



# Activity Packet

A collection of resources aligned to the theme of Adventure



A sense of adventure can take us to amazing places, both near and far. From travel to trying new things to dreaming of new possibilities, adventure is a wonderful thing. Children often shape their own sense of adventure through stories and tales.

## This packet includes activities for...

- Educators to use in the classroom
- Parents/caregivers to use at home
- Students to use for their own exploration

## Design Your Own Adventure

Students design a fantasy adventure and see if others would like to experience it, too.

**Note:** This activity is appropriate for independent work or work in pairs.

### Steps

1. As a class, read several books about adventure and do a quick analysis of each book on the board:
  - a. What was the adventure in one sentence?
  - b. Where did it happen?
  - c. Was it planned or sudden?
  - d. What was the main feeling the character(s) had about the adventure?
2. Tell students that they will be given time to design their own adventure. They should think about the questions you used to analyze the books together and be able to answer them for their own adventure.
3. Provide a specific period of time for students to think/daydream about their own adventure. Encourage them to doodle, draw, and talk to each other.
4. Have students draw a picture in the style of a photo that might be taken of their adventure in progress and include the answers to the questions below as a caption. (You may use our Photo Page as a template.)

What was the adventure? \_\_\_\_\_

Where did it happen? \_\_\_\_\_

What was the feeling? \_\_\_\_\_

Once the photo pages are complete, post them around the room and allow students to walk around and consider other students' adventures. Have them place a check mark next to those adventures they'd like to have, too.



## Adventure Photo

A large, empty rounded rectangle with a thin blue border, intended for a student to draw or paste an image of an adventure.

Adventure:

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Location:

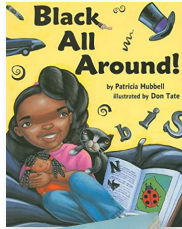
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Feeling:

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I want to go, too! \_\_\_\_\_

## Recommended Books



**Black All Around**

Author: Patricia Hubbell  
Illustrator: Don Tate  
Grades: PK-2



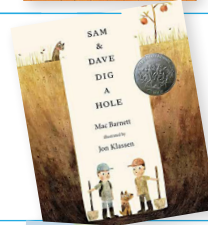
**Saffron Ice Cream**

Author & Illustrator: Rashin Kheiriyeh  
Grades: PK-3



**Jabari Jumps**

Author & Illustrator: Gaia Cornwall  
Grades: PK-2



**Sam and Dave Dig a Hole**

Author: Mac Barnett  
Illustrator: Jon Klassen  
Grades: PK-3



**The Most Magnificent Thing**

Author & Illustrator: Ashley Spires  
Grades: PK-2



**Ivy & Bean**

Author: Annie Barrows  
Illustrator: Sophie Blackall  
Grades: 1-5



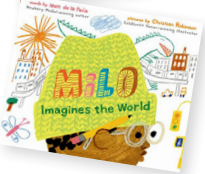
**Julián Is a Mermaid**

Author & Illustrator: Jessica Love  
Grades: PK-3



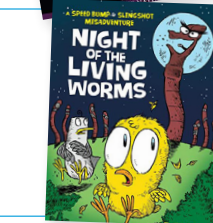
**The Secret Galaxy**

Author: Fran Hodgkins  
Photographer: Mike Taylor  
Grades: 1-6



**Milo Imagines the World**

Author: Matt de la Peña  
Illustrator: Christian Robinson  
Grades: PK-3



**Speed Bump & Slingshot Misadventure: Night of the Living Worms**

Author & Illustrator: Dave Coverly  
Grades: 3-5

**Discussion questions for any recommended book listed above:**

1. Does adventure always mean doing something daring?
2. Do you think adventure is more exciting if you do something alone or with other people?
3. What is the most adventurous thing you've ever done? Do you think it would make a good story?
4. If you could go on any adventure in the world, what would you do?
5. Do you consider yourself adventurous? Why or why not?

For additional activities for the books listed, please visit [www.RIF.org/Literacy-Central/Collections/Adventure](http://www.RIF.org/Literacy-Central/Collections/Adventure)

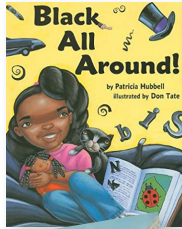
## Adventure Cards

**Note:** Our class is learning about adventure with literacy resources from Reading Is Fundamental. Complete this activity with your child to help deepen their understanding of adventure. This activity can be completed with any number of cards. It is easy to adjust to suit your needs.

### Steps

1. Talk with your child about books they have read about adventure in school and/or read a few books about adventure at home.
2. Identify some things that make a good adventure (e.g., something new, something challenging, something mysterious or unusual).
3. Using index cards or scraps of paper, create a set of adventure cards—one adventure per card. Create as few or as many cards as you like. Some examples: eat breakfast for dinner (or dinner for breakfast!), wake up in the wee hours of the morning to see what's different when most people are sleeping, go for a walk and count how many pets you see while walking, try something you've never done at the playground.
4. Set a plan for how and when to draw the cards and have the adventures together.
5. Enjoy your adventures.

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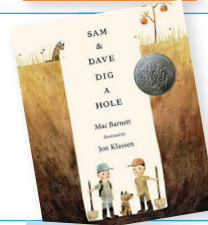
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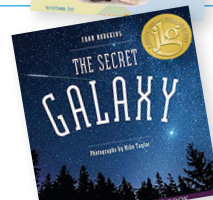
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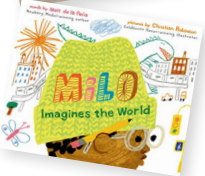
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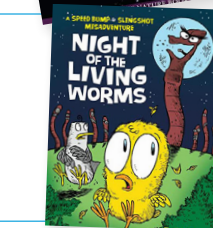
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# Time Capsule Adventure

Are you dreaming about the adventures you'll be able to have as a grown-up? For this activity, write down one adventure that you know you want to have when you're an adult. Include as many details as you can imagine. Then, seal it up and plan to open it when you're 21 years old! (Give it to a grown-up in your life for safekeeping, if that will help.)

**My Grown Up Adventure (To be opened on \_\_\_\_\_ )**

Blank writing area with horizontal lines for text entry.