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Classroom Activity Guide

A Ticket Around the World

By Natalia Diaz and Melissa Owens



ISBN 978-1-77147-051-3
HC \$17.95 CDN / \$16.95 US

“Easily invites comparisons and contrasts, and thought-provoking questions at the end will encourage additional critical thinking.”

— Booklist

Grades 2 to 5

Reading levels Fountas & Pinnell: O
Lexile® Measure: IG 840L

Social Studies: Heritage and Identity, Traditions and Celebrations, World Connections, Communities Around the World

Curriculum links **Language Arts:** reading comprehension, understanding of informational texts

Geography
Media Literacy

About the book

A Ticket Around the World invites readers to join a young boy as he hops around the globe, visiting friends in 13 different countries spanning all 6 populated continents. Along the way, he introduces readers to each friend’s environment and customs, and shares interesting facts about each country’s culture, languages, food, geography, wildlife, landmarks, and more.

Beyond the book

1. Organize and Summarize Information

- Read *A Ticket Around the World* with your class.
- Ask students to work in small groups. Have each group pick a country from the book. Students should summarize cultural attributes, like popular food, national animal, official flower and official language. Have each group present their findings to the class.
- Ask students: as they organized and summarized country facts from the book, what did they learn? What did they wonder about? Have students come up with a wonder statement or inquiry question based on their new knowledge.
- As a follow-up activity, have each student research about the country they chose using digital and print materials to help answer the query they came up with.



2. Compare and Contrast

- Encourage students to compare and contrast the countries in the book as they read each spread.
- Have students select two countries, and use the black-line master provided to list their differences and similarities in separate columns.
- Students can also do this with their home or ancestral country versus one of the countries from the book.

3. Mapping Skills

- As a class, locate each of the countries in the book on a globe. Discuss the distance between each country and yours. Which countries are close? Which are far away? How is this reflected in the different features of each country – for example, weather and clothing?
- As a class, find the countries in the book on a world map or in an atlas. Teach students how to read a map and point out map features such as: legend, compass rose, title, scale, color, and labels.
- Discuss the significance of map features and ask students to apply those mapping skills by creating a map of their own. Students can choose their school or community as the basis of the map.

4. Country Flags and Continents

- Ask students to choose a country from the book.
- Using the black-line master provided, have students draw and color that country's flag.
- Below the drawing, students should fill in the name of the country, the continent in which it is located, the language(s) spoken, and one other fun fact about its culture or traditions.

5. The Art of Packing

- Hand out the suitcase template provided. Select one country as a class, or have students each choose a different country.
- Ask students to draw what they would pack for an adventure in that country.

6. Language Exercise

- Assign each student a native language from one of the countries in the book.
- Have students use the Internet (or *The Book of Languages* from Owlkids Books) to look up a greeting in that language, write it down, and practice saying it aloud.

Guide written by Natalia Diaz and Melissa Owens

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A Ticket Around the World Activity Guide

