



Art Sphere Inc.
Transforming Lives Through Art

STRENGTHENING OUR COMMUNITIES SINCE 1998

CREATIVE WRITING THROUGH ART

for grades: pre-K - 5th



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CREATING JOURNEYS THROUGH THE ARTS

Follow your creativity and go beyond where the path leads so you can leave a trail to inspire others to express themselves, too!

Preface

We are pleased to present the series *Creating Journeys Through the Arts* to take you on a path to transform everyday materials into art, to explore the intersections of art with nature, literacy, technology, theater, music, mindfulness and STEAM and to learn how to use the arts to express your core values. Throughout this journey, we invite you to reflect on the legacy that can be created through the arts.

How to Use Our Online Materials and This Book

Not everyone learns the same way. Some people are more visual, some more musical, some more mathematical¹. Our lessons include symbols at the top of each page that indicate the different learning styles to be found in each project. By pointing out the different ways that a project can be approached, parents and teachers can guide their children to their individual paths to artistic success and ways to express their unique creative voices. The different learning styles and the symbols used to represent them in this book include:



Literacy and Verbal-Linguistic
(using words effectively)



Recycling and Naturalistic
(responding to nature)



Technology and Logical-Mathematical
(reasoning, calculating)



Health and Intra-personal
(understanding one's own interests, goals)



Theatre and Bodily-Kinesthetic
(using the body effectively and creatively)



Musical-Rhythmic
(sensitivity to rhythm and sound)



Multicultural and Interpersonal
(understanding, interacting with others)

To maximize the effectiveness of these lessons, we recommend using them in classroom settings.

¹ These learning styles are based on Howard Gardner's discussion of types of intelligences. For more detail, see: Howard Gardner, *Frames of Mind: The Theory of Multiple Intelligences* (New York: Basic Books, 1983).



The lesson plans are more than just making art objects. They incorporate ideas such as compassion, mindfulness, respect for nature, healthy eating, cooperation, and other ideas for living in a way that contributes to a civil society. The pages are laid out as if you and the class are taking a journey:

- **Your Destination:** summarizes the outcome
- **Travel Kit:** list of materials you will need to make the object
- **On the Path:** ideas and directions for each child to make his/her own object, and ideas for exploring the meaning of each object
- **Group Tour:** how to transform the individual process into an interactive and collaborative group experience
- **Extend your Journey:** vocabulary, helpful references, and links to explore additional ideas

Find ways to express yourself - it's okay to think outside the box!

Knowing that links sometimes become inactive or are changed is beyond our control, and we apologize for the inconvenience. All the referenced links in this book have been checked for accuracy. Please check our blog: (<https://artsphere.org/free-resources/curriculum/>) and other social media channels for more suggestions on creative art projects.

The lessons in this book are written by instructors **Arielle Vallet** and **Maura Mealy**. The design and illustrations are by **Blair Nakamoto**.



GLOSSARY

Adjective A word that is used to describe or modify a noun.

Antonym A word that means the opposite of another word.

Author A writer who created a book, article, or report.

Autobiography A story written about the author's own life.

Biography A story written about someone's life.

Character A person in a story.

Character traits Qualities that describe what a character in a story is like, or what their personality is like.

Climax The most intense part of a story, where the conflict is resolved.

Conflict An issue that drives the story.

Emotional traits Traits that show how a character has changed over time due to events in the story. Emotional traits are changed as the character feels different things caused by other events or characters.

Exterior The outside of something, outdoors.

Fables A type of short story that conveys a moral or theme.

Fictional Not real, made-up for the purposes of a story.

Fairy tale A fanciful children's story that often uses imaginary creatures and settings.

Feline A cat or an animal within the cat family.

Feminist A person who supports feminism, the advocacy of equal rights regardless of gender.

Legend A type of traditional story, sometimes based on history, but made-up.

Myths A traditional story, normally concerning the early history of a people or historical events.

Noun A word used to identify a person, place, or thing.

Nursery rhymes A simple song, poem, or short story that is specifically made for young children.

Physical traits Traits that describe what a character looks like on the outside; the detailed description of their appearance.

Puppet A moveable model that is used as a character for entertainment.

Setting The surroundings where a story takes place.

Short story A tale that is fully developed but much shorter than other literary works, like novels.

