

ACTIVITY 1: Identity

BOOK CONNECTION:

Looking Like Me

Who Am I?

How do you see yourself? In *Looking Like Me*, when Jeremy looks in the mirror, who does he see? A **brother**, a **son**, a **writer**, an **artist**, a **dancer**, a **talker**, a **runner** and a **dreamer**!

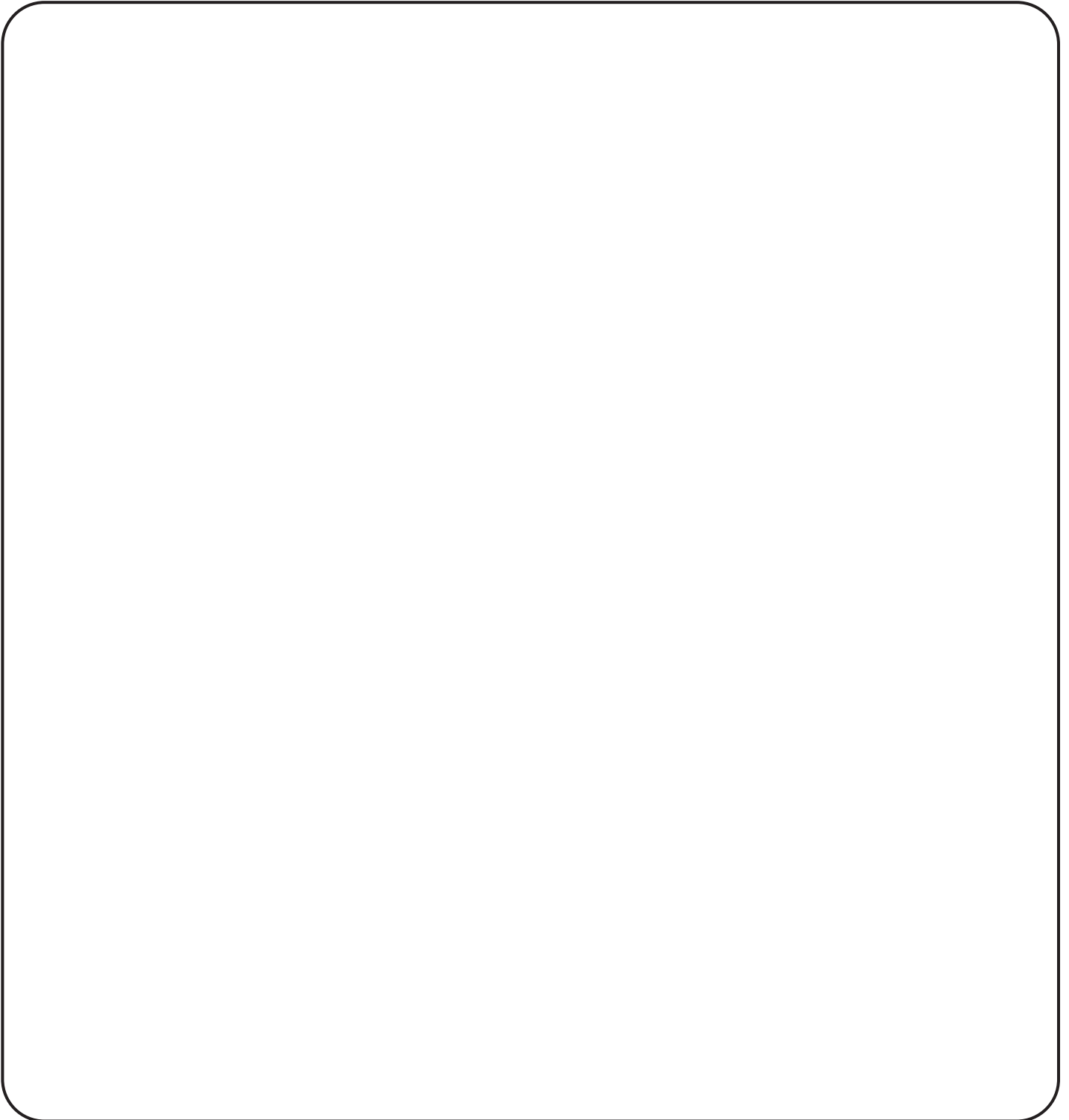
Part 1: I'm a...

