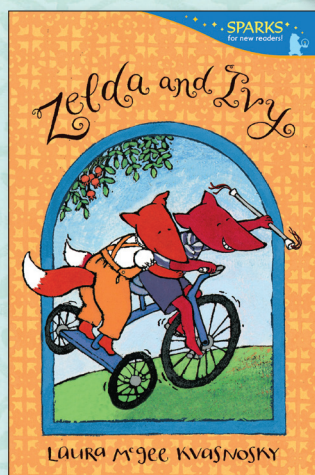
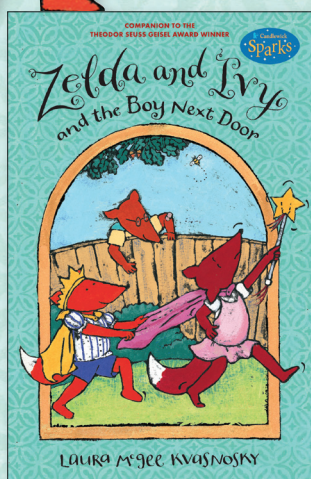


Zelda and Ivy

LAURA MCGEE KVASNOSKY



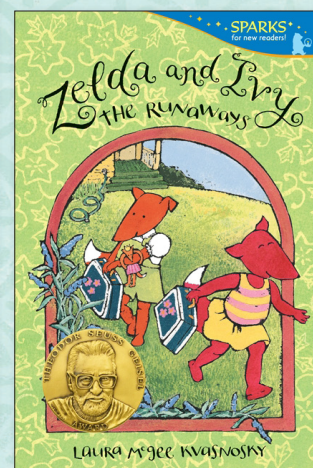
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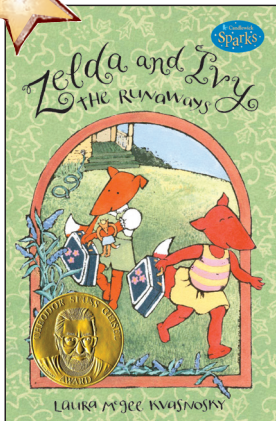
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Laura McGee Kvasnosky's

award-winning early readers feature Zelda and Ivy, the fabulous fox sisters, who clearly have a flair for the dramatic. In each book, the siblings' exploits unfold with plenty of sugar and sass in a spirited trio of stories. Wry and genuine, these linked episodes and expressive illustrations strike home with beginning readers, especially those who've experienced the warmth—and occasional wrath—of a sibling's attentions.

www.candlewick.com





Zelda and Ivy: The Runaways won the Theodor Seuss Geisel Beginning Reader Award, given by the American Library Association for the most distinguished beginning reader book. Here are some suggestions for using all the Zelda and Ivy beginning reader books in your classroom. Also included are two reproducible activity sheets, featuring a crossword puzzle and a sure-to-be-revealing personality quiz.

Time Capsule

In *Zelda and Ivy: The Runaways*, the sisters create a time capsule.



To kick off your own time capsule activity, ask students, "What would you put in a time capsule, and why?" Ask children to bring in the objects they have chosen, and use them to create a time capsule at the beginning of the school year. (If it is too hard for students to part with something that is important to them, suggest that they write down the name of the object instead.) You may want to add some secret items of your own choosing — mementos that are important to the class at the beginning of the year but may be forgotten (and a fun surprise for students) by the time the time capsule is opened. Plan to open the time capsule during the last week before summer vacation, or if that is too long for students to wait, on the one hundredth day of school.

A gift from the
world of the past
to the world of
the future.



Readers' Theater

Stage a chapter of the *Zelda and Ivy* books as a short play.

(Note that the part of the narrator may be played by more than one student.)

Writing Projects

Taking it further: Invite students to write a further adventure for Zelda and Ivy. It may be helpful to have a class discussion about the characters first.

Write what you know: Have students write about their own sibling experiences. Those without a sibling may choose to write about an adventure with another relative or a friend.

Can you haiku? In *Zelda and Ivy: The Runaways*, in the story "The Secret Concoction," Zelda tries to write a haiku for her grandmother. (A haiku contains three lines, with the first line containing five syllables; the second, seven; and the last, five.) Teach your students the haiku form, and have them write and illustrate a haiku for their grandmother or other family member.

One for the future: In *Zelda and Ivy: The Runaways*, in the story "The Time Capsule," the sisters decide that children of the future would prefer Zelda and Ivy's own book, *Philip the Worm*, over Ivy's doll and Zelda's lucky jewel. Ask students to imagine what a book called *Philip the Worm* might be like and to write their own chapter for it.





Fairy Dust

In *Zelda and Ivy*, Ivy makes fairy dust by grating a crayon on a screen door. Brainstorm with students to invent your own method of making fairy dust, then collect materials to create the mixture in class. (Make enough to put a small amount in a snack-size plastic bag for each student.) Ask students to draw pictures of what they would use the fairy dust to wish for, then have each student attach his or her bag of fairy dust at the bottom of his or her drawing — and make a wish.

Hint: Second-graders in Iowa City invented their own fairy dust using a mixture that looked suspiciously like laundry soap, glitter, sand, and crushed cornflakes. Feel free to create your own variation!



Graphing

Sibling survey: In math class, take a survey of students to find out how many siblings each child has. Ask volunteers to help create a graph of the results — noting, for example, how many students have no siblings, how many have one brother, how many have one sister, how many have one brother and one sister, and so on.

Pros and cons: Have students write short statements about the ups and downs of being the oldest, youngest, middle, or only child in a family. Share the statements in a class discussion and graph the positives and negatives. According to the graph, does one situation seem to be the best? Do students agree?

Art

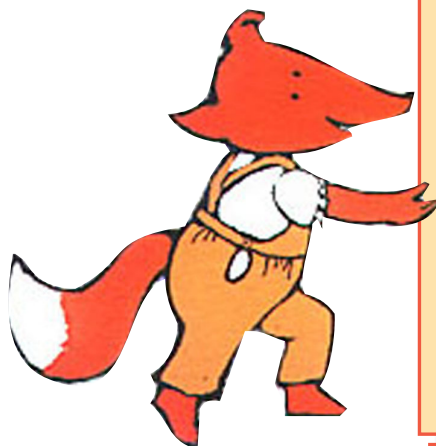
Design a bandage: Invite students to create custom bandage designs such as Eugene might include in his collection in *Zelda and Ivy and the Boy Next Door*.

Gouache resist: The medium Laura McGee Kvasnosky uses to illustrate the *Zelda and Ivy* books is called gouache resist, a fascinating, fun (and somewhat messy) process. For creative classrooms that are up to the challenge, instructions for gouache resist are on the author-illustrator's website. When students are finished, doozy up a bulletin board and display their projects!

For more information about Laura McGee Kvasnosky — including how to invite her to your school — visit www.lmkbbooks.com



The *Zelda and Ivy* books are published as Candlewick Sparks, a branded paperback series for young readers that offers newly independent readers the chance to experience some of the best early fiction available from today's authors and illustrators. Witty, engaging, and full of warm humor, Candlewick Sparks tell stories about subjects that appeal to young readers, whether it's school, siblings, friendships, family, or just having fun. For a complete list of Candlewick Sparks titles, visit www.candlewick.com

