

## Additional Activities

Note: For each of these activities, student responses may be written or drawn as appropriate for the skill level of the student(s).

**Character Map** – Ask students to choose their favorite character from the novel and complete a character map for that character. Ask them to think about what the character looks like, how the character acts, and how other characters react to the character they chose. A reproducible Character Map is on page 3.

**Significant Word** – Choose a chapter or particular page from the novel for which you want students to complete this activity. This can be completed before or after they have finished reading the whole book. Ask students to summarize the chapter (or page) in their own words. Ask students to count the number of words in their summaries. (You may wish for them to share their totals with the class.) Next, have them summarize the chapter (or page) in just one word. In a class discussion, students explain their choices and the various words offered as a summary. The class then chooses one word that best represents what happens in the chapter/page. Have them repeat the activity using a different chapter/page. You may want students to choose the chapter or page they want to summarize.

**Life Lesson Chart** – At the conclusion of the book, have students work to complete a Life Lesson Chart. Either provide them with a theme for the top of the chart or ask them to provide one. Have them gather supporting evidence from the book. Some of the chapter questions will help with this task as well. Finally, have them explain how the theme fits their own lives. A reproducible chart is on page 4.

**Character Change Continuum** – Using the Character Change Continuum sheet, have students record significant events in Blaze’s experiences from the beginning of the novel to the end. The study questions for each chapter may be helpful with completing this activity. There are a variety of ways their responses may be shared. Perhaps having students share their individual responses while a whole class continuum is completed would be a beneficial close for this exercise. A reproducible Character Change Continuum sheet is on page 5.

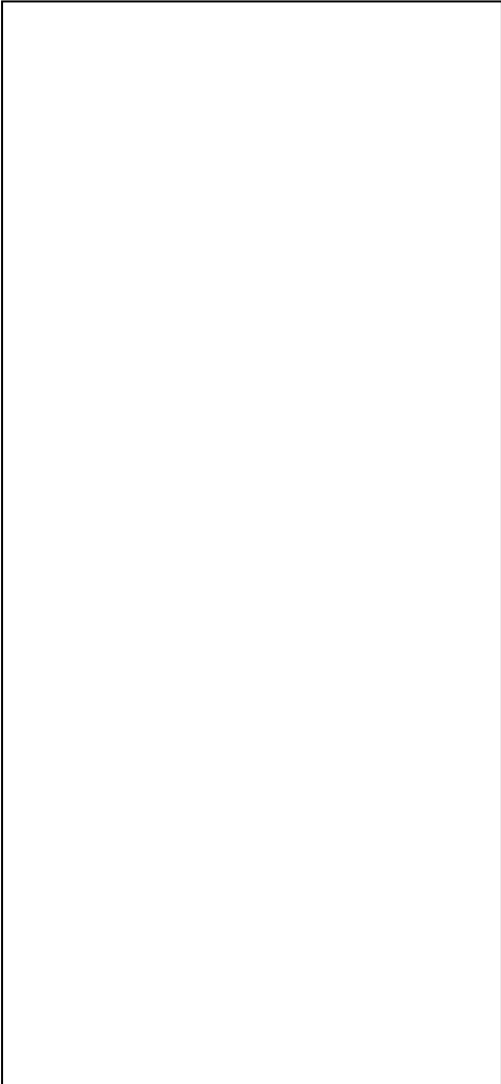
**Prediction Strategies** – Show students the front cover/jacket of the book. Ask them to predict what the book will be about based on what they see on the book jacket/cover. Record their predictions on a chalkboard, flip chart or other visible location. Next, read the first chapter of the book aloud. Ask students to write down how they think the story will end. As the book is read (aloud or independently) pauses should be made at appropriate points to bring out details that confirm the predictions students made. At significant points in the book, have students summarize what has happened in the story to that point. Their summaries should be recorded. Ask students to talk about other books with similar circumstances. Summarize all of the information students can use to predict the end of the story. Their endings should fit with the details found in the book. Students should write or draw, as appropriate, their endings. Their endings should be shared with the class. Either aloud or silently, they should read the end of the book. Students should point out ways their endings make connections with the actual ending of the novel.

