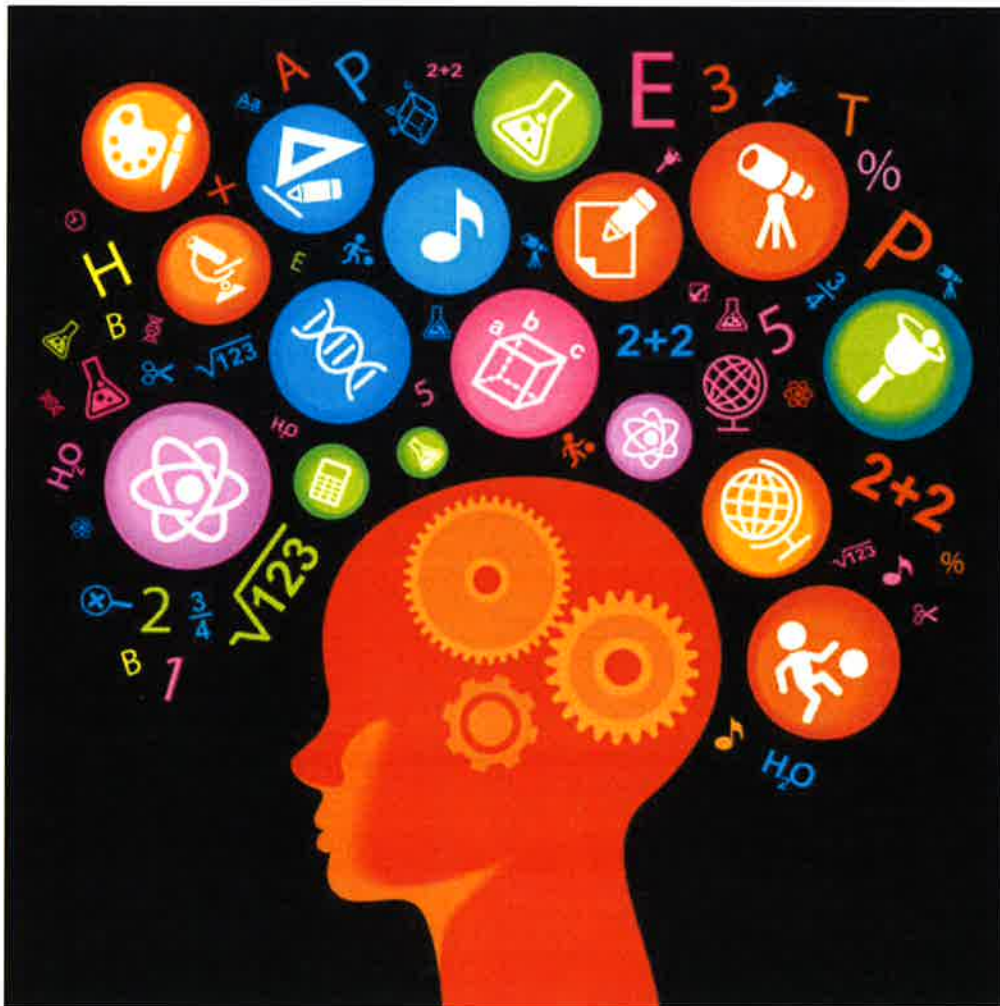


JULIA CARMAN'S

CREATIVITY NOTEBOOK



## UNIT 1

BECAUSE OF WINN-DIXIE

LEWIS AND CLARK AND ME

GRANDFATHER'S JOURNEY

THE HORNED TOAD PRINCE

LETTERS HOME FROM YOSEMITE

## BECAUSE OF WINN DIXIE

### Fluency

List animals that are domesticated.

### Flexibility

List the best kinds of domesticated animals that interact well with children of your age.

### Originality

Think about your current list. Which have you personally seen children interacting and playing with? How would children benefit from owning one or more of these animals?

### Elaboration

Create a unique, domesticated animal that interacts well with children your age. HOW is it different from other domesticated animals? WHY is it better than the domesticated pets we now have? WHAT will you tell others about this new creature?

## ACTIVITY

### Board Game

Must be about "Because of Winn-Dixie".

You must use only this sheet.

Do in pencil first.

Two players

Must contain 10 cards. Like Monopoly, with answers.

Must be approved by Mrs. Carman before done and colored.

