

Because of Winn Dixie

Science

Learn the Science of Thunderstorms

Winn Dixie has a pathological fear of thunderstorms. Investigate how thunderstorms are created and ways to stay safe during a storm.

Investigate Plants

Learn how plants in Gloria Dump's yard draw water from the ground. Cut white carnations and put them in water with a few drops of food coloring. The stem will draw up the color with the water and turn the carnations into different colors! Look up local planting guides and find out about the growing season in our region. Develop a plan for planting a garden.

Technology

Explore Naomi

Visit <http://www.scholastic.com/winndixie/> to create scrapbook pages, play Stump the Dump, learn about Kate DiCamillo, see drafts of the author's writing, view pictures from the movie, and more!

Engineering

Create a Weather Device

Help Opal know when to expect a storm or turn bad weather into a good excuse for fun! Research different weather instruments like thermometers, barometers, hygrometers, and anemometers. Then design and build a weather instrument yourself. Use it to record and measure different weather conditions and record your results and create graphs of your results. Improve your design to work better the next time.

Art

Play with a Play

Use the play at <http://www.scholastic.com/winndixie/play.htm> to put on a production with your friends. No one home? Make puppets and use the script to create a puppet show or record yourself playing each part and edit the scenes using your computer.

Math

Figure Out an Installment Plan

Opal wanted to buy a collar and leash with an installment plan. Find something you want to purchase, such as a car or game system. Research different payment plans and figure out how much each purchase would cost after the plan was carried out.

Purchase a Pet

Figure out the total cost of purchasing and caring for a dog for a year. Be sure to think about vet visits, food, and staying at a kennel while you are on vacations. How much does owning a dog *really* cost?

Recommended Resources

Weather Watch: <http://teacher.scholastic.com/activities/wwatch>

StudyJams Plants: <http://studyjams.scholastic.com/studyjams/jams/science/index.htm>

StudyJams Weather and Climate:

<http://studyjams.scholastic.com/studyjams/jams/science/index.htm>

Math Hunt Spending and Credit:

<http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=29>

Math Hunt Extreme Weather: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=15>

Weather Tools: http://teacher.scholastic.com/activities/wwatch/gather_data/

Author Kate DiCamillo: <http://www.katedicamillo.com/>

Chasing Vermeer

Science

Geography

Calder loves the painting “The Geographer”. Combine art and science to make geography and use your skills to make a map of your neighborhood. Be detailed and include drawings to scale. Research the different elevations in your area and use colors to make a map showing distance above sea level.

Burst Your Bubble

Oil on fingers is responsible for leaving behind fingerprint, used to solve mysteries like those in Bule Balliett books. Oil is also responsible for popping bubbles when your hands touch them. Find a pair of gloves and get your bubble solution out. You’ll be able to hold bubble in the palm of your hand when the oil from your hands doesn’t pop them.

Technology

Into the Art

Visit <http://www.scholastic.com/blueballiett> to learn about all the books in the series, play pentominoes, ask the author questions, interact with other readers, and more!

Engineering

Lighting

Great artworks have to be lit carefully. Bright, direct light can damage sensitive paintings. No light at all might not show the work in all its beauty. Play with light to see how it travels in a straight line from a source. Carefully use flashlights or lamps and experiment with reflecting and refracting light in different ways. Where would be the best way to light a painting in a museum and see without damaging the artwork?

Art

Camera Obscura

Some historians think Vermeer used a camera obscura to create his artwork. Visit <http://www.vermeerscamera.co.uk/> and decide for yourself. Then try using a similar trick to make your own artwork. Trace a picture by placing it under a thin paper. Then use your own imagination to fill in the work with your own colors and style. Is what you created just a copy, or your own unique artwork? You be the judge.

Math

Pentominoes

Pentominoes are 12 figures that can be made with 5 squares with at least one side in common. Cut out five squares and rearrange them into every design you can, with at least one common side each. Use your pentominoes to start a pattern, create artwork, or just be a fun math toy. Try fitting the pentominoes together to make rectangles.

