

NAME: _____



Activity One

Create Something New



Do you feel like there are no new thoughts? Has everything already been invented? Are there any new ideas?

Well, every person has his or her own experiences and thoughts. Your unique skills can help create or improve most anything. Let's practice your creative thoughts. Like most things, practice will better your skills.

Creative Tips: Work in a calm place. Some say to dim the lights. Blue and green colors help with creativity.

We want you to design a better wallet.



Follow this design method. Get into groups. In one hour we ask you to:

- Each sketch your ideal wallet. (10 minutes)
- Each will explain their wallet ideas to the group. Have the group point out one best feature from each. (3 minutes each)
- Sketch one new wallet. Use your group's best new features. (10 minutes)
- Have your group make this wallet. Use everyday things like cardboard, paper or duct tape. (30 minutes)
- Have each group show their new creative design.

What did you learn about your creative self?

NAME: _____



Activity Two



Analysis and Comprehension Project

Project: Build a machine.

Make a machine. There are 5 areas that you will be scored on. A score for each will be given, with a total score out of 13. The rubric below tells you what you need to do to get a perfect score.

Areas	What You Need	Score
Research	You found information on your machine. You showed this with a bibliography at the end of the project. This gives a list of where you found the information.	/2
Writing	Write an essay with 5 paragraphs. <ul style="list-style-type: none"> • Paragraph 1: Tell what the machine is. • Paragraph 2: Why did you choose your machine? • Paragraph 3: What is the machine and how does it work? • Paragraph 4: What were the steps in building the machine? • Paragraph 5: Tell what the machine is again. 	/5
Design	Your machine shows creativity and thought. It looks nice and well put together.	/2
Proofreading	You looked over your project. There are no mistakes. Check the spelling, grammar and facts.	/3
Functionality	Your machine works well. It does what it's supposed to.	/1
Total =		/13

Get into pairs. Show your machine to your partner. Your partner will give you a score. You will do the same for your partner. Your score will show you how well you understood the instructions. Find your score in the chart below.

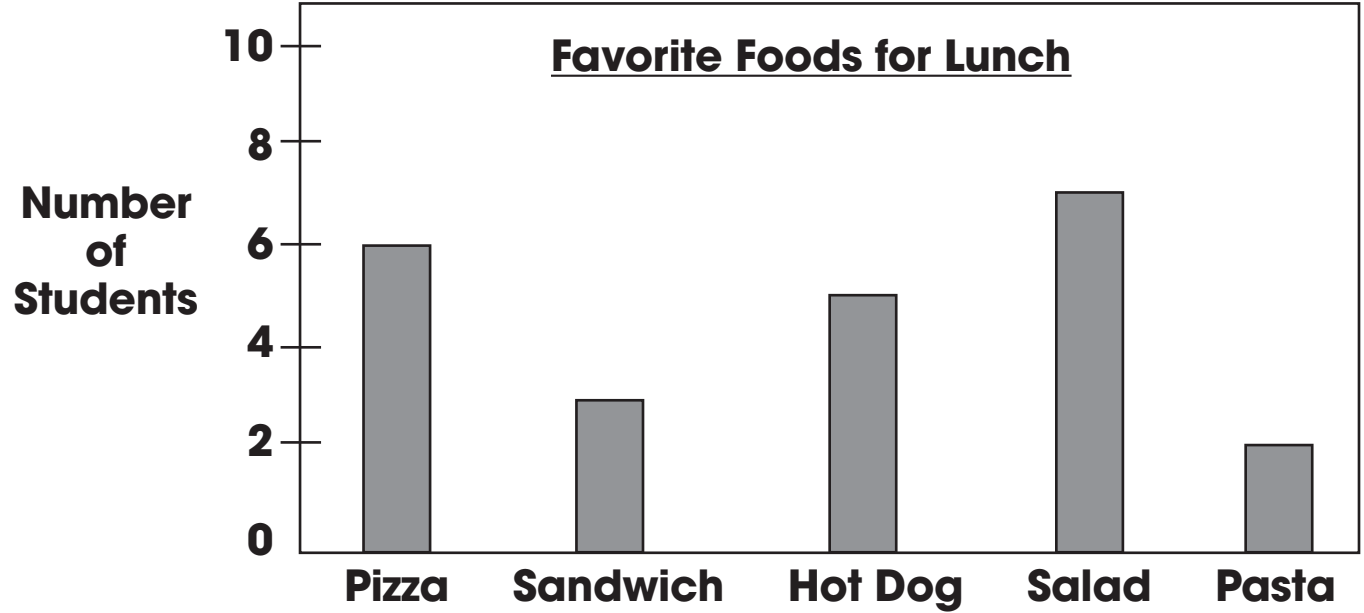
0-3	4-6	7-9	10-12	13
You need to WORK HARDER to get better skills.	You have POOR skills. Pay attention to the instructions to get better.	You have GOOD skills. Learn to read more carefully to get better.	You have GREAT skills. Practice a little more for a perfect score.	You have EXCELLENT skills.

NAME: _____



Activity Three

Data Analysis and Understanding



1. Look at the bar graph above. What information does it give? Explain how you know this.

2. What food does most of the students like best? _____

3. How many students like pizza? _____

4. How many students like hot dogs or pasta? _____

5. 3 students like which food best? _____

6. Another student was asked this same question. What food do you think they will like best? _____

7. Which food does most of the students like for breakfast? _____

Answers: 1. The bar graph shows the number of students and their favorite foods to eat for lunch. The title says "Favorite Foods for Lunch". The bottom tells you what the foods are. The side tells you how many students like each type of food. 2. Most of the students like salad for lunch. 3. 6 students like pizza for lunch. 4. 5 students like hot dogs and 2 students like pasta, so 7 students like hot dogs or pasta. 5. 3 students like sandwiches for lunch. 6. Salad is the most popular favorite food for lunch. Another student would probably pick salad. 7. None. This bar graph only shows their favorite foods for lunch.

NAME: _____



Activity Four



Comprehension, Interpretation & Drawing Conclusions

1. The new girl at the office sat by herself at lunch. She didn't talk to anyone except the boss all day. She kept her head down and did her work.

From this we can tell that she is probably:

- A angry
- B shy
- C funny

2. Nick and Hayden are friends. Nick loves to play hockey and likes to win. Hayden doesn't play sports that much. He isn't very competitive in sports. When they finish playing road hockey, they are both in a good mood.

From this we can tell:

- A Hayden beat Nick at road hockey.
- B They went for ice cream instead of playing road hockey.
- C Nick beat Hayden at road hockey.

3. Kylie and her mom are shopping at the mall for a new outfit for a party. There is a big crowd in front of a storefront. The front of the store is decorated in "black and orange" decorations. Some of the decorations are very scary. Inside the store is very dark. They can hear people screaming and a cackling noise.

What conclusion could you make about this story?

- A The noise is coming from a bunch of kids in the food court.
- B The mall has set up a Haunted House for Halloween.
- C They are having a big sale.

4. Aiden was walking home from school. He didn't have much farther to go but it was getting very dark and windy. He started walking faster and faster. He was getting very nervous.

From this we can tell that:

- A Aiden has to be home by his curfew.
- B It is going to get sunny very soon.
- C There is probably going to be a storm.

Answers 1. b) shy 2. c) Nick beat Hayden at road hockey. 3. b) The mall has set up a Haunted House for Halloween. 4. c) There is probably going to be a storm.

NAME: _____



Activity Five



Tracking Your Learning

We can all get better at learning. Grow beyond what we already know. Dare ourselves to do new things. But where do we start?

At the end of each day for one week. Ask yourself these questions.

Questions	Day 1	Day 2	Day 3	Day 4	Day 5
1. What did I learn today?					
2. What mistake did I make that I could learn from?					
3. What did I struggle with today?					
4. What did I do today, that I could not do before?					
5. What did I practice today?					

NAME: _____



Activity Six



Learn Through Famous Quotes

Students study than play a game using famous quotes.

Students will:

- learn famous quotes
- follow rules
- work as a team to learn quotes and play the game

Items Needed:

- index cards
- famous quotes

To Prepare:

- Teacher makes a list of famous quotes
- take index cards
- write the 1st half of the quote on one card and the 2nd half of the quote on another card. You will need 2 sets of cards with the 2nd half of the quote.

Make 2 teams. Study the quotes together. Read them aloud. Quiz each other.

Play the Game:

Have a table between both teams. Have 1 team stand side by side on one side of the table. Have team 2 do the same on the other side of the table. Take both sets of the 2nd half of the quotes. Place one set spread out on one half of the table facing team 1. Do the same with the other set on the other side facing team 2.

Play the game. The teacher takes the set of cards with the 1st half of the quote. The teacher takes the top card and reads the 1st half of the quote. There will be a set time for the team to find the 2nd half of the quote. The 1st team to find the correct card removes that card on their side. If neither team finds the correct answer in the allowed time the teacher will place that card at the bottom of the pile to try again.

The first team to remove all of its cards from the table wins. If there is not enough time to finish the game the team with the least amount of cards left on the table wins.

In a few sentences tell how this game helped you to learn.
