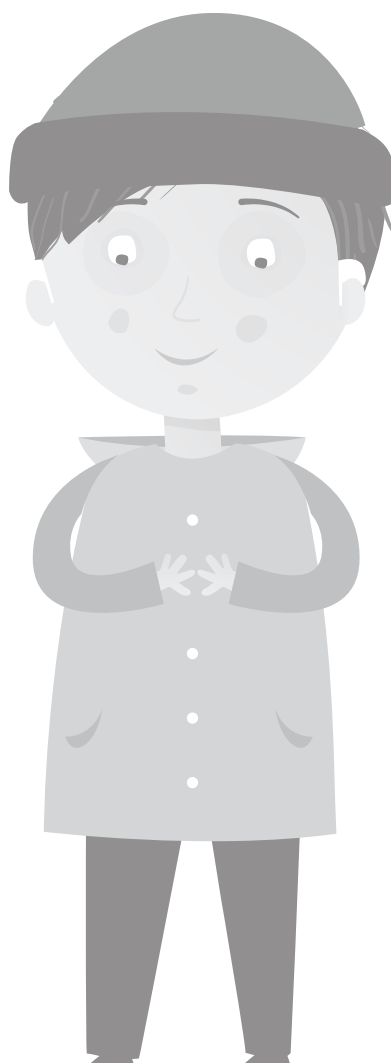
# Parent

## Talk about

- Who the main characters are
- What they are doing (e.g., Mummy is waving and saying, "Come on! Let's go!")
- What Murat is wearing. Why is he wearing a coat and a hat? What is the weather like?
- What Murat is doing here.
- Point to the car and talk about where they are going to go. Encourage your child to anticipate what might happen next; what may be happening on the next page. Refer back to the front of the book.

## Activities to share

- Match the cardboard cut-outs (Murat, Meddy Rabbit) to the pictures and have them say *Hello*.
- Activity Sheet 1: Colour the picture of Murat. Refer back to the picture on page 1. Talk about colours and what he is wearing. You can cut this picture up into 6 pieces and then put the pieces back together again. Talk about body parts (e.g., Can you find Murat's arm?).
- On a different day, complete Activity Sheet 2 in the same way.



Child

This is Murat and this is Meddy Rabbit.  
Where are they going to go?



Come on!  
Let's go!

Hello!  
I'm Murat.

Hello! I'm  
Meddy Rabbit.

# Parent

## Talk about

- Who is in the car?
- What Murat is doing
- Where they are going
- Whether the car is going fast or not

## Re-enactment

Use the cardboard cut-outs.

Make Murat walk to the car, "Stomp, stomp, stomp."

Make Meddy Rabbit hop to the car, "Hop, hop, hop."

Play at putting Mummy, Meddy Rabbit, and Murat in the car.

## Listening – simple

Play at pushing the car along to sound, "brrrrmm. "

Encourage your child to listen for the beginning and end of the sound; start to move the car saying, "Let's go!" and stop the car while saying, "Stop!"

Take turns speaking and listening.

## Listen and turn the correct card over (words).

Look at set A cards (1–4) and talk about them using short sentences. Match the picture card items to the same items in the picture. Place the cards face up on a table. Say the name of any item. Your child should repeat what he or she hears and turn over or point to the correct card. Remember to change roles so that your child has a turn at trying to say the word, too. If your child can recognize these words, try presenting them without giving visual cues.

## Listening – more advanced

- Together discuss different places they could go (e.g., They're going to school. They're going to the shops. They're going to the park. They're going home.).
- Have the child listen and repeat these sentences in random order. Don't forget to change roles!
- Listen and decide whether the sentence heard is true or false (e.g., *They are going to the shops* is false. *They are going to the riding school* is true).



## Child

Mummy, Murat, and Meddy Rabbit are in the car. They are going to the riding school. The car is going fast. Brrrmm! Brrrmm!



# Parent

## Talk about

- Murat's daddy. What is he doing? What is he wearing, and why? Is he going to ride a horse, too?
- Why Murat is running
- What he wants to do
- Where Meddy Rabbit is; empathise with Meddy—he is being held by his ear.
- The girl riding the big, brown horse
- Whether your child has ever ridden a horse
- Whether they would like to have a ride

## Re-enactment

Use cut-outs of Murat, Daddy, Meddy, and the big, brown horse.

## Listening (simple)

- Using Set A cards 1, 2, and 5, practise saying what each character said. Daddy: *Hello!* Murat: *I want to ride a pony;* Meddy Rabbit: *Ouch! Don't pull my ear!* Remember to use a lively voice, full of intonation. Each time you say a certain phrase try to say it in the same way, making recognition easier for your child.
- Say any phrase, first with listening alone. If your child does not understand, then provide visual cues. Ask your child to try and repeat what they hear and then point to the correct picture.

## Listening (more advanced)

**Asking and answering questions:** Think up a few questions and answers for this page with your child. Ask and answer them in turn. Once your child is familiar with the items, ask the questions in random order, without visual cues. This type of activity can be done for each page in the book. For example:

- Who is riding the big, brown horse? A girl.
- What does Murat want to do? Ride a pony.
- What did Daddy say? "Hello."
- Who shouted, "Ouch!"? Meddy Rabbit.

## Child

Mummy, Murat, and Meddy Rabbit come to the riding school. Murat's daddy is there.  
He shouts, "Hello!"  
Murat wants to ride a pony.



# Parent

## Talk about

- What Murat is doing
- Why he is going to brush the pony?
- What Daddy is doing
- What he is saying
- Who else is helping?
- Where Stripy Cat is
- What they are going to do with the saddle
- What the 3 animals are like (pony, rabbit, cat)

## Re-enactment

Play at *brushing* the horse. Say, "Stand still!" when it moves. (Use *brush* and *pony* cards from Set A).

## Game

Play memory game with set A cards (1–8).

## Listening (simple)

- *Show me* game: While looking at the picture, ask your child to show you items (e.g., *Show me Stripy Cat*). Make it fun by seeing how quickly your child can do it! Remember to change roles!
- With a more able child, change this game into a *Simple Simon Says* game. Now the child should only react if your phrase begins with, "*Simple Simon says*, 'Show me Stripy Cat.'"
- Listen and point to the correct card (phrases)  
Discriminate between 2 phrases associated with cards B1 and B2. Remember to use phrases you used while looking at the book. Use phrases at your child's level (e.g., I want to ride a pony. Look, I am helping.)
- Listening to simple commands and doing the right actions  
(e.g., Brush pony's tail. Brush pony's leg.)

## Listening (more advanced)

*Guess Which Animal* game

Discuss what each animal looks like with your child (e.g., Pony has 4 legs, pointed ears, a long tail, and light brown fur. Rabbit has 2 legs, long ears, a red shirt, and blue trousers.) Have your child listen to your description and guess which animal you are talking about. Remember to change roles!

## Child

Murat helps Daddy to get Small Pony ready. Daddy picks up Small Pony's feet. Murat brushes Small Pony's leg. Meddy Rabbit helps, too. Stripy Cat watches!



# Parent

## Talk about

- What Small Pony looks like
- Small Pony's eyes, ears, and nose, and compare them with your child's eyes, ears, and nose
- How many legs your child has; how many legs Small Pony has
- Whether your child has a tail or not!
- What Murat is saying

## Dice game

Use Activity Sheets 3 and 4. See who completes their animal first!

## Listening (simple)

Use Activity Sheet 5.

Talker says 1 or 1, 2 or 1, 2, 3 or 1, 2, 3, 4.

The listener places counters on the correct number of dots.

## Listening (more advanced)

- Listen and recognize a number.  
1, 2, 3, 4.... At first present the numbers for repetition in sequence, then present them randomly. Once your child can do this, make the task more difficult. For example, ask, *What number comes before 4? What number comes before 2?* and so forth. Then ask, *What number comes after 3? What number comes after 1?* and so on.
- Read the text together. Think about the opposites of the describing words used on this page (e.g., long vs. short, big vs. small, soft vs. hard, warm vs. cold).

## Play a word association listening game.

For example, if the talker says *long*, the listener says *short*.

Remember to change roles so that your child has to think of a word, rather than just repeat what they hear.

## Child

Small Pony is ready for Murat to ride him. Look at his big, brown eyes! His ears are pointed forward. He is listening to Murat. His nose is warm and soft. Why don't you stroke his nose? Let's count his legs: 1, 2, 3, 4. Look how long his tail is!



# Parent

## Talk about

- What Murat is doing
- Why he is kicking the pony
- What might happen if Murat doesn't hold on tight
- Who is watching?

## Re-enactment

Use the cut-outs to reenact the scene. Use the *cat* card from Set A. Practise saying what the characters say. If your child is able to manage more complex language, think of other things to say such as, "Look at me Mummy, I'm riding a pony."

## What's missing game

Place one of each pair of Set A cards 1–8 faceup, in front of your child. While your child closes their eyes, remove one card. Have the child say which item is missing. Take turns hiding an item.

## Listen and turn the correct card over (words).

Place Set A cards (1–8) faceup on table. Say the name of any item without giving visual cues. Your child should repeat what they hear and turn over the correct card. Remember to change roles so that your child can practise talking as well as listening. As your child becomes more proficient, you may use a quieter voice or you may play this game in the midst of background noise.

## Listen and turn the correct card over (phrases).

Use Set B cards 1–3. Play in just the same way, but use phrases to label the cards (e.g., Murat rides a pony.)





## Child

Murat is riding Small Pony. He kicks Small Pony and shouts, "Giddy up!" Daddy says, "Hold on tight!" Mummy, Meddy Rabbit, and Stripy Cat are watching.



# Parent

## Talk about

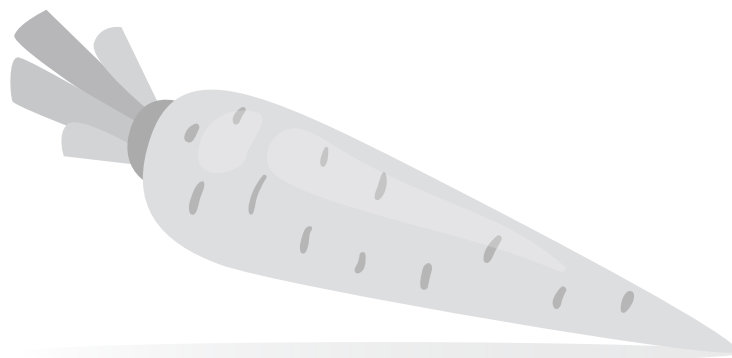
- What Daddy is doing
- Why he pats the pony
- What kind of food horses like (Look at reference page 32.)
- Hay: is it heavy or light?
- Who wants a turn now?
- Whether Stripy Cat will have a ride or not
- Whether your child would like a ride
- Where Meddy Rabbit is hiding

## Re-enactment

Use the cut-outs plus the *hay* and *carrot* picture cards from Set A to re-enact the scene.

## Listening matrices: Activity sheet 6

- For children who can read: Read the sentences in the matrices together. Make up new sentences (e.g., Daddy strokes Stripy Cat.) Point to the written form of each word as you say it. Ask the child to make up a few sentences. Once your child is familiar with the options, remove the written pattern and ask them to listen and repeat the sentence they hear.
- For younger children: Using the cut-out figures and picture cards, make Daddy or Murat do the correct actions. At first, say the *command* and show the child how to do it.  
Use phrases like, "Make Daddy give the pony hay."  
For children with less developed language, these commands may be simplified and the number of options reduced (e.g., *Give the pony hay. Give the pony water. Pat the pony.*)



## Child

Daddy pats Small Pony and gives him a juicy carrot. Murat brings Small Pony some hay. Stripy Cat says, "My turn to ride!" Can you find Meddy Rabbit? He's hiding in the hay!



# Parent

## Talk about

- What Murat is doing
- What he has in his hand
- Who else is on the horse
- What might happen to Meddy Rabbit
- How big the horse is; compare the big, brown horse with Small Pony.
- The horse trotting, *clip-clop*.

## Re-enactment

Using the horse cut-out, put Murat, Daddy, and Meddy on the horse.  
Make the horse trot, *clip-clop*.

## Lotto

Use either Set A (1–14) or Set B cards (1–5).

Place one of each picture pair in front of the child.

Place one of each pair in a bag. Pull out one card at a time from the bag. Without showing the picture, talk about it; see if your child can guess which picture it is and point to its pair. Remember to change roles!

## Listen and turn the correct card over (words).

Use Set A cards (1–14).

## Listen and turn the correct card over (phrases).

Use Set B cards (1–5).

## Listening and repeating phrases from the text

If your child can read, read the text together. Then, with the text in your child's view, present phrases one by one, in sequence, and ask your child to repeat what you say. Encourage your child to try and say the phrase just like you. Once your child is familiar with the text, you may present phrases randomly, without visual cues. It is useful to remove the written form so that your child can concentrate on listening only.

This activity can be done for each page in the book.



## Child

Look at Murat now! He's riding a big, brown horse with his daddy. Meddy Rabbit is having a ride, too. They are going fast! Clip-clop! Clip-clop!



# Parent

## Talk about

- Where Murat and Mummy are going
- How Murat feels; he is tired.
- Where Meddy Rabbit is
- Why he is hiding
- What he wants to do; ride another horse.

## Listen and turn the correct card over (phrases).

Use Set B cards (1–6).

## Retelling the story

- Encourage your child to place Set B cards in their correct order. Initially your child may need help. Prompt your child to remember what happened next by asking questions. For example, "Now pony has his saddle on; he has his bridle on. He's ready. Who is going to ride him?" Give your child time to think! Avoid saying that the order your child has put the cards in is wrong. Instead, try to talk about why something may be illogical (e.g., If the child places B4 before B3, talk about why Murat gave Pony some hay—to say thank you for the ride).
- Once the cards are in order, encourage your child to retell the story by saying a phrase or more for each card. Listen to your child carefully, and try to understand their meaning. Be pleased with what your child offers; do not try to correct all of your child's mistakes!
- When you feel that you have worked on this book enough, put Set B cards in order, either on the wall or in a scrap book, so that you can recap the story with your child from time to time.

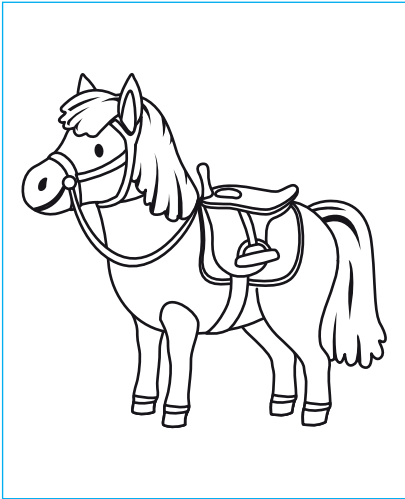
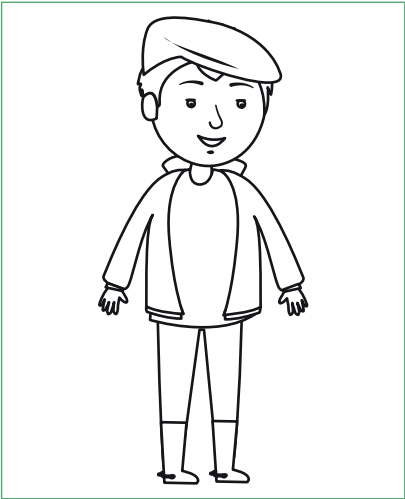
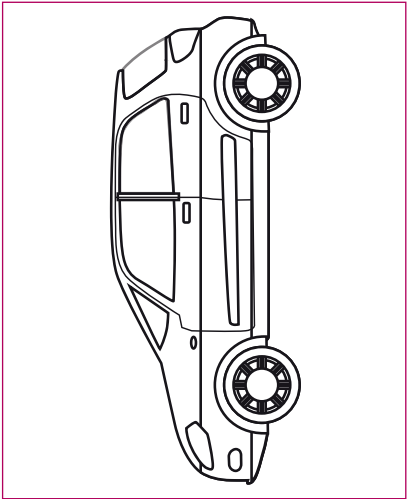
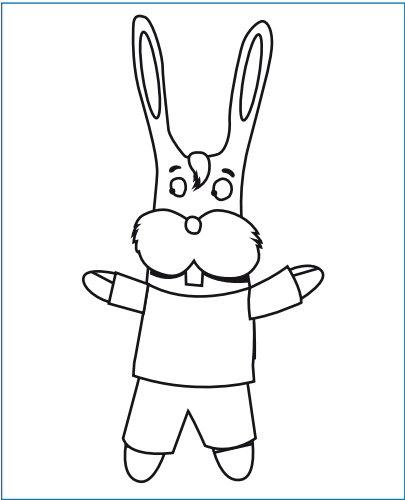
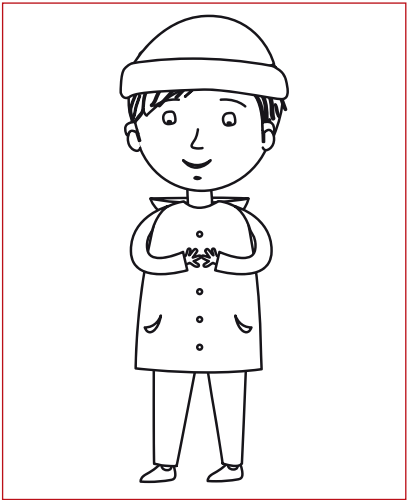
## Child

Murat and his mummy are going home. "Goodbye, Daddy!"  
"Goodbye, Small Pony!" "Goodbye, Stripy Cat!" Where is  
Meddy Rabbit now? He's hiding in Daddy's pocket.  
He doesn't want to go home.