Look in the mirror. Who do you see? Color in the boxes that describe all of the things **YOU** are. Add your own words, too! You'll use these words on the next page.

Friend	Gamer	Artist	Leader	Dancer
Comedian	Volunteer	Athlete	Musician	Actor
Maker	Explorer	Eco-Warrior	Reader	Classmate
Problem-Solver	Collector	Writer	Scientist	Gardener
Chef / Baker	Caregiver	Math Pro	Singer	Sibling
Animal Lover	Builder / Fixer			

Part 2: I'm All Me!

Try making a **collage** that's all YOU. Cut and paste pictures, doodles, and the colors you love. Add all of the words that describe you, too. You can use the space below, or grab a separate piece of paper to hang on the wall. Like what you've created? Give yourself a **BAM!**



What Kind of Friend Am I?

In *Jo Jo Makoons: The Used-to-Be Best Friend*, Jo Jo asks her Kokum (Grandmother) how to make more friends.

Kokum says: "You don't have to try to be friends with everyone, but...you should try to be friendly with everyone. Being friendly can mean saying please and thank you. Or it can mean you hold back from saying something not nice."

Part 1: What's Your Friendship Style?

✓ Check off some of the ways **YOU** show friendship. Then add some of your own ideas to the list!

Making room for someone to sit down

Saying I'm sorry if I've hurt or upset someone

Cheering someone up

Sticking up for someone

Inviting someone to join your game

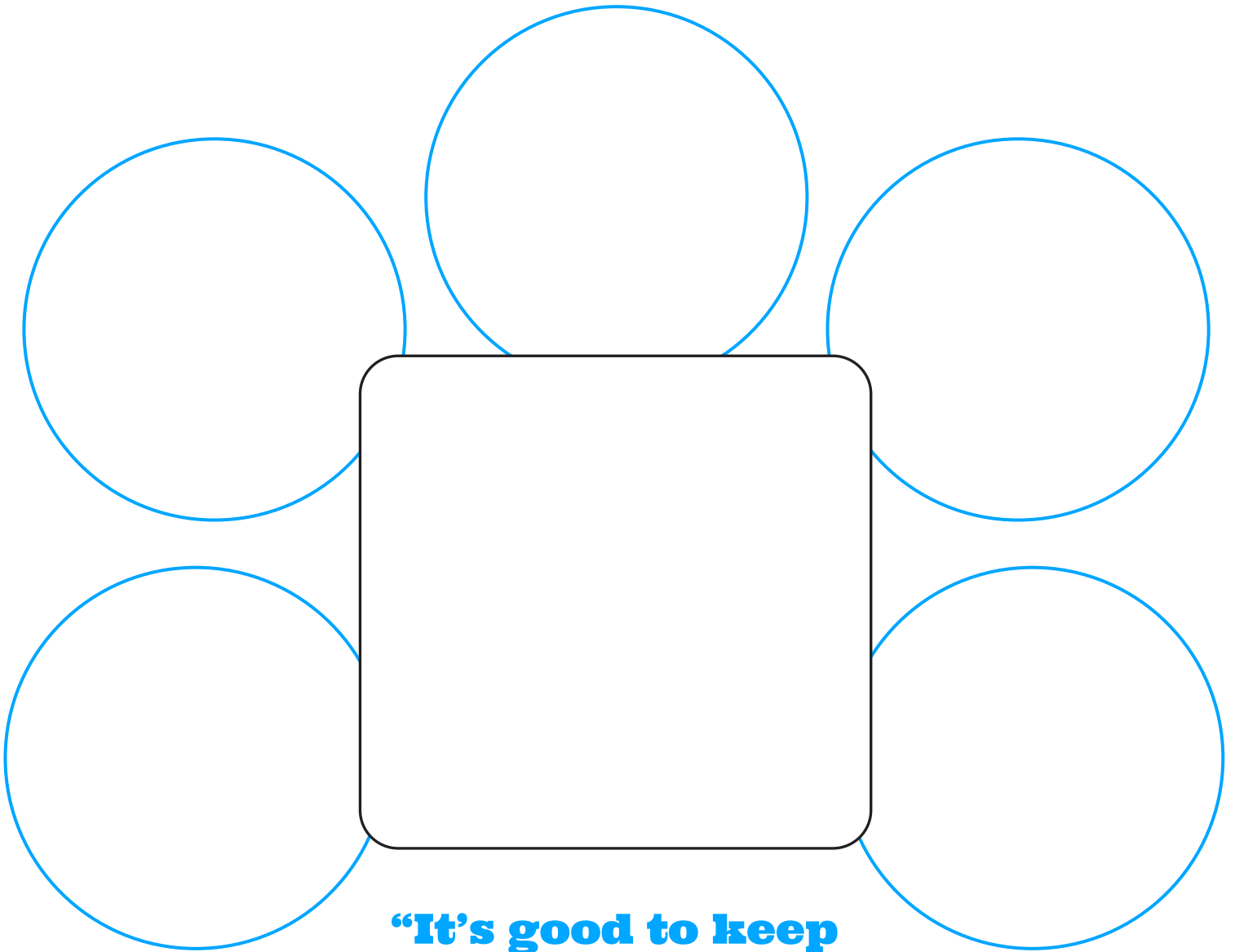
Reading a book with someone

Offering my help

Try saying "Hello!" in Ojibwe like Jo Jo Makoons does! Say, "Boozhoo!" (Pair up with an adult to go online and hear how to pronounce it.) Can YOU say hello in any other languages?

Part 2: I'm a Good Friend!

Draw yourself in the center of the page. Choose some of the best ways you show friendship from the list you made. Add them in the bubbles around your drawing.



“It’s good to keep practicing being friendly!”

— Jo Jo