**Exploring Plot** – Have students complete a plot diagram for the novel. Ask them to write brief phrases summarizing the events that belong in each phase. Depending on the ability levels of students, this may be done individually, in small groups, or as a whole class discussion. A reproducible plot diagram is provided on page 6.

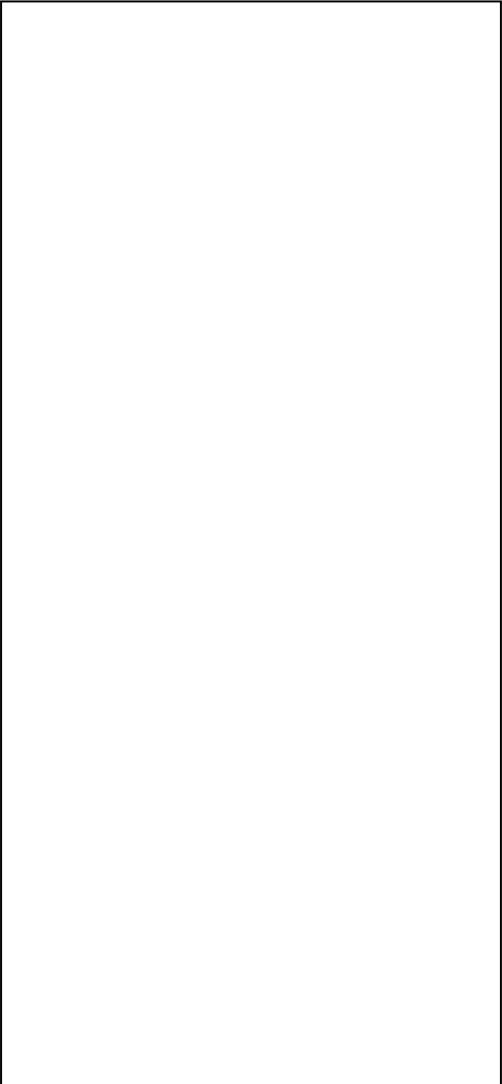
**Vocabulary Bingo** – There are two ways to play this game. The first is for simple word/sight recognition. The teacher calls out the vocabulary words, and the students cover the called word on their bingo cards. In the second version, the teacher reads a definition, and the students cover the word being defined on their bingo card. If the definition version is played, the teacher will need the agreed upon set of definitions the class has decided to use based on the reference materials available to them. Student cards begin on page 7; teacher calling cards, on page 17.

# Character Map

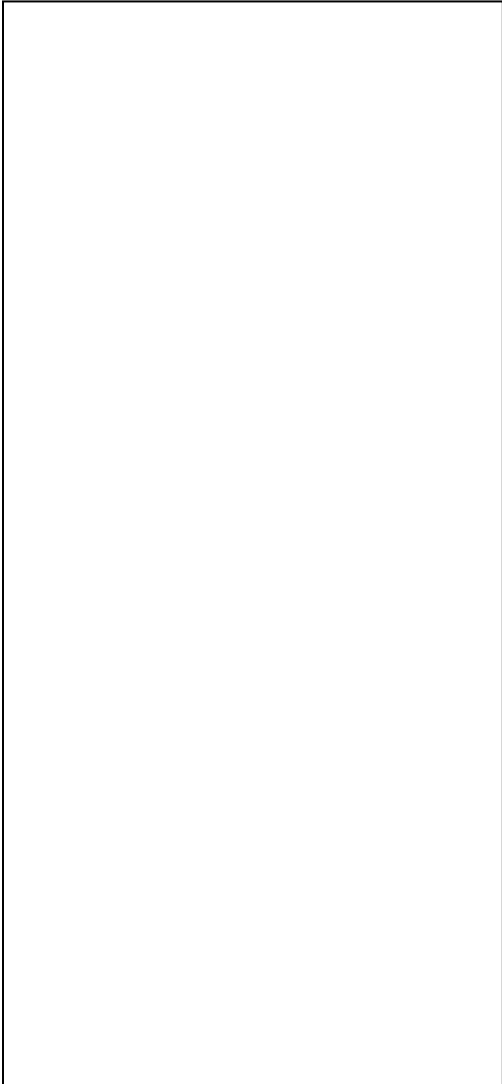
What the character looks like:



How the character acts:



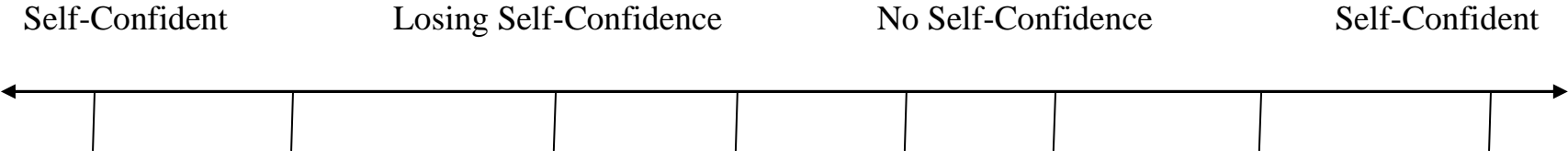
How other characters react to him or her:



Life Lesson Chart  
*Pond Punkies: Book One, The Arrival*

Theme
Supporting Evidence from text
So what? What does this theme mean to me? How does it relate to my life?

Character Change Continuum  
Pond Punkies: Book One, The Arrival

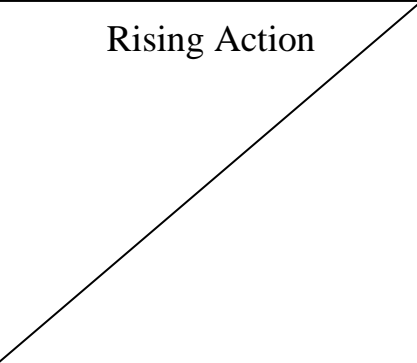


Plot Diagram

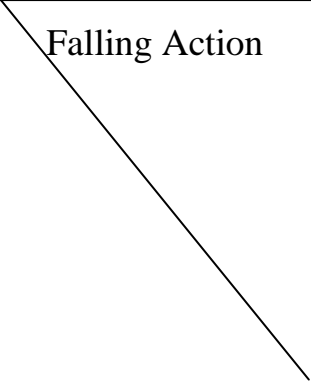

Climax


Rising Action


Falling Action



Exposition

Resolution


B	I	N	G	O
elder	Fortress	bejeebers	scuttle	eerie
outskirts	Zone	pulsate	seep	shriek
hunker	Erupt	ember	encounter	vibrate
massive	Sprint	gigantic	cavity	salute
analyze	Magnificent	debris	spew	indication

B	I	N	G	O
propel	Cylinder	lurch	static	authentic
clan	Rage	beacon	gesture	swerve
mumble	Gawk	sliver	reject	imprisonment
pucker	Encircle	apology	cosmic	defect
capture	Guffaw	hover	backstroke	chute

B	I	N	G	O
convince	inflate	diversion	clutch	distraction
soot	ache	heebie jeebies	orbit	cruel
crevice	peer	slither	elevate	ancient
foul	inch	imprint	geyser	telepathic
disgust	shiver	glimpse	frantic	scale

B	I	N	G	O
ton	slump	prim	nudge	super nova
stagger	whirlpool	raspy	scan	somersault
gadget	replica	observatory	pillar	prophecy
bolt	fork	thaw	vanish	murky
pale	wrench	extinguish	concentration	fumble

B	I	N	G	O
mouth	paralyze	collapse	guffaw	hover
edible	torch	rumor	capable	rhythm
hurricane	retreat	prevail	menace	empty
elder	fortress	hysterics	bejeebers	scuttle
eerie	outskirts	zone	pulsate	seep