To accompany Activity #4:
Country Flags and Continents

Name: _____

Country: _____

Continent: _____

Language: _____

Fun Fact: _____

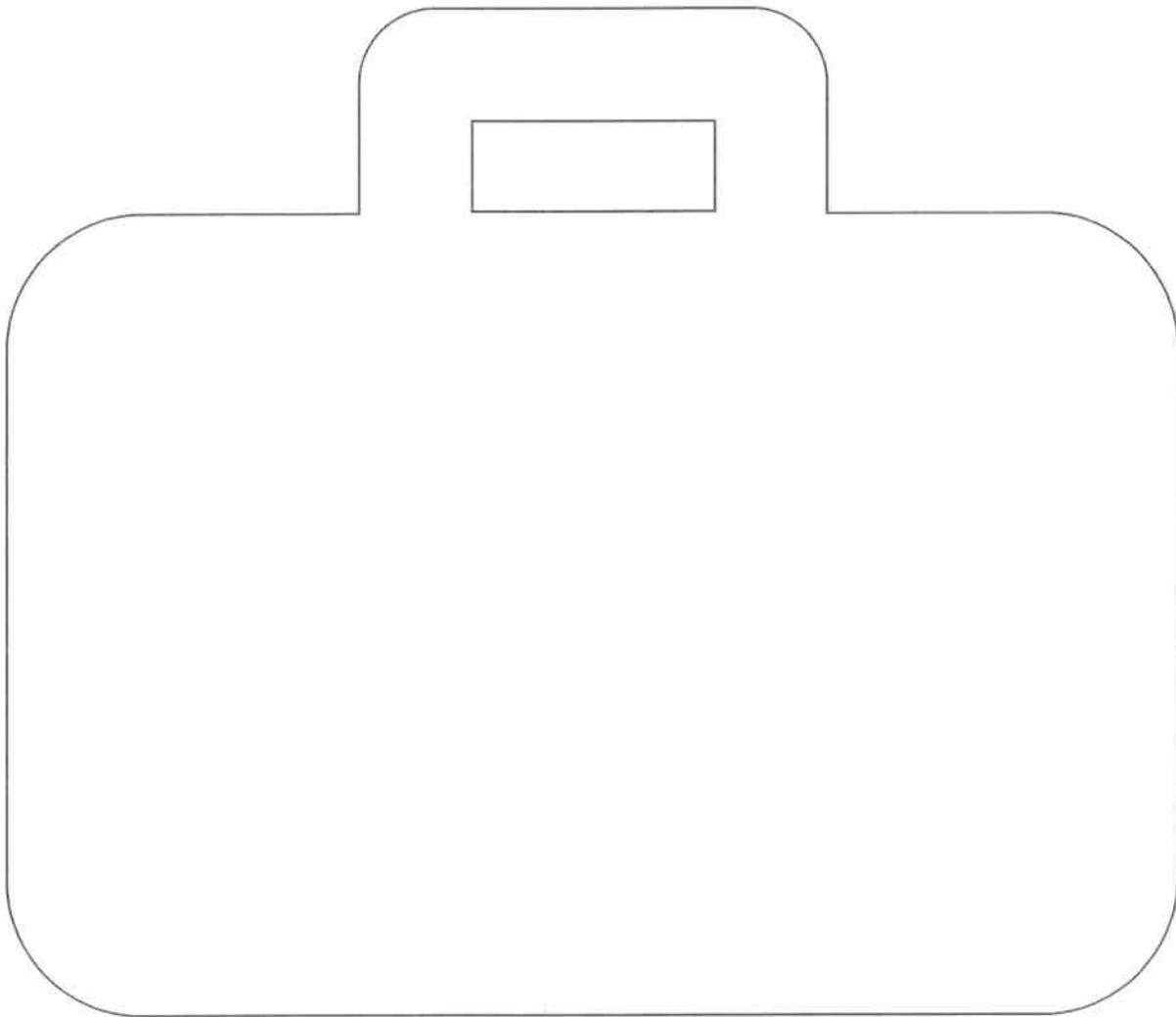
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A Ticket Around the World Activity Guide

To accompany Activity #5:
The Art of Packing

Name: _____



Made possible with the support of the Ontario Media Development Corporation

Comparing Cultures to My Own

Name: _____ Date: _____

Directions: Describe the culture from the story you are reading. Then describe your own culture. Finally, compare how both cultures are alike and different.