A new way I want to try showing friendship is by _____

What Kind of Thinker Am I?

Juana from *Juana & Lucas* makes creative comparisons to describe what she sees and feels. **How do YOU use words to describe your world?**






Part 1: Team Up With Juana

Use your imagination and creativity! Draw a picture to go with each of the comparisons Juana makes.

Juana says her mom "has a smile as bright as the stars." Who in YOUR life has a smile like that? Draw them!	Juana says her textbook is "as heavy as rocks." What do YOU own that's heavy as rocks? Draw it!

Part 2: I'm a Creative Thinker!

Try making some creative comparisons of your own! Check off a comparison from the list, or think up a new one that's funny, serious, sweet, or weird. Get as creative as you like, it's all up to you!

<p>Reading a good story feels like:</p> 	<p><input type="checkbox"/> a treasure hunt <input type="checkbox"/> floating away in a balloon <input type="checkbox"/> _____</p>
<p>Laughing feels like:</p> 	<p><input type="checkbox"/> fizzy bubbles in a soda <input type="checkbox"/> rolling down a big hill <input type="checkbox"/> _____</p>
<p>Being upset feels like:</p> 	<p><input type="checkbox"/> wearing wet shoes <input type="checkbox"/> a rumbling volcano <input type="checkbox"/> _____</p>
<p>Solving a difficult problem feels like:</p> 	<p><input type="checkbox"/> riding a roller coaster <input type="checkbox"/> climbing a huge mountain <input type="checkbox"/> _____</p>
<p>Being happy feels like:</p> 	<p><input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____</p>

Pick one of the creative comparisons you made and draw a picture! Then use a sentence or two to explain what you've drawn.

I'm A Problem-Solver

The best way to face a problem is to DO something. But what? In *Mountain Mission*, Russell and his team use lots of strategies!

Part 1: Find Your Problem-Solving Style

Circle the letter you would choose to solve each problem below.

