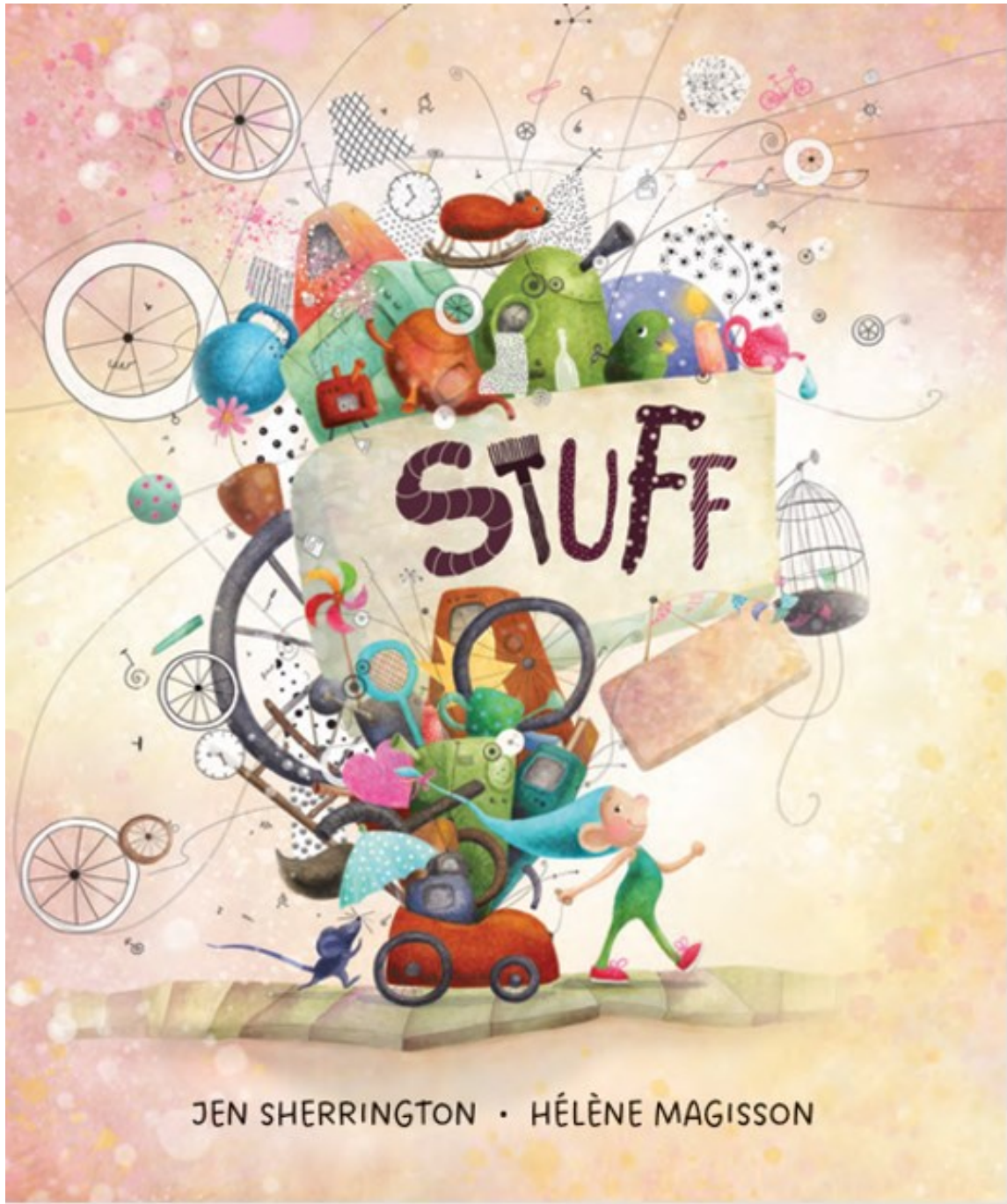


ACTIVITIES



STUFF written by Jen Sherrington, illustrated by H el ene Magisson and published by MidnightSun

BEFORE YOU READ *STUFF*

Before you open the book *Stuff*, look at the front and back cover. Answer these questions.

What is the title?

Who's the author ?

Who's the illustrator?

Look at the front cover.
What do you think this
story will be about?

What does this book
remind you of?

Look at the back cover.
Read the blurb.
Who do you think might enjoy
this book?

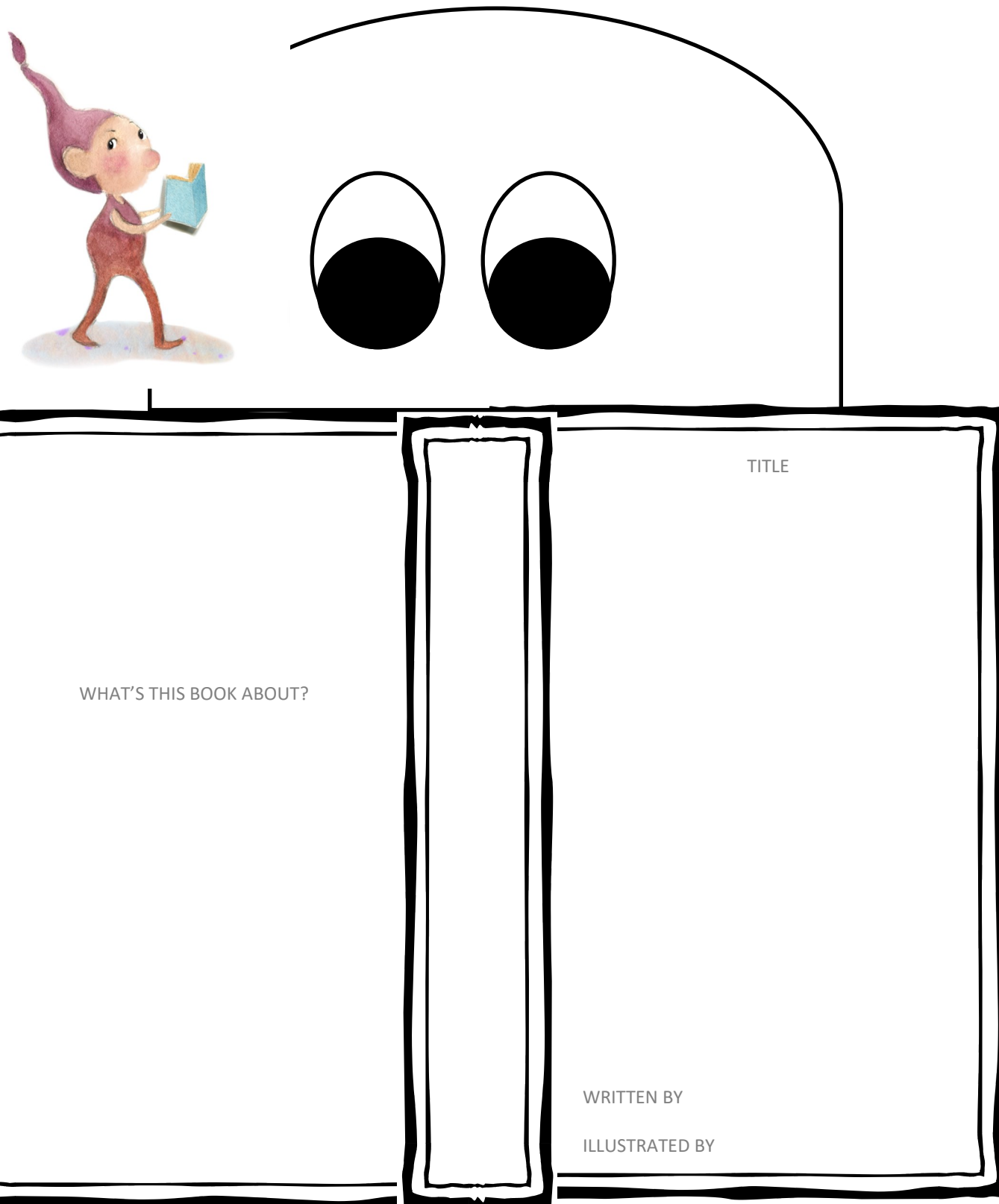
What questions do you have
about this book?

DESIGN A BOOK COVER

Design a different cover and write your own blurb for the book *Stuff*.

On the front cover write the title, the name of the author and the name of the illustrator.

On the back cover write a blurb. Add words and pictures.



★ On the back of this page write a review for this book.

STUFF BOOKMARKS

Add words and pictures to these bookmark.

STUFF

SETTING

CHARACTERS

PROBLEMS

EVENTS

ENDING

★

STUFF

What was your favourite part of the story?

What does this story remind you of?

