



Making, Moving, and Playing



1. Be Blue Bird? As you reread the story, ask children to pretend that they are Blue Bird. Encourage them to act out Blue Bird's actions (flying, sleeping, resting, looking, et cetera). Ask what is tough about pretending and what is enjoyable about pretending.

2. Go Adventuring. Invite the children to come on an outdoor adventure like Blue Bird. Take notes about what they see, hear, smell, and feel, and welcome questions about what they notice. When you return, review the notes as a group and set about finding out more information about their inquiries.

3. Move to the Silence? Put on some music. When the music is playing, the children must sit very still. When the music turns off, they can act like their favorite character from *It Must Be a Weed*. It is tricky to be still when the music is playing and move about when it is silent.

4. What Do You Wonder? Encourage students to wonder what it would be like to be different in some way. What would it be like to glow like a fire fly or have a shell like a turtle? Provide them with drawing materials to create a picture of what they wonder.

5. Map It Out. As a class, map out Blue Bird's adventure on a large sheet of butcher paper. Coach them through the story sequence. Do the seasons change? Who does Blue Bird meet and when? Once the basic map is set, encourage children to add color, decoration, and details.

6. Name Game. See if the children can give other names for the animals in the story (E.G. fire fly—lightning bug, turtle—tortoise—terrapin). Are there differences (E.G. do turtles live only on land)?