



# Literacy Challenge

*Pathfinders + Rangers*



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To earn this badge complete 6 activities plus the closing service project

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# Act it Out

## What to Do:

### Tableau

1. Have everyone bring in a scene from a book that they like: groups can choose which to do.
2. Pick out the most important parts of the scene, what's the climax of it? What do you want the audience to come away with? Think about what emotions the characters are feeling and what body language is connected to those emotions.
3. In a tableau (a freeze frame of a scene) act out that scene.
4. Tips: Tableaus look better when people are at different levels (standing, lying down, sitting, etc.)

### Skit

1. Pick a scene from a book, with lots of plot or emotion.
2. Cast your characters: do you want to be Romeo... or a tree? Challenge yourself to be brave and out there! No one's judging you here! Even trees can be major players if you make them so! It's up to you!
3. Think about what the characters are feeling and how you can portray that through body language and what you want the audience to learn from the scene. Think about what you want to put importance on.
4. Rehearse your lines, make sure you're giving positive feedback in order for everyone to improve!
5. Now, it's your time to shine! Act out your scene for your unit! It's the unit's job to point out all the things they liked and something they thought could've been done differently.

**Outcome/Objective:** Analyzing written scenes to understand how they would look and what they mean

### Supply List

- Printed scripts for skits
- Optional: A camera to take pictures of the tableaus or skits

### Skills You'll Build

- Public Speaking
- Acting
- Analyzing scenes of a story
- Teamwork

# Old Book, New Story

## What to Do:

- Step 1: Divide into groups or keep them as individuals. Give each group an old picture book and craft supplies. You could give them a theme such as ‘women empowerment’ or ‘self-acceptance’ if you want.
- Step 2: Have them use the craft supplies to reimagine or rewrite the book. For example: cut paper to rewrite the words or change the pictures with markers. You could change a story about getting a makeup kit into getting a potion kit.
- Step 3: Pair groups together and have them share their new stories.
- Step 4: Discuss.

## Objective/Outcome

- Media Literacy

## Skills You’ll Build

- Literacy
- Creativity
- Teamwork

## Supply List

- Old picture books
- Paper
- Scissors
- Glue
- Markers
- Other craft supplies

# Create a Children's Book and Bridge

## **What to Do:**

### Brainstorming:

1. Think about your intended audience: what were you like when you were their age? What did you need to hear or what do you think they need to hear? Starting at the moral of your story think back about how you can shape the story to include that moral.
2. Next think about characters: what kind of person does your audience need to see, what traits, beliefs or experiences do these characters have?
3. Think about the plot and what the climax of your story will be. Think about the environment around your characters and how you can build towards the climax.
4. Set out a rough plan for what's going to happen, in what order so that the illustrators know what to draw!

Next split people up into writing and the art.

For art: You can do drawing, painting or photographs: it's up to you!

Put all your pages together and then staple them

**Objective/Outcomes:** For older girls to help teach and interact with younger girls and get them excited about literacy

### **Supply List:**

- Paper
- Pens, pencil crayons, paint, camera
- whatever you want to use for the pictures in your book
- A stapler for putting the book together

### **Skills You'll Build**

- Writing
- Drawing, painting or photography
- Symbolism and how to represent emotions through art

# Draw Your Story

## What To Do:

1. Brainstorm with your unit different characters from your favourite books/movies and talk about why you like them.
2. With your ideas, start drawing! Create your own story/fairytale character. They might be really kind or helpful.
3. Get into groups and explain your character to your group. Then make a skit/story about your groups' characters. For example, the kindness of the princess gets taken advantage of by the villagers and her friends the dragon slayer and ice hero help her stand up to the villagers.
4. Present your skit to your unit!

## What You'll Need

- Paper
- Drawing tools (markers, pencil crayons, pencils)

## Objectives

- Work with others to solve creative problems

## Skills You'll Build

- Creativity
- Problem Solving
- Teamwork



# Tell A Story

## **What To Do:**

1. Get into a circle with your unit.
2. This activity gets you involved with creative storytelling the way you want. One person starts the story with a sentence. For example: Once upon a time there was a dragon who could tap dance. The story can be about anything.
3. The person beside them continues the story with another sentence such as: He loved dancing, but his shoes didn't fit.
4. Keep going around the circle until the story is finished. Aim to have a problem that is solved at some point in the story. Your story must make sense!

## **What You'll Need**

- An object to pass around, such as a ball, if you want to pass around something to show who is talking

## **Objectives**

- Work with others to solve problems creatively

## **Skills You'll Build**

- Teamwork
- Creative Thinking
- Problem Solving



# Draw Your Favourite Scene

## What to Do:

1. Choose one of your favourite books to read. Choose one of your favourite scenes of the story and visualize the details. Think about the place, people, and what's happening in detail.
2. Once you've got an idea of how the scene will look, draw a picture or comic strip and include all the details that you find important.
3. Share your drawing or comic with the unit and explain all of what's happening and why you chose to draw out this scene of the story.

## Objective/Outcome for activity

- Working on better visualizing and understanding details in books

## Skills You'll Build

- Visualization
- Imagination
- Creativity

## Supply List

- Pencils
- Markers
- White paper
- Your chosen book





# Judge a Book by It's Cover

## **What To Do:**

-Step 1: In this activity the girls will be judging books by there covers forget what we've all been taught and give them your best judgement which one would you rather read? Do they look interesting? Do they look boring?

-Step 2: Once you've decided which book looks better hand it to the girls and let them read a bit of it after they've figured out that it's boring then hand them the other book and ask them to decide on which one they would rather read.

-Step 3: Ask the girls why they picked the book with the more interesting cover first, after that ask them why they think the book with the more interesting cover wasn't what they expected it to be and explain to them that this is why you should never judge a book/person by its cover.

## **Objective/Outcome:**

-The objective of this activity is to show the girls that its whats inside that matters not on the outside because you may think someone/something looks interesting when they're really quite boring, just like you may think someone/something looks boring when they're really quite interesting.

## **Skills You'll Build:**

- That not everything is as it seems
- You should never judge a book by its cover
- You should give everything a chance before you judge it

## **Supplies List:**

-Two books such as a blank chapter book and a math textbook remember to cover up the names of the books.