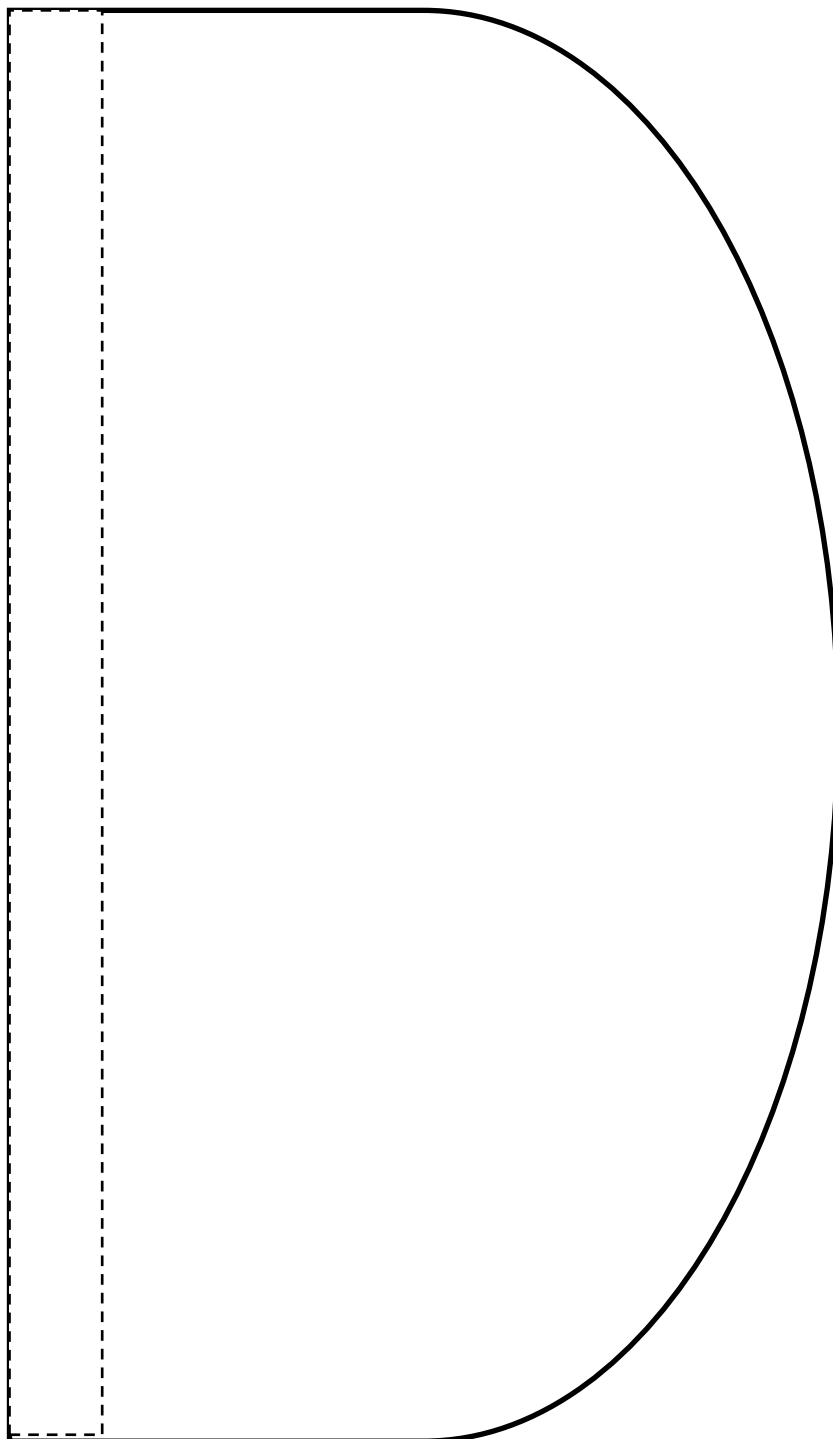
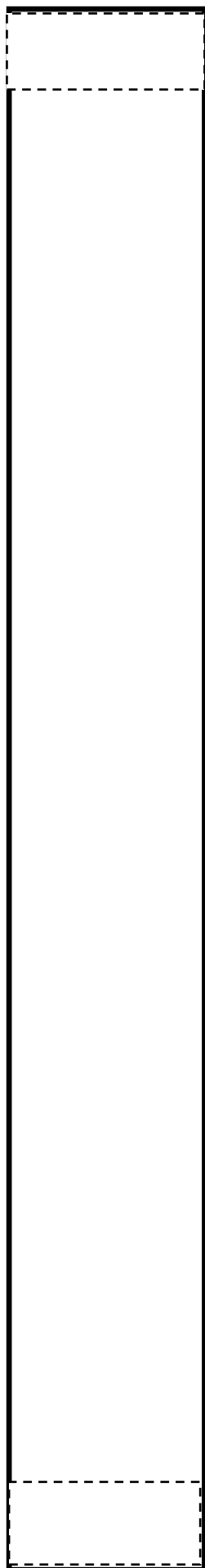
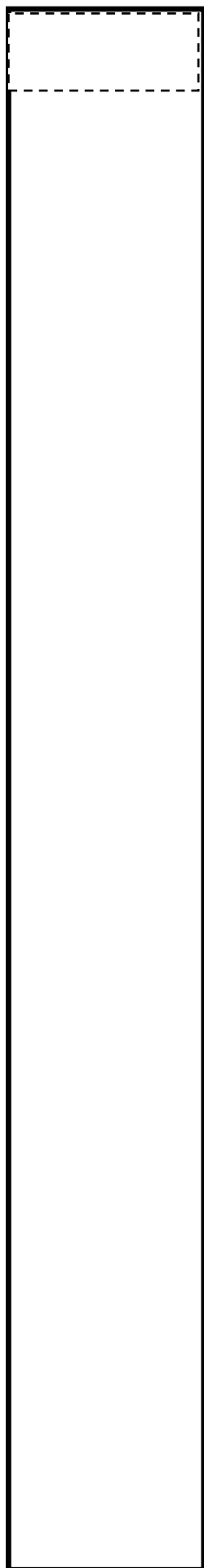
What are some of the messages in this story?

What do you think will happen next?

On the back of the bookmarks show the story events.

BOOK CHARACTER HAT

Use these shapes to make a hat. Choose a character or object from the book *Stuff*. Draw their picture on the hat. Write words describing the character on the back of the hat.



★ Make hats for other characters and act out the story.

WHO ARE YOU?

Imagine you are a character or object from the book *Stuff*. What would be your answers to these questions?

Who are you ?

1

What do you look like?

2

Where do you live?

3

What do you like to do?

4

What else would you like to tell us?

5

STUFF TO DISCUSS

Answer these questions about the book *Stuff*.

Do you think *Stuff* is a good title for this book?
Why?

Why do you think Morri wants more stuff?

How does Birdee help Morri?