# Set A cards

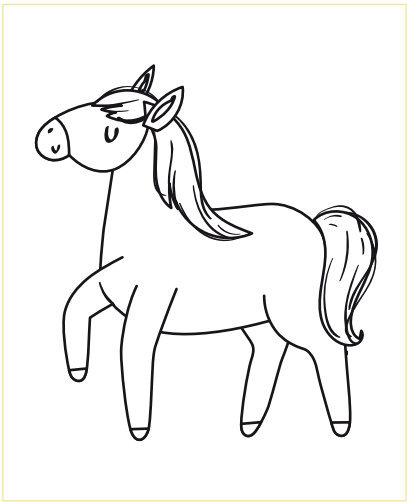
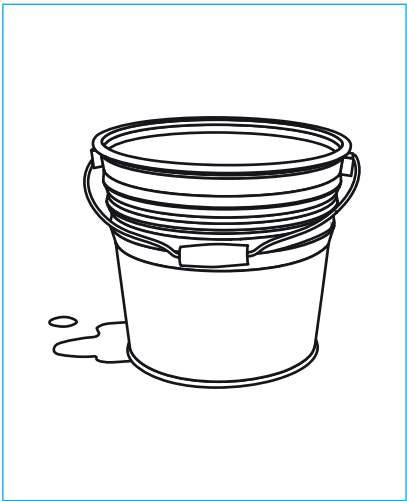
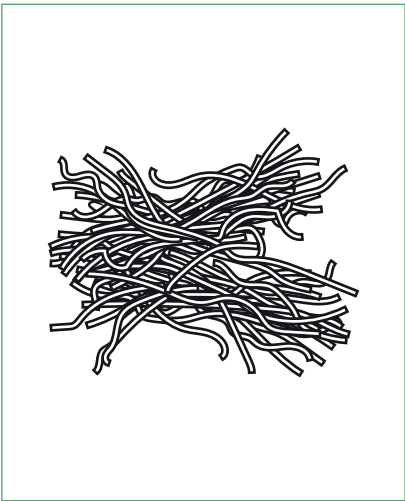
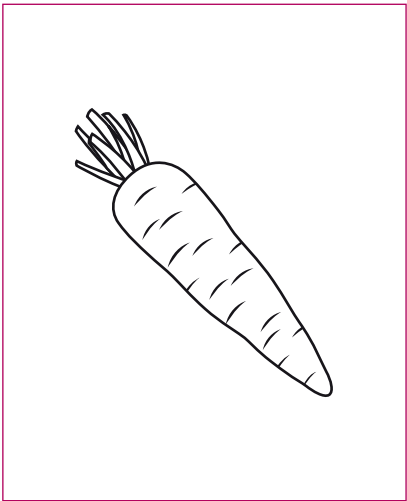
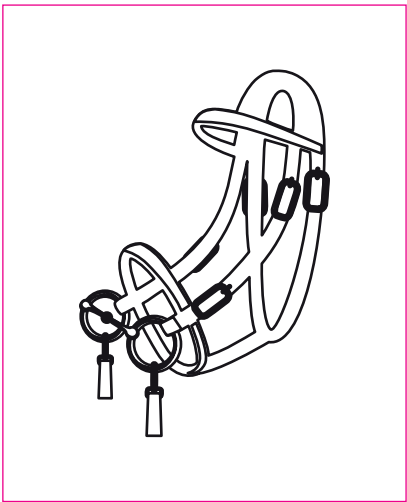
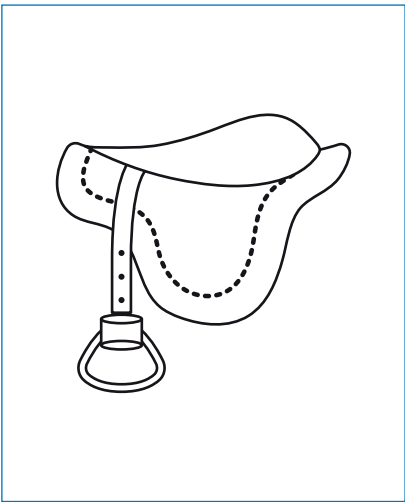
Print or copy this page, cut the pictures out, colour them in, and paste them onto cardboard.





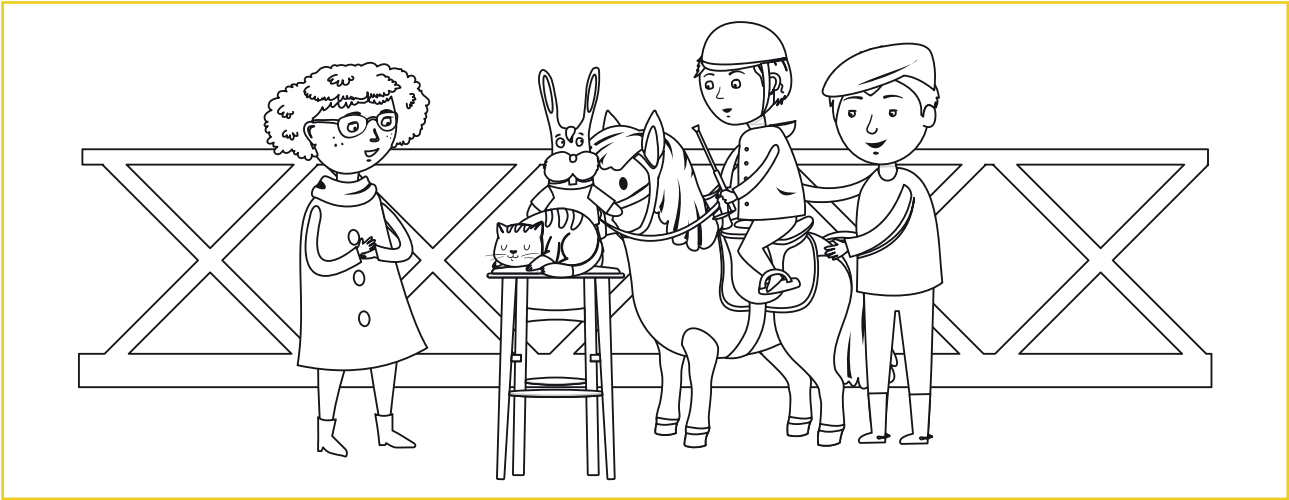
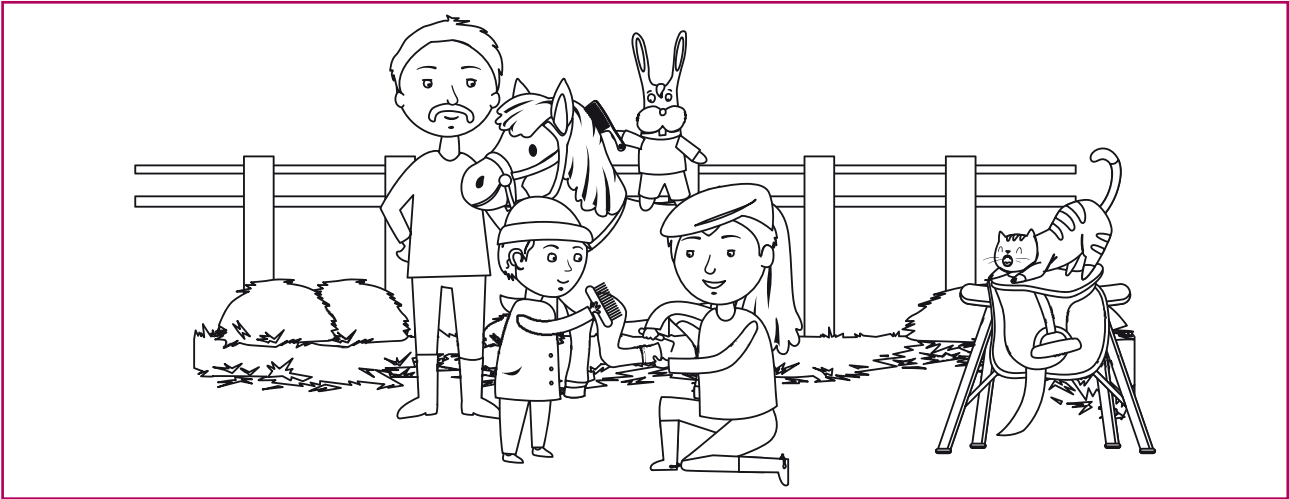
# Set A cards

Print or copy this page, cut the pictures out, colour them in, and paste them onto cardboard.



