



Activity Packet

A collection of resources aligned to the theme of Innovation



A new way of doing things that makes things faster, affordable, easier, better—that's innovation! Let the sky be your limit for imagining ways to make improvements with a focus on innovation and all its curiosity, creativity, and collaboration.

This packet includes a:

- Innovation classroom activity
- Innovation home activity
- Innovation recommended booklist

We recommend you print and copy the home activity and recommended book list pages to send home to extend Rally to Read 100 and encourage continuous learning!

For more reading fun, visit RallytoRead.org.



Problem → Solution

In this activity, students will be given time to think of a problem worth solving and then innovate to solve it.

This activity is designed to be completed independently, in small groups, or as a whole class.

Steps

1. Read one or more books about innovation and discuss innovation with your students: what is it, how does it work, why is it important? You may want to share this month's Rally to Read read-alouds.
2. Offer students, in groups or independently, time to think of a problem they encounter in their own lives. Remind them that problems may be personal (they have trouble measuring the right amount of toothpaste for their brush) or more communal (it's hard to settle down after recess).
3. Have them identify the problem in writing or as a cartoon/comic (i.e., mostly drawing but some captions or labels to convey meaning).
4. Provide time for them to think, discuss, and research possible solutions. If possible, provide manipulatives for them to use (e.g., paper, blocks, paper towel rolls, popsicle sticks; not all innovations will need these but it can help with the thinking process).
5. Have students design and explain their solutions in writing/reading aloud, through drawing/presentation, or some other media presentation.



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

Everyday Object Innovation

Challenge your child to innovate on their feet with this fun creativity game.

Steps

1. Select a few household items (e.g., spatula, scarf, book).
2. Gather players (e.g., siblings, friends) together—every player should get one item per round.
3. Taking turns, present each player with an item (should be a surprise) and give them 5 minutes to come up with 3 different ways the item could be used, other than its intended use.

Example: Pencil

1. Door stopper to keep a door from clicking shut
2. Ruler, as in “That table is 9.5 pencils long.”
3. Bookmark

Reading Is Fundamental has curated a list of books to help children further explore the theme of Innovation. Use this recommended book list to help your students/ children continue their discovery about this topic in school and at home. For additional activities for the books listed, please visit RIF.org/literacy-central/collections/rally-read-innovation-collection.

View read-alouds of titles in blue on RallytoRead.org this month.



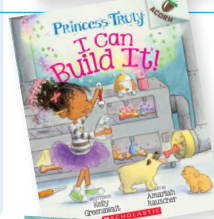
Reach for the Stars
Author: Emily Calandrelli
Illustrator: Honee Jang
Grades: PK-3



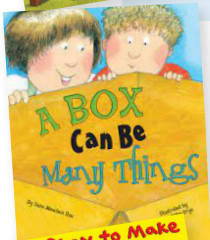
Let's Imagine: What Will We Build Today
Author: Katherine Durgin-Bruce
Illustrator: Mike Byrne
Grades: PK-K



Build!
Author & Illustrator: Chris Sickels
Grades: PK-2



I Can Build It!: An Acorn Book
Author: Kelly Greenawalt
Illustrator: Amariah Rauscher
Grades: PK-1



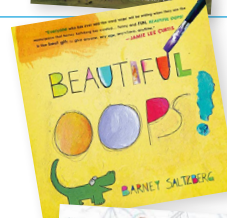
A Box Can Be Many Things
Author: Dana Meachen Rau
Illustrator: Paige Billin-Frye
Grades: K-2



The Great Stink: How Joseph Bazalgette Solved London's Poop Pollution Problem
Author: Colleen Paeff
Illustrator: Nancy Carpenter
Grades: PK-3



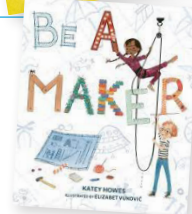
It's Okay to Make Mistakes
Author & Illustrator: Todd Parr
Grades: PK-1



Beautiful Oops!
Author & Illustrator: Barney Saltzberg
Grades: PK-2



Simple Machines
Author: David A. Adler
Illustrator: Anna Raff
Grades: PK-3



Be a Maker
Author: Katey Howes
Illustrator: Elizabet Vuković
Grades: PK-3

BARNES & NOBLE

Storytime Pick



What Do You Do with an Idea?
Author: Kobi Yamada
Illustrator: Mae Besom

Innovation Book Discussion Questions

1. How did the character(s) in this book innovate?
2. Who and how did the innovation help?
3. Describe a time when you created something new.
4. Can you think of 3 new ways to use a common object, such as a spoon, a pencil, or a paper lunch bag?
5. Do you prefer to innovate on your own or with a group of people and why?