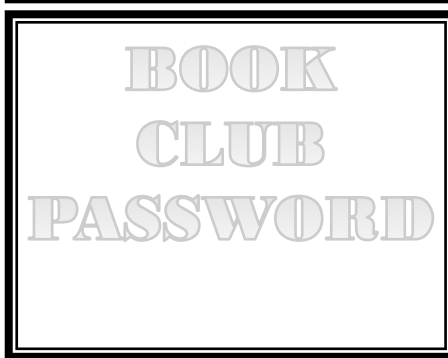
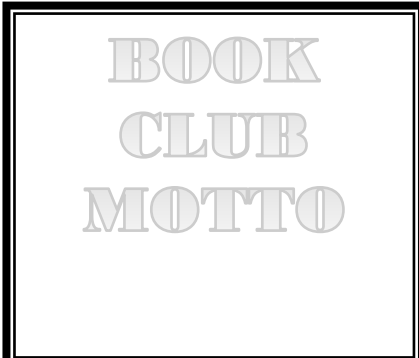
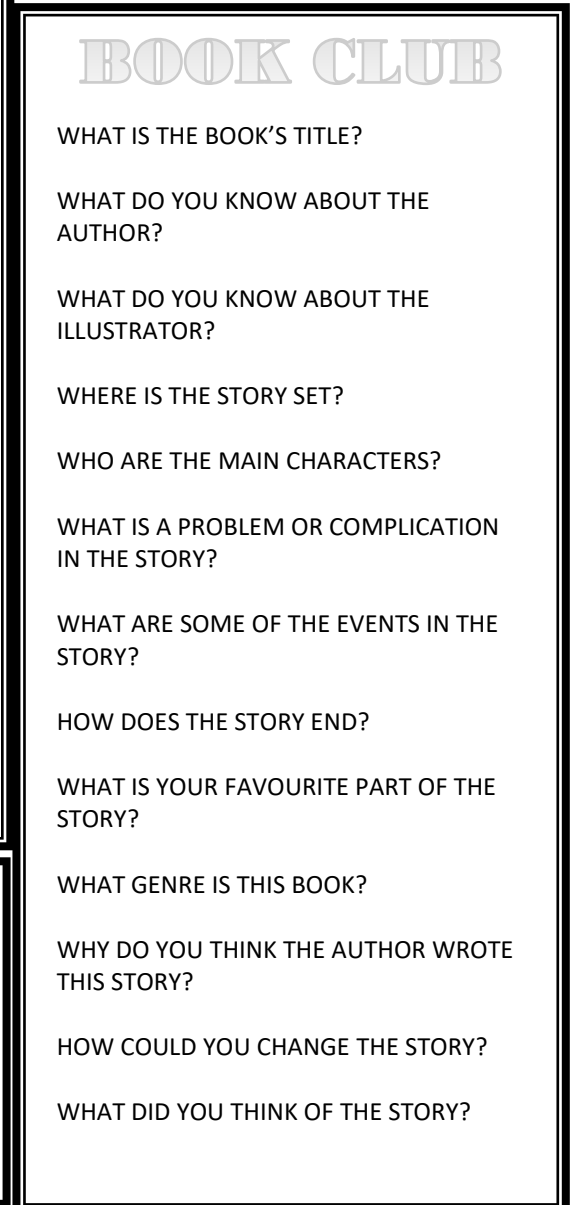
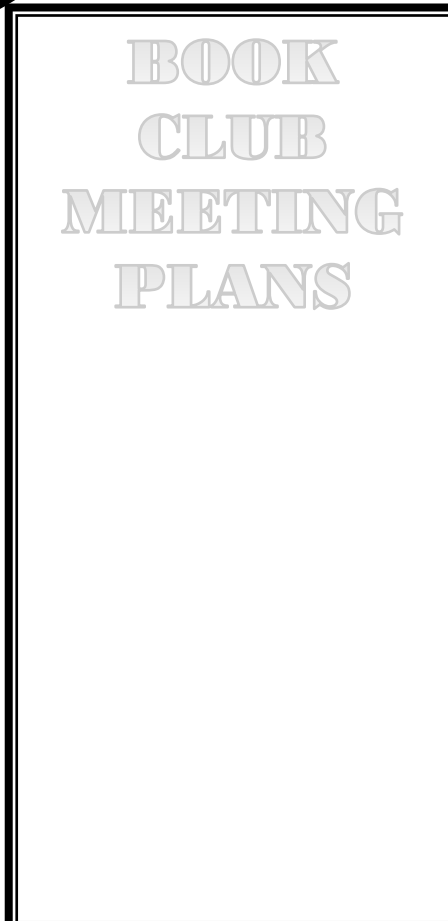
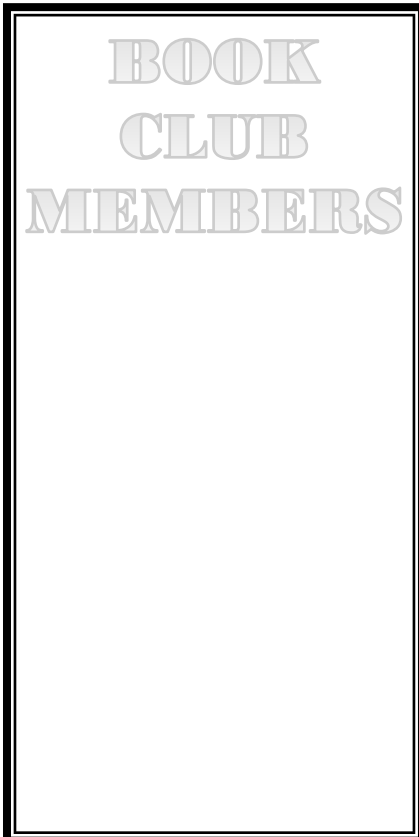
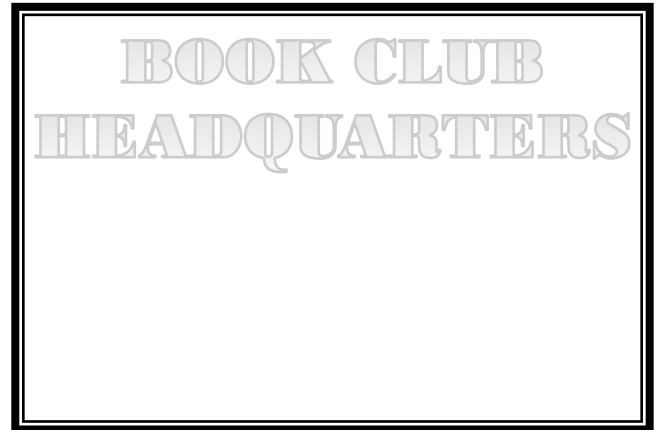
When does Morri think having lots of stuff is tough?

What would be a good name for the bird in the story?

By the end of the story, what has Morri discovered?

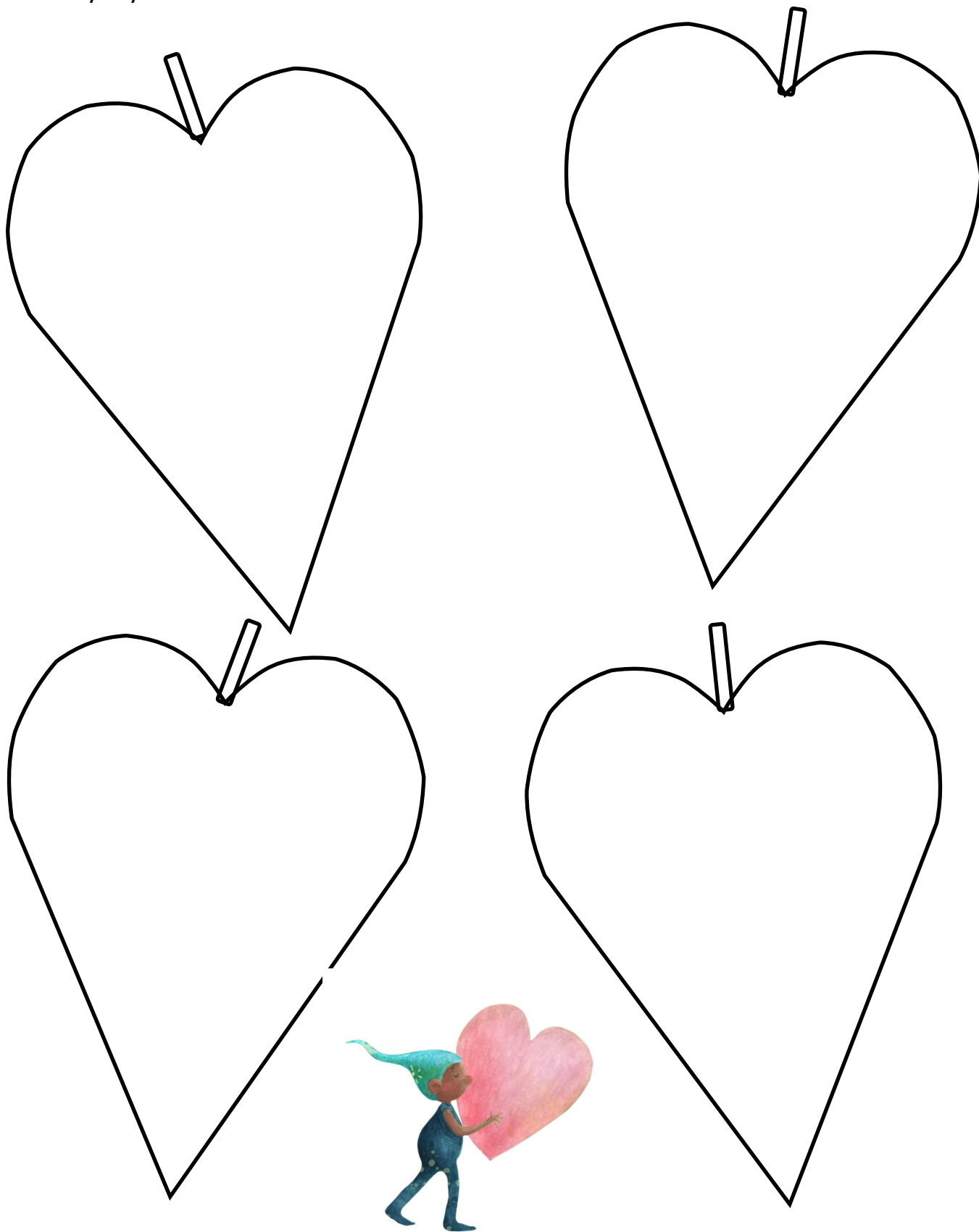
STUFF FOR BOOK CLUB

Plan a book club meeting to discuss the book *Stuff*. Add words, pictures and ideas to your book club planning kit.