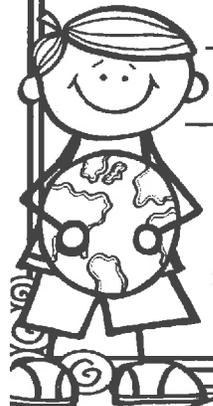
Title: _____

Culture from Story:

My Culture:

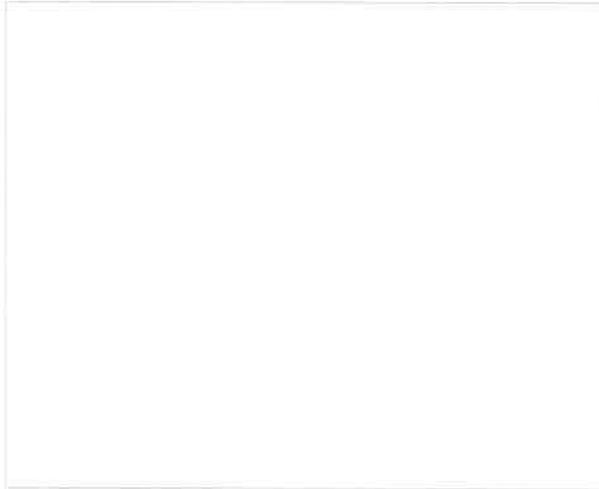
Alike:

Different:



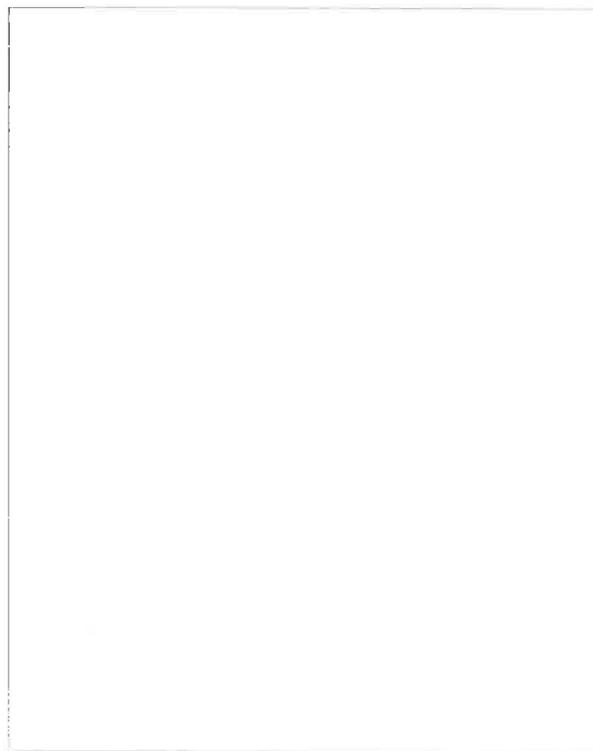
Travel Brochure

(name of place)



Fun Things To Do!

- _____
- _____
- _____
- _____
- _____



I would like to
vacation here
because...