Recommended Resources

MapMan Game: http://teacher.scholastic.com/scholasticnews/games_quizzes/mapman/

StudyJams Light: <http://studyjams.scholastic.com/studyjams/jams/science/energy-light-sound/light.htm>

Printable Pentominoes: <http://www.scholastic.com/titles/chasingvermeer/pentominoes.pdf>

Play Pentominoes: http://www.scholastic.com/blueballiett/games/pentominoes_game.htm

Math Hunt Around the World: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=14>

Author Blue Balliett: <http://www.blueballiettbooks.com/>

The Invention of Hugo Cabret

Science

A Trip to the Moon

A Trip to the Moon is an old film mentioned in Hugo Cabret. Draw a picture of the moon that you see each night for two weeks. How does what you are seeing change? The different parts of the moon are seen at different times. Why does this happen? Research the phases of the moon and continue to chart the path in your notebook. What other changes in the night sky do you notice?

Technology

Tick Tock Clock

Visit <http://www.scholastic.com/hugocabret/> to create your own pages and story from the images in the book, play the Mechanical Maze, peek inside the tool chest, see drafts of the author's writing and illustrations, view new images for the book, and more!

Engineering

Simple Machines

Simple machines are the basis for many complex machines. Take a cue from Hugo and tinker with simple machines all around you. Build an inclined plane, use a wheel and axle, string a pulley, find a wedge, screw, and make a lever. Simple machines are all around us. How many can you find in everyday objects? Once you start to see them, use them to create a small assembly line. What ways can simple machines help your everyday life?

Tinker

Become a tinkerer like Hugo. Find objects all around and take them apart, put them together, and play! If something is broken in your house, get permission to take it apart and see how it works. Try rebuilding objects and look at everything in a new way. What do you already have that can be repurposed and reused in a new and inventive way?

Art

Sketch Diary

Hugo Cabret is a Caldecott Award winner, given for the illustrations that help tell the story. Grab a small notebook and pencil; it is all you need to recreate the images in the book. Sketch images from your everyday life or imitate the images in the book. Try sketching wheels, gears, and animated inventions.

Math

Time

Try to figure out what time different events happen in the book. Then figure out the elapsed time. Write your own word problems using the times you find. Then create your own word problems about time using different events in your life. Record your problems and ask friends or family to try and answer them.

Example Hugo arrives at the station at 8:45am and the last train leaves Paris at 6:18pm. How much time elapses from the time Hugo arrives until the last train leaves? If Hugo leaves the station an hour after the last train, what time does he leave the station?

Recommended Resources

StudyJams The Moon: <http://studyjams.scholastic.com/studyjams/jams/science/solar-system/moon.htm>

StudyJams Elapsed Time: <http://studyjams.scholastic.com/studyjams/jams/math/measurement/elapsed-time.htm>

Moon Olympics: <http://teacher.scholastic.com/activities/explorations/space/level1/interactive.htm>

Math Hunt Outer Space: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=11>

Caldecott Home: <http://www.ala.org/alsc/awardsgrants/bookmedia/caldecottmedal/caldecottmedal>

Official Book Website: http://www.theinventionofhugocabret.com/intro_flash.htm

Wonderstruck Book: <http://www.wonderstruckthebook.com/>

Charlotte's Web

Science

Food Web

Grow a food web. Make a list of all the animals in your area that you observe in a week. Then use those animals to make a food web. Start with a food chain and add animals, connecting them to all the different prey and predators they have. If you aren't spotting enough animals in your neighborhood, either cut animals out of magazines or download pictures of college mascots for a fun and festive web.

Who Am I?

Make a board game using animal facts. Check out books or use the Internet to find facts about different animals. Try to find unusual animals as well as common pets. Then create a list of clues about each animal. Get friends and family to try and guess what the animal is from your clues. The fewer clues they need, the more spaces they use. Use a board game you already have as the base, or make your own decorating with images from the book.

Technology

Down on the Farm

Visit <http://www.scholastic.com/charlottesweb/> to make a comic book, play a game, see snapshots from the movie, check out spiders, learn about E.B. White; meet the actress that plays Fern, and more!

Engineering

Map Making

Engineers need to understand the layout of the world around them. Traffic engineers spend time analyzing how traffic moves and ways to build new roads. Map skills are an important part of some engineering jobs. Make a map of the farm using clues from the book. Love cartography? Extend the map to include the town and state fair.

Art

Spider Web

Spider webs are unique and often very symmetrical. Observe spider webs in your yard or search for webs online. Use a black piece of paper and draw web using plain school glue. The web will dry and be nearly see-through like a real spider web. Add glitter while the web is wet for a shiny look, and hide messages in your drawing just like Charlotte.

