

LOUISE, THE ADVENTURES OF A CHICKEN by KATE DICAMILLO pictures by HARRY BLISS

A pirate attack can't ruffle these feathers Classroom Activity # I

Longing for adventure, Louise goes to sea where the wind ruffles her feathers. But true adventure doesn't find Louise until a pirate ship attacks! Have your students dream up their own adventures by acquiring a class pet (actually a stuffed animal), which travels home with a different student every weekend. You may want to use a chicken stuffed animal so that your class may have its very own Louise! When a given student takes the class pet home, he or she creates an illustration or takes a photo of an adventure that the animal has while away from school. The student also writes a short story about the adventure—whether real or fictional. After returning to school on Monday with the class pet in tow, the student shares his or her picture and story with the class. By posting all of the pictures of these weekend adventures in your classroom, you can create a display of your class pet's travels and your students' imaginations.

High adventure on the high wire Classroom Activity #2

After joining the circus, Louise ventures to new heights as a tightrope walker. Encourage your students to stretch their imaginations to new lengths by creating animal characters that embark on adventures as thrilling and original as Louise's. Divide students into groups of three and ask them to come up with an animal character (not a chicken named Louise). Students then individually write and illustrate a short chapter about an adventure in the animal's life so that each group is creating three chapters about the same character. Have students share their chapters with their group members, comparing and contrasting the various directions that their imaginations took them. Then instruct students to combine their group's chapters into a single story and to work together on illustrating a cover for their newly created picture book. Add your students' books to your classroom library.

Good fortune comes to those who seek it Classroom Activity #3

Louise journeys to a fabulous bazaar in a faraway land, where a fortune-teller sees into her past and her future. What might have happened if the fortune-teller had seen something other than "the dark stranger"? Invite your students to imagine an alternative version of chapter three by changing Louise's fortune. Ask pairs of students to replace the fortune-teller's prediction of "the dark stranger" with something else. Have partners write their new fortune on a sheet of paper. Collect the papers and randomly pass them out so that each partnership receives an unknown fortune. Then have the pairs of students rewrite Louise's third adventure according to the new predictions that they have received. Each new story should begin with the altered fortune but still end with Louise returning home to her henhouse. Have partners share their alternative versions of chapter three with their classmates.





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