Synonym A word that means the same thing as another word.

Unique Being unlike anything of its kind.

Vacation A period of time focused on having fun. It is normally spent away from work, either at home or traveling.

1. PURR-FECT HALLOWEEN CAT CRAFT



Travel Kit:

a few pieces of black construction paper, yellow and pink or white construction paper, scissors, glue, handout

Your Destination:

Halloween is coming in October! Black cats are often associated with Halloween. Join in this lesson plan to draw a fun, feline friend of your own. If you need a visual aid, use the handout in "Resources and Visual Aids" section.

On the Path:

Step 1 Take your black construction paper and fold it hamburger style. Hamburger style means to fold the paper horizontally, so the paper looks wider than it is tall.

Step 2 Cut black construction paper into an archway by cutting a semi-circle out of the non-creased side of the folded paper. At this point, you will have an archway and two semicircles. Put the semicircles to the side for now, for a later step.

Step 3 To create the feet of the cat, fold the bottoms of the archway you have created up a little bit. Your cat now has feet!

Step 4 Using one of the semi-circles that you have put aside, cut out a thin piece of paper to be used as the tail. It can be fluffy and big, or small and wavy. Be as creative with it as you would like, but avoid cutting it as a straight line, as it will not look like a tail. Only cut one of the semi-circles, as we will be using the second one for the cat's head.

Step 5 Next, make the ears! Take your black construction paper and cut out 2 small triangles. These will be your cat's ears.

Step 6 For the eyes, take your yellow or white construction paper and cut out 2 small circles, but large enough to fit the inside of the cat's eye.

Step 7 Now, make the pupils for each eye. Pick up some black construction paper and cut out two very small circles.

Step 8 For the nose, take your pink construction paper or whatever color you would like, and cut out a small triangle. This triangle should be smaller than the cat's ears.

Step 9 It is time to assemble! Pick up your unused semi-circle. First, glue both of the outside of the cat's eyes onto the cat's face. Next, glue the pupils onto the eyes. Then, glue the nose onto the cat. Finally, glue your two triangle ears onto the back of the cat's head, so that they look like they're standing up straight.

Step 10 Take your cat's head and put glue on the back of it, and stick it to the body. Only put glue towards the bottom of the cat's head.

Step 11 Now glue the tail onto the body. Put glue into the back of the cat on the inside of the archway flap area, and hold the tail onto it until it is successfully glued on. Congratulations! You are done and have your very own feline friend!

Group Tour:

Use the handout to create your own cat. Then name the cat and write two interesting facts about them. Show off your new pet to family and friends!

Extend the Journey:

Learn about how black cats became associated with Halloween: <https://bit.ly/3mmdF5y>

Learn New Vocabulary: feline

Resources and Visual Aids: Handout: <https://bit.ly/3ebpFm4>

Access Our Instructional Video: <https://www.youtube.com/watch?v=PvulwkX8pow>

Learn More: <https://bit.ly/30ODDdam>



2. MAGICAL HOUSES



Travel Kit:

2 sheets of paper, pencil, colored pencils or something to draw with

Your Destination:

Use a Mother Goose nursery rhyme to invoke creativity through a writing prompt and a sketch. Myths, fairy tales, nursery rhymes, and other creative mediums are a great way to spark creativity and imagination, especially through creative writing. This will help you to take in stories, nursery rhymes, and other creative mediums and adapt them into new ideas for your own creative work.

On the Path:

Step 1 Read the Mother Goose Nursery Rhyme. "There Was an Old Woman Who Lived in a Shoe": "There was an old woman who lived in a shoe, She had so many children she didn't know what to do; She gave them some broth with plenty of bread, She kissed them all fondly and sent them to bed."

Step 2 There are many fictional characters who live in unusual houses, like the old woman who lived in a shoe. What kind of unusual house would you like to live in? Write about your unusual house and what it would be like to live in it. Then, draw a sketch of the outside of your house.

Step 3 Find and share an example of an unusual house, such as a house made completely out of bubbles or foam. Use the link below to look up some inspiration.

Step 4 Once you have an idea about what you want your unusual house to look like, think about the many different aspects about it. What would happen when guests visit? What makes your house special? Come up with a small description about living in the house.