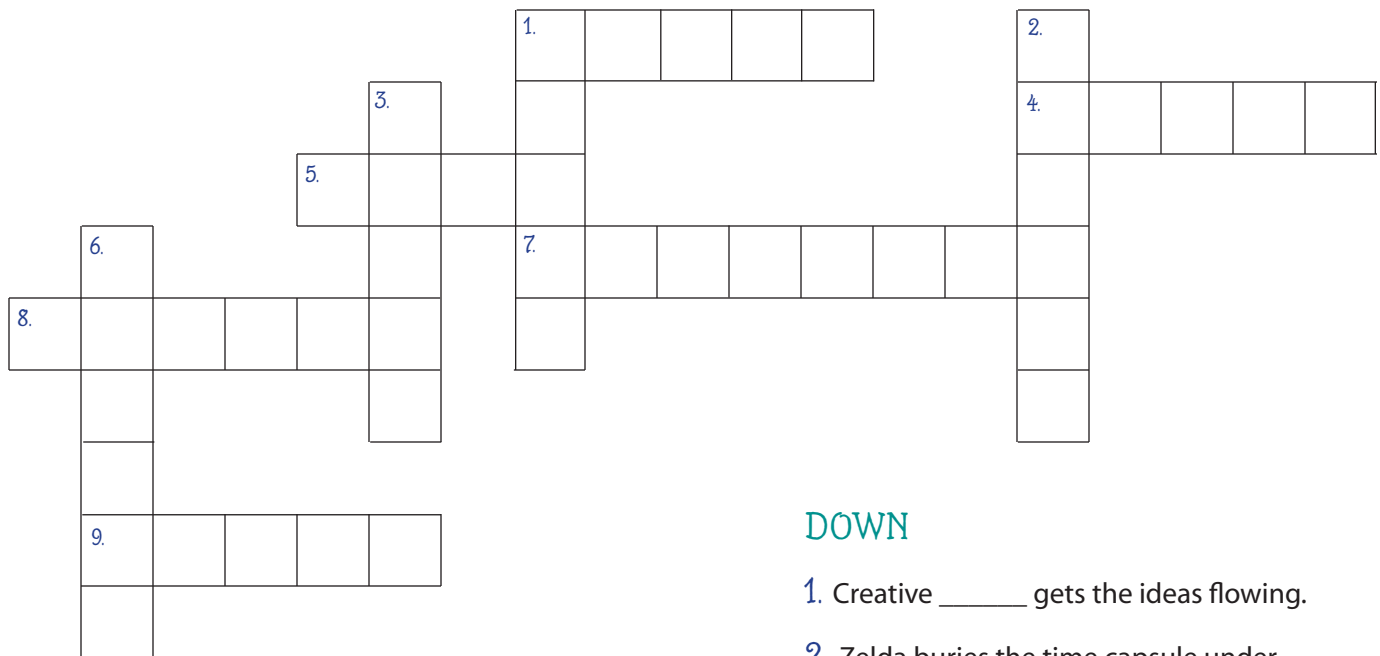


Zelda and Ivy THE RUNAWAYS



CROSSWORD PUZZLE

After reading *Zelda and Ivy: The Runaways*, you'll be prepared to run away with this puzzle!



ACROSS

1. Zelda rubs her lucky _____ for good luck.
4. Zelda sets out to write this type of poem for her grandmother.
5. Ivy's doll is named Princess _____.
7. Zelda and Ivy run away because their dad makes these sandwiches for lunch — again!
8. Zelda tells Ivy to make a love _____.
9. Zelda and Ivy hear this type of music drifting out the window.

DOWN

1. Creative _____ gets the ideas flowing.
2. Zelda buries the time capsule under this kind of tree.
3. The instrument that Zelda plays
6. When they run away, Zelda and Ivy play fourteen hands of this card game.



Zelda and Ivy



PERSONALITY TEST

Discover Your True Personality:
Are You a Zelda or an Ivy?

To find out, complete each of the
following sentences by circling a or b.

1. When you and your friends rent a video,
 - a. you choose the movie.
 - b. you pop the popcorn.
2. If you and your friends staged a neighborhood opera,
 - a. you would be the director and the star.
 - b. you would pass out programs.
3. If your sibling or friend got a new bicycle,
 - a. you would demonstrate how to ride it.
 - b. you would wait for a turn all afternoon.
4. If there's one piece of chocolate cake left from your sibling's or friend's birthday,
 - a. you offer to share it.
 - b. you give it away.
5. In your family,
 - a. you are the oldest (or an only child).
 - b. you have an older sibling.

Now add up the number of a's and b's.

If you have more a's, you're a Zelda; if you have more b's, you're an Ivy.