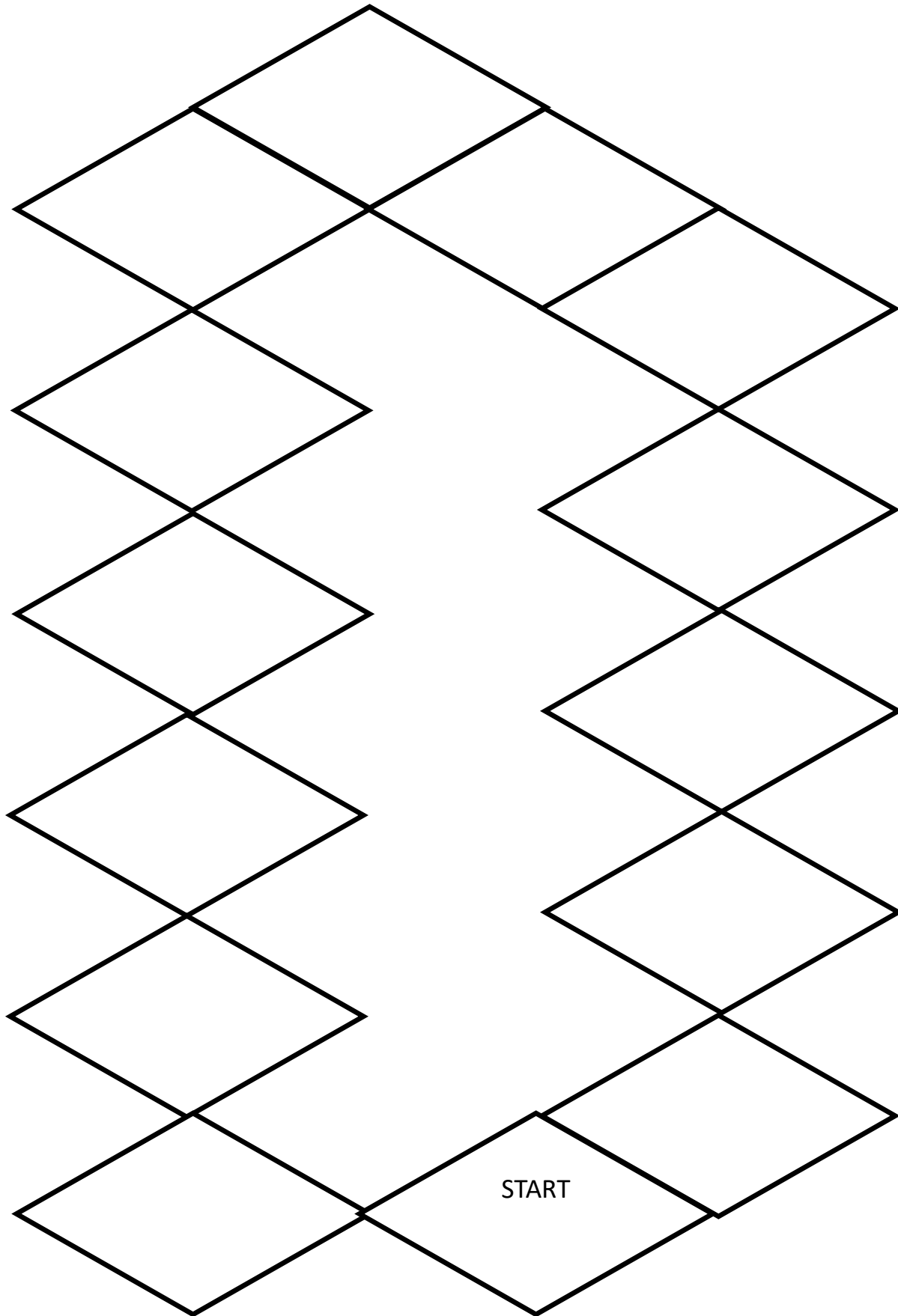
HAIKU FOR STUFF

Write haiku poetry about stuff you hold close to your heart. Haiku poems include a title and three lines. The first line has five syllables, the second has seven and the last has five. These poems rarely rhyme.



STUFF BOARDGAME

Invent a boardgame about *Stuff*. Add numbers, pictures and directions.



SITUATIONS WITH STUFF

In the book *Stuff*, Morri shows different emotions. Use words and pictures to show when you've been in similar situations.

CHUFFED WHEN GIVEN STUFF

BOOK STORY

YOUR STORY

WANTING MORE STUFF

BOOK STORY

YOUR STORY

HAVING TOO MUCH STUFF

BOOK STORY

YOUR STORY

MAKING ENOUGH GO AROUND

BOOK STORY

YOUR STORY

★ Write a story based on your own experiences.

MUSICAL STUFF

If you turned *Stuff* into a musical, what instruments, tunes and songs would you include? Jot down ideas for the beginning, middle and end of your musical story using this narrative outline.




	HAVING STUFF	MORE STUFF	TOO MUCH STUFF	HAVING ENOUGH	ENOUGH GOING AROUND
MORRI					
BIRDEE					
SETTING					
BEGINNING	MIDDLE			ENDING	

★ Perform your musical version of *Stuff*. Include a playlist.


TURN STUFF INTO A PLAY

Use this planning sheet to help you come up with ideas for a script, concert, puppet play or movie about the book *Stuff*.


Characters




Costumes




Backdrops




Props




Stage Directions




Music




Choreography



Special Effects



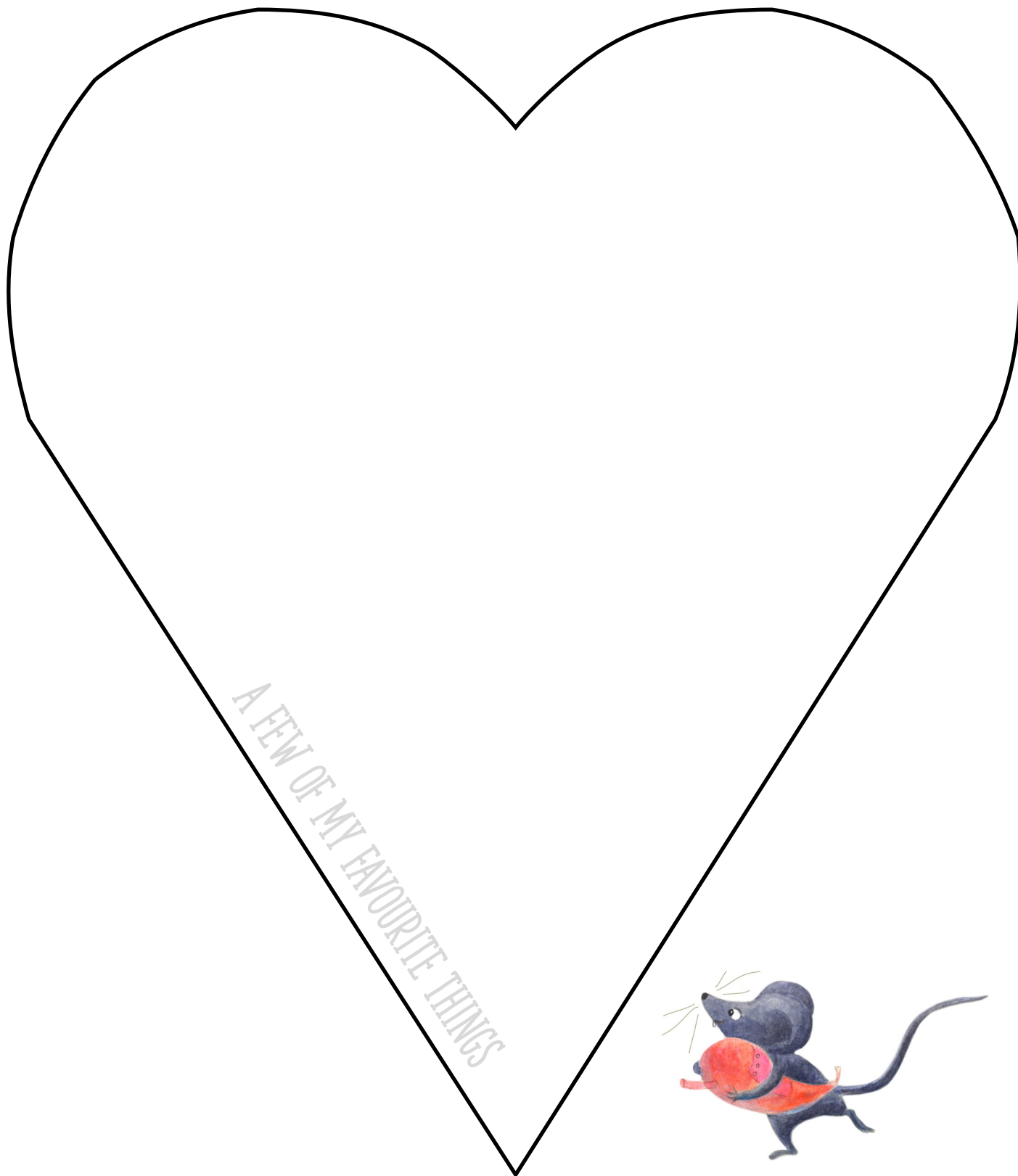
Other



★ Perform your play .

FAVOURITE STUFF

In the book *Stuff*, illustrations of Morri's stuff includes objects, interests, designs and symbols. Draw pictures in this shape to represent things you hold close to your heart.



COSTUME MAKING FOR STUFF

Repurpose old clothes, objects and other stuff to make costumes for a book parade or a play about *Stuff*. Use words, pictures and the creative thinking process SCAMPER to show how you can turn stuff into something different.