B	I	N	G	O
fortress	bejeebers	scuttle	elder	eerie
zone	pulsate	seep	outskirts	shriek
erupt	ember	encounter	hunker	vibrate
sprint	gigantic	cavity	massive	salute
magnificent	debris	spew	analyze	indication

B	I	N	G	O
cylinder	lurch	propel	static	authentic
rage	beacon	clan	gesture	swerve
gawk	sliver	mumble	reject	imprisonment
encircle	apology	pucker	cosmic	defect
guffaw	hover	capture	backstroke	chute

B	I	N	G	O
inflate	convince	diversion	clutch	distraction
ache	soot	heebie jeebies	orbit	cruel
peer	crevice	slither	elevate	ancient
inch	foul	imprint	geyser	telepathic
shiver	disgust	glimpse	frantic	scale

B	I	N	G	O
super nova	ton	slump	prim	nudge
somersault	stagger	whirlpool	raspy	scan
prophecy	gadget	replica	observatory	pillar
murky	bolt	fork	thaw	vanish
fumble	pale	wrench	extinguish	concentration

B	I	N	G	O
mouth	paralyze	hover	collapse	guffaw
edible	torch	rhythm	rumor	capable
hurricane	retreat	empty	prevail	menace
elder	fortress	scuttle	hysterics	bejeebers
eerie	outskirts	seep	zone	pulsate

B	I	N	G	O
outskirts	zone	pulsate	seep	shriek
hunker	erupt	ember	encounter	vibrate
massive	sprint	gigantic	cavity	salute
elder	fortress	bejeebers	scuttle	eerie
analyze	magnificent	debris	spew	indication

B	I	N	G	O
clan	rage	beacon	gesture	swerve
mumble	gawk	sliver	reject	imprisonment
pucker	encircle	apology	cosmic	defect
propel	cylinder	lurch	static	authentic
capture	guffaw	hover	backstroke	chute

B	I	N	G	O
soot	ache	heebie jeebies	orbit	cruel
crevice	peer	slither	elevate	ancient
foul	inch	imprint	geyser	telepathic
convince	inflate	diversion	clutch	distraction
disgust	shiver	glimpse	frantic	scale

B	I	N	G	O
stagger	whirlpool	raspy	scan	somersault
gadget	replica	observatory	pillar	prophecy
bolt	fork	thaw	vanish	murky
ton	slump	prim	nudge	super nova
pale	wrench	extinguish	concentration	fumble

B	I	N	G	O
edible	torch	rumor	capable	rhythm
hurricane	retreat	prevail	menace	empty
elder	fortress	hysterics	bejeebers	scuttle
mouth	paralyze	collapse	guffaw	hover
eerie	outskirts	zone	pulsate	seep

B	I	N	G	O
magnificent	debris	spew	analyze	indication
fortress	bejeebers	scuttle	elder	eerie
zone	pulsate	seep	outskirts	shriek
erupt	ember	encounter	hunker	vibrate
sprint	gigantic	cavity	massive	salute

B	I	N	G	O
cylinder	lurch	propel	static	authentic
guffaw	hover	capture	backstroke	chute
rage	beacon	clan	gesture	swerve
gawk	sliver	mumble	reject	imprisonment
encircle	apology	pucker	cosmic	defect

B	I	N	G	O
inflate	convince	diversion	clutch	distraction
ache	soot	heebie jeebies	orbit	cruel
shiver	disgust	glimpse	frantic	scale
peer	crevice	slither	elevate	ancient
inch	foul	imprint	geyser	telepathic

B	I	N	G	O
fumble	pale	wrench	extinguish	concentration
super nova	ton	slump	prim	nudge
somersault	stagger	whirlpool	raspy	scan
prophecy	gadget	replica	observatory	pillar
murky	bolt	fork	thaw	vanish

B	I	N	G	O
mouth	paralyze	hover	collapse	guffaw
edible	torch	rhythm	rumor	capable
eerie	outskirts	seep	zone	pulsate
hurricane	retreat	empty	prevail	menace
elder	fortress	scuttle	hysterics	bejeebers

Teacher Calling Cards for Vocabulary Bingo  
for *Pond Punkies: Book One, The Arrival*

Print these pages. Cut out the cards along the lines. You may wish to print them on cardstock or glue them to stiff cards.