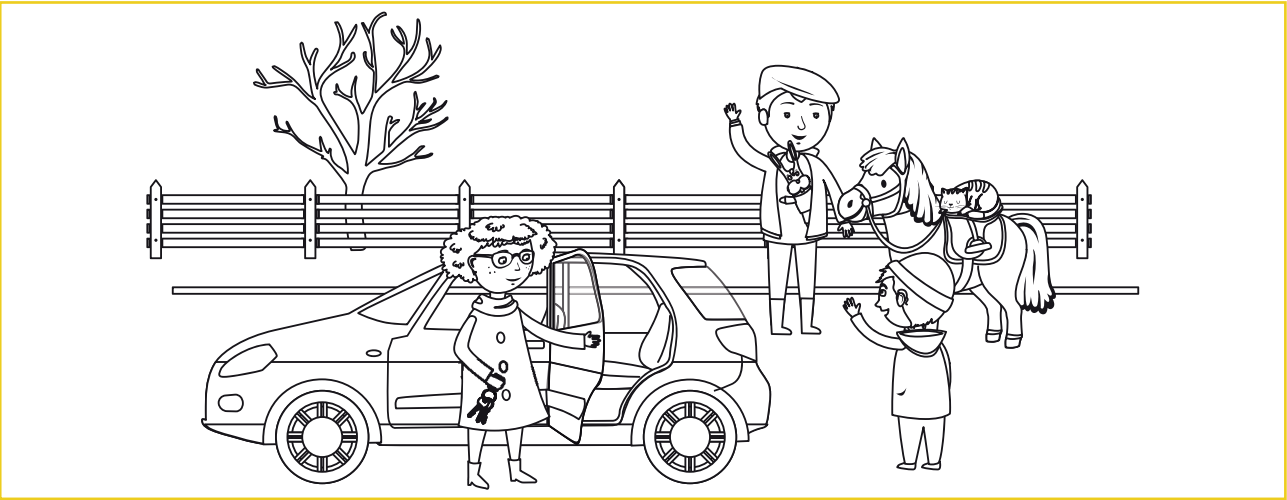
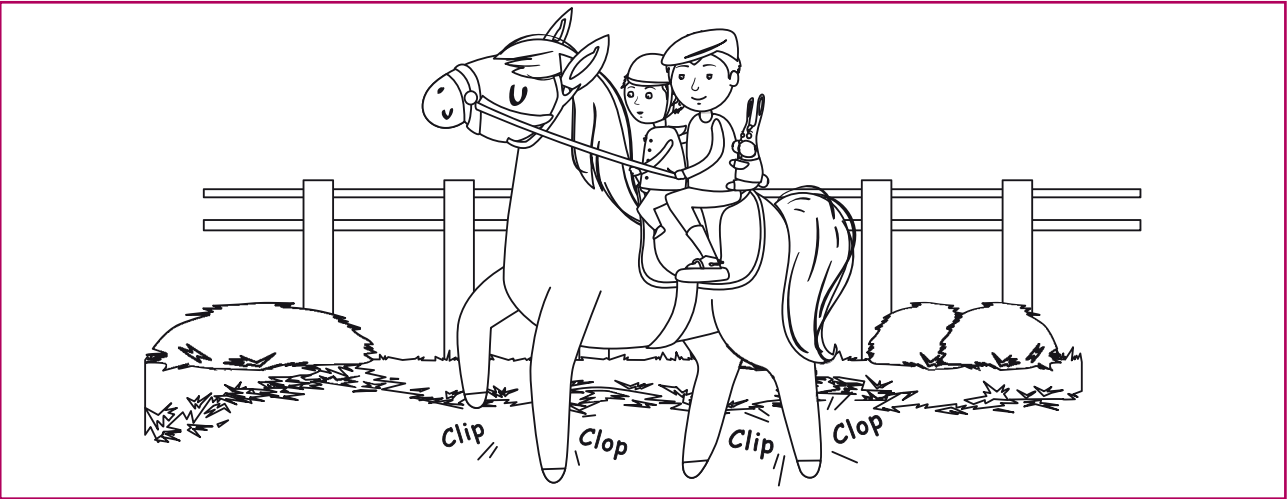
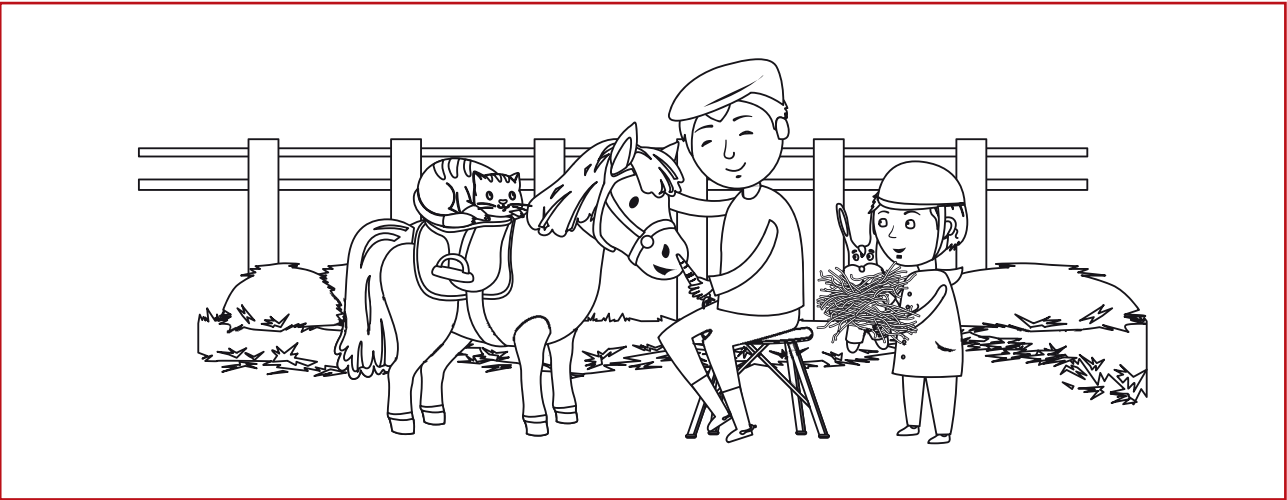
# Set B cards

Print or copy this page, cut the pictures out, colour them in, and paste them onto cardboard.



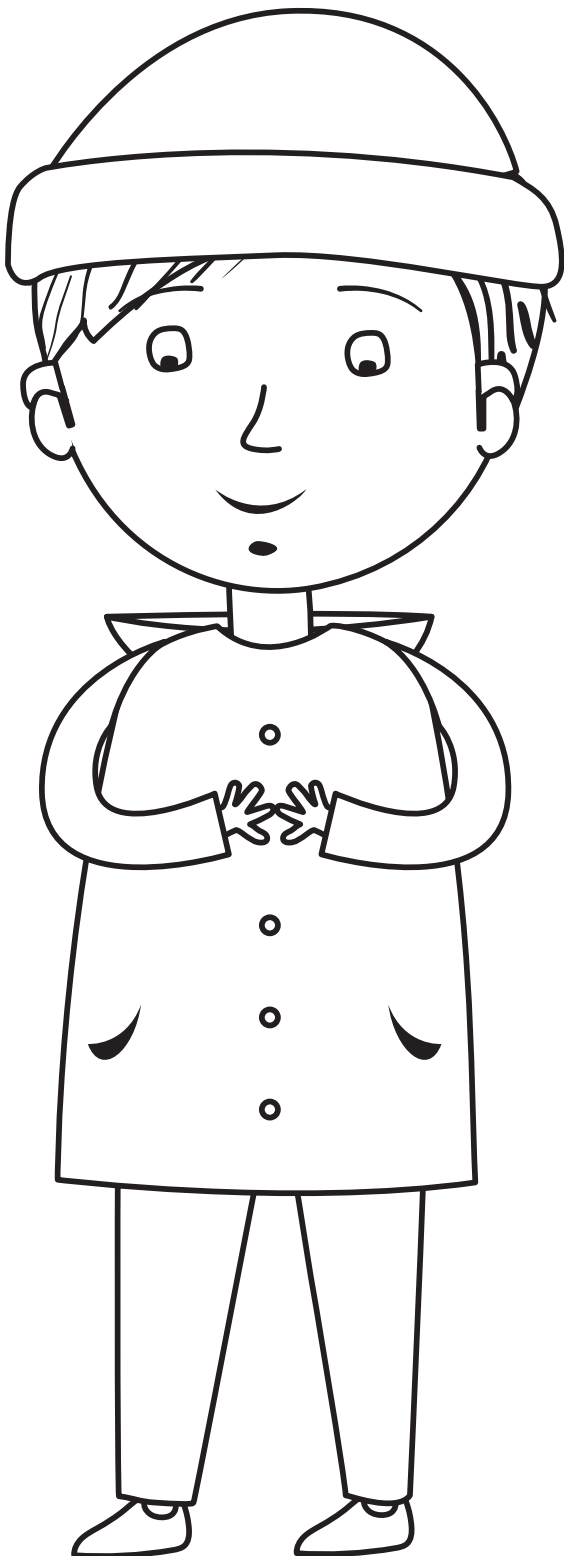
# Set B cards

Print or copy this page, cut the pictures out, colour them in, and paste them onto cardboard.



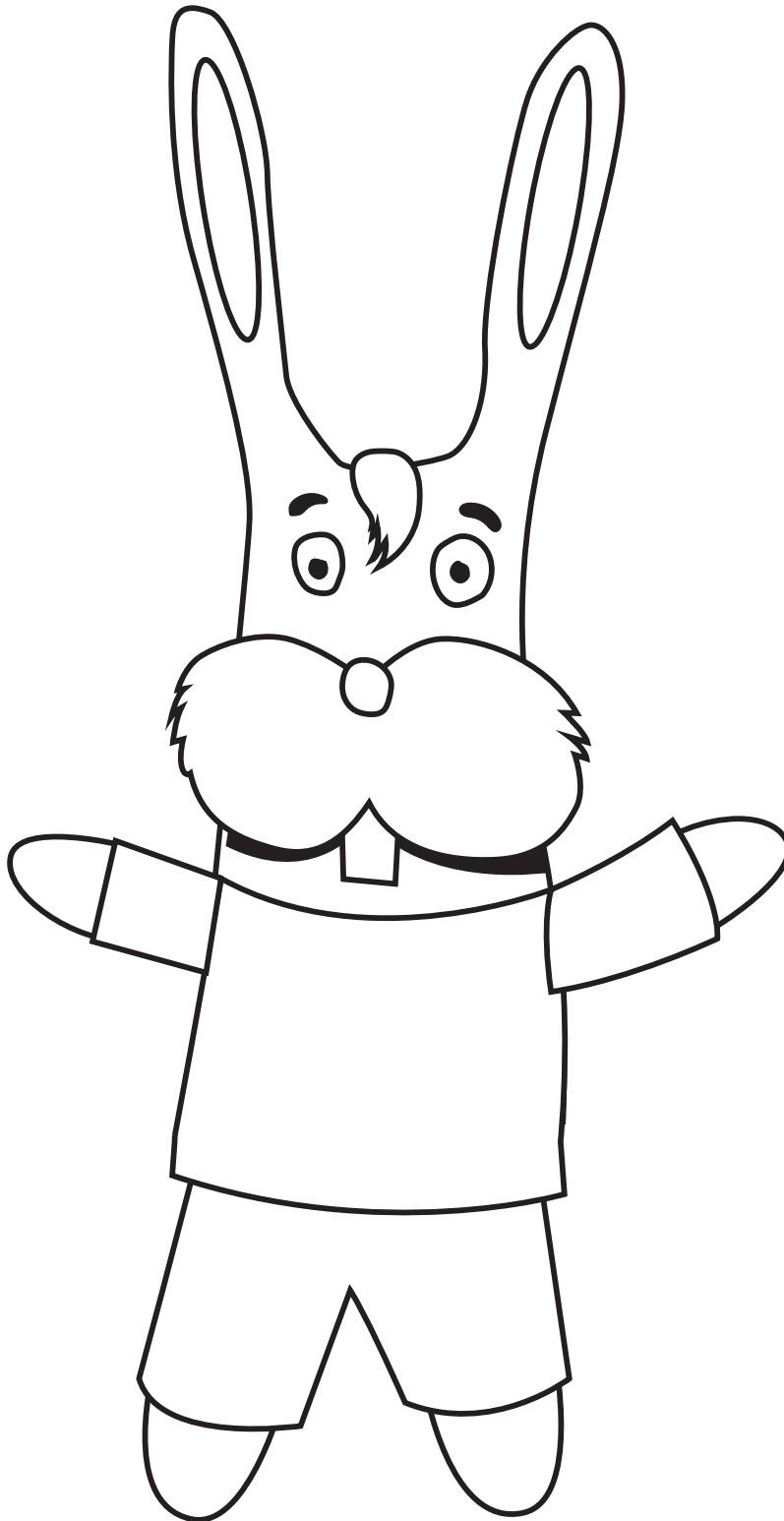
# Activity Sheet 1

Print or copy this page. Colour in Murat. Refer back to page 5.



# Activity Sheet 2

Print or copy this page. Colour in Meddy Rabbit. Refer back to page 5.



## Activity Sheet 3

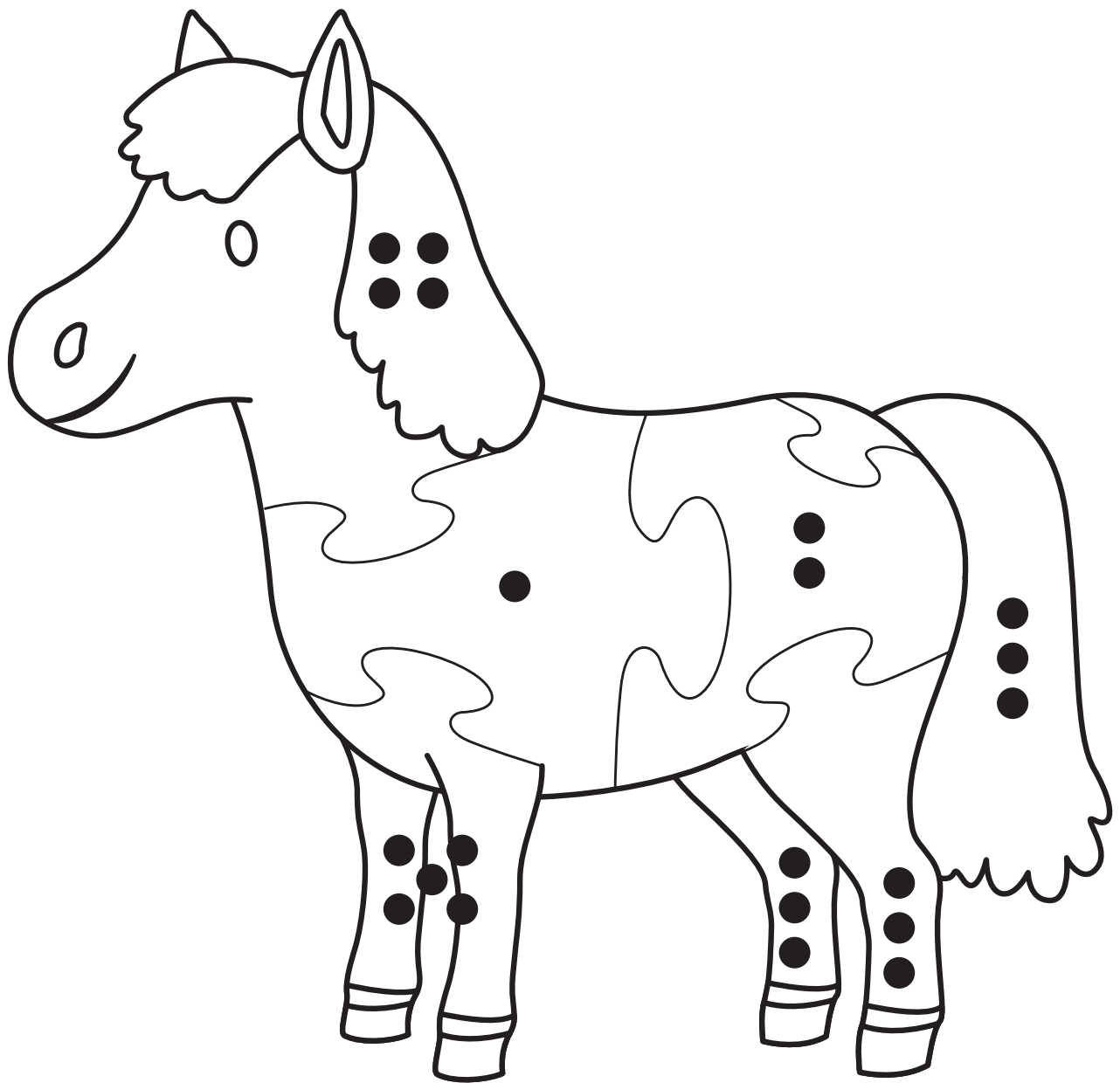
Cut out the pony parts.

You will need a number or dot dice.

The player who throws a 6 first takes the first turn. Throw the dice. What number did you get?

Pick up the piece of the pony with the same number on it.

Try to collect all the pony parts before your partner does!



## Activity Sheet 4

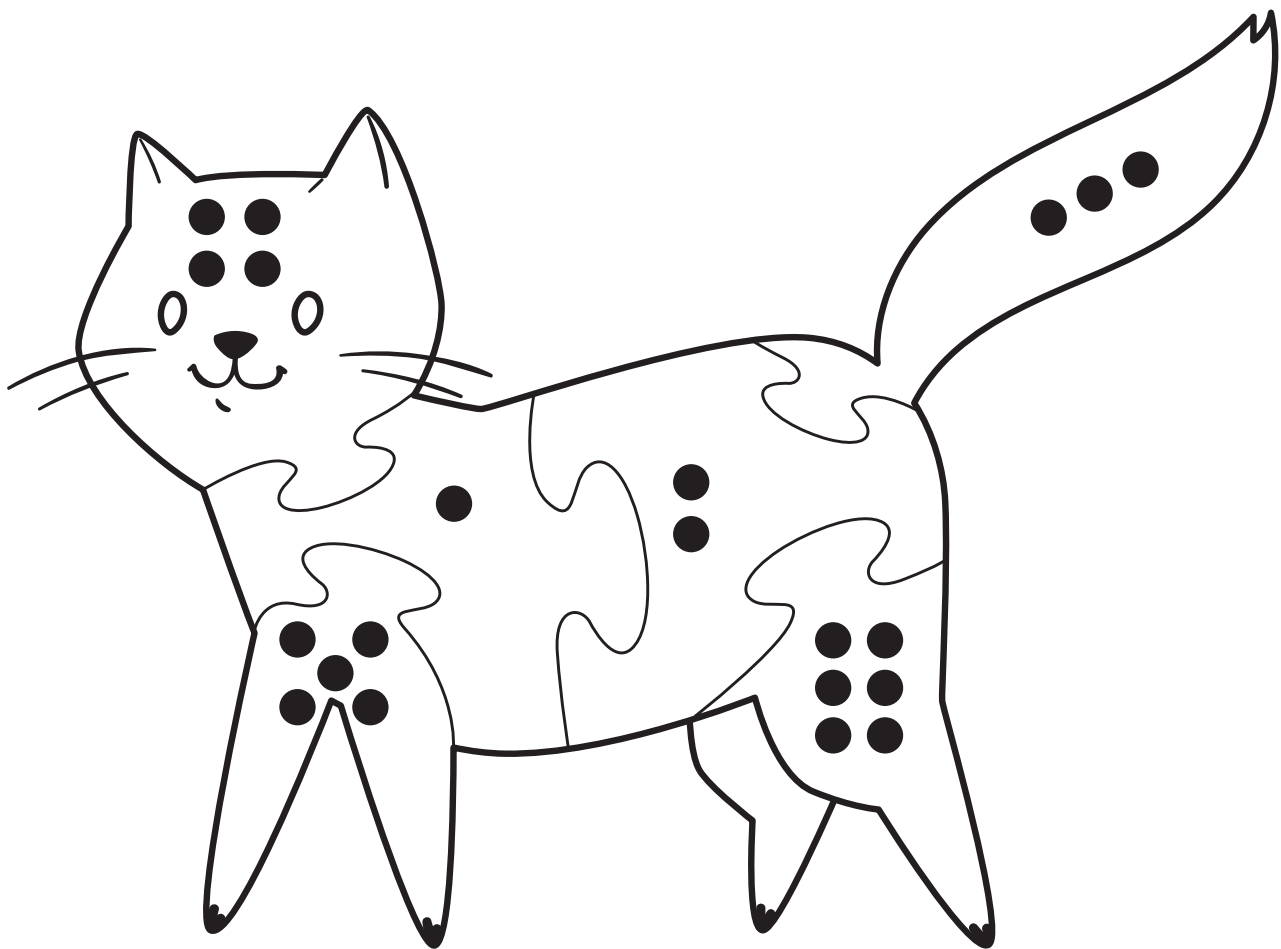
Cut out the cat parts.