Substitute Swap one part of the item with something else

Combine Join the item with another object

Adapt Change part of the item to fit a new situation

Modify Change the size, shape or colour of the item

Put to other Uses Give the item a different use

Eliminate Take away part of the item

Reverse/Rearrange Turn the item upside down, backwards, inside-out or change the order of the parts



SEE, THINK AND WONDER WITH STUFF

Choose a page from the book *Stuff* and look at the illustrations. Jot down what you see, think and wonder about this page.



WHAT DO YOU

SEE

What information can you find in these illustrations?
What colours, shapes, objects and characters stand out?
What is in the background?

WHAT DO YOU



THINK

Based on what you see, what do you think is happening? How do you think the characters are feeling?

WHAT DO YOU



WONDER

What do you wonder about the setting?
What do you wonder about the characters?
What do you think will happen next?
What questions would you like to ask the author or illustrator?

WHAT IS ENOUGH?

Write words and draw pictures in this shape to show what you think enough is.

To spark ideas, consider these questions.

- What is enough?
- When do you think you don't have enough?
- When do you think you've had enough?
- Will you be enough if you have less stuff?
- If you share stuff with others will they have enough?
- How can you make enough go around?



Enough

VOUCHERS

Thinks of gifts which don't include piles of stuff. Make gift vouchers.

VOUCHER

for _____

I'll help

from _____

VOUCHER

for _____

I'll make

from _____

VOUCHER

for _____

Together we'll

from _____

VOUCHER

for _____

I'll think

from _____

VOUCHER

for _____

I'll care

from _____

VOUCHER

for _____

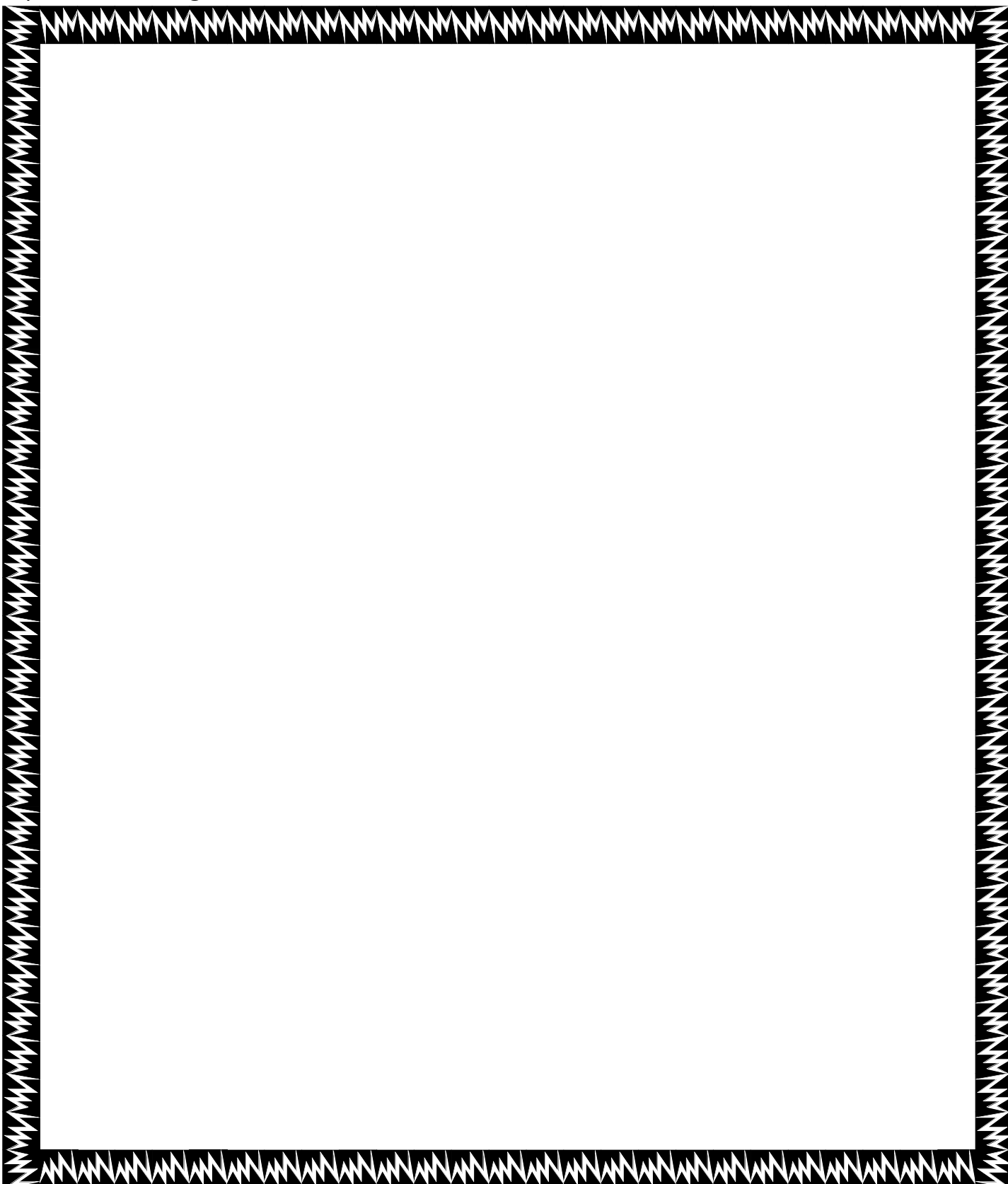
I'll play

from _____

★ Cut out the vouchers, decorate the back and give them to family and friends.

STUFF ADVERTISEMENT

Make an advertisement about what to do with stuff. Use persuasive techniques to help you get your point across. Come up with ways to grab the attention of your audience. Share ideas using facts, reasons, examples, catchy phrases, rhetorical questions and humour. Sum up with a powerful ending and a call to action.



THANK YOU NOTES


Write thank you notes to someone who has given you something that didn't involve buying stuff. Let them know why you're chuffed.



Dear

Thank you for giving me

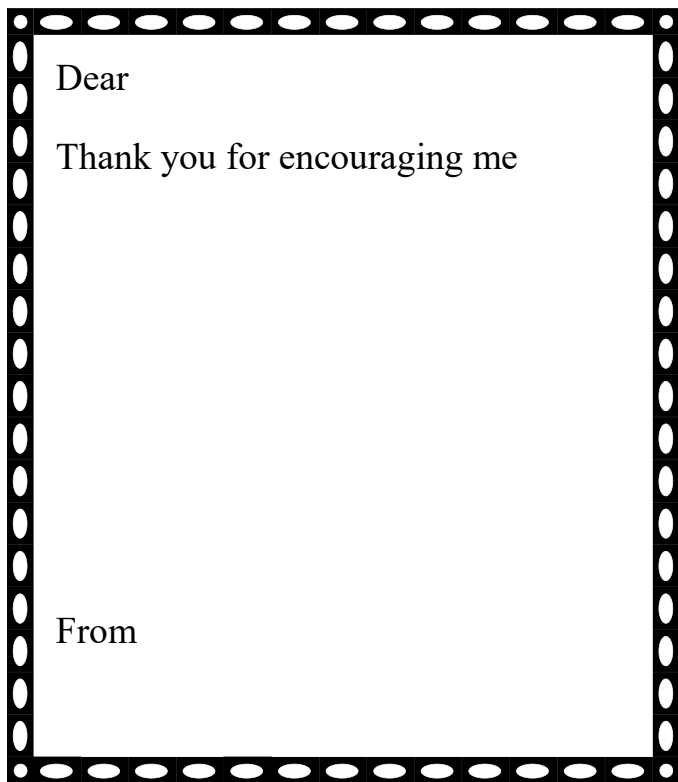
From



Dear

Thank you for making me

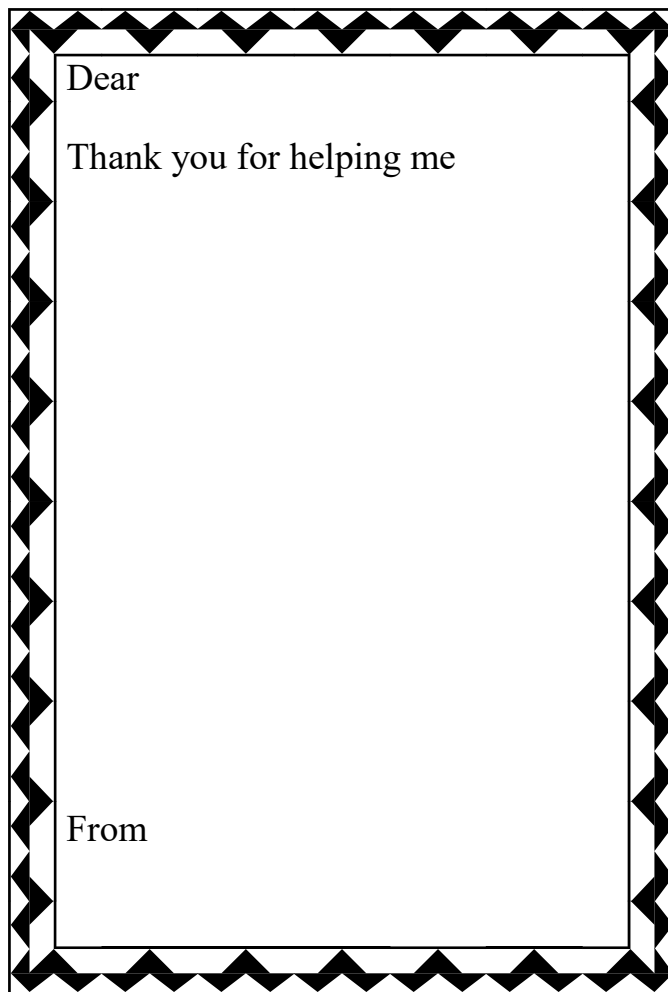
From



Dear

Thank you for encouraging me

From



Dear

Thank you for helping me

From

★ List other ways to thank others.