Cover Story

The cover for *Charlotte's Web* is a famous illustration. What if you were going to make a new, modern cover for the book? Research the parts of a book that are usually displayed on the cover, then measure, cut, and create a new dust jacket for Charlotte.

Math

Plot Points

Use a Cartesian Plane as a background. Draw a simple design, such as a spider, web, or pig on the plane and be sure to draw through the intersections on the grid. Then plot the ordered pairs where the lines meet on the grid. Make a list of ordered pairs in order, then give a blank coordinate grid to a friend or family member to see if they can follow your points to make their own image.

Recommended Resources

StudyJams Food Web: <http://studyjams.scholastic.com/studyjams/jams/science/ecosystems/food-webs.htm>

StudyJams Ordered Pairs: <http://studyjams.scholastic.com/studyjams/jams/math/algebra/ordered-pairs.htm>

Classify Insects: <http://teacher.scholastic.com/activities/explorations/bug/index.htm>

Math Hunt Creepy Crawlies: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=17>

Create a Book Cover: <http://www.readwritethink.org/files/resources/interactives/bookcover/>

Dirtmeister's Animal Adaptations: <http://teacher.scholastic.com/dirtrep/animal/index.htm>

Author E. B. White: <http://www.scholastic.com/teachers/contributor/e-b-white>

A Dog's Life

Science

Know Your Dog

Get to know your dog, cat, or any pet you have. If you don't have one, ask a friend if you can use their pet (be sure to get permission!) Set up an experiment to see what kind of food, color, music, or toy the pet likes best. Decide how you will know what the pet prefers and record your results. For best results, try the experiment with several different pets of the same species. Display your results for pet owners.

Weather Extremes

Research the weather in your area. Record the temperature everyday at the same time for a week or two and graph the results. Look up the temperature for the coldest months and graph them as well. What would a dog need to survive in these temperature extremes? Find out how animals adapt and what shelters work best in the heat and cold to help animals.

Technology

Down on the Farm

Visit <http://www.scholastic.com/dogslife/> to write a tale, explore dog trivia, post pet pictures, see life through Bone's eyes, learn about Ann Martin, and more!

Engineering

Pet Protection

Engineers improve on existing inventions. Take a trip to the pet store and see what is out there to help owners with their pets. Select a product, like a dog bowl, and imagine ways to improve upon it. Feeling enthusiastic? Dream up a way to help pets who have been injured, lost a leg, hurt a paw, or need medical assistance. Draw and label your diagram.

Art

Lend a Hand

Visit your local animal shelter or look online. You should be able to find missing animals and animals in need of adoption. Put your poster-making skills to use. Draw a new poster that draws attention and interest. You can use the original photo and make a frame or other bright words. As the local pet store if you can display your work on their lost and found wall.

Blue Dog

Research the Blue Dog art of George Rodrigue (<http://www.georgerodrigue.com/>) and then draw your own. Put the Blue Dog into costume, dress him in clothes from your heritage, or send him to a party. It's the summer, so let Blue Dog take a dip in the pool or lounge by the water slide.

Treats

Find homemade dog treats online and bake up some for your pootch or your dog friends. Be sure to ask the owner if it is ok before giving a treat to a pet!

Math

Dog's Life

They say a year in a dog's life is like 7 for a human. If that is true, how old would you be if you were a dog? How old is a dog after the typical lifespan of 12 years? Other people say that the first year of a dog's life is like 13 for humans, but then 6 years for each year after that. Calculate how old you would be in dog years if that were true.

Dog Expense

A dog usually lives 10-13 years. You have to have your dog vaccinated each year, cared for when you are away, and fed regularly. Figure out the cost of purchasing a dog and then add the cost of caring for him over his lifetime.

Recommended Resources

StudyJams Scientific Method: <http://studyjams.scholastic.com/studyjams/jams/science/scientific-inquiry/scientific-methods.htm>

Math Hunt Managing Money: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=31>

Poster Maker: http://www.readwritethink.org/files/resources/interactives/Printing_Press/

Dog Age Calculator: <http://www.coolmath.com/calculators/dogyears.htm>

Author Ann M. Martin: <http://www.scholastic.com/annmartin/>

Esperanza Rising

Science

Fruits and Vegetables

The titles of each chapter are names of Mexican fruits and vegetables. Did you know many processed foods, like hotdogs and ice cream, contain crops too? Make a list of what you eat for a day, then examine the packaging to see what kinds of crops are contained. Make a chart to show the frequency of each crop, or put your results into wordle.com for an interesting effect!