You will need a number or dot dice.

The player who throws a 6 first takes the first turn. Throw the dice. What number did you get?

Pick up the piece of the cat with the same number on it.

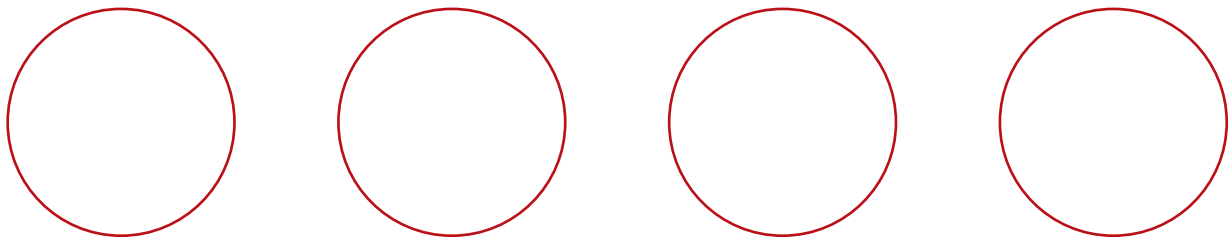
Try to collect all of the cat parts before your partner does!



# Activity Sheet 5

Cut out and colour in the counters.  
Now, listen! If you hear 1, 2 place 2 counters on the second row.  
If you hear 1, 2, 3, 4 place 4 counters on the fourth row, etc.

1	—			
2	—	—		
3	—	—	—	
4	—	—	—	—





# Activity Sheet 6

Print or copy this page and work through these matrices!

Daddy	pats	Stripy	Cat
Murat	strokes	Small	Pony

Murat	gives	Small	Pony	hay
Daddy		Brown	Horse	water



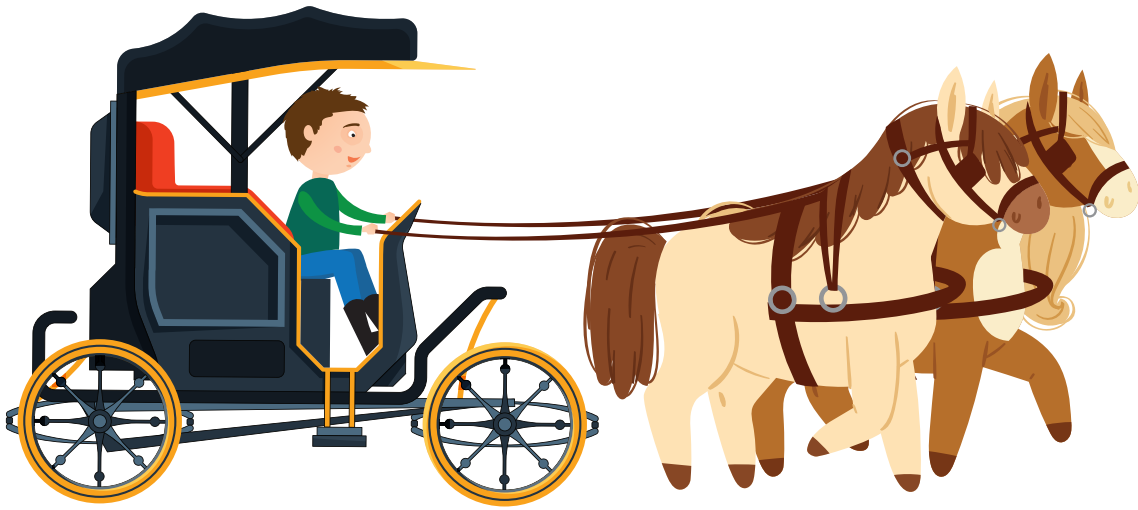
Horses need clean water to drink.



Horses eat hay.

Hay is grass that has been cut and dried in the sun.

Horses like to eat apples and carrots, too.



Some horses work hard. They pull carts.



Some horses and riders jump fences.  
Horses can jump high!