A NEWSPAPER ARTICLE STUFF

Write a newspaper article about *Stuff*. Make sure your headline states the most important idea to hook readers into reading the article. Write about the topic in the article. Include a picture with a caption.

<i>Headline</i>	
<i>Article</i>	<i>Picture</i>
	<i>Caption</i>

POSTCARDS FROM STUFF

Write a postcard from an object or a character from the book *Stuff*. On the front of the postcard write where the location is and draw a picture. On the back of the postcard write a message. Cut out the front and the back of the postcard and glue them together.

Greetings from

FRONT

Dear

STAMP

ADDRESS

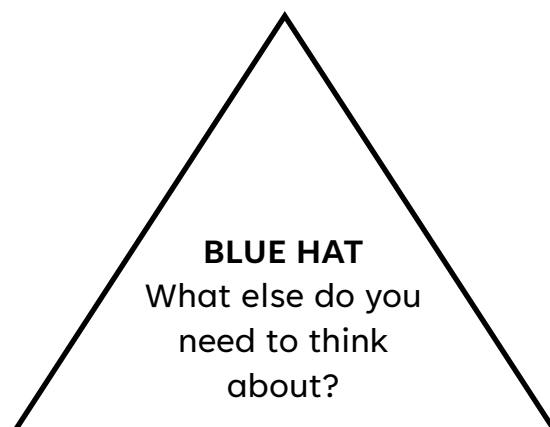
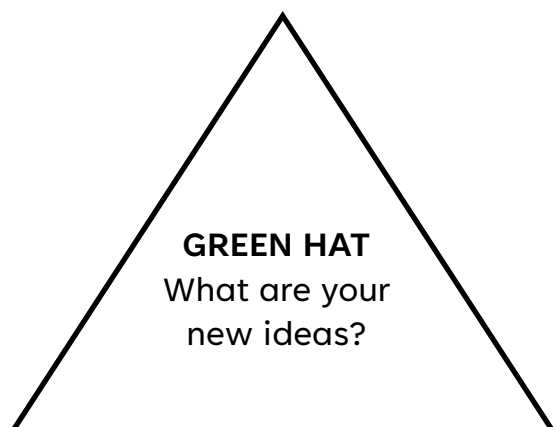
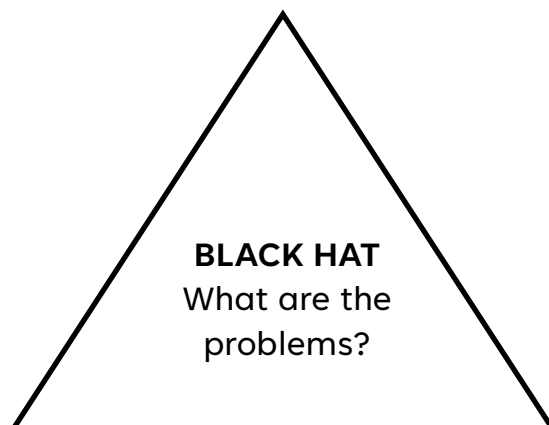
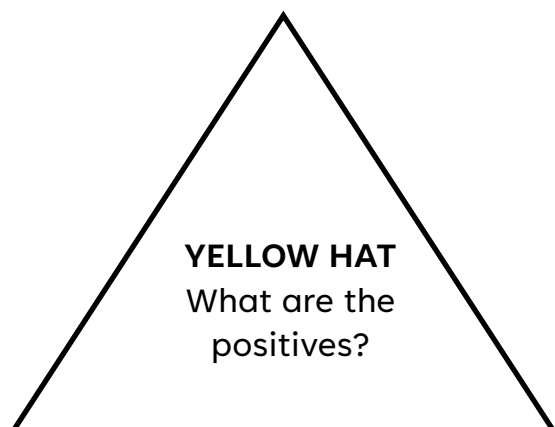
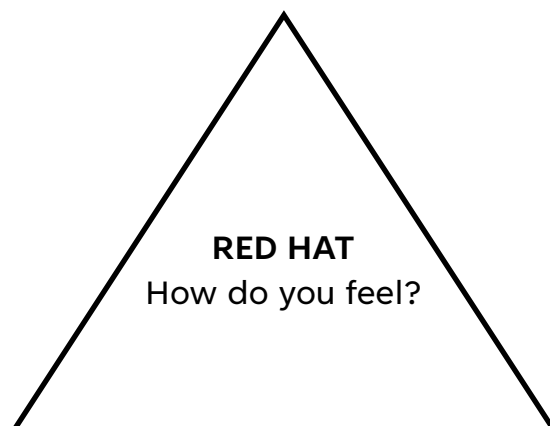
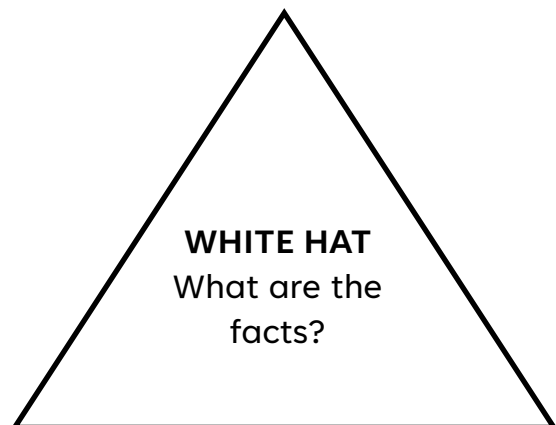
From

