· Election Activity Kit

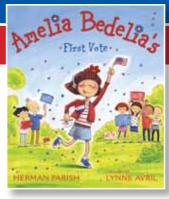
• Learn about voting and elections with Amelia Bedelia! •

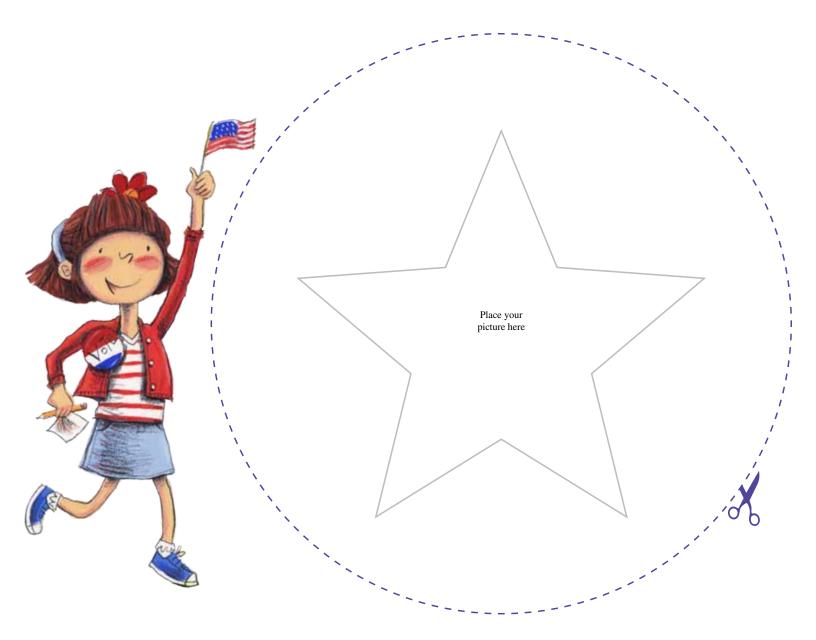


Pin It to Win It



Pretend that you are running for president of your school. Create a button to publicize your campaign. Decorate the button below with crayons, markers, and glitter. Be sure to include a picture of yourself as well as a catchy slogan that summarizes why people should vote for you. When you are finished, cut out your button and use tape or a safety pin to attach it to your shirt.







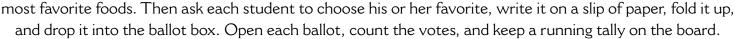
Election Activity Kit

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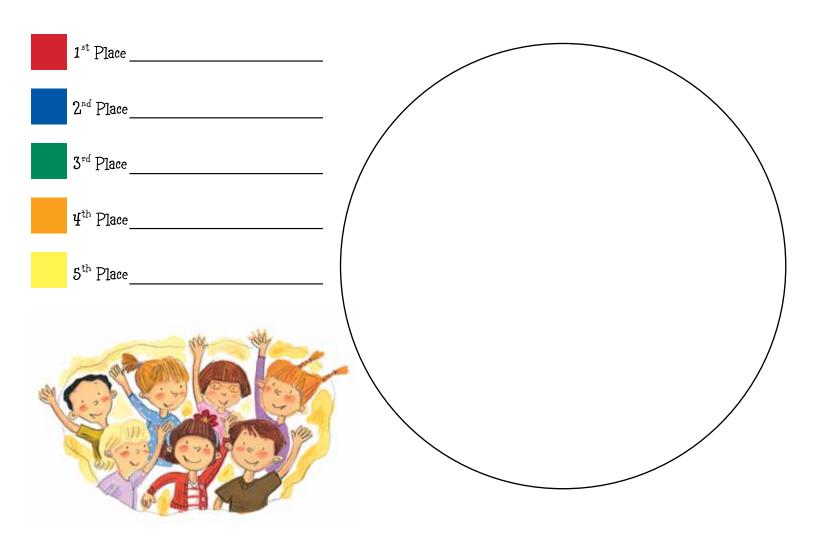
May the Best Treat Win! \chi 🛪

Hold an election to determine which yummy treat rules your room.

Teachers, help your students make a ballot box by wrapping a shoebox (with a slot cut in the top) in red, white, and blue paper. As a class, come up with a list of five



After all of the votes are counted, have students make a pie chart of the results using the circle below. They can divide and color in sections of the pie chart using the colors to the left (you can help them with fractions if needed!). As a surprise, have a post-election party and serve the winning treat!





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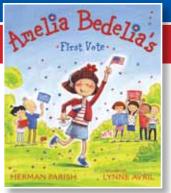
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Our School Rules!



In Amelia Bedelia's First Vote, Mr. K gives Amelia Bedelia and her classmates the opportunity to vote on a new school rule. If that happened in your class, what rules would you come up with to run your school? Think about it and list your rules below. Then choose one rule and describe how you would put it into action.



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Election Activity Kit

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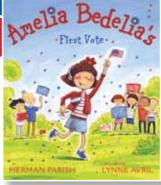
* The A-MAZE-ing Race



In Amelia Bedelia's First Vote, Amelia Bedelia and Clay have a runoff during recess.

Hold your own runoff against yourself by racing through the mazes below.

Time yourself to see how fast you can navigate your way through the first one. Then do the maze again and try to beat your score.

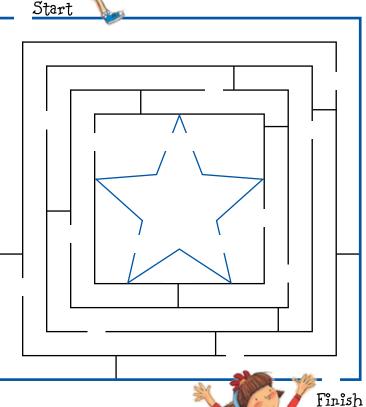


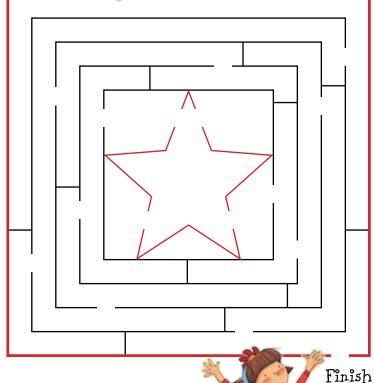


A-Maze-ing Race 1



A-Maze-ing Race 2





Time:

Tîme: