

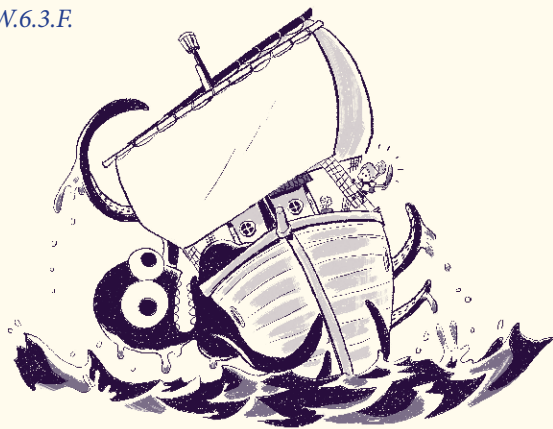
SHIVERS!

The Pirate Who's Afraid of EVERYTHING

Teaching
Guide

EXTENSION ACTIVITIES

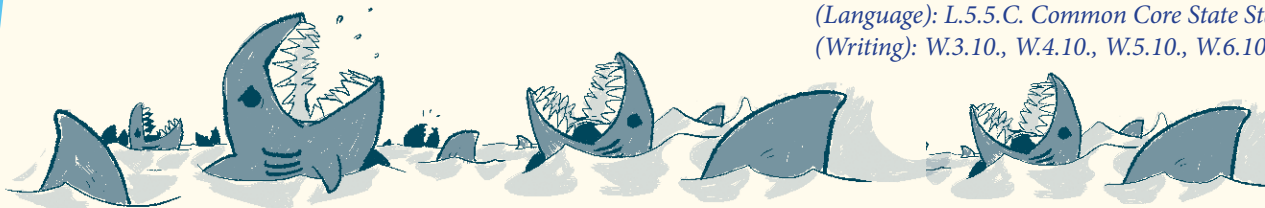
1. **A Letter of Mysterious Places.** On page 10–11, Shivers receives a letter that describes a mysterious place with a green giant. Later, readers discover the place, and the real giant. Choose a place you know or research a place that interests you. Then, using the techniques the authors of *Shivers!* use, write a letter to a friend describing that place in a mysterious way. If you can't send your letter by carrier pigeon, try using the US mail. *Common Core State Standards (Writing):* W.3.10., W.4.10., W.5.10., W.6.10.
2. **Explore More—Squids, Pirates, Statue of Liberty Report.** There's more to learn about lots of things mentioned in *Shivers!: The Pirate Who's Afraid of EVERYTHING*. Choose a topic like squids, pirates, or the Statue of Liberty, and dive into some research. Once you collect all the facts, write a report on your chosen topic. Revise and polish the report to completion. Share it with classmates and friends—so they can learn from your expertise. *Common Core State Standards (Writing):* W.3.2.A., W.3.2.B., W.3.2.C., W.3.2.D., W.4.2.A., W.4.2.B., W.4.2.C., W.4.2.D., W.4.2.E., W.5.2.A., W.5.2.B., W.5.2.C., W.5.2.D., W.5.2.E., W.6.2.A., W.6.2.B., W.6.2.C., W.6.2.D., W.6.2.E., W.6.2.F.
3. **My Brave Fear Essay.** Have you ever had to do something difficult even though you were afraid? What happened? How do you feel about the incident now? Write an essay that describes how you faced one of your fears, and how you feel now about that challenge. Once you've revised and polished the essay, post it on your classroom blog or website. Maybe you'll inspire another kid to become as brave as you are. *Common Core State Standards (Writing):* W.3.3.A., W.3.3.B., W.3.3.C., W.3.3.D., W.4.3.A., W.4.3.B., W.4.3.C., W.4.3.D., W.4.3.E., W.5.3.A., W.5.3.B., W.5.3.C., W.5.3.D., W.5.3.E., W.6.3.A., W.6.3.B., W.6.3.C., W.6.3.D., W.6.3.E., W.6.3.F.



Common Core State Standards (Writing) also addressed by most activities: W.3.4., W.4.4., W.5.4., W.6.4., W.3.5., W.4.5., W.5.5., W.6.5.

DIALOGUE AND LANGUAGE PLAY ACTIVITIES

1. **Incredible Idioms.** On page 149, Margo uses the idiom “connect the dots.” What other idioms do you know? List them, and research more. Once you have a long list, create cards for each one with definitions and illustrations that will help you remember them. Using the cards, craft an idiom mobile to hang near your desk—so you'll always have your idioms “close at hand.” *Common Core State Standards (Language):* L.3.5.A., L.4.5.B., L.5.5.B.
2. **Hilarious Puns.** Some words have more than one meaning, and when you play with the meanings to make a joke, that's a pun. For example, on page 34 of *Shivers!*, Margo tells Shivers to quit “messing around,” and he tells her he can't stand messes. Brainstorm or research many words with multiple meanings, also called homonyms. Then write your own hilarious puns to post on your class website or blog—and get the whole school giggling. *Common Core State Standards (Language):* L.5.5.C. *Common Core State Standards (Writing):* W.3.10., W.4.10., W.5.10., W.6.10.



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