Step 5 Show an example sketch of the outside of your house, and explain how it was drawn.

Group Tour:

Share your house sketch & story with a friend and/or family member. What do they think about your house? Would they like to live in it? Exchange another, new house idea with someone else, and have each of you draw what you think the other person's idea might look like.

Extend the Journey:

Write a story! Use the house you created as the setting for the story. How do the characters interact with the house? Try to use as many of the unique qualities your house has as possible.

Learn New Vocabulary: myths, legends, fables, fairy tales, nursery rhymes, unique, fictional, exterior

Resources and Visual Aids: Explore unusual houses: <https://bit.ly/3po3M9z>

Listen to the Mother Goose 1901 Nursery Rhyme: <https://www.youtube.com/watch?v=Dq0Vsv2vCG0>

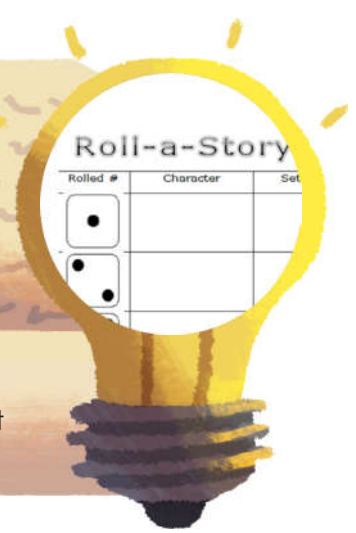
Access Our Instructional Video: Arielle's video: <https://bit.ly/36796a0>

Maura's video: <https://www.youtube.com/watch?v=GlhSq2vZqOZo>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



3. ROLL-A-STORY



Travel Kit:

dice, paper, colored pencils for your drawing, handout

Your Destination:

Learn the different characteristics that make a great story. Use dice to find different story components that you will use to write your own story.

On the Path:

Step 1 Learn about the components that make a great story. Below are some important things to keep in mind:

Character: Character is the who of a story. A character is a person, animal, being, creature, or thing in a story. Characters perform actions and speak the dialogue of a story. They move a story's plot forward.

Setting: The setting is the where of a story. The setting is where the story takes place. It can include a specific time or place, or it could be a certain condition, like a stormy night.

Problem: The problem is the what of a story. The problem is something that goes wrong in the story. It could also be called the conflict.

Step 2 Fill out the handout provided below with this lesson. This will act as your story "game board." The handout has three columns: **characters, settings, and problems**. You can come up with your own ideas, but if you need help, these examples can give a start.

Examples of Characters:

A student, a prince/princess, a farmer, an alien hero, an athlete.

Examples of Settings:

A big city, a farm with lots of animal, a far-away royal kingdom, an alien planet, a local park.

Examples of Problems:

A monster is attacking the kingdom, a secret treasure is found by the lake, aliens are invading, a soccer team is losing their match, a farmer lost their cows.

Step 3 Roll the dice three times, once for each column, write down what you landed on for each column, starting with character, then write down the setting, and finally, the problems faced in the story.

Step 4 Create and write down a short story using the three ingredients you landed on: character, setting, and problem.

Step 5 Draw a picture of your story, and include each of the three ingredients.

Group Tour:

Share your picture with the group! Everyone should explain their stories, starting with characters, settings, and then the problem. Everyone will most likely have a different story because of their different dice rolls.

Extend the Journey:

Play this game with friends. Take turns rolling, and when you are ready to write a story, have each person write one sentence at a time, then pass the page onto the next person. What kind of story will you all come up with?

Learn New Vocabulary: character, conflict, setting

Resources and Visual Aids: Roll-a-Story handout: <https://drive.google.com/file/d/1V4Gir0sXPv13hS8T0AjowMvDZYyaJCiz/view>

Access Our Instructional Video: <https://www.youtube.com/watch?v=fDzw5LBIERo>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



4. THREE AMAZING FEMALE WRITERS THROUGHOUT HISTORY



Travel Kit:

paper or notebook, something to write with

Your Destination:

Let's learn about some awesome female writers who opened doors for writers like you!