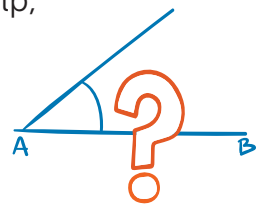


1. My friend seems angry with me. I'm not sure why. I would:

- a. Ask my other friend what I should do. They usually have good advice.
- b. Ask another friend if they know why my friend is upset.
- c. Tell my friend I can see they are mad and ask them to tell me what's wrong.
- d. Wait until recess, invite my friend to play and offer to share my snack with them.

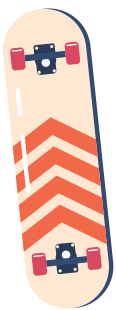
2. My math homework is confusing. I would:

- a. Ask the teacher to do more examples with me.
- b. Look in my notebook for more questions like the ones in my homework.
- c. Talk to my deskmates about what I've tried so far and what I'm going to try next.
- d. Try problems together with my friend after school. If I still need help, I'll ask my big brother.



3. I lost my sister's skateboard at the park. I would:

- a. Ask a friend to help me search the park for the skateboard.
- b. Ask the kids at the park if they've seen the skateboard and if they know where it went.
- c. Tell my sister what happened and ask how I can make it better.
- d. Make "Lost Skateboard" posters and hang them around the park.



Mostly A's	Mostly B's	Mostly C's	Mostly Ds	A Mix of Letters
The Support Seeker You know it's OK to ask for advice or support from someone you trust.	The Info Gatherer You hunt for more information that will help you decide what to do next!	The Talker You work through problems with words to help you see possible solutions more clearly.	The Planner You think about which steps you should take to solve your problem.	Flex-Solver You match different strategies to each problem, like getting help and info, talking, or planning.

Part 2: I'm a Super-Solver!

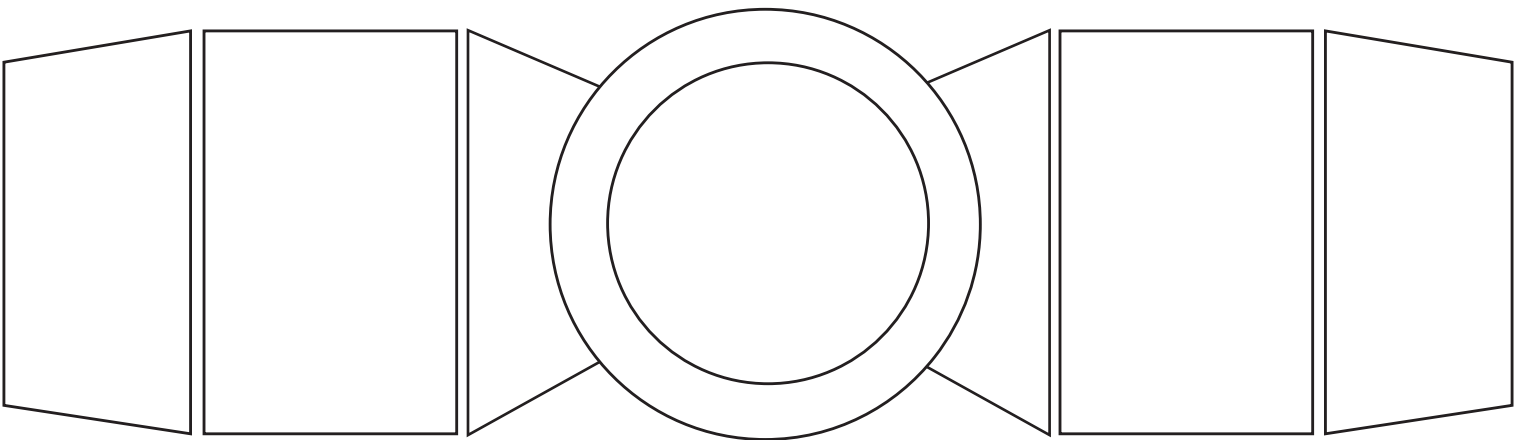
Check off some of your favorite problem-solving strategies. Then add a few strategies of your own to the list.

