

# Stink-O-Pedia and Stink-O-Pedia, Volume Two

by Megan McDonald

illustrated by Peter H. Reynolds

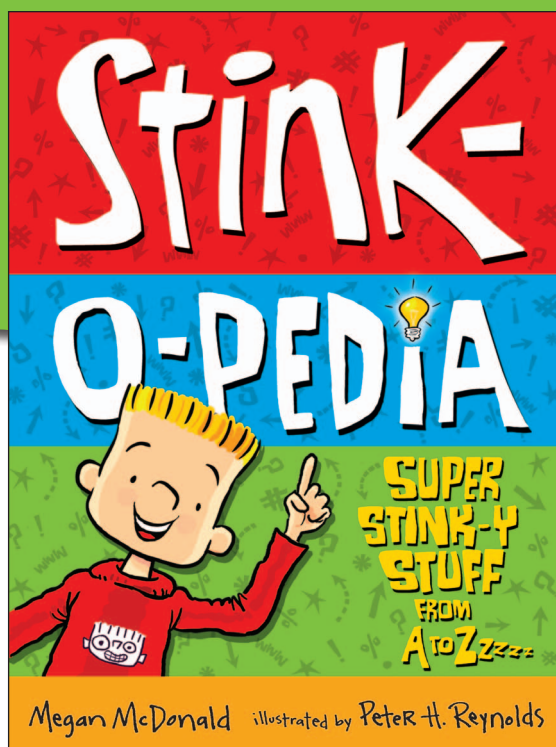
These two super-funny compendiums of wacky facts for fans of Stink and Judy Moody are perfect for creating classroom activities introducing encyclopedias, research, and the fun of fact finding.

## A Is for Anatomy

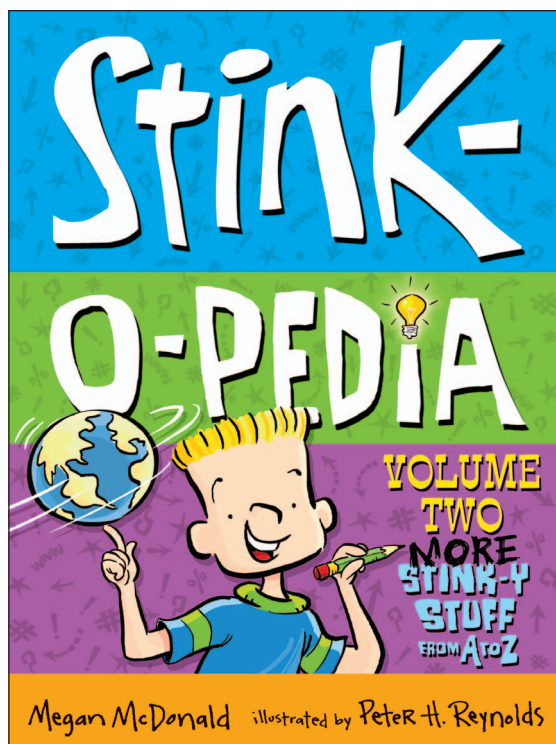
Explain to students that a person's anatomy is the structure of his or her body. As an example, review the "Anatomy of Stink" entry in *Stink-O-Pedia* (page 1). Then have the class work in pairs to create their own "This Is Me!" charts. Invite students to measure each other's height, then brainstorm with their partner to complete their own anatomy chart following the format used in the book (height, hair, nose, and so on). Encourage students to complete each section with Stink-like answers. It might even be fun for them to draw life-size images of one another on "Hugh Mongous" butcher paper.

## Really Fun Facts

Take advantage of the fact that *Stink-O-Pedia* is written in an encyclopedia format. During a class visit to the school library, review the encyclopedia section. (You may wish to collaborate with the school librarian for this lesson.) Challenge students to select a *Stink-O-Pedia* fact to research further, then share five new facts on this topic with the class. (For example, a child might research more about Pluto getting "demoted from a Planet to a Planet Jr.") Explain to students that they should be able to cite the source of their research and be as creative as possible in their presentation. This project offers a good introduction to research, while allowing kids to select fun, high-interest topics.



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## “No Way!” or “Way!” Trivia

Challenge students to try to stump one another with the “Unbelievable . . . or Not” trivia game. First model the exercise by playing the game in *Stink-O-Pedia* (pages 106–109). Read each question to the class and have students decide if it falls in the category of “No Way!” or “Way!” (The answers are on page 137.) The first time students give the correct answer, the class gets an S. Each time they answer a subsequent question correctly, they receive another letter in Stink’s name. If they answer five questions correctly to spell out *STINK*, they beat the teacher!

After the game is over, have students follow the same format to create ten of their own “No Way!” or “Way!” quiz questions. Divide the class into pairs or teams and invite them to play the game as above.



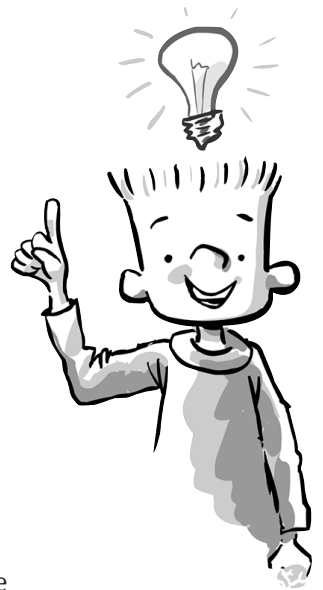
## R Is for Really Radical Research!

Facilitate a class discussion about research. Explain that one can research just about anything and that (as in the *Stink-O-Pedia* books) even an encyclopedia can be funny and interesting. Note that students must always list the source of their facts when writing about a topic (refer to pages 131–133, *Stink-O-Pedia, Volume Two* for an example of a source list).

Ask students to research and write one page about a topic of choice, making sure that they list their references. Explain that the topic can be serious, such as lighthouses, or more offbeat, such as extreme sports. Students could include a list of silly facts related to their topic, inspired by the earwax and hair entries in *Stink-O-Pedia, Volume Two* (pages 19 and 28). Some students may wish to try to stump the class by creating a list of true-or-false questions (as in the quicksand entry in *Stink-O-Pedia, Volume Two* (pages 74–75).

## You Can’t Forge a Fingerprint

As pointed out in *Stink-O-Pedia, Volume Two*, no two fingerprints are alike, but there are three main types: arch, loop, and whorl (pages 20–21). Create a class IAFIS (Integrated Automated Fingerprint Identification System) by having each child roll his or her thumb on an ink pad (make sure you use washable ink!) and press it onto a white index card. Invite students to use magnifying glasses to analyze their fingerprints to see which type they have. On the back of each card, children can write their name and the type of fingerprint.



Then create a bar graph on a bulletin board or large piece paper. Have students tape or staple their index cards onto the graph to represent the type of fingerprints they have. You can use this graph for various math activities, including counting, sorting, data collecting, and word problems.

## Rare or Dare

Play a version of Truth or Dare using *Stink-O-Pedia*. Divide the class into groups of three or four students. Have each group use one of the *Stink-O-Pedia* books to create questions that might stump fellow classmates. Questions should be written in a true-or-false format. To play the game, two groups face off against each other. If students think a question is true, they should say “Rare!” and if false, “Dare!” One point is scored for each correct answer. If a group can state the correct fact for a “Dare” response, they receive two bonus points.

For more ideas, please visit [www.stinkmoody.com](http://www.stinkmoody.com) or [www.candlewick.com](http://www.candlewick.com)