

NAME: \_\_\_\_\_



# Activity One



## Just a Little Drawing

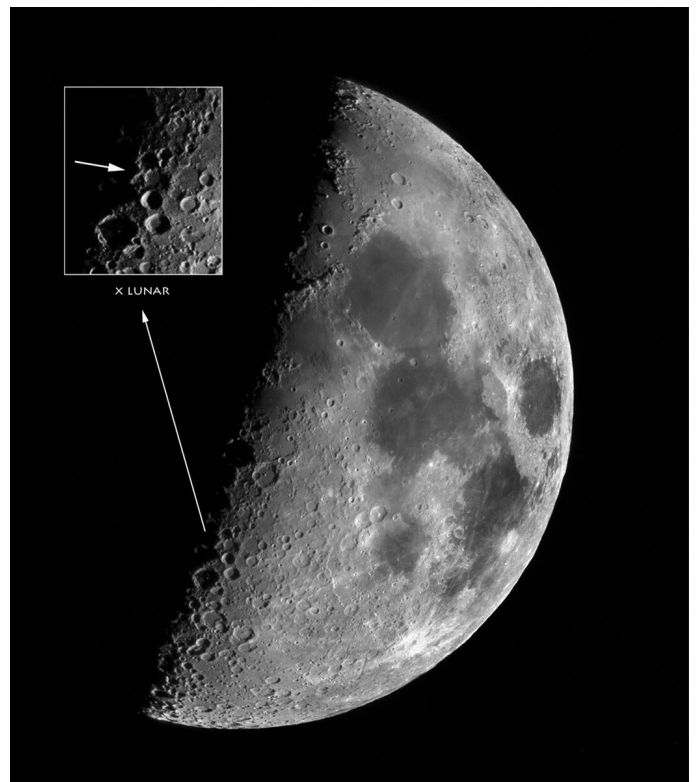
Gulliver's accounts of his adventures include many descriptions. He is very observant. He tells the reader all of the things he notices, even if they are very ordinary. Gulliver is able to study societies and how they function. He talks of how the Lilliputians and Brobdingnagians compare to an average man.

After reading one of the descriptions in the story, recreate the visual. You will create a labeled drawing. You may consider drawing one of the citizens, or a scene from the story that you enjoyed. Consider the words the author chose to use to depict the characters. Do your best to draw things to scale and be encouraged to add in extras like trees or animals.

In your drawing, be sure to include labels. An important part of a diagram is that labels are easy to read and in a straight line. Do not write your labels vertically or diagonally. You should use a ruler to create straight horizontal lines.

Sometimes, an artist wants to draw attention to a certain spot of the diagram. When you wanted the viewer to take special notice, you can create an *inset*. This is a zoomed in section of the drawing that is often in a circle or square frame. It is on the side of your page and shows more details. What do you want to highlight? A character's facial expressions? The images on an admiral's badge? Using insets can create more detail and give more information.

It is often said that, "a picture says 1000 words" and the drawings will help readers understand the text better. Display your work with your peers and see how everyone interprets the same words differently!



*An example of an inset.*

NAME: \_\_\_\_\_



# Activity Two



## A Map into the Unknown

The explorers and sailors of the past relied on maps for their journeys. They didn't have the electronic navigation systems that we do today. In many editions of *Gulliver's Travels* there are the maps of the coast. The new countries that Gulliver lands on—Lilliput, Glubbdubrib and others—are drawn into the fictional world.

You will chart a map of your own imaginary world. You can base it on similarities from where you live, or other common landforms. Imagine names of new countries, cities, and landscapes. Will your map show rugged mountains? Or perhaps a collection of tropical islands?

Remember, maps must include:

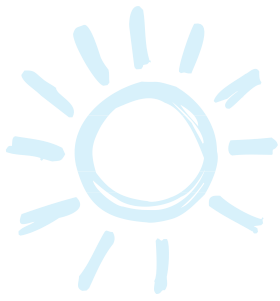
- A legend that explains what map symbols mean.
- A compass rose.
- A scale for size.
- Labels of points of interests.

Authors often create entire fictional worlds to support their stories. Today it is most often fantasy authors that do this. They draw entire countries and globes based entirely on their imagination! Like Swift, they create names for these lands. A convincing fictional map has extra countries aside from the one in your story. It helps add credibility and depth to your ideas. The more details you add, like cities or landmarks, the more believable it is for your reader.

Don't forget about the oceans! Ancient maps sometimes highlighted obstacles travelers may face. This could be a small picture of a sea creature in the ocean, or treacherous mountain ranges. Adding these can later serve as details in the story but also create a deeper fantasy world.

The best maps are neat, easy to read, and well labeled. Explore the new places and spaces of your imagination!

NAME: \_\_\_\_\_



# Activity Three



## A Billboard Says 1000 Words

On long road trips, you often pass billboards. They are large, eye-catching and all along highways. They can be advertisements but often tell travelers when they're entering a new place. Billboards can mark the start of a town, state or country. Often, they have catchy slogans and nice landscapes. For example, New York state is often called "The Empire State".

Think of ones you have seen when you have traveled. What did you notice? Did they make you stop and think? Were others so eye-catching you had to stop and take a picture? Billboards can be the markers of a long road trip. Depending on where you are going, they can be made of different materials. In Alaska, there is a sign made out of wood. Other places may be made of metal or plastic. Even small towns typically have signs showing what's special about them.

