

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.

1

2

3

4

5

6

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.

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

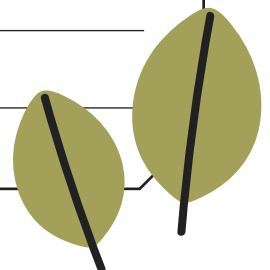
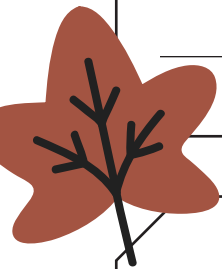
Dear Me,
When you're sad, remember
this happy memory:

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

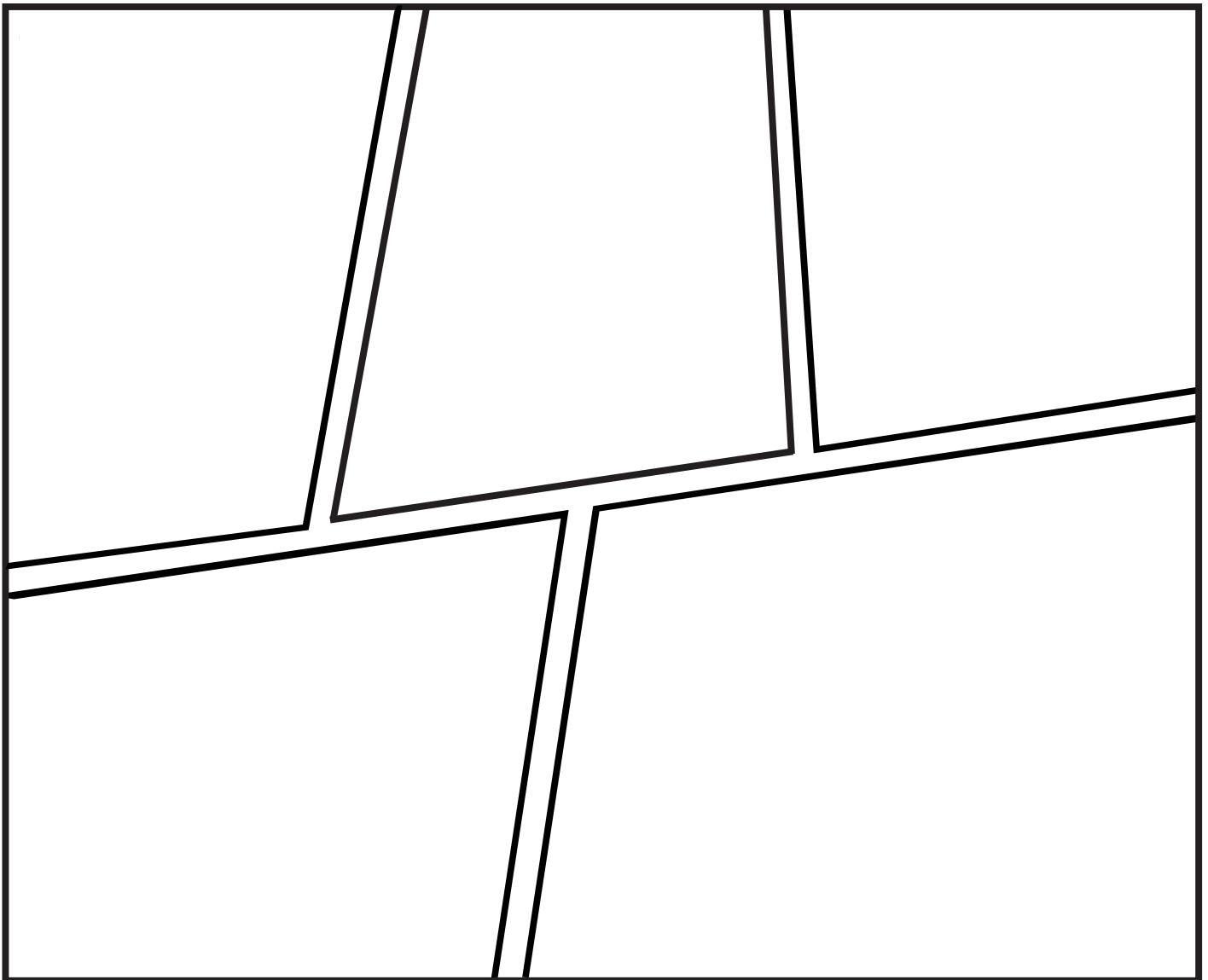
Try Something New

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?