On the Path:

Step 1 Mary Shelley 1797-1851. Shelley was a British novelist, short story writer, travel writer, children's book author, biographer, and feminist. Shelley is best known for writing the tremendously popular gothic novel, *Frankenstein*. *Frankenstein* is considered an early example of science fiction. She was the daughter of philosopher and political writer, William Godwin, and famed feminist, Mary Wollstonecraft. Throughout Mary's life, she continued to practice her mother's feminist principles by extending aid to women of whom society disapproved. Like her mother, Mary Shelley grew up to be one of history's most original, respected, and successful female writers. Shelley was an extraordinary person and a pioneer for female writers everywhere.

Step 2 Maya Angelou 1928-2014. Maya Angelou was a writer, poet, civil rights activist, professor, filmmaker, feminist, and lecturer well into her 80s. She published seven autobiographies, three essay books, several poetry books, and is credited with a list of plays, movies, and television shows spanning over 50 years. She was heavily active in the Civil Rights Movement and worked with Martin Luther King Jr. and Malcolm X. The first autobiography she wrote, *I Know Why the Caged Bird Sings*, tells of her life up to the age of 16. This book dives into deep aspects of her personal

life. She turned her pain into art. Through the writing of her autobiography, Angelou became recognized and highly respected as a spokesperson for people of color and women and received the Medal of Freedom from President Barack Obama in 2011. Her vast career played a huge part in changing the landscape of American culture. Her persistence, talent, and courage helped break the glass ceiling for people of color and women throughout the world. She was a true role model and inspiration to us all.

Step 3 Tina Fey Fey was born in 1970, in Upper Darby, PA. She is an actor, writer, comedian, and playwright. In 1997, Fey was hired to be a writer for the tremendously popular show, "Saturday Night Live" (SNL). Two years later she became SNL's first female head writer. In 2000, Fey began performing on the show. In 2004, she made her debut as a feature film writer with the successful comedy, "Mean Girls," in which she also co-starred. Fey wrote, produced, and starred in her own show, "30 Rock." The show was incredibly successful and ended its run with 22 Emmy nominations. Tina also created and produced the television show "Unbreakable Kimmy Schmidt" on Netflix. Fey became the youngest person ever to receive the Mark Twain Prize for American Humor. Fey's complete confidence and acceptance of herself helped lead to her success in comedy and as a writer. Her career and accomplishments paved the way for female comedy writers everywhere.

Group Tour:

Are there any women in your life who inspire you, from celebrities to your own family members? Write for 15 minutes about who that person is and why they are inspiring. You can share this with a family member or friends.

Extend the Journey:

Pick either one of these three women or anyone else who inspires you. Do some research on this person, and write a story about them. What unique traits do they have that you can incorporate into your story?

Learn New Vocabulary: author, autobiography, feminist, biography

Resources and Visual Aids: Here is a video about the life of Civil Rights activist and author, Maya Angelou <https://www.youtube.com/watch?v=LyHqafC740Q&t=2s>

Access Our Instructional Video: <https://www.youtube.com/watch?v=4JvSk717d6o&list=PLN2FL32merRuRHx09XccIgc93jCmp5DW&ivindex=4>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



5. ADJECTIVE MONSTER



Travel Kit:

2 sheets of paper, colored pencils or something to draw with, scissors, something to put your different adjectives in and pull out of (like a hat, cup, or bowl)



Your Destination:

Learn about adjectives, and then incorporate what you have learned about them into the game, Adjective Monster.

On the Path:

Step 1 Review what adjectives are: a word that is used to describe or modify a noun. These words add descriptive details to the person, place, or thing that is being discussed in your sentence.

Step 2 Examples of some adjectives: the grass is green, the sky is blue, there are five cats, there are eight sandwiches, the principal is nice, the monster is scary.

Step 3 Now it is time to play the game. The purpose of this game is to draw a monster using adjectives you picked out of a hat. Rip the two sheets of paper into multiple pieces and on each of the pieces, write down an adjective.

Step 4 Put all the pieces into your bowl, hat, or cup, and pull out twelve adjectives. Each adjective will represent a different part of the monster, starting with the head, then body, arms, legs, hands, feet, eyes, ears, nose, mouth, neck, and then finally their teeth. Be sure to use many different kinds of adjectives, not only colors. Doing this will ensure that your new monster friend will be unique.