Avocado Roots

Buy an avocado, typically grown in Mexico, and save the large seed in the middle. Insert toothpicks on three sides and balance the seed in a water glass so that the bottom of the seed is in the water. Wait and watch while the avocado grows roots! Measure how long the roots are and record it in a chart. Make a graph of the growth after a few weeks. Transfer the seed to the ground and start your own garden.



Technology

Dig In

Visit <http://www.scholastic.com/esperanza/> to play create a story, write a journal, play a crossword puzzle, learn about Pam Munoz Ryan, see craft a paper donkey, grow seeds, and more!

Engineering

Magnetic Trains

Esperanza's family traveled by train. If they were traveling today, they might use a Maglev train. Maglev trains "float" above a magnetized track. Research Maglev trains and then use magnets to design your own floating train. Try flat magnet rolls, round magnets, and heavy magnets. Attach magnets to the bottom of a box to be your train and see if you can make it levitate above the track.

Art

Craft a Paper Donkey

Create a paper donkey and cart like the one Esperanza and her family hid in while escaping Mexico. Go to <http://www.scholastic.com/esperanza/donkeycart.htm> to download directions and printable parts.

Fiesta!

Research the foods traditionally served in a Fiesta! With an adult, make and serve a traditional meal. If you can't make real food, use paper or fabric scraps to craft a life-like meal. Decorate for your fiesta with tissue paper flowers or homemade piñatas.

Math

Travel Time

Research the distance to Mexico from your home using different units of measure. Time yourself walking one mile and then figure out how many hours it would take you to walk to Mexico. Figure out the trip if you were traveling by car going 60 miles an hour. Feeling adventurous? Create a travel brochure highlighting the stops you'd make along your trip.

Depression Math

Make a list of household items that would have been common in the 1930s and today. Find the prices for objects then and now and compare. Look up typical salaries in the 1930s and see if they compare to the cost of goods.

Recommended Resources

Dear America Great Depression: <http://www.scholastic.com/teachdearamerica/depression.htm>

StudyJams Seeds in Fruit: <http://studyjams.scholastic.com/studyjams/jams/science/plants/angiosperms.htm>

Dirtmeister's Acid Rain: <http://teacher.scholastic.com/dirt/ecosys/index.htm>

Math Hunt World Holidays: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=9>

Celebrate Hispanic Heritage: <http://teacher.scholastic.com/activities/hispanic/meet.htm>

Math Hunt World Explorers: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=14>

Author Pam Muñoz Ryan: <http://www.pammunozryan.com/>

Holes

Science

Acids and Bases

Stanley's father is an inventor who develops a cure for foot odor. Use your scientific knowledge of acids and bases, something Mr. Yalnats would need to know, for a sudsy experiment. Squeeze the juice of a lemon into a cup. In another clear glass put 1 tablespoon baking soda and 1 teaspoon liquid dish soap. Pour the lemon juice in and watch the reaction of acids and bases at work!

Desert Animals

Research the kinds of animals that would live in the desert. Find what adaptations help them to survive. Use what you learn to create a device that would help people adapt to living in an extreme desert climate. Present your research in a unique way, such as making your favorite desert animal a phony Facebook page or creating an advertisement for your new product.

Technology

Dig In

Visit <http://www.scholastic.com/holes/> to play the treasure hunt game, match 'em up, learn about Louis Sachar, see the writing process, view pictures from the movie, and more!

Engineering

Invent a Shoe

Can you do better than Stanley's dad? Take measurements of several friends and family members feet. Spray water on their soles and have them step on construction paper. Trace their feet before it dries and compare the different arches. Based on your measurements and research, design a new shoe that would fit most people's needs. Feeling crafty? Grab discarded or old shoes and get to work making a prototype!

Art

Leaping Lizards

Use the descriptions of lizards in the book to draw exactly what you think each lizard would look like. Be sure to count the spots and add details. Make play dough from $\frac{1}{4}$ cup salt, 1 cup flour, and $\frac{1}{4}$ cup water. Mix and shape into a 3-dimensional lizard. Paint or color the model when dry, adding details like texture to the lizard's skin.

Math

How Many Holes?