## LEWIS AND CLARK AND ME

### Fluency

Create a Concept Vocabulary Web about everything you know about taking a trip.

### Flexibility

Evaluate the web you created. Create a new web and include only words and ideas that you would need if you were taking a trip back in the 1800's.

### Originality

You are going to take a trip. The time period is in the 1800's. Where will you be exploring? Create a Concept Vocabulary Web including your original thoughts about where you will go, what you will need...

### Elaboration

Using the Originality Web of Words and Ideas, write a journal page explaining WHY you are exploring, WHAT do you expect to find, WHO will be traveling with you? What obstacles might present themselves? How will you solve them? Be detailed.

### Activity

Create a map of your journey. Label any geographical features. Use color to differentiate land from water.

## GRANDFATHER'S JOURNEY

### Fluency

List everything you know about Japan.

### Flexibility

From this list, create a list that would be in common with America.

### Originality

What have you personally seen, tasted, or heard of that comes from Japan? If you do not have any answers, research Japan for a few minutes and list what would interest you about Japan? (food, music, language, culture, environment)

### Elaboration

You are going to travel back and forth between America and Japan. List important happenings and the locations of your travels. Where will you decide to stay? Why? Do you feel homesick for your native land? Why? What will you do to minimize your yearning?

### Activity

Create a timeline of about 20 years. You are going to travel back and forth between America and Japan. You decide if you are a native of Japan or America. Include only major life events and discoveries. The last date should be the time and place (America or Japan) you decide to stay.

## THE HORNED TOAD PRINCE

### Fluency

List as many fairy tale stories as you can think of.

### Flexibility

Now list only fairy tales that include "talking animals".

### Originality

Have you ever thought or imagined your pet could "talk" to you?

Was there ever a time an animal ( cat, dog, bird, fish, turtle, butterfly, bee,...) was trying to communicate with you? Why? How?

### Elaboration

Pretend you are out exploring your neighborhood. You encounter a creature that has a problem. It persuades you to help it solve its problem. You are eager to help it. What is its problem? How will you help? Why do you want to help it? How is it better because its problem is solved? Did you learn anything?

### Activity

Create a Graphic Organizer that lists your short story's  
Setting, Characters, Story Events, Lessons Learned

## LETTERS HOME FROM YOSEMITE

### Fluency

List all the places you have traveled.

### Flexibility

List geographical features, animals, plants, weather, of the places you have visited that is different from what we typically see in Harrison County, Ohio.

### Originality

Where would you like to travel in America and why? Take a few minutes to explore National Parks in America. Pick one.

### Elaboration

Why do you want to go to the National Park you chose? What specific plants and animals will you find there? Are there any dangerous plants, animals, or geographical features there?

### Activity

Draw a map, using a key to label the national park you chose. Include native plants, animals, geographical features, buildings... Include colors to differentiate its features.



## UNIT 1

### Activities for the Creativity Station

1. Using the alphabet, list as many words from unit 1 as you can find.
2. A bear eats your food. What will you do now?
3. Some people warm up by sitting by a roaring fire. Other people drink hot chocolate, What are some unusual ways a person could warm up after being outside on a cold day?
4. If you were hiking in the woods and a blizzard came, what are some of the ways you could protect yourself until help arrived?
5. The rabbit wanted to go across the snowy field but was afraid the fox would see his pawprints and track it down. What are some unusual ways a rabbit can cross a snowy field without leaving tracks?
6. You need to pack snack foods for your journey. You will not have the conveniences of kitchen appliances. What kind of snacks will you take? Write a recipe for a "granola mix" that will be easily carried, stored, and eaten.
7. Make a labelled diagram of the best tent to have during an outdoor journey.
8. Add a detail to the National Park picture started on the wall. On a sticky note, tell what your detail is and why it will improve the park.

## Unit 2

### What Jo Did

#### Fluency

List all the sports you can think of for children your age.

#### Flexibility

Use a pink and blue crayon. Highlight the sports that are better for each gender. If one is for both, use both crayons to underline.

#### Originality

Pick a sport that you have played. Create a Four-Column Chart.

Label it: \_\_\_\_\_Terms, \_\_\_\_\_Equipment, Special Skills, Important Rules

Fill in the details. Add ways to improve the sport through equipment, skills, rules... WHY and HOW will this sport be improved according to what you have added?

#### Elaboration

Add more details about the sport that you are improving. Will it be an Olympic event? Is it better suited for boys than girls? WHY? How will your unique sport be an improvement to the original?

#### Activity

Design a uniform with safety in mind for your new sport.

## Coyote School News

### Fluency

Using the alphabet, list words that relate to Harrison East.

### Flexibility

Now list words that have to do with things that you learn in school.

### Originality

Now think of the perfect school. What will it look like? What sounds would you hear there? How do you feel when you are there? List words and ideas, using the alphabet, about your new school. Why did you include the items you did? How is it better?

### Elaboration

How is your school better than Harrison East? What will you tell your parents about your school? What will you name it? Why did you include the new ideas that you did?

### Activity

Create a diagram of your school. Label the unique characteristics and attributes of your school. Add color.

## Grace and the Time Machine

### Fluency

What can you accomplish by using your imagination?

### Flexibility

How can you and three of your friends use your imaginations on a hot summer day? You have all day to play.

### Originality

You have 3 friends over for a day of play. Using house hold items and your imaginations, what will you play? Why will you imagine this particular activity? Will you be in the past, present, or future? How will your inventions benefit humanity?

### Elaboration

Write a short story of your imagination adventure with your friends. Include the setting, characters, plot, and theme.

## Marven of the Great North Woods

### Fluency

List people that you know of that have done a good job in life.

### Flexibility

List people in your life, directly, that have done a good job in life.

### Originality

What is the value of doing a job well? Why would you want to do a job well? What jobs do you have to do? Is it hard to complete a job well? What impedes or gets in your way of doing a good job? How do you feel after you have completed a task well?

### Elaboration

Look around your classroom and think about the different jobs that can be done. Name 3 of these jobs. Include details about specific duties for each job. Tell why the job is important and how it helps the class.

Create a chart that could be used to rate how well each job is done. For example, your chart might show four rows with descriptions for excellent, good, fair, or poor work.

## So You Want to be President

### Fluency

List everything you know about being a president.

### Flexibility

Create a T chart. Label it positive things, negative things.

Fill in the positive attributes and negative attributes of being a president.

### Originality

If you were the President, what would you like and dislike about your job? Why would you like some aspects and dislike others? Be specific. What would you do as the President? Why would you do this? How would America be better because YOU were the President?

### Elaborate

Write a journal entry of a day in the life of YOU as President\_\_\_\_\_. How does your day begin? What meetings do you attend? Do you impose a new law? Why? What improvements can be made? Do you have a hobby? How do you relieve stress? How does your day end? Do you keep in touch with your family? How? Do you have a pet? What is it? Why?

## Creativity Center for Unit 2

1. Write a letter about a rule change you want to see in your favorite sport. Include how your change would make the game better. Give reasons to support your idea. Draw a picture to show the sport before and after your rules change.
2. Time Machine- Draw and label your own design for a time machine. Imagine you can travel like Grace and her friends. Make a list of items to build a time machine. Design your own time machine from items around your house or neighborhood. Then draw your own design for the time machine. Be sure to include all the items on your list.
3. A Healthy Diet- Let's help our cooks at Harrison East Elementary! Create a menu for two weeks of healthy breakfasts and lunches. Research a food guide pyramid. Tell why you included the foods you did. Tell why you left out some foods that we may have routinely served at our school. Is your menu better than our current menu? Why?
4. Coyote- Write a campfire song about an event from Harrison East Elementary. Think about songs that people sing while sitting around a campfire. Pick a melody you know and write at least one verse to go with that melody. Include vivid details about the story's characters, setting, and plot in your song. Practice singing your song quietly. Record your song on your iPad.
5. Create a Caricature- Look at the Caricatures of the Presidents in the story. A caricature is a humorous drawing that exaggerates a person's facial features or body shape. Now create a caricature of yourself as the President. Add color. Include symbols or pictures of things you like in your picture to give students hints. Post on the bulletin board. Put your name on the opposite side of a sticky note



underneath your picture. Let's see if we can guess who the caricatures are!

6. Design your own board game.

Must be about Unit 2 stories.

You must use only this sheet.

Do in pencil first.

Two players.

Must contain 10 cards.(Like Monopoly with answers)

Must be approved by Mrs. Carman before done and colored.