Step 5 Once the twelve adjectives have been picked, it is time to draw and color the monster. Use any of the adjectives picked for each category of your monster.

Group Tour:

Compare monsters, using your descriptive adjectives. What part of your monster is your favorite?

Extend the Journey:

Write a story about your monsters. What is your monster's personality like? Who else will your monster run into on their journey, and how will they interact with each other?

Learn New Vocabulary: adjective, noun, unique

Access Our Instructional Video: <https://bit.ly/3FfLGfa>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



6. POPSICLE PUPPETS



Travel Kit:

scissors, one popsicle stick per puppet, 2 pipe cleaners per puppet, an image cut out from a coloring book or magazine, for the puppet head, or a picture drawn by the student



Your Destination:

Puppets and puppet shows have been used in the arts for a very long time. They are a fun and interactive way to tell stories. Make puppets out of popsicle sticks and pipe cleaners, and tell your own story. For help with the instructions, watch the instructional video in the link below.

On the Path:

Step 1 Collect images of characters from your favorite books (ask a parent's permission to cut from books), magazines, or coloring book, or draw your own. This will act as the puppet's head.

Step 2 Take two pipe cleaners and make sure they are even with each other. Pinch around at the top of the pipe cleaner and then twist them together slowly. Keep doing that until you reach the end of the pipe cleaner.

Step 3 Next, fold the pipe cleaners in half. Pinch the middle, and twist the looped end, not the open end.

Step 4 Spread the open ends of the pipe cleaners apart a little bit.

Step 5 Push the top of the loop down into the twisted part of the pipe cleaners.

Step 6 Now it is time to glue. Glue the top of the pipe cleaner to the end of the popsicle stick. Be sure to put it aside to dry for a few minutes before moving on.

Step 7 Use the images collected earlier to make the head of the puppet. Glue the image selected onto the popsicle stick body.

Step 8 Give your new puppet friend a name. What personality traits does your puppet have? What is their story?

Group Tour:

Put on a play with your friends using your puppets! Improvise, or write out your own dialogue, then use your puppets to act out dramas with yourself, in pairs, or in a group.

Extend the Journey:

Learn about the history of puppets: <https://kids.britannica.com/students/article/puppet/276586>

Learn New Vocabulary: puppet

Access Our Instructional Video: <https://bit.ly/3EcpjG9>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>

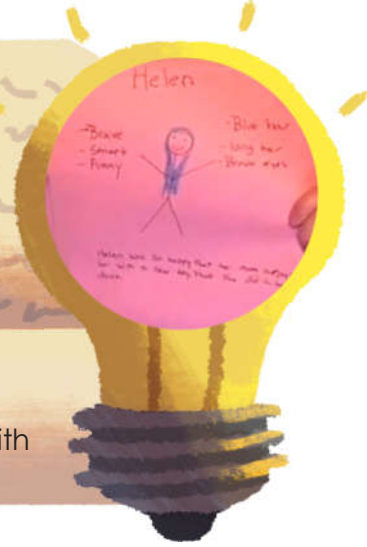


7. CHARACTER TRAITS, PHYSICAL TRAITS, EMOTIONAL TRAITS



Travel Kit:

something to write with, paper, something to draw with



Your Destination:

Learn about how to create a well-rounded character through this fun activity. While learning about character traits, physical traits and emotional traits, you will create a character of your very own. You can make your newly created character go on different adventures in whatever stories you may write.

On the Path:

Step 1 Character traits describe a character and their personality. Character traits are what make up a person on the inside and reveal themselves in a story through what a character says or does. Character traits provide insight as to why a character behaves a certain way. Some examples of these are to be kind, brave, tough, and honest.

Step 2 Physical traits describe what a character looks like on the outside. It is the detailed description of their appearance. Some examples of physical traits include height, hair type, and eye color.

Step 3 Characters should have feelings, which are described as "emotional traits." These are feelings that only affect a character temporarily, normally due to an outside force, like another character, for example. These emotional traits can be shown through what characters say and do. They are often based on a

particular circumstance caused by an event in the story. Some examples are:

- My mom surprised me with a pet cat, so I felt happy and did a happy dance.
- Because the weather was overcast and rainy, Danny began to feel sleepy.
- I could not understand my homework, and now it is frustrating me.