BACK



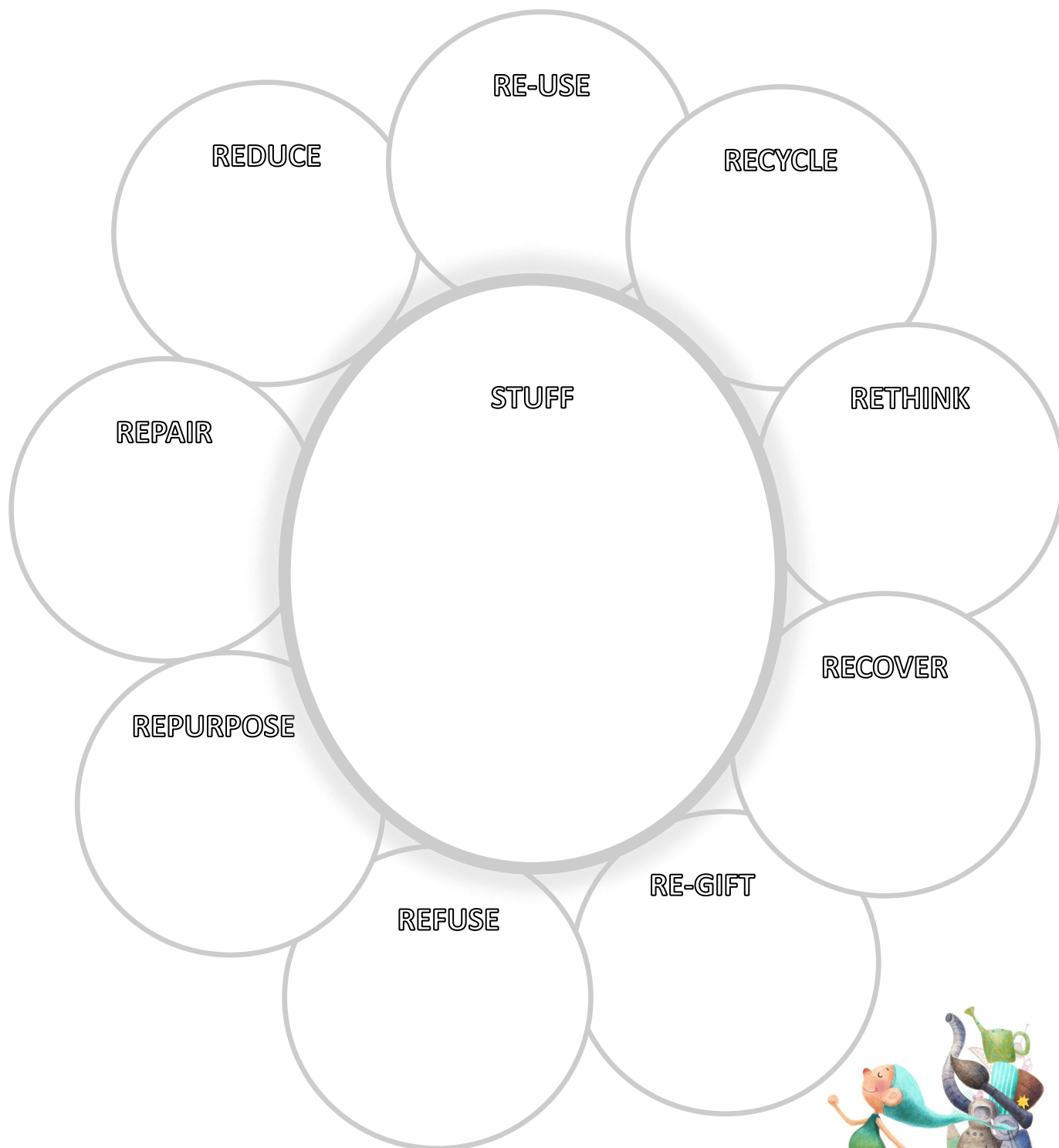
SIX HATS AND STUFF

Use Edward De Bono's Six Thinking Hats to think about *Stuff*. Jot down your thoughts.



WHAT TO DO WITH STUFF

Help characters from the book *Stuff* work out what to do with stuff. Jot down ideas and sketch possibilities.



★ Use these ideas to make a poster.

INVENT WITH STUFF

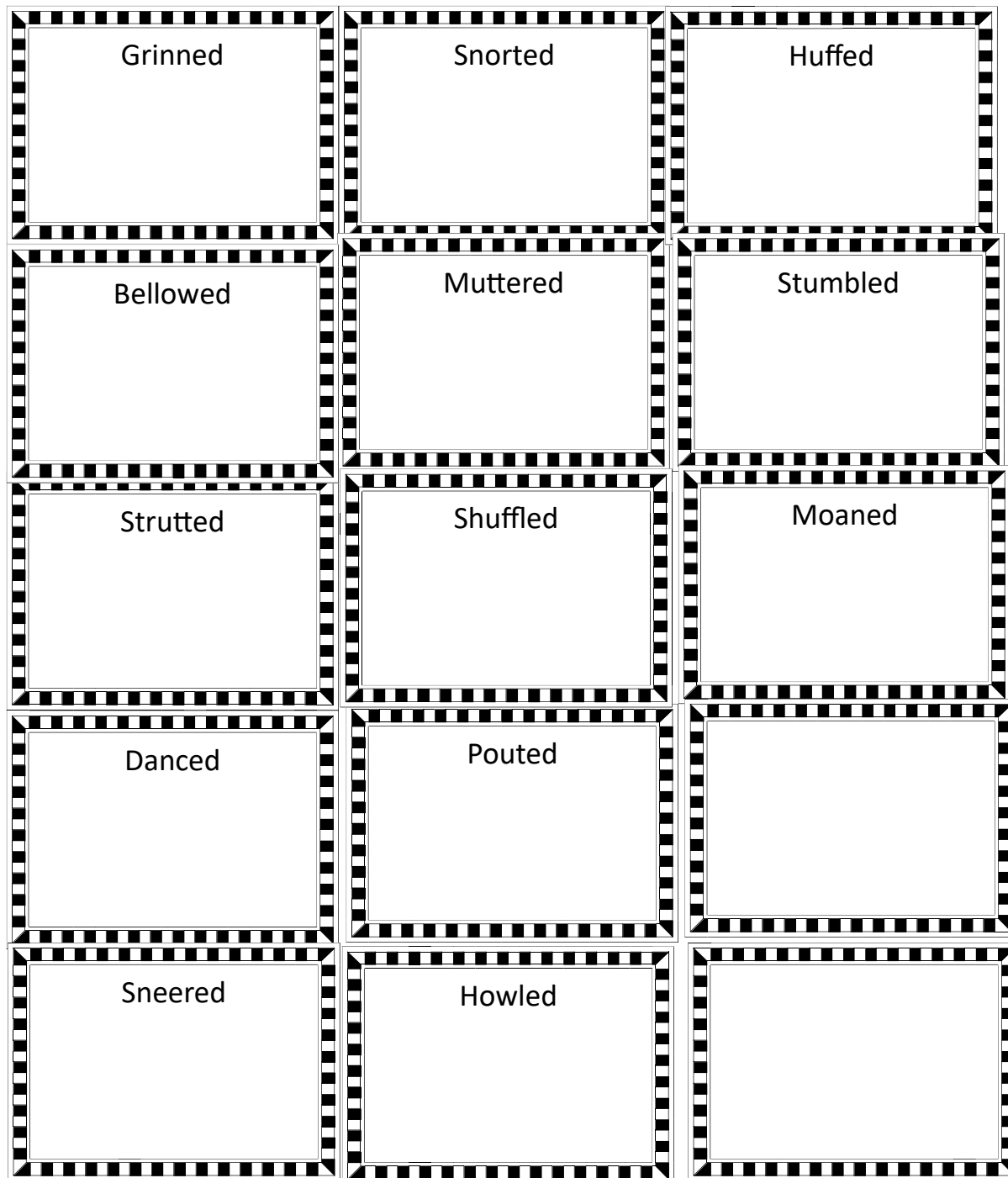
Re-cycle and reuse stuff by inventing something new. Use the thinking strategy SCAMPER to generate ideas.

What is the name of your invention?	What problems does it solve?	Who will find this invention useful?
Substitute Combine Adapt Modify Put to other uses Eliminate Reverse/rearrange	How does this invention work?	How will this invention be marketed?
	What's an advertising slogan for your invention?	What will your invention look like?
	How can you improve your invention?	

★ Make an advertisement for your invention. Plan an Invention Convention.

SHOW, DON'T TELL GAMES WITH STUFF

Invent “Show, Don’t Tell” games using verbs from the book *Stuff*. Your games might included acting, drawing or clues. Add pictures and other action words to your game cards.



ALLITERATION TONGUE TWISTER

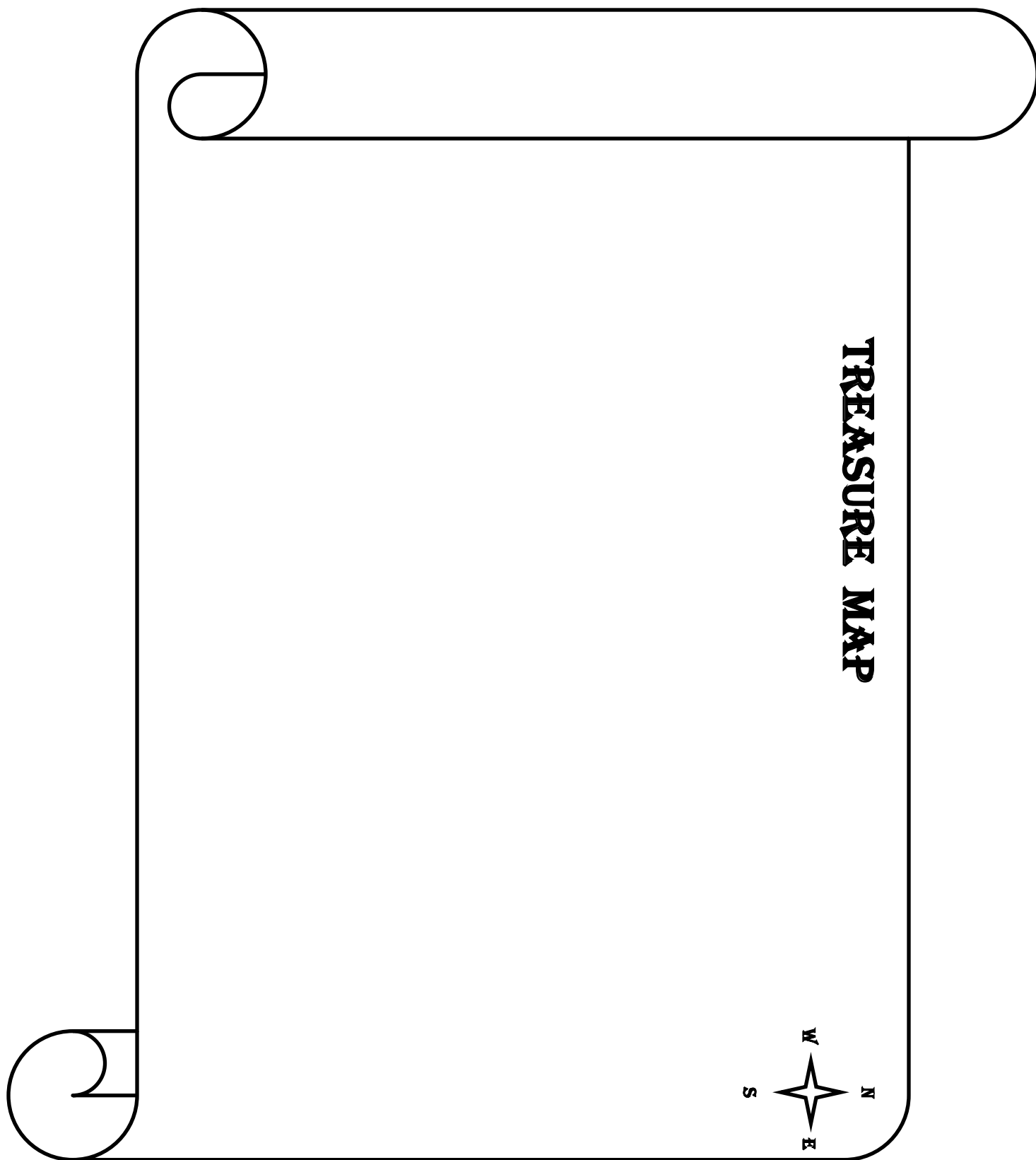
The story *Stuff* includes sentences where words start with the same letter. This is called alliteration. Find words in the story starting with the letter **S** and use them to write a tongue twister.



