

Parents,

Attached you will find activities to complete with our current One Book, One School book, Escape from Mr. Lemoncello's Library. If your child is new and does not have the book yet, these activities can be completed with any book they are currently reading or independently. Also, please let us know they did not receive the book and we will get one to them as soon as possible.

Here is an approximate timeline for completion of these activities:

Day 1: Predicting Activity

Day 2: Understanding Character Traits

Day 3: Understanding Voice

Day 4: Understanding Setting

Day 5: Understanding Main Events

Day 6: Understanding Theme

Day 7: Illustrations

Day 8: Create your own game – now that we have discovered all about our books – create your own game! Mr. Lemoncello created board games and he created escape games. Create your own game, and just like Mr. Lemoncello lived by no rules, you have no rules other than it needs to make sense and someone should be able to pick it up and know how to play it!

Day 9: Create your own game!

Day 10: Create your own game!

If you have any questions, I'm available on Dojo and school email.

Thanks,

Ms. Henry

NDES School Media Specialist

Predicting the Story

Look at the cover of your book. What clues do you see on the cover that tell you what this book will be about?

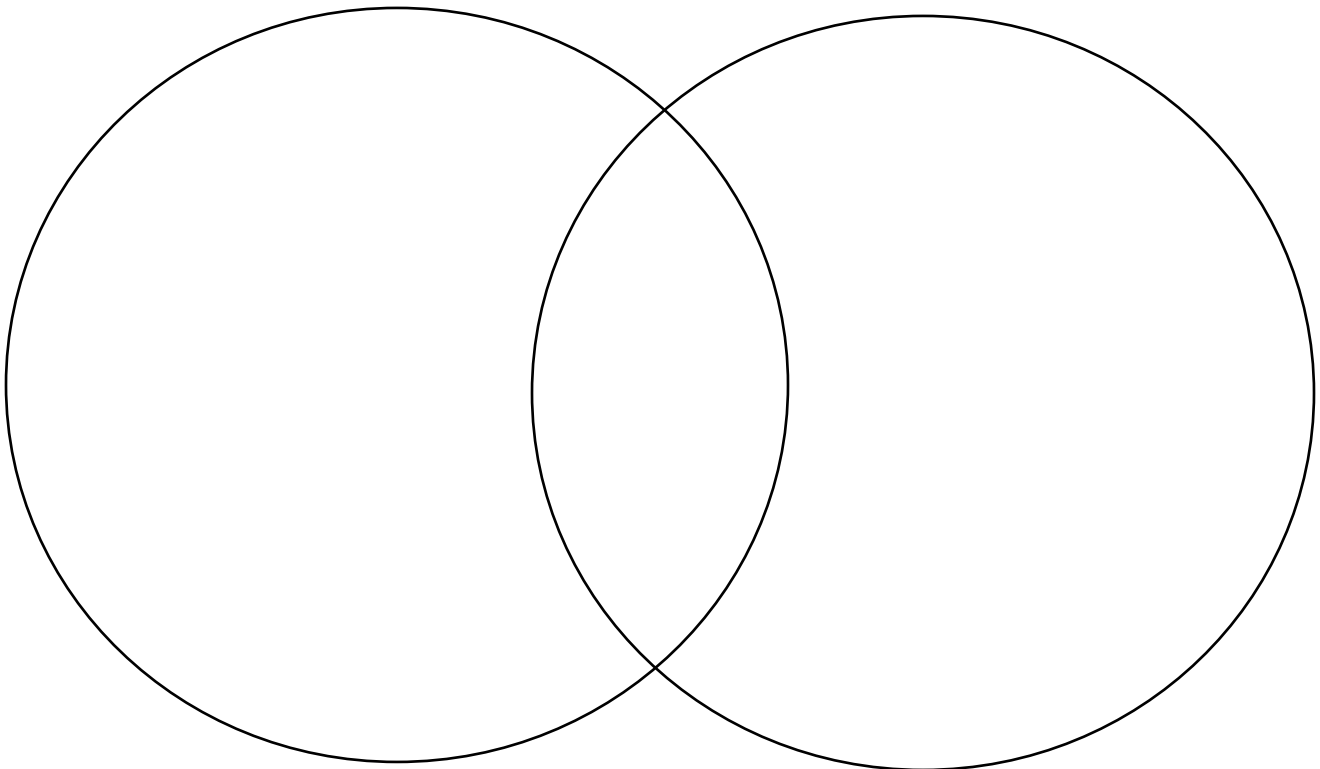
Look at the back cover, does it have a summary of the story? If so, does reading the summary change what you think? If so, how?

Understanding Character Traits

Pick your favorite character from the book, for example, Kyle or Akimi.

Write down some character traits for this character.

Fill out the Venn Diagram below comparing the character your picked to a character in your favorite book or to yourself.



Understanding Voice - Interview with Mr. Lemoncello

Mr. Lemoncello is known for his eccentric ways and powerful mind. Pretend you are a newspaper reporter who is covering the opening of his library and prepare 4 questions you would ask in the interview, then write how you think Mr. Lemoncello would respond. If you are using a different book, use a main character from your book and pretend you are interviewing them.

Questions:

1. _____

2. _____

3. _____

Answers:

1. _____

2. _____

3. _____

If you need extra paper, please use notebook paper.

Understanding Setting

The setting of this book is the most fabulous library Mr. Lemoncello could imagine including talking holograms, a video game room, and the ability to fly to the book you want. Create your own library and including everything you would want. Draw a floor plan below, then on a piece of notebook paper, explain the rooms and ideas.

Understanding Theme

Use what you have created on previous days to look back at the Characters, Setting, and a Main Event (Conflict) in the story.

Below, write a summary of the story.

Now think about a lesson learned by the character discussing the other characters involved, the conflict, the solution, and how it affected the summary of the story.

Now, what is the message of the story? What can you learn from this book?

Illustrations

Watch this video <https://youtu.be/y1p2FaYmes8> with author and illustrator Jarrett Lerner where he shows you how to draw robots, then create a robot that represents your favorite character in your book.

Understanding Main Events (Conflict)

Fill out the graphic organizer below using a big event that happened in the story in which it created conflict between characters. Be sure to include as many specific details as possible in the outside circles.