Step 4 Grab a sheet of paper, and draw a picture of your character. Think of each kind of trait you just learned about and try to incorporate them into the drawing. Use facial expressions to express emotional traits. Drawing a setting or a background may help your chosen traits seem more obvious to someone else looking at your drawing.

Step 5 Name your character, and write down at least three examples of each of the types of traits you learned about that your character now has.

Group Tour:

Share and compare characters with a friend. What is different about their character? Is there anything that is similar?

Extend the Journey:

Write a story about your character! What adventures will they go on? Who will they meet along the way, and what events will take place that will change the emotions of your character?

Learn New Vocabulary: character trait, emotional trait, physical trait

Resources and Visual Aids: Sometimes it can be hard to think of some traits for a character. Here is a list of examples of character and emotional traits that you can use in your own work: <https://bit.ly/3Fj9nDg>

Emotions chart: <https://drive.google.com/file/d/1Sk6lHQ0txqc1-gRncJ-ht3TVYBW76gbT/view>

Access Our Instructional Video: <https://bit.ly/3pbC8fI>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



8. STORY STRUCTURE WITH DR. SEUSS



Travel Kit:

Green Eggs and Ham by Dr. Seuss

Your Destination:

Learn about story structure through the classic, *Green Eggs and Ham*, written and illustrated by Dr. Seuss. Identifying the beginning, middle, and end of the story, we will pick apart the different sections and determine what characteristics are in each to see how they combine into one story.

On the Path:

Step 1 Review the fundamentals of story structure: beginning, middle, and end. The beginning of a story is the introduction to the setting and characters. This acts as the starting point for the reader, and it should provide enough information for your reader to be able to keep up with the rest of the story. The middle contains the rising action of the story. This is the driving force that compels the story to continue and be resolved. The ending generally contains the climax to the story, this is the resolution to the rising action. The climax of the story is also usually considered the most interesting and eventful part.

Step 2 Start to read *Green Eggs and Ham* by Dr. Seuss.

Step 3 Stop after the beginning. Explain how the beginning of the story follows the definition of the beginning, as described in step 1.

Step 4 Read the middle of the story. Explain the rising action of the story, and write how a problem has occurred that needs to be resolved.

Step 5 Finish the story. Go over the climax of the story and discuss it. What is being resolved here? How did the story end? Discuss how each section of the story led into the next to keep the story flowing.

Group Tour:

Think of your favorite story, and then identify a distinct beginning, middle, and end. You can share this with the class, if you would like. Another simple example: Peter is a young student, and so is his friend, Amy. They both have a big social studies test coming up, and Peter is worried about his grade. Amy offers to help Peter study. The pair studies together before the test as well as on their own. Peter goes into the test confidently, and he gets a good grade, as does Amy. The two celebrate by getting ice cream after school.

Extend the Journey:

Explore the philosophy behind, *Green Eggs and Ham*:
<https://www.prindleinstitute.org/books/green-eggs-and-ham/> (This activity is better suited for older students)

Enjoyed the book? Here is a link to 10 more activities you can do:
<https://rockyourhomeschool.net/green-eggs-and-ham/>

Learn New Vocabulary: climax

Access Our Instructional Video: <https://bit.ly/3mm8l2b>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



9. TRAVEL TIME



Travel Kit:

suitcase handout, paper, something to write with, something to draw with



Your Destination:

There are so many different places in the world! Pick a place in the world to travel to, then write about the location. Discuss the best aspects of the location, like the weather or history behind your location. Be sure to pack your bag with our suitcase handout. What would you bring on a trip to this place?

On the Path:

Step 1 Pick a place you would like to visit in the world. Some examples are England, a friend's house, the beach, a mountain range, or an amusement park. Your options for the place are limitless.

Step 2 Write down the reason you picked this place. Write a sentence or two for the following questions: why did you pick this location? What would be your favorite thing to do at this location? What makes this place unique? Is there anything else that you would like to say about this location?

Step 3 Color in the handout. Print the name of the location on a sticker on the suitcase. For the other stickers, draw and color in other places that you have been to or would like to go to someday.

Group Tour:

Share and compare with the rest of the class. Ask others if there is anywhere new that they have heard of that they might like to go to now. What made them want to go to this new place?