★ Write alliteration tongue twisters using other sounds.

STUFF TREASURE MAP

Make a treasure map showing where to locate stuff. Your map might include a title, starting point, directions, pathways, clues, symbols, compass arrows, distances, landmarks and spots marking where the treasures are.



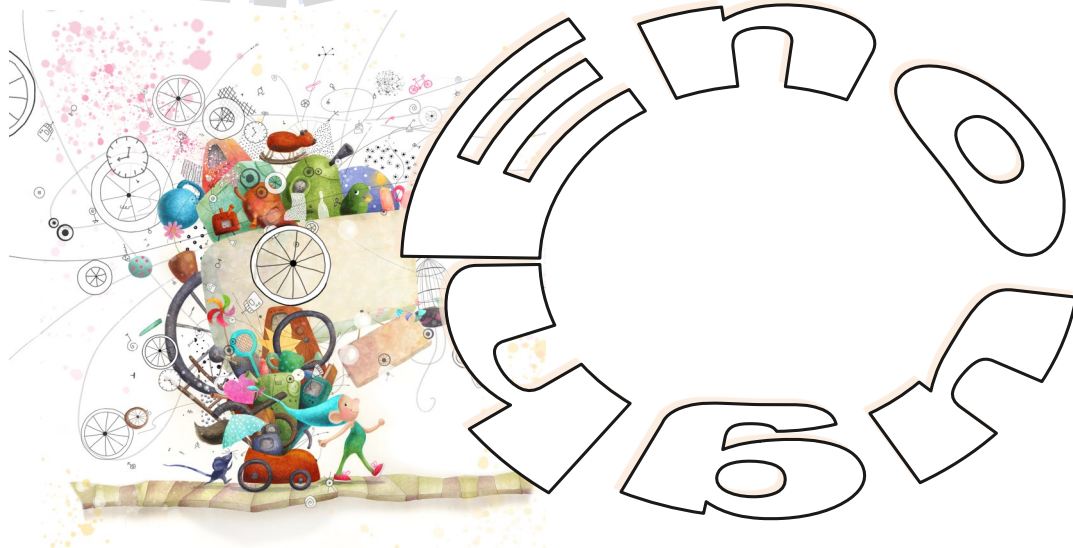
CALLIGRAM STUFF

A calligram is a type of word art where words are made to look like pictures of their meaning. On the front cover of the book *Stuff* the title is a calligram. Decorate these words to make your own calligrams.

STUFF

Grinned

Look



SORTING STUFF PROCEDURE

Make a plan to sort some of your stuff. Use words and pictures to show the steps.

My goal is to sort _____

I'll need

First,

Next,

Then,

After that,

Finally,

DESIGN A MACHINE USING STUFF

Using objects illustrated in the book *Stuff* to design a complicated machine to solve a simple task. For inspiration, research the inventor and cartoonist Rube Goldberg. Consider using levers, pulleys, wedges, wheels, inclined planes and chain reactions in your design.

My goal is to

Stuff I'll use

Steps I'll take

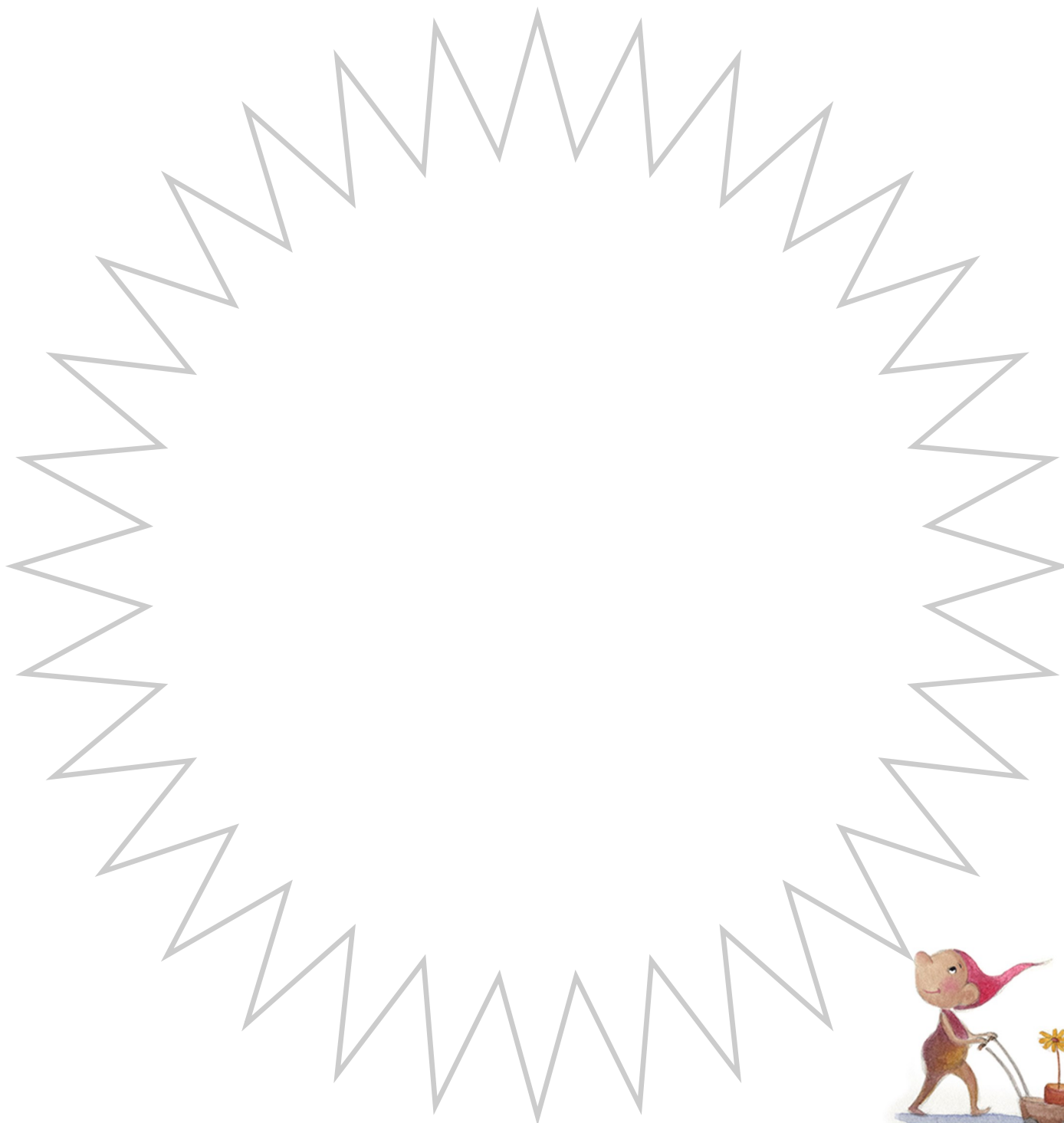
STUFF SWAP SHOP

Make plans to set up a Stuff Swap Shop. Brainstorm and jot down your ideas.

Shop name Venue Merchandise Advertising Quality control

Sorting stuff Displaying stuff Swapping stuff

Leftover stuff Donating stuff Other stuff Feedback



★ Make a to-do list and set up your Stuff Swap Shop.

ENOUGH STUFF EVENT

Plan an Enough Stuff event. Use suggestions, words, pictures and a mind map to help you with your brainstorming

- Event Name
- Reasons for the event
- Advertising
- Invitations
- Venue
- Guests
- Time
- Fund Raising
- Playlist
- Vouchers
- Decorations
- Games
- Treats
- Adventures
- Activities
- Experiences
- Performances
- Inventions
- Produce
- Craft
- Parade
- Photos
- Speeches
- Awards
- Thankyou notes
- Feedback