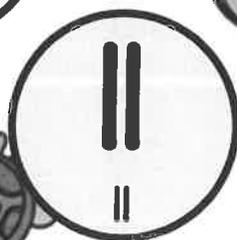
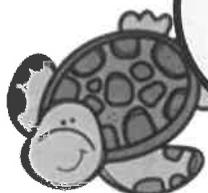
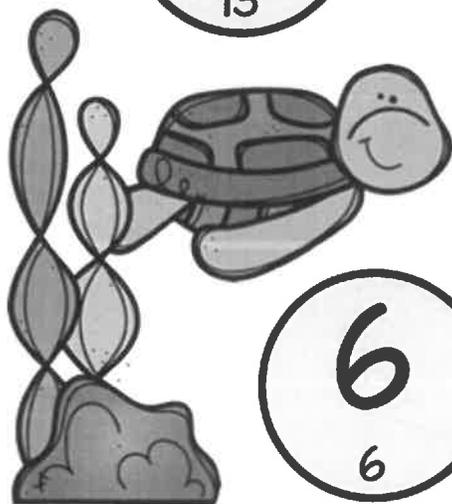
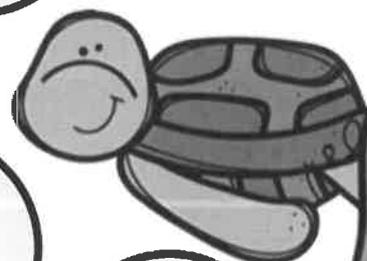
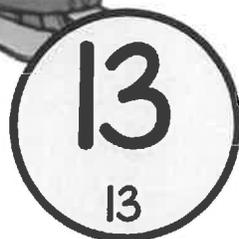
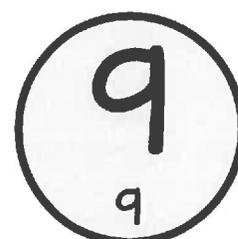
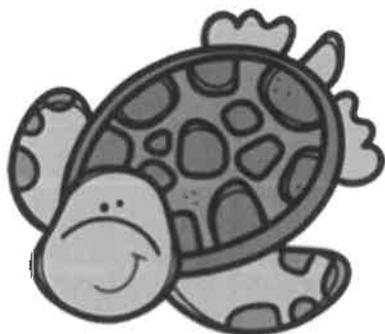
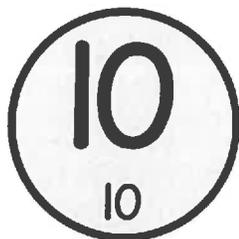


Turtle Time

Take From 18 Bump

Subtraction - Roll 2 and Subtract from 18

$$18 - _ = _$$



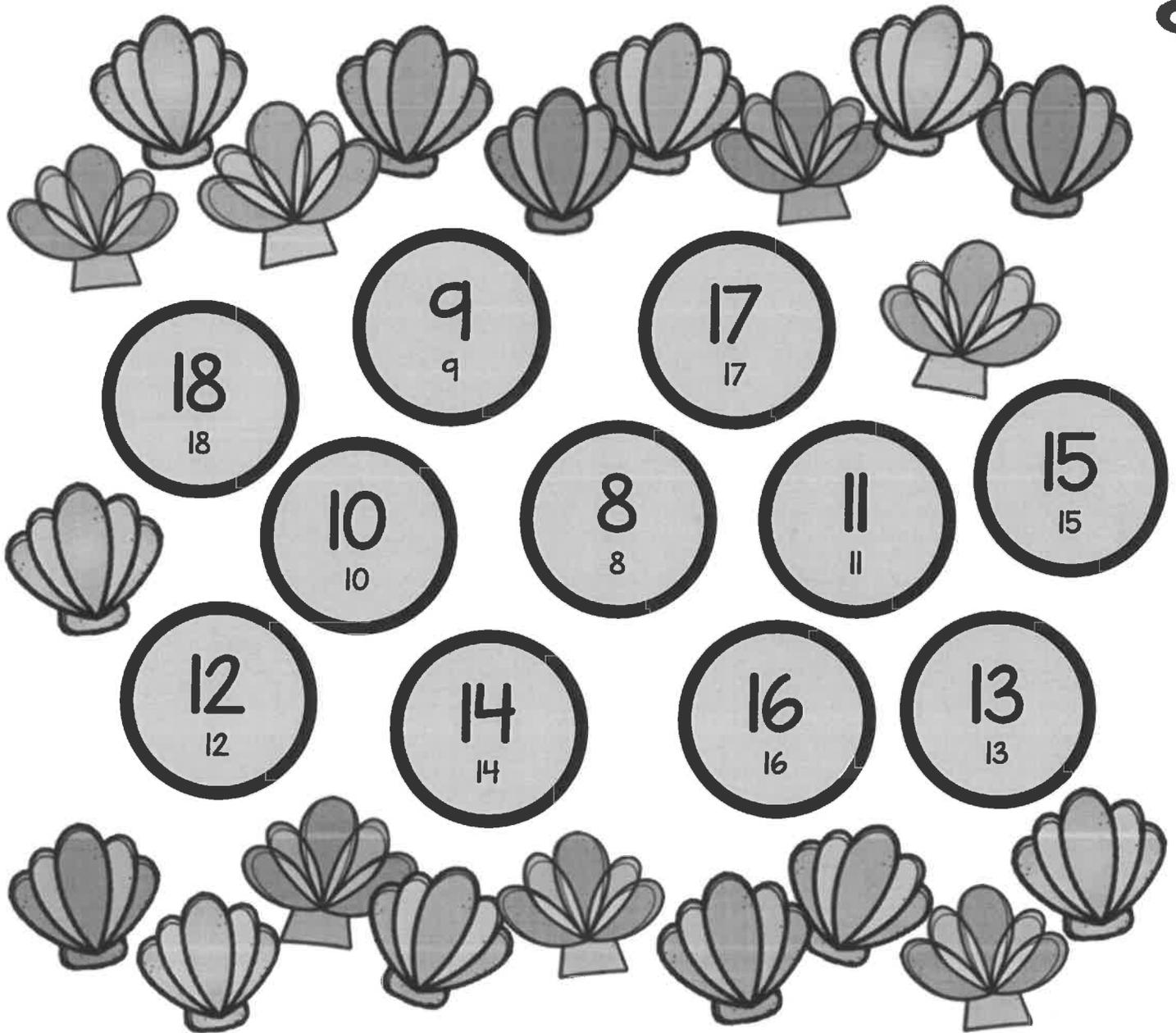
a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and then subtract the total from 18. Then they cover this number with one of their counters, covering the large number. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Twenty Shells

