

Make It Up or Look It Up!

Materials: internet access, markers, paper, pencils

Make it up or look it up

A choice, it is for you

Some may be facts, some not so much

Show everyone what you can do!



Instructions:

Here is a question topic to get you started and an example of the activity.

Where did emojis originate?

Make It Up answer: Aliens from space are trying to communicate, but they have no alphabet.

Look It Up answer: Emojis were first used in Japan and originally meant pictograph, with the first one showing up in 1998 or 1999. They were invented by Shigetaka Kurita, and the word, emoji, literally means picture(e) and character (moji). Hence, emoji! While they were originally only available in Japan, they quickly spread worldwide. **Why do you think this is?**

1. Now that you see how this activity goes – get going on these questions!
2. Set up your paper with the question at the top and your **Make It Up Answer** and your **Look It Up Answer** below.
3. Here are some question topics to get you started but you can create some of your own.

What makes a four-leaf clover lucky?

What makes glue sticky?

Why do snakes shed their skin?

What is a red herring?

Why are school busses yellow?

Why do we have leap years?

Why does water run downhill and not up?

Why isn't Pluto a planet anymore...or is it?

Why do we have eyebrows?

Why is the ocean salty?

Why do cats purr?

Some questions are courtesy of: <https://mysteryscience.com>

If writing is not your thing, draw some pictures to illustrate your answers. How about a rebus story?

What is a rebus story?!! **Look It Up**

Communicating without Words

Materials: markers, paper, pencils, pens

Instructions:

1. Here's a challenge question for you: How would you communicate without the written word?

No text, no sticky notes, no books, no words!

2. Here is a list of methods that could be used. It's your challenge to write and illustrate how they could be used.

Flags: Draw some flags that make a message. TIP: Think of lifeguards on a beach or railway crossings.

Semaphore: A system of sending messages using your arms, flags, or poles according to an alphabetic code.



Message in a bottle: Where to put it? How do you get it from your house to another place in your neighborhood, town, country?



Singing or yodeling: Make up some yodeling tunes and call a friend to try out your skills! Curious about yodeling? Look it up!



Hand Signals: What could your hands say if they could talk? TIP: Think of Helen Keller



Body Language: Can we communicate moods and emotions this way? Create some stick figures.



Morse Code: Who invented the code and how was it used? Send a message by making a sign and posting it on a door.

A ● -	J ● - - -	S ● ● ●
B - ● ● ●	K - ● -	T -
C - ● - ●	L ● - ● ●	U ● ● -
D - ● ● ●	M - -	V ● ● ● -
E ●	N - ●	W ● - -
F ● ● - ●	O - - -	X - ● ● -
G - - ●	P ● - - ●	Y - ● - -
H ● ● ● ●	Q - - ● -	Z - - ● ●
I ● ●	R ● - ●	

Just Imagine Game

Materials: drawing supplies, index cards or small slips of paper (20), paper, pen or pencil

Instructions:

1. Divide the index cards/paper slips into 4 stacks of 5 cards each.
2. On the first stack, write the word **Feelings** on each card.
3. Repeat for the remaining 3 stacks, writing the words: **Character**, **Setting**, and **Condition**.
4. Turn the cards over. In the first stack, write a word that falls into the category of feelings on each card. Write a different feeling on each card.
5. Repeat for the remaining three stacks, but write different characters settings or conditions on the appropriate stack (depending on what stack you're marking).
Here are some ideas:
Feelings: happy, sad, lonely, excited, peaceful, stressed
Settings: somewhere in space, a castle, a zoo, on an island, in an airplane
Conditions: rainy, windy, sunny, full moon, sunset
6. To play the game, shuffle the stacks separately, then select one card from each stack.
7. Close your eyes and imagine a scene that your cards describe. Draw a picture that illustrates your set of words.
8. Return your cards to the proper stacks and give someone else a turn. If playing alone, draw again.