

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**!

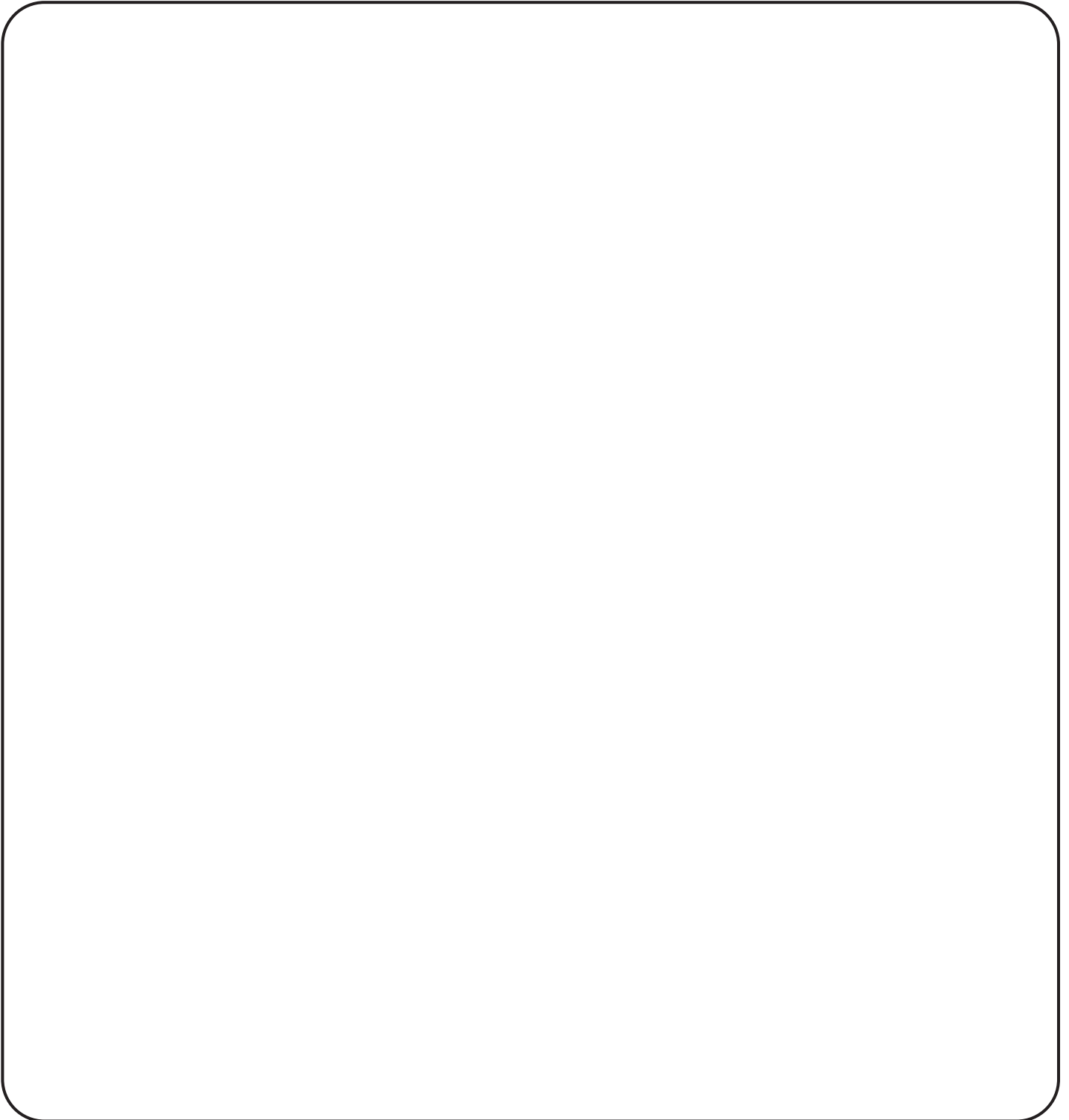
Part 1: I'm a...