Extend the Journey:

Write a story about your dream destination, or tell a story about an interesting thing that happened at a place you have visited away from home. This story can be true or completely made up. Be as creative as you would like, and be sure to share the story with a friend or family member!

Learn New Vocabulary: vacation

Resources and Visual Aids: Suitcase handout:

<https://artsphere.org/wp-content/uploads/2018/05/Suitcase-handout.pdf>

Access Our Instructional Video: <https://bit.ly/3sDoTqz>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



10. SOMEBODY-WANTED-BUT-SO-THEN (SWBST)



Travel Kit:

a short story, paper, something to write with

Your Destination:

The strategy, "Somebody-Wanted-But-So-Then" (SWBST) is used during or after a reading to provide a framework to summarize a story. It helps students to identify key elements such as conflicts and resolutions. Using a short story of your choosing, use the SWBST strategy to improve your summary skills.

On the Path:

Step 1 Review the "Somebody-Wanted-But-So-Then" (SWBST) method, as follows

- *Somebody*: Who is the main character of the narrative?
- *Wanted*: What does the main character want or want to do?
- *But*: What is the problem? Why is the main character unable to get what they want?
- *So*: How does the main character solve the problem?
- *Then*: What was the resolution?

Step 2 Read the short story of your choosing. You can find many free examples using the link in the "Resources and Visual Aids" section below. Some easy-to-understand stories are "Three Little Pigs," "Little Red Riding Hood," and "The Tortoise and the Hare."

Group Tour:

Write a short story (about 1-2 paragraphs), and identify your own SWBST after trading stories with a partner.

Extend the Journey:

Short stories have been around for centuries. Learn more about the history of short stories:
<https://www.britannica.com/art/short-story/History>

Learn New Vocabulary: short story

Resources and Visual Aids: Find some short stories to use:
<https://americanliterature.com/short-stories-for-children>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>



11. BOOKMARKER MAKER



Travel Kit:

sheets of paper or construction paper (1 sheet = 3 bookmarks), colored pencils, markers, or crayons; scissors



Your Destination:

Make reading even more fun by creating a bookmark to help you keep your place. Make as many as you would like for each new book you read. Be as creative as you would like.

On the Path:

Step 1 Think about the book you are reading, and come up with a theme for your bookmark based off this book. Some examples of this could be a fantasy kingdom, a sci-fi space station, a jungle, or a mysterious detective.

Step 2 Take a sheet of paper and fold it vertically (hot dog style) twice to create three, tall, equal sized pieces of paper.

Step 3 Draw out your design for your bookmark. Be as creative as you can be – you can include the setting of your story, draw out an important scene or the main character, or just draw a picture on the bookmark that fits the general theme that you chose.

Step 4 Cut out your bookmark along the folds of each bookmark.

Step 5 Use your bookmarks in your favorite book as a placeholder to help you find the page you left off at. You can also place it under each sentence to help you with reading.

Group Tour:

Compare your bookmarks! Why did you choose this theme? Write a story to tell about the placeholder.

Extend the Journey:

When you have finished reading your book, draw a picture of your favorite scene. Comic books and graphic novels are also a very popular form of entertainment. Try making a comic book or graphic novel version of the book you just read!

Access Our Instructional Video: <https://bit.ly/33Om0Zl>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>

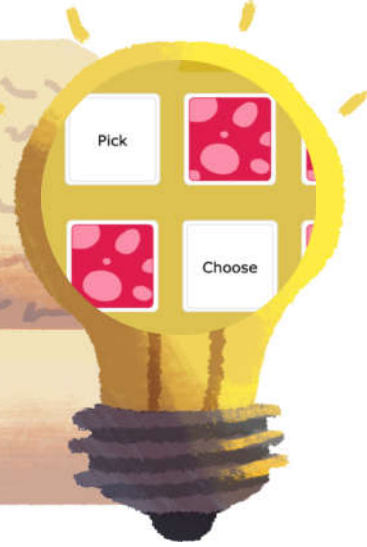


12. SYNONYM MATCHING!



Travel Kit:

paper, pencil, highlighter or pen to underline with



Your Destination:

Learn what a synonym is through this fun matching game. Synonyms are words that mean the same thing as another word.

On the Path:

Step 1 Review what a synonym is. A synonym is a word that has the same or similar meaning as another word.