B – elder	I – fortress	N – bejeebers	G – scuttle	O – eerie
B – outskirts	I – zone	N – pulsate	G – seep	O – shriek
B – hunker	I – erupt	N – ember	G – encounter	O – vibrate
B – massive	I – sprint	N – gigantic	G – cavity	O – salute
B – analyze	I – magnificent	N – debris	G – spew	O – indication

B – propel	I – cylinder	N – lurch	G – static	O – authentic
B – clan	I – rage	N – beacon	G – gesture	O – swerve
B – mumble	I – gawk	N – sliver	G – reject	O – imprisonment
B – pucker	I – encircle	N – apology	G – cosmic	O – defect
B – capture	I – guffaw	N – hover	G – backstroke	O – chute

B – convince	I – inflate	N – diversion	G – clutch	O – distraction
B – soot	I – ache	N – heebie jeebies	G – orbit	O – cruel
B – crevice	I – peer	N – slither	G – elevate	O – ancient
B – foul	I – inch	N – imprint	G – geyser	O – telepathic
B – disgust	I – shiver	N – glimpse	G – frantic	O – scale

B – ton	I – slump	N – prim	G – nudge	O – super nova
B – stagger	I – whirlpool	N – raspy	G – scan	O – somersault
B – gadget	I – replica	N – observatory	G – pillar	O – prophecy
B – bolt	I – fork	N – thaw	G – vanish	O – murky
B – pale	I – wrench	N – extinguish	G – concentration	O – fumble

B – mouth	I – paralyze	N – collapse	G – guffaw	O – hover
B – edible	I – torch	N – rumor	G – capable	O – rhythm

B – hurricane	I – retreat	N – prevail	G – menace	O – empty
B – elder	I – fortress	N – hysterics	G – bejeebers	O – scuttle
B – eerie	I – outskirts	N – zone	G – pulsate	O – seep

B – fortress	I – bejeebers	N – scuttle	G – elder	O – eerie
B – zone	I – pulsate	N – seep	G – outskirts	O – shriek
B – erupt	I – ember	N – encounter	G – hunker	O – vibrate
B – sprint	I – gigantic	N – cavity	G – massive	O – salute
B – magnificent	I – debris	N – spew	G – analyze	O – indication

B – cylinder	I – lurch	N – propel	G – static	O – authentic
B – rage	I – beacon	N – clan	G – gesture	O – swerve
B – gawk	I – sliver	N – mumble	G – reject	O – imprisonment

B – encircle	I – apology	N – pucker	G – cosmic	O – defect
B – guffaw	I – hover	N – capture	G – backstroke	O – chute

B – inflate	I – convince	N – diversion	G – clutch	O – distraction
B – ache	I – soot	N – heebie jeebies	G – orbit	O – cruel
B – peer	I – crevice	N – slither	G – elevate	O – ancient
B – inch	I – foul	N – imprint	G – geyser	O – telepathic
B – shiver	I – disgust	N – glimpse	G – frantic	O – scale

B – super nova	I – ton	N – slump	G – prim	O – nudge
B – somersault	I – stagger	N – whirlpool	G – raspy	O – scan
B – prophecy	I – gadget	N – replica	G – observatory	O – pillar
B – murky	I – bolt	N – fork	G – thaw	O – vanish

B – fumble	I – pale	N – wrench	G – extinguish	O – concentration
---------------	-------------	---------------	-------------------	----------------------

B – mouth	I – paralyze	N – hover	G – collapse	O – guffaw
B – edible	I – torch	N – rhythm	G – rumor	O – capable
B – hurricane	I – retreat	N – empty	G – prevail	O – menace
B – elder	I – fortress	N – scuttle	G – hysterics	O – bejeebers
B – eerie	I – outskirts	N – seep	G – zone	O – pulsate