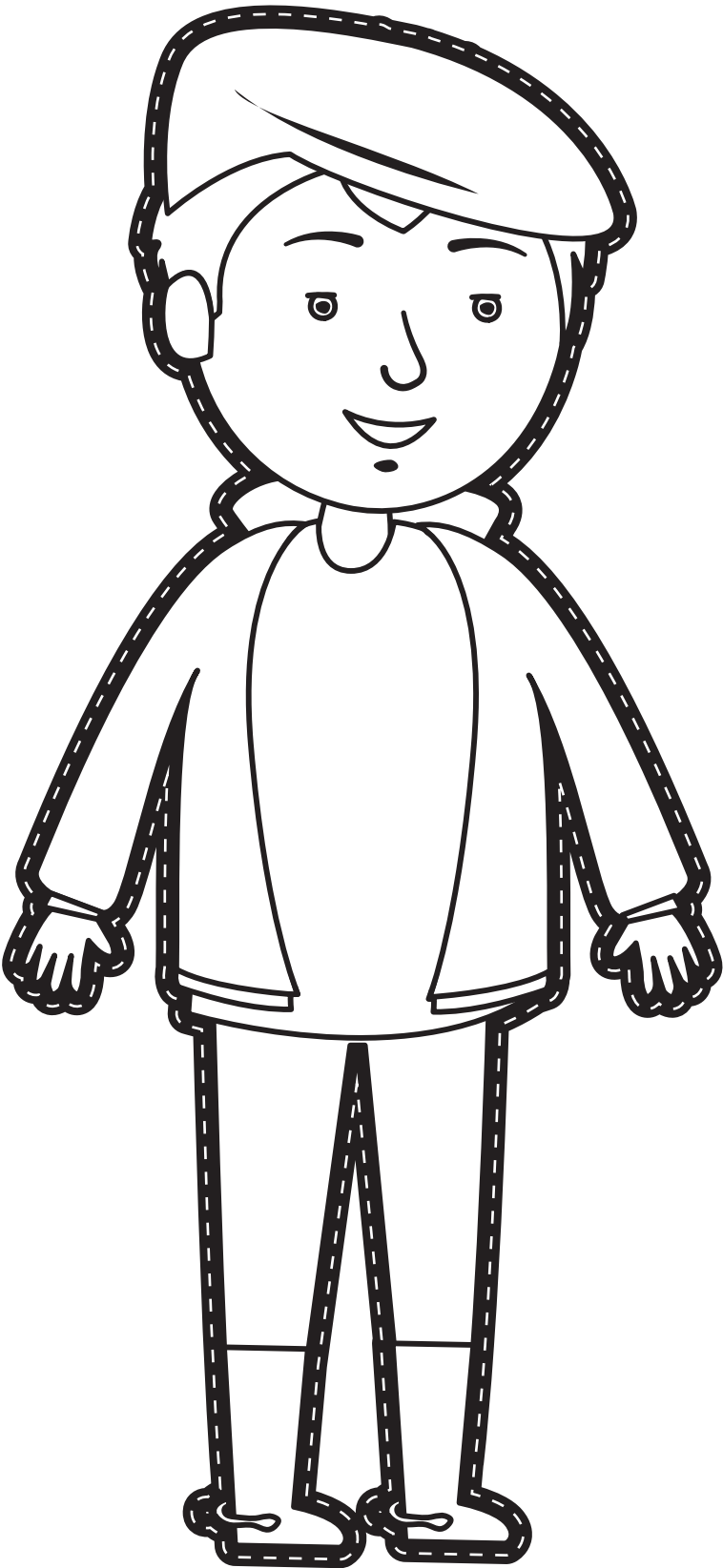
# Cut-out characters

## Mummy



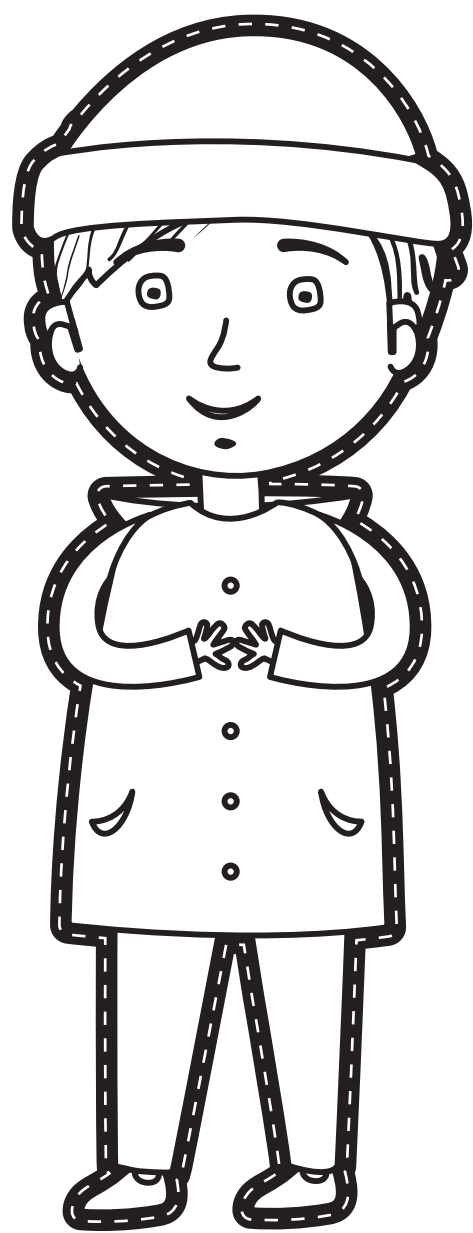
Cut-out characters

Daddy



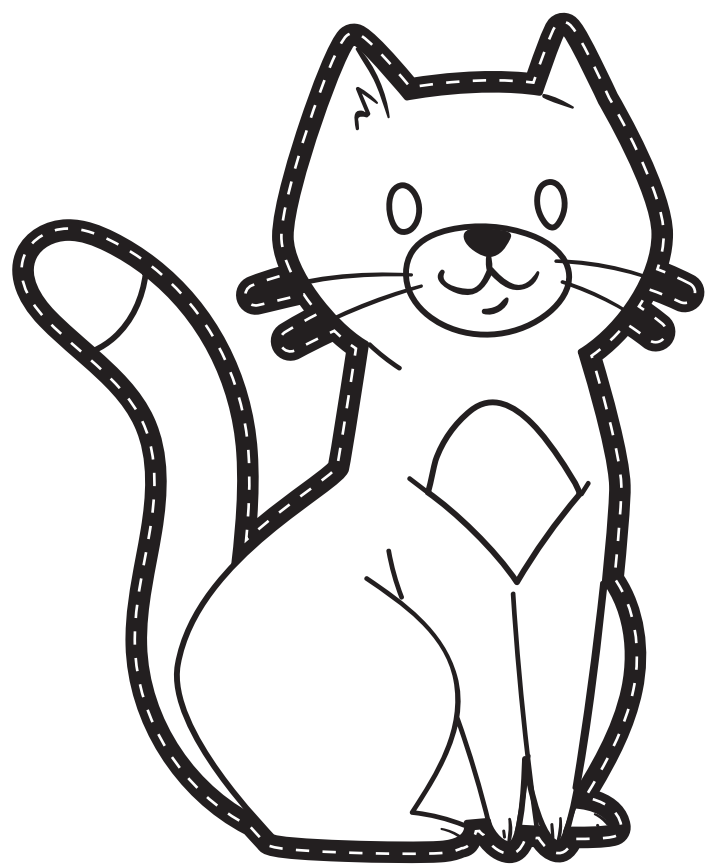
Cut-out characters

Murat



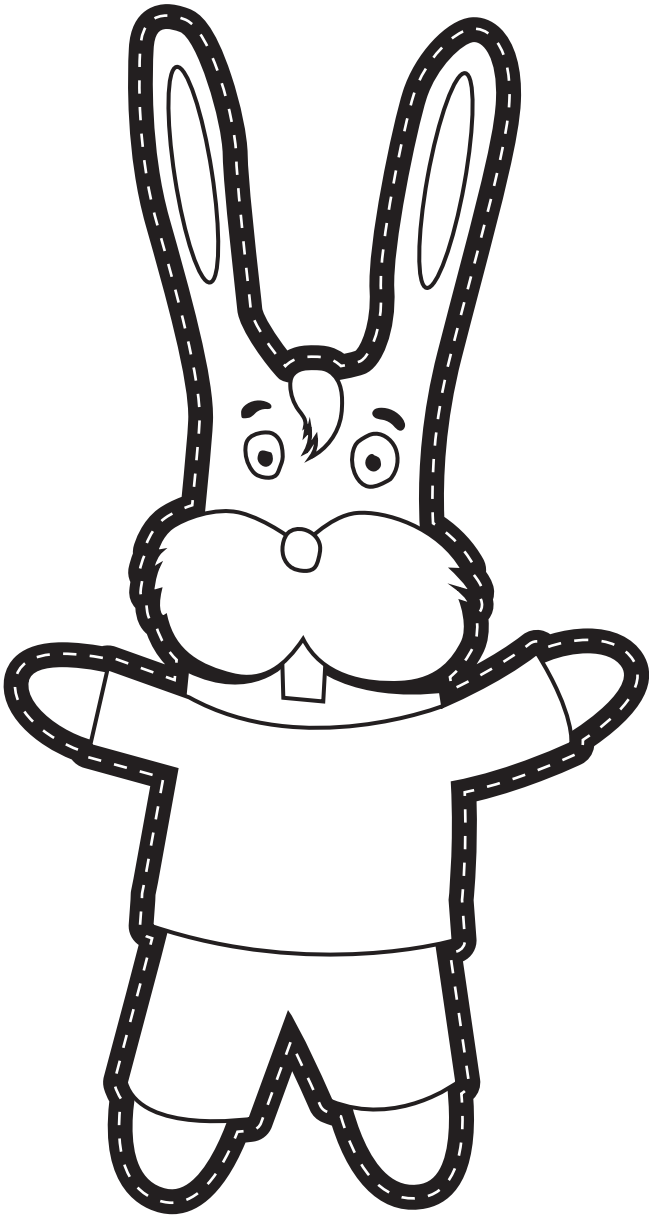
Cut-out characters

Cat



Cut-out characters

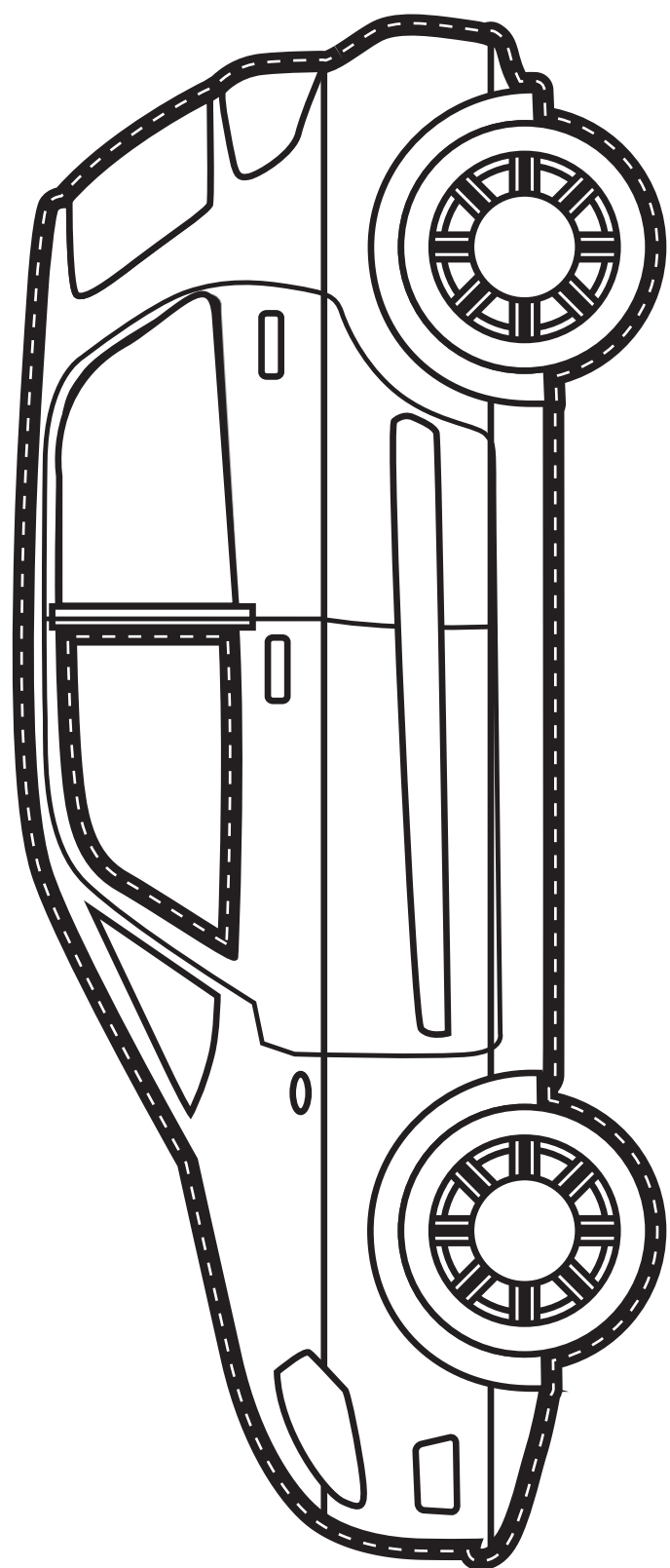
Meddy





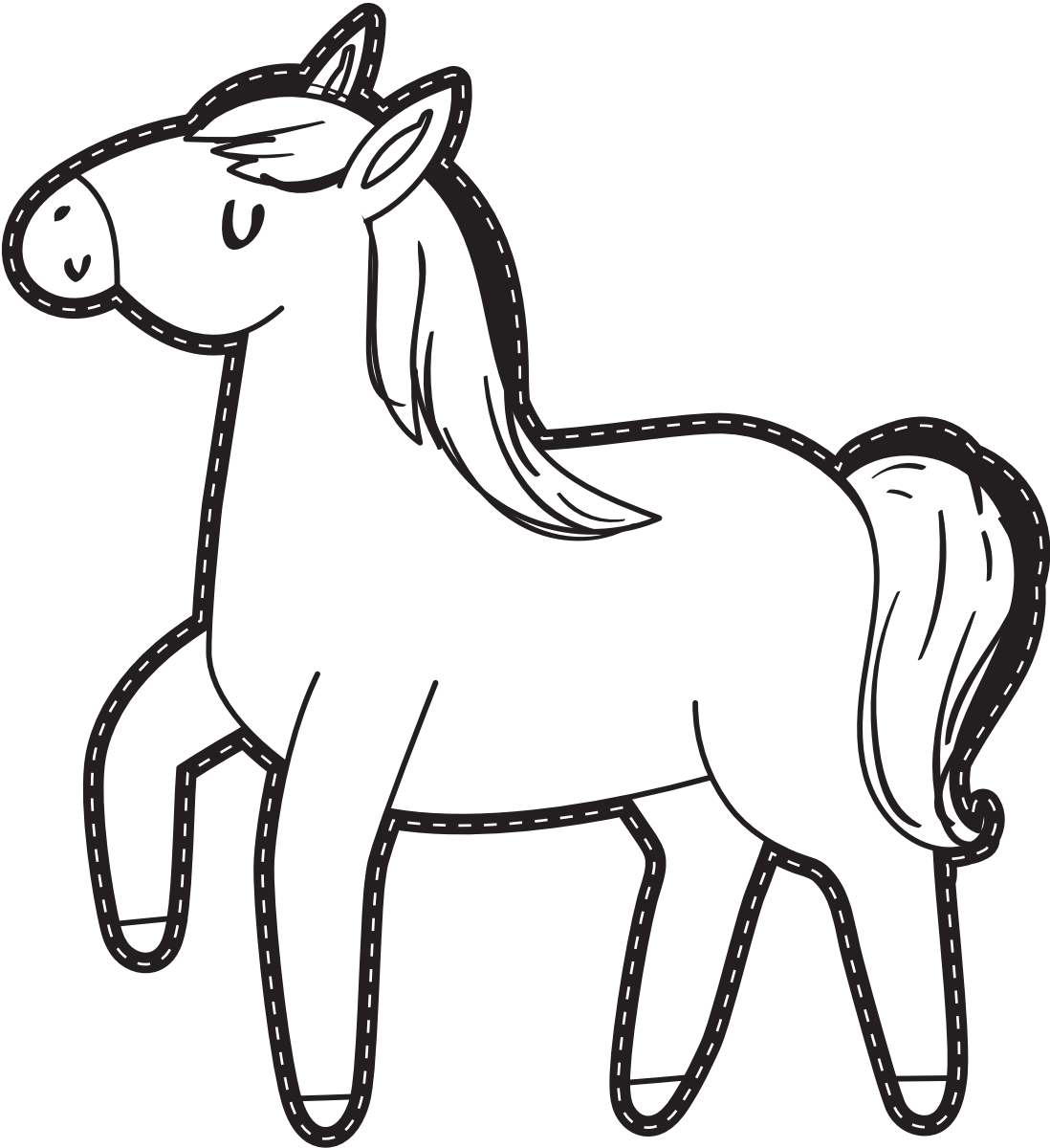
Cut-out characters

Car



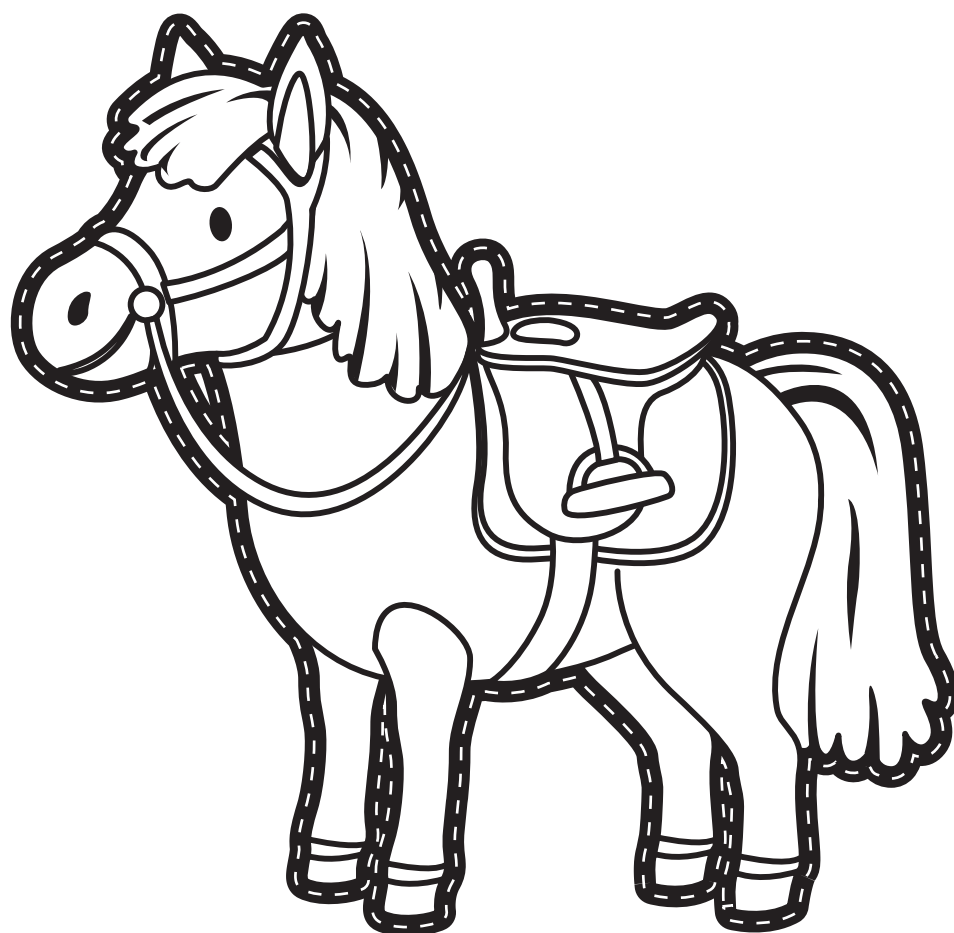
Cut-out characters

Horse



# Cut-out characters

## Pony



# The popular Murat Reader Series has a whole new look.

It is designed to develop listening and language skills for children of all ages. Each book has a logical sequence and displays colourful illustrations followed by short, simple text.

With tips to improve conversations, basic procedures for listening tasks, games and notes on retelling stories, these books are suitable for professionals and parents to use with their children.

The books with Murat – a boy with cochlear implants – as the main character, provide suggestions for personalized listening and topic-related activities at all levels as well as printable activity sheets and cut-outs for role plays.

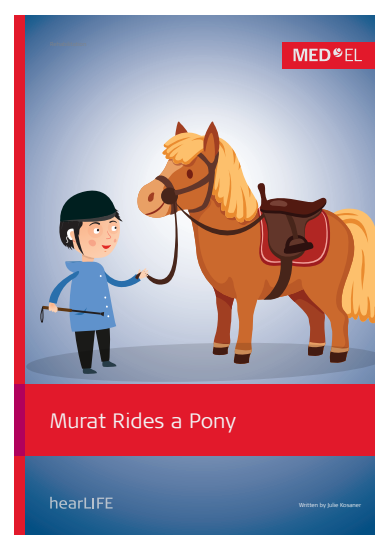
## Murat Goes Shopping

*Murat Goes Shopping* is an illustrated story book of Murat going grocery shopping with his mother and his friend Meddy Rabbit. It begins with Murat and Meddy helping Mummy make a grocery list. They visit the butcher, the baker, the grocer, and the supermarket. When they return home, Murat and Meddy help Mummy put the groceries away. This book includes, among others, a theme-related jigsaw puzzle and a Make Your own Shopping List activity.



## Murat Rides a Pony

*Murat Rides a Pony* is the first book in a series of four Murat readers. This book tells the story of Murat, the main character, going to riding school. Murat rides a small pony all by himself and then he rides a big brown horse with his daddy. This book includes listening activities, as well as reference pages to teach the reader some interesting facts about horses.





## Murat's Birthday Present

*Murat's Birthday Present* is a colorful story book about Murat celebrating his sixth birthday. Murat celebrates his birthday at school. Then his daddy comes home from work with a very special present for Murat. In the rest of the book, we see how Murat takes care of his surprise birthday present. This book includes a board game and some fun crafts, including making a calendar and a birthday card.



## Murat Goes on a Picnic

*Murat Goes on a Picnic* is the third book in the Murat Reader Series. This story book tells about Murat's experiences while going on a picnic with his family and friends. Everyone helps prepare for the picnic. While they are waiting for the food to be ready, they play ball, swing, and go fishing. After a big meal, they pack up to go home. This book includes cards to practice retelling the story in the correct sequence and other games to play, including matching and a barrier game.

## Notes



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