

until every child reads

# **CREATIVITY** Activity Packet

A collection of resources aligned to the theme of Creativity

Childhood is a naturally creative time where every idea is original and the imagination is blooming. Let creativity loose with these books and resources and encourage experimentation and play as fundamentals for learning about the world and oneself.

This packet includes activities for...

- Educators to use in the classroom
- Families to use at home

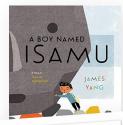
We recommend you print and copy the Family Resource pages to send home to extend and encourage continuous learning!

For more reading fun, visit <u>www.RIF.org/Literacy-Central/Collections/Creativity</u>

## **Recommended Books About**

# Creativity





**A Boy Named Isamu** Author and Illustrator: James Yang PK-2

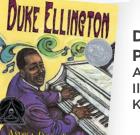


**The Dot** Author and Illustrator: Peter H. Reynolds K-5



**Lily Brown's Paintings** Author: Angela Johnson Illustrator: E.B. Lewis PK-3

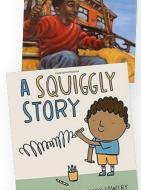
Magic Trash: A Story of Tyree Guyton and His Art Author: J.H. Shapiro Illustrator: Vanessa Brantley-Newton K-3



Duke Ellington: The Piano Prince and His Orchestra Author: Andrea Davis Pinkney Illustrator: Brian Pinkney K-4



**Extra Yarn** Author: Mac Barnett Illustrator: Jon Klassen PK-3



Max Found Two Sticks Author and Illustrator: Brian Pinkney K-3

A Squiggly Story Author: Andrew Larsen Illustrator: Mike Lowery PK-2



**Giraffes Can't Dance** Author: Giles Andreae Illustrator: Guy Parker-Rees PK-3



What Do We Do With All This Stuff? Author: Anna W. Bardaus Illustrator: Mike Byrne PK-1

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

- 1. What was the creative focus of this book?
- 2. How was the creativity in this book surprising?
- 3. How are you creative in your daily life?
- 4. What do you think helps people be creative?
- 5. Why is it important for people to share their creative works with others?

For additional activities for the books listed, please visit <u>www.RIF.org/Literacy-Central/Collections/Creativity</u>

### Classroom Activity:

This activity, based on many existing formal and informal artistic projects, will encourage your students to inspire and be inspired by each other.

**CREATIVITY SWAP** 

This activity is designed for independent work within project pairs.

#### STEPS

- 1. To prepare the class for this activity, read a selection of books featuring creativity and discuss how creativity came to play in them.
- 2. Have each student create something anything in a chosen genre (e.g., drawing, song, poem, pottery, story, photograph).
- 3. Explain to the class that they will each be generating two pieces of artwork, the one they just completed and another piece in the same genre based on someone else's work. Student pairs will have different forms. For example, someone who chose drawing could be paired with someone who wrote.
- 4. Then, have the students in the pairs swap pieces. Each student should create a new piece directly inspired by the piece they received from their partner. So, if a student who wrote a poem receives a drawing from their partner, that student should write a poem inspired by the drawing they received. And, their partner should draw a picture inspired by the poem they received.
- 5. Have pairs share their results together. Tshen have the whole class share or set up a gallery walk to showcase the work. Discuss or invite students to write artist statements about the process and how they were inspired to create.





Note to Families: Our class is learning about creativity with literacy resources from Reading Is Fundamental. Complete this activity with your child to help deepen their understanding of creativity.

Get silly and creative with your child just for the fun of it - and to reinforce learning.

#### STEPS

- 1. Gather up materials for a drawing session with your child: paper and something(s) to draw with.
- 2. Read the instructions with your child.
  - a. Spend 10 minutes drawing something on your paper. Set a timer. Do not look at the other person's paper. Do not spend much time thinking...just start drawing and keep drawing for 10 minutes.
  - b. After the 10 minutes of drawing, consider what you've made and write ON THE BACK of your paper what you made. Write: "I made a [and then fill in the blank]."
  - c. Swap papers, look at what the other person drew and try to fill in the blank at the top of their paper: "I made a [fill in the blank]."
  - d. Compare what each person thought they made with what the other person thought and discuss any differences.
- 3. If you enjoy drawing, play other drawing games: draw one line at a time, switching turns until you come to a complete picture; draw something and have the other person guess what you're drawing as quickly as they can; play a board game that features drawing, charades, singing, and other creative actions.