Get permission to dig a hole in an unused spot. Time how long it takes you to dig one hole. Figure out how many holes you could dig in an eight hour day, a week, a month, or a year. How long would 100 holes take you? Then measure your hole. Figure out the capacity of your hole.

Zero's Math

Zero was a whiz at math. Try some problems based on situations from the book at <http://library.thinkquest.org/J0113061/math.htm> b

Recommended Resources

Science Explorations Lizards: <http://teacher.scholastic.com/activities/explorations/lizards/>

StudyJams Acids and Bases:

<http://studyjams.scholastic.com/studyjams/jams/science/matter/acids-and-bases.htm>

Dirtmeister's Acid Rain: <http://teacher.scholastic.com/dirt/ecosys/index.htm>

Math Hunt Extreme Weather: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=15>

StudyJams Animal Adaptations:

<http://studyjams.scholastic.com/studyjams/jams/science/animals/animal-adaptations.htm>

Discovery Engineering: <http://www.discoverengineering.org/>

Author Louis Sachar: <http://www.louissachar.com/>

Hoot

Science

Everglades

Read about the Florida Everglades. Research online or request travel brochures from <http://www.visitflorida.com>. Then make your own travel brochure highlighting the wildlife, plants, animals, and ecology the Everglades has to offer.

Save Your Hide

Investigate how animals defend themselves with camouflage, like the Burrow Owl in Hoot. Cut out or draw pictures of animals and create background scenes to camouflage them. Look for animals in your neighborhood that use camouflage and record your findings. Check out how the military uses animal camouflage to influence uniform design.

Technology

Hoot Hoot

Visit <http://www.scholastic.com/hoot/> to write an article for the Coconut Grove News, see the sequel, learn about Carl Hiaasen and his writing techniques, see drafts of the author's writing, view pictures from the movie, and more!

Engineering

Soil Sample

Engineers have to know how they will affect their environment before they begin building. Take a clear cylinder and stick it in the ground. Pull it up to see the different layers of the soil. If you don't have a cylinder, get permission to dig a small hole and examine the soil. Use samples from several places and illustrate them in your science notebook. Which place do you think would be best to build based on the different soil samples? What place would make the best garden instead? Would you be damaging any wildlife while building? These are questions engineers have to ask.

Art

Propaganda

Propaganda is a type of advertising used to persuade someone with your opinion. This type of art was popular in World War II. Research different propaganda advertisements from the past. Then create your own poster about saving the Burrow Owl.

Fauvist Farm

Look up the Fauvist art movement. Check out animal pictures by Matisse (<http://www.henri-matisse.net/>) and Franz Marc (<http://www.franzmarc.org/>). Then draw an owl (<http://www.my-how-to-draw.com/how-to-draw-an-owl.html>), but color it in with bright and unusual colors to add interest.

Math

Acres and Acres

In Hoot, they used 3 acres of land. Before building or even purchasing land, land must be surveyed. Research the cost to survey 3 acres of land in your area. Then determine the cost per acre. Does the cost decrease with more acres surveyed, or will the rate stay the same. Make a chart to show the different prices from different companies in your area and determine which company you would use when surveying.

Recommended Resources

Math Hunt Endangered Animals: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=4>

StudyJams Animal Adaptations: <http://studyjams.scholastic.com/studyjams/jams/science/animals/animal-adaptations.htm>

Endangered Ecosystems: <http://teacher.scholastic.com/activities/explorer/ecosystems/index.htm>

Science Explorations: <http://teacher.scholastic.com/activities/explorations/adaptation/index.htm>

Math Hunt Extreme Weather: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=15>

National Parks: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=20>

Author Carl Hiaasen: <http://www.carlhiaasen.com/index.shtml>

Inkheart

Science

Butterfly Wings

Butterflies are described throughout the Inkheart. Study butterflies and illustrate the life cycle. Draw a butterfly keeping the wings perfectly symmetrical (the same). Then label the butterfly like a scientific diagram.

Science Glossary

One of Maggie's favorite books has an excellent science glossary. Notice science words throughout the book, or even around you every day. Create your own science glossary. Leave space so you can list words alphabetically. If you come across a word you don't know, learn about it! Add pictures to illustrate your words and concepts.

Technology

Be Captured in Inkheart

Visit <http://www.scholastic.com/inkheart/> to step into character, write an editorial, learn about Cornelia Funke and visit her home, see excerpts from the book, view pictures from the movie, and more!