B – outskirts	I – zone	N – pulsate	G – seep	O – shriek
B – hunker	I – erupt	N – ember	G – encounter	O – vibrate
B – massive	I – sprint	N – gigantic	G – cavity	O – salute
B – elder	I – fortress	N – bejeebers	G – scuttle	O – eerie
B – analyze	I – magnificent	N – debris	G – spew	O – indication

B – clan	I – rage	N – beacon	G – gesture	O – swerve
B – mumble	I – gawk	N – sliver	G – reject	O – imprisonment
B – pucker	I – encircle	N – apology	G – cosmic	O – defect
B – propel	I – cylinder	N – lurch	G – static	O – authentic
B – capture	I – guffaw	N – hover	G – backstroke	O – chute

B – soot	I – ache	N – heebie jeebies	G – orbit	O – cruel
B – crevice	I – peer	N – slither	G – elevate	O – ancient
B – foul	I – inch	N – imprint	G – geyser	O – telepathic
B – convince	I – inflate	N – diversion	G – clutch	O – distraction
B – disgust	I – shiver	N – glimpse	G – frantic	O – scale

B – stagger	I – whirlpool	N – raspy	G – scan	O – somersault
----------------	------------------	--------------	-------------	-------------------

B – gadget	I – replica	N – observatory	G – pillar	O – prophecy
B – bolt	I – fork	N – thaw	G – vanish	O – murky
B – ton	I – slump	N – prim	G – nudge	O – super nova
B – pale	I – wrench	N – extinguish	G – concentration	O – fumble

B – edible	I – torch	N – rumor	G – capable	O – rhythm
B – hurricane	I – retreat	N – prevail	G – menace	O – empty
B – elder	I – fortress	N – hysterics	G – bejeebers	O – scuttle
B – mouth	I – paralyze	N – collapse	G – guffaw	O – hover
B – eerie	I – outskirts	N – zone	G – pulsate	O – seep

B – magnificent	I – debris	N – spew	G – analyze	O – indication
B – fortress	I – bejeebers	N – scuttle	G – elder	O – eerie
B – zone	I – pulsate	N – seep	G – outskirts	O – shriek

B – erupt	I – ember	N – encounter	G – hunker	O – vibrate
B – sprint	I – gigantic	N – cavity	G – massive	O – salute

B – cylinder	I – lurch	N – propel	G – static	O – authentic
B – guffaw	I – hover	N – capture	G – backstroke	O – chute
B – rage	I – beacon	N – clan	G – gesture	O – swerve
B – gawk	I – sliver	N – mumble	G – reject	O – imprisonment
B – encircle	I – apology	N – pucker	G – cosmic	O – defect

B – inflate	I – convince	N – diversion	G – clutch	O – distraction
B – ache	I – soot	N – heebie jeebies	G – orbit	O – cruel
B – shiver	I – disgust	N – glimpse	G – frantic	O – scale
B – peer	I – crevice	N – slither	G – elevate	O – ancient

B – inch	I – foul	N – imprint	G – geyser	O – telepathic
-------------	-------------	----------------	---------------	-------------------

B – fumble	I – pale	N – wrench	G – extinguish	O – concentration
B – super nova	I – ton	N – slump	G – prim	O – nudge
B – somersault	I – stagger	N – whirlpool	G – raspy	O – scan
B – prophecy	I – gadget	N – replica	G – observatory	O – pillar
B – murky	I – bolt	N – fork	G – thaw	O – vanish

B – mouth	I – paralyze	N – hover	G – collapse	O – guffaw
B – edible	I – torch	N – rhythm	G – rumor	O – capable
B – eerie	I – outskirts	N – seep	G – zone	O – pulsate
B – hurricane	I – retreat	N – empty	G – prevail	O – menace
B – elder	I – fortress	N – scuttle	G – hysterics	O – bejeebers