<input type="checkbox"/> Ask questions	<input type="checkbox"/> Talk it out	<input type="checkbox"/> Take a break and try again later
<input type="checkbox"/> Make a plan	<input type="checkbox"/> Make a list	<input type="checkbox"/> Ask "What would happen if?"
<input type="checkbox"/> Teamwork	<input type="checkbox"/> Get more info	<input type="checkbox"/> Break problem into smaller chunks
<input type="checkbox"/> _____ _____	<input type="checkbox"/> _____ _____	<input type="checkbox"/> _____ _____

“Start with what you know!”

— Eliza,
Mountain Mission

Choose 3–5 of the best problem-solving strategies. Write them in your superhero tactical belt below. You can even draw emojis for each one. Now you're well-equipped for a problem-solving adventure!



Write and illustrate a short story starring YOU—a problem-solving superhero! What problems do you encounter? Which strategies will you pull from your superhero belt to solve them?

ACTIVITY 5:
New Experiences

BOOK CONNECTION:
Big Foot and Little Foot

What Kind of Explorer Am I?

In *Big Foot and Little Foot*, Hugo the Sasquatch longs for new adventures—to build a boat, to become a sailor, and to visit what he calls the Big Wide World. **What do you dream of doing?**

Part 1: My Dreams

Think about **YOUR** experiences and adventures! Fill in the blanks below.

PAST • Things I've Done	FUTURE • Things I'd Like to Do
I've already learned how to:	One day, I'd like to learn how to:
An animal I've seen in real life:	An animal I'd love to see in real life:
A cool food I've tried:	A cool food I'd like to try:
Ways I've helped others:	Ways I could help others:

New experiences in your life can make you feel excited, nervous, strong, frustrated, proud... **Draw an emoji** to show how some of these new experiences make you feel:

Meeting a new person	Making a mistake	Starting a new book
Visiting a new place	Solving a problem	Reaching a goal

Part 2: I'm an Adventurer!

In the space below, draw a map. Mark some of the interesting places, adventures, and experiences you've had **already**. Next, add ones you're excited to try **one day**. Last, draw a **line** to show where you've already been on the map. Add a **dotted line** to where you plan to travel next!



Example

Which new experience are you most excited to try? Why? Tell a family member!

ACTIVITY 1: Identity

BOOK CONNECTION:
Manjhi Moves a Mountain

Who Am I?

What makes you YOU? In *Manjhi Moves a Mountain*, Manjhi is a determined person, a problem-solver, and a good neighbor. Now, think about your identity.

Part 1: Find Your Traits

First, complete the crossword using the trait words in the word bank. A *personality trait* reflects how a person behaves and feels.

WORD BANK brave, creative, friendly, funny, helpful, honest

Across

- 3. You make things easier for other people.
- 4. You always tell the truth.
- 6. You are nice and welcoming to others.

Down

- 1. You like to come up with new ideas.
- 2. You make people laugh.
- 5. You do hard things, even when you are afraid.

How Do Your Traits Help YOU?

Manjhi uses his traits to solve a big problem.

These are the traits that I use to solve problems:

_____ and _____

Part 2: My Community Web

Manjhi's community inspires him to take action. This means the people around him help affect who he becomes. **Use the web below to show how the people in your life help shape who YOU are!**

1. Draw yourself in the center of the web.
2. Then, add people you are connected to, like family, friends, and coaches.
3. Explain how each person helps shape who you are. For example, *My grandpa helps me be adventurous because he makes new foods for us to try.*

helps me be

because

helps me be

because

helps me be

because

helps me be

because

Your family, friends, and community can help you face challenges!

ACTIVITY 2:
Solving Problems

BOOK CONNECTION:
*Kids Who Are
Changing the World*

Solve a Problem

Have you ever had a problem that was tough to solve at first? You are not alone! The kids in *Kids Who Are Changing the World* tried different ways to solve problems. If one way didn't work well, they tried another way.