What is important to a community? Often the billboards represent the people who live there. In California, the state's flower is on display. In Georgia, there is a peach. They grow large crops of peaches and they have become a symbol of the state.

Imagine you are traveling to Lilliput or Brobdingnag. What might their billboards show? What does their landscape show? Is there a catchy slogan that would welcome visitors? If there are some details missing from the story to help you choose, use your imagination! Infer what might be important to the fictional citizens in Swift's writing.

Design a billboard that highlights these new countries. Choose easy-to-understand visuals and bold text. If you want to show more detail, draw what material your sign is made of. What saying will welcome visitors? Make a billboard that will make people want to stay a while!



NAME: \_\_\_\_\_



# Activity Four



## A New Age of Thinking

At the time of Swift writing his novel, there were many new ideas in Europe. Science and medicine were making modern advancements. Historians have mapped certain times in our history by what was being invented or created. The 1700s in Europe are referred to as the Industrial Age. People were very interested in improving science, medicine and research. New scientists were keen to understand the world around them and needed better ways to do it. Some instruments that were used for research included: a steam engine or electric telegraph.



You will research some key inventions of this era. Browse the inventions and focus on one of them. You will complete a written report that includes:

- The name of the invention.
- Its purpose.
- A diagram.
- Its modern version (if it exists).

Focus on using clear language and pictures. This time in history was one that led to many of our modern experiences. How did these things help?

Once you have found the basic details of your invention, think about why it is an improvement. What was before the telegraph? What problems did it have? Describe potential problems and why this invention was important. What was the most motivating for the inventor? Was it on purpose or by accident?

If you are looking to dive deeper into the content, a 3D model may be your next step. You could design these inventions digitally or with building materials. You will show your class what you designed and share the story of its creation.





NAME: \_\_\_\_\_



# Activity Five

## Dystopia or Utopia?



The great thinkers of Swift's time loved to debate. These academic conversations covered science, medicine and politics. Scholars were always arguing and critiquing each other. Having an educated debate was one of the ways that society came up with its best ideas! Even today, there are hot topics that cause a lot of debate! The important thing to remember is that a debate does not always mean an argument. It is meant to be respectful of everyone, no matter their opinion.

Your class will split into equal teams. Each team will be debating on behalf of all the nations in the book, including England. As a group, you will create a list of positives and negatives about your land. Sometimes in class debates, you are put on a team that you don't support. Even if you are chosen to represent a nation that isn't your first choice, a true debate ignores this. A true debate will still find arguments that support its cause. It is important to consider the negatives, as your opponents may use them against you. If you can think of an argument against it, you can often use it against the other team!

The talking points you create should have evidence to support it. For this debate, the best evidence would be quotes from the text. Record the page numbers where you found the quotes or passages that support your arguments. Stating your opinion, then backing it up with a reference will make it a stronger presentation.

These are skills that will serve you in your daily life. When was the last time you disagreed with someone? If you are trying to counter someone's opinion, it can be useful to have evidence to prove your point. Trying to understand another's point of view can help build empathy and kindness in your world.

Debates are civil and respectful. It can be hard to stay calm when you disagree with someone. Your team will lose points for shouting over others and not taking turns. A moderator will decide who gets points. The moderator—usually a teacher or class leader—is supposed to be neutral and stop taking sides. Your team must respect the moderator. May the best nation win!

NAME: \_\_\_\_\_



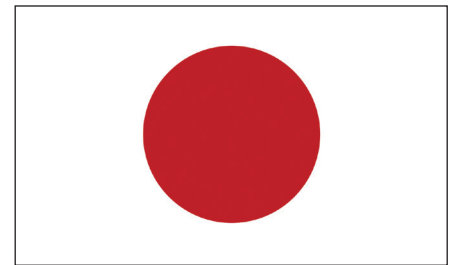
# Activity Six



## Design a Flag

All of the countries in the story have unique characteristics. Gulliver spends very little time in actual countries, like England. Consider the traits of each country that you have read about. You can also consider what you know about Britain. What do they value? How do they want to be seen? What do other countries think of them? An international reputation is important for nations. Think of the Houyhnhnms. They eat plants and honor their intelligence and nature. What might other nations think of them?

Symbols and colors are displayed on flags to show meaning. They can reflect a country's assets or people. For example, Japan's flag is white with a large red circle. It translates to "circle of the sun". Japan is in the far East of the Pacific Ocean, and the sun rises in the east. Their flag shows a connection to the land and their location in the globe.



*Japan's flag.*

You will design a flag that best reflects what each country in the novel values. Once you have chosen a country to highlight, brainstorm what you know about it. Make a list of what the citizens do on a regular basis. Consider the observations that Gulliver made about the society and the geography. What stood out as most important? How did the country desire to be seen by other countries?

You will choose symbols that best show their key qualities. Flags often have limited colors and easy-to-see images. Small details can often be lost on a flag and complicate the images.

Included with your flag design will be a short description of your design. You will explain why you made the color choices or choose certain images. If you choose to highlight Britain, research why its actual design was chosen. Aim to write a minimum of five sentences that describe your creation.

Go bold! Wave your nation's flag proudly!



*The flag of the United States of America. The stripes reflect the original 13 colonies. The stars represent the 50 states.*