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

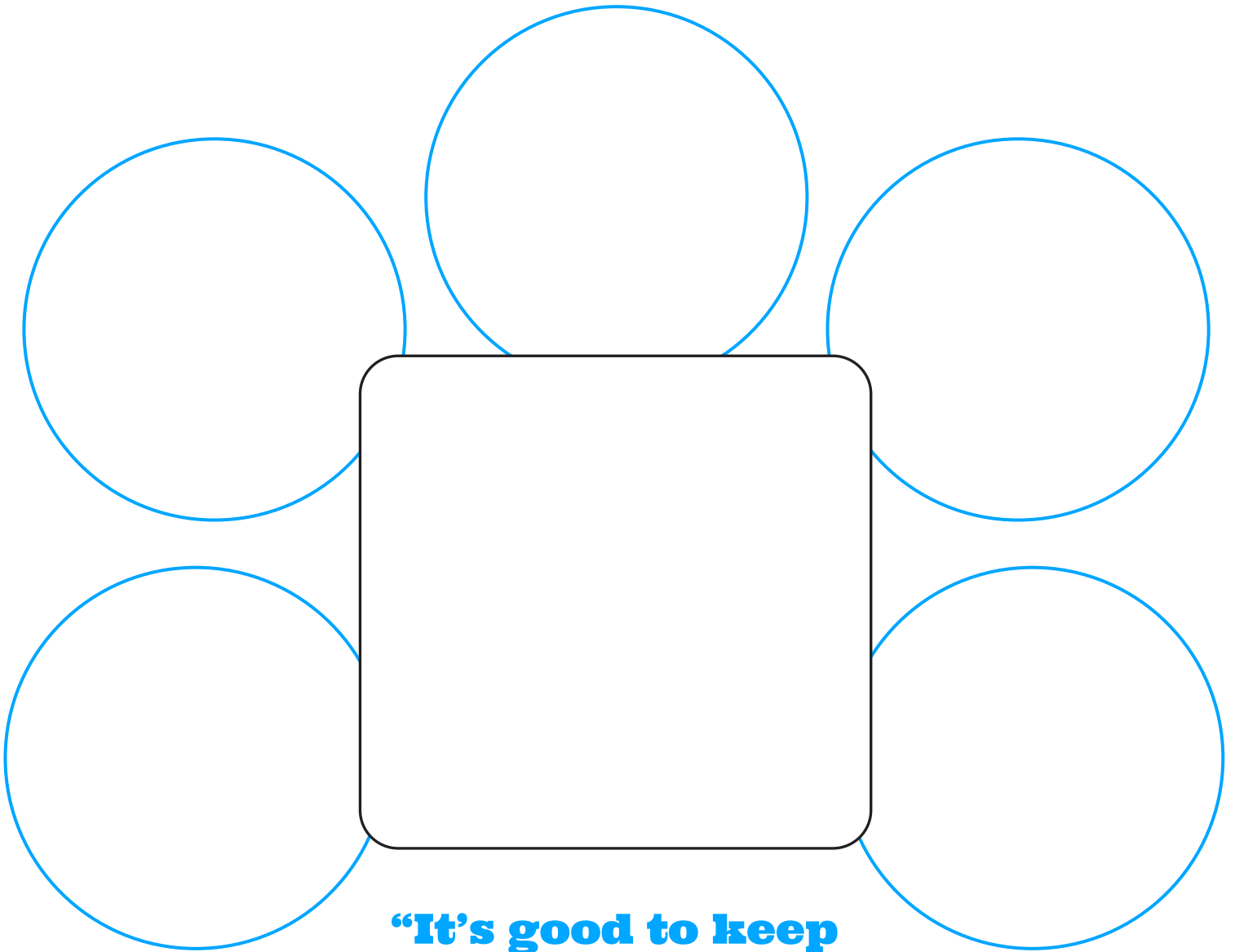
Reading a book with someone

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.

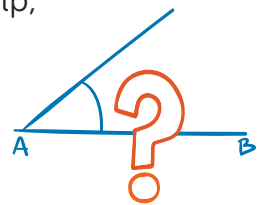


1. My friend seems angry with me. I'm not sure why. I would:

- 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.

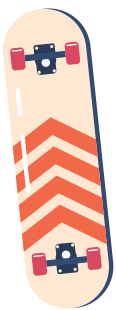
2. My math homework is confusing. I would:

- 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!

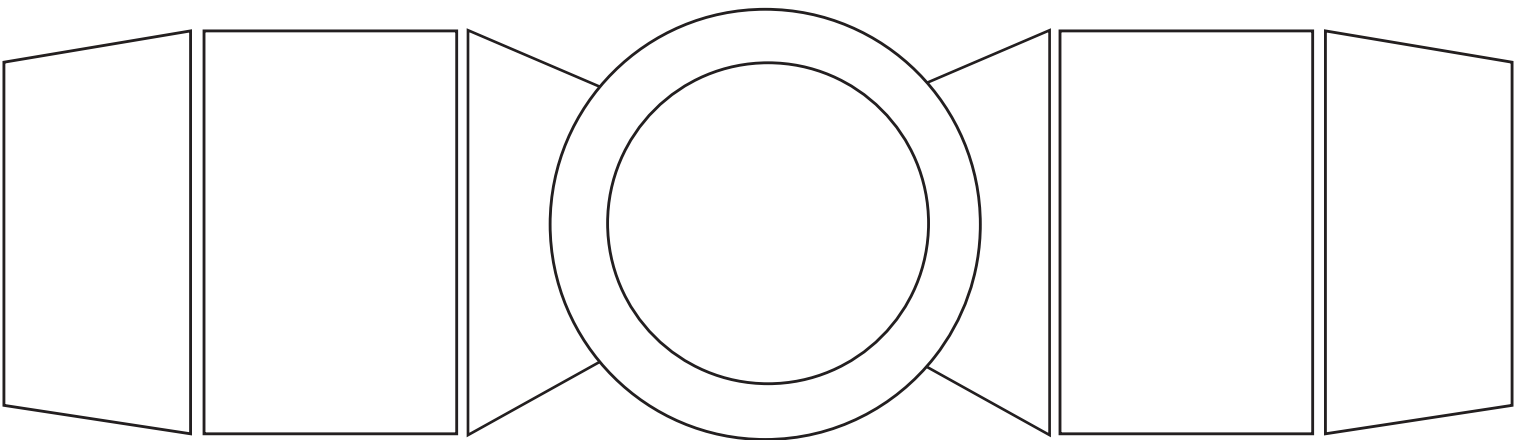
Check off some of your favorite problem-solving strategies. Then add a few strategies of your own to the list.

<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!