Part 1: The Problem

Think about your communities (like a neighborhood, school, or team). **Draw a picture of a problem in your community that you would like to help solve.**



Part 2: The Solution

Make a plan for how you will help solve that problem. The lists on pages 14, 23, 31, and 40 of *Kids Who Are Changing the World* may give you some ideas.

Brainstorm your ideas below! Then, **circle** your favorite.

--

My Plan to _____

<p>Step 1: What will you do first?</p>	
<p>Step 2: What will you do next?</p>	
<p>Step 3: What is the last step in your plan?</p>	
<p>Inspiration: What will you say to yourself to keep going, even when it is hard?</p>	

ACTIVITY 3: Friendship

BOOK CONNECTION:

Mia Mayhem vs. the Super Bully

Build Your Friendship Muscles

As Mia learns in *Mia Mayhem vs. the Super Bully*, everyone needs help from their friends! However, even close friends can hurt each other's feelings sometimes. **Part of being a good friend is knowing when to apologize, like Mia does.**

Part 1: Interview a Friend

Chat with a friend or family member. Ask them these questions:

1. Can you tell me about a time when a friend helped you with a problem?

2. Did you ever have a disagreement with a friend?

3. How did you and your friend make up?



Part 2: Act It Out

Team up with a family member. Act out a scene where two friends have a disagreement, then apologize and make up. You can invent your own scene or choose a scene from the book.

Was there a time when you hurt a friend's feelings and weren't quite sure how to fix it? **Practice an apology now, so you'll be ready next time!**

CAST LIST

Your name

will be hitting the stage as:

Role you'll be playing
("Myself" is an option!)



Partner's name

will transform into:

Role they'll be playing

Plan Your Skit

Why my friend felt hurt: _____

Ideas for what I could say to apologize: _____

ACTIVITY 4: Creativity

BOOK CONNECTION:

The Boy Who Harnessed the Wind



Imagine It!

Can you use your imagination to make something new?

Being creative can help you face challenges. For example, in *The Boy Who Harnessed the Wind*, William is very curious about how things work. With his creativity, he uses items from the junkyard to build a windmill to help his village.

Part 1: Gather and Create

- 1. Find** an empty shoebox or small box.
- 2. Use** William's story as inspiration. Collect unwanted items that you find outside or in your home (like leaves, tiny pebbles, or old magazines).
- 3. Decorate** the box by attaching the items you found. You can even make the box into a 3D sculpture!
- 4. Use** the shapes on the next page to write notes to yourself. Store them in the box. When you need help facing a problem, read the notes to inspire you!



Part 2: My Advice to Myself

When you are facing a problem, you may have a lot of feelings. Sometimes, that makes it hard to remember how much you already know! **Before you face a problem, write down your advice to yourself, so you'll be ready.** Store the notes in the box you decorated.

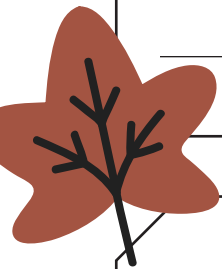
Dear Me,
When you're sad, remember
this happy memory:

Dear Me,
When you're trying to do
something difficult, remember
when you learned how to

You were able to do it because you

Dear Me,
When you're feeling lonely, go talk
to _____ because

Dear Me,
When you want to help someone
else, remember when _____
(person) helped you by doing