Step 2 Think of ten different words. The words can be simple nouns (person, place, or thing) or adjectives (describing words). Some examples of words that can be used include the following: big, sad, funny, and kid. More examples are provided in the link below.

Step 3 Using your sheet of paper, write down each of the 10 words in a list format. Write an equal (=) sign after every word to signify that the synonym you come up with matches the word you have already written down.

Step 4 Go down the list of words you have written and come up with a synonym for each one. This is a good writing exercise because it will help you to not repeat the same words over and over again. Adding variation in your writing is a good way to keep your reader interested in your story.

Group Tour:

Find a partner, and think of another five words and some synonyms for them.

Extend the Journey:

Try this fun matching game to test your synonym knowledge and your memory!

<https://www.turtlediary.com/game/matching-synonyms.html>

Antonyms are the opposite of synonyms; they are two words that mean the opposite of each other. For example, an antonym "small" is "big." Learn more about antonyms:

<https://bit.ly/3J05GVo>

Learn New Vocabulary: antonym, synonym

Resources and Visual Aids: More examples of words to use for the matching game:

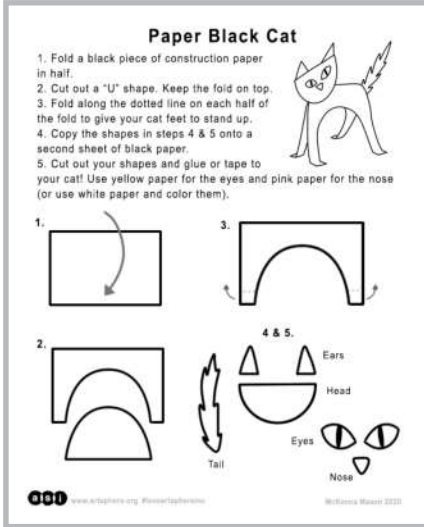
<https://examples.yourdictionary.com/examples-of-antonyms-synonyms-and-homonyms-for-kids.html>

Access Our Instructional Video: <https://bit.ly/3mjoTb6>

Learn More: <https://artsphere.org/interactive-programs/classes/creative-writing/>

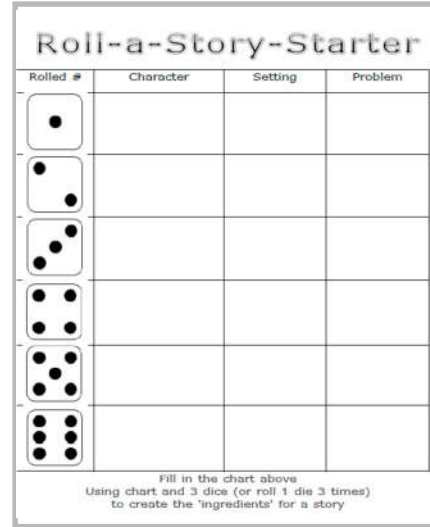
APPENDIX

1 Purr-fect Halloween Cat Craft



<https://bit.ly/3qhGJfy>

3 Roll-a-Story



<https://bit.ly/3aqK8fG>

9 Travel Time



<https://bit.ly/3qhH4Pm>

General playlist link to all videos:

<https://bit.ly/3f4Tjd9>

Learn more:

<https://artsphere.org/interactive-programs/classes/>

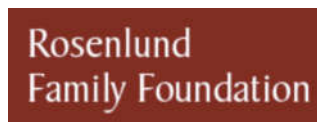
ABOUT US



Art Sphere Inc. (ASI), founded in 1998, provides meaningful free arts programs for underserved populations in an effort to engage the creativity in communities, empower neighborhoods, explore the positives in peoples' lives, and heal the mind, body, and spirit through the arts.

Working with hundreds of volunteers every year and partnering with numerous civic, academic and governmental organizations, our grassroots events help support inner-city neighborhoods. ASI's in-school, after-school, in-person and online workshops lay the framework for the arts to nourish the character and development of youth, open up a new world of social engagement and reinforce the school curriculum.

We appreciate the generous support of Penn Treaty Special Services District and other foundations and institutions who among our other supporters have paved the way for Art Sphere Inc. to continue to serve the public through on-site and online education programs.



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