Engineering

Design a Device

What if you could enter the pages of your favorite books? What would happen if you entered a book with villains and harrowing situations? Imagine yourself as a character in one of your favorite stories, or within the pages of Inkheart. What device could you dream up to help? Use the Engineering Design Process (imagine, plan, create, test, improve) to develop a device to assist characters in a book of your choice. Draw it in a detailed diagram; build it from whatever you have available (Legos, cardboard, straws, etc...). Test it out with a friend, a toy, or just your imagination!

Art

Create a Fantasy Collage

Use old magazines, scraps, paper, paint, colored pencils, glitter – anything you have on hand – and create a fantasy collage. Imagine stepping into your favorite book, traveling to the center of the Earth, or landing on a new planet. Create a collage with as much crazy fantasy as you can dream of. If you feel inspired, write a story set in your new land.

Math

Make the Movie

Inkheart was made into a movie in 2009. Try to create a budget and figure the total cost to create a full scale movie production. Imagine how many actors and extras you'd have to pay, the cost to film on location, the cost of the set design. Look up actual movies costs and compare them to your figures. Recalculate until you think you are right. Then check online to see the real costs.

Recommended Resources

Butterflies: <http://www.kidsbutterfly.org/>

StudyJams Symmetry: <http://studyjams.scholastic.com/studyjams/jams/math/geometry/lines-of-symmetry.htm>

Symmetry Artist: <http://www.mathsisfun.com/geometry/symmetry-artist.html>

Story Starters: <http://www.scholastic.com/teachers/story-starters/>

Share What You're Reading: <http://teacher.scholastic.com/activities/swyar/>

Create and Share Books Online: <http://www.bookemon.com/>

Calculating Movie Costs: <http://www.anomalousmaterial.com/movies/2010/03/the-cost-of-making-a-hollywood-movie/>

Author Cornelia Funke: <http://www.corneliafunke.com/>

The Underland Chronicles

Science

Gasses

Poisonous gasses are used in the book to get rid of the mice. This is a weapon used by armies and terrorist organizations. Make a science connection exploring solids, liquids, and gasses. Make a chart of all the gasses you see or know are around you. See the powerful effect of gasses by combining baking soda and vinegar in a bottle and putting a balloon over the mouth of the bottle. Give the mixture a shake and the gas released blows up the balloon.

Unusual Creatures

Animals adapt to the world around them. The Underland has many strange and large animals, similar to the animals we know. Make a list of differences between animals you know and animals in the story. Are their changes for theatrical value or have these beasts adapted to life underground?

Technology

Go Underground

Visit <http://www.scholastic.com/underlandchronicles/> to run the Gnawers Labyrinth, make a creature creation, ask the author questions, get to know author Suzanne Collins, and more!

Engineering

Underground

Sometimes what is under a building is more important than the part you see. The foundation creates a strong base for a building. Use marshmallows and toothpicks to make a structure as tall as you can. Fasten toothpicks into marshmallows and remember to create a sturdy base in order to get the tallest tower. Challenge friends and family to build the strongest and tallest structure.

Art

Fantasy Creatures

Create a fantasy creature of your own. Take pictures from magazines or draw realistic animals to use. Then cut out different animal parts and reassemble them to make fantasy creatures. Bring your images off the page by adding 3D elements such as paper wings, ribbons, or found objects.

Create a Cover

The Underland Chronicles were re-released with new cover art. Find before and after images online. Then create your own cover design idea.

Math

The Nibblers

All of the Nibblers names are mathematics term. Figure out what each term means. Then create your own word problems using characters from the book and their names. Read up on what each term means. Why do you think each name was given to that specific Nibbler? Combine mathematics symbols into drawings of the Nibblers and make a unique math dictionary for each term.

Recommended Resources

StudyJams States of Matter: <http://studyjams.scholastic.com/studyjams/jams/science/matter/solids-liquids-gases.htm>

Creature Creator: <http://www.scholastic.com/underlandchronicles/creaturecreator.htm>

Math Flashcard Maker: <http://www.scholastic.com/parents/resources/game/tools/flash-card-maker>

The Underland Series: http://www.scholastic.com/underlandchronicles/popups/gregor_seriesinfo.htm

Math Hunt Ancient Civilizations: <http://teacher.scholastic.com/mathhunt/StartGame.asp?QuizID=5>

Author Suzanne Collins: <http://www.suzannecollinsbooks.com/>