ACTIVITY 5:
New Experiences

BOOK CONNECTION:
Vera Vance, Comics Star

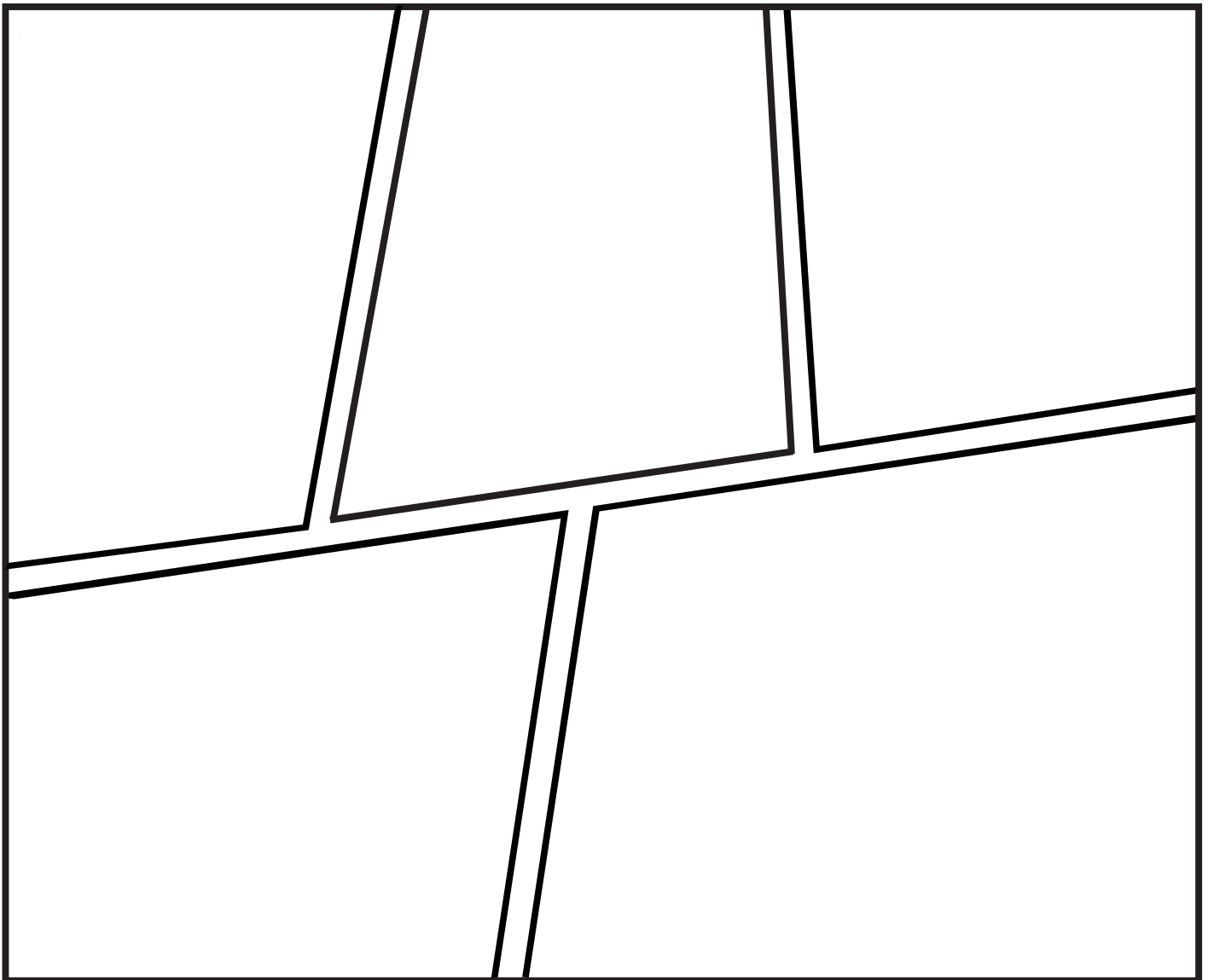
Try Something New

Having a new experience can come with challenges.

But, as Vera learns in *Vera Vance, Comics Star*, you can also have fun and learn a lot about yourself!

Part 1: A New Experience

Draw a comic strip of a new experience that you would like to have. You might think of a new activity, a team you would like to join, or a place to visit!



Part 2: My Action Plan

How would you handle this new experience? Fill out the bubbles to plan what you would do.

Which of your **traits** could help you?

How could your **friends** help or join in?

“You have to stand up for yourself when there’s something you really, really, REALLY want.” —Vera Vance, *Comics Star*

What **problem** might you face?

How could you **solve** it?