Addition - Roll 2 and Make 20



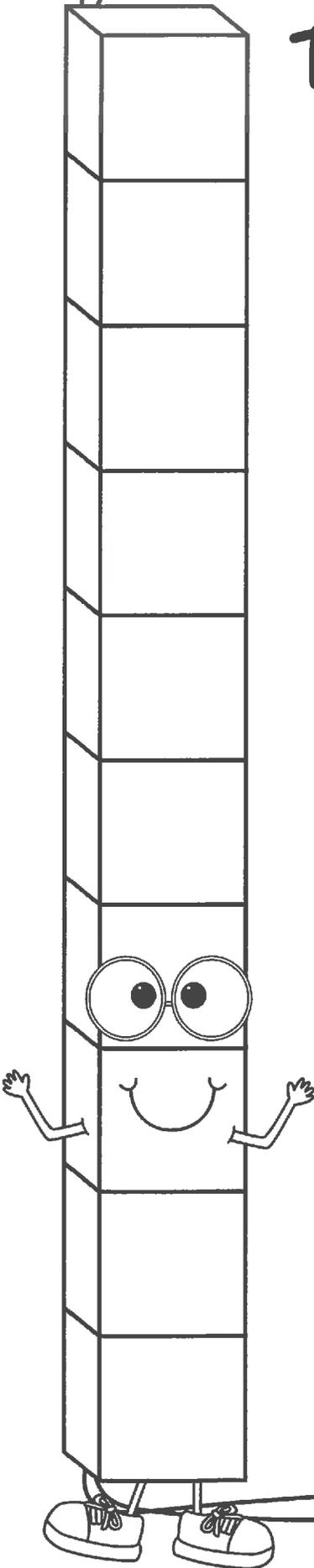
a game for 2 players

Need: 2 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and work out how much needs to be added to this number to make 20. The player then covers this number. For Example: If a player rolls 2 and 5, they would cover 13. If another player has covered that number, they can 'bump' that counter off and put one of their own counters on it. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space. You can only 'bump' when there is only one counter on the number. The winner of the game is the first player to use all 8 of their counters.

Ten More ... Ten Less

Write the number that is ten more and ten less than each number shown.


$$\bigcirc \xleftarrow{-10} 35 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 18 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 42 \xrightarrow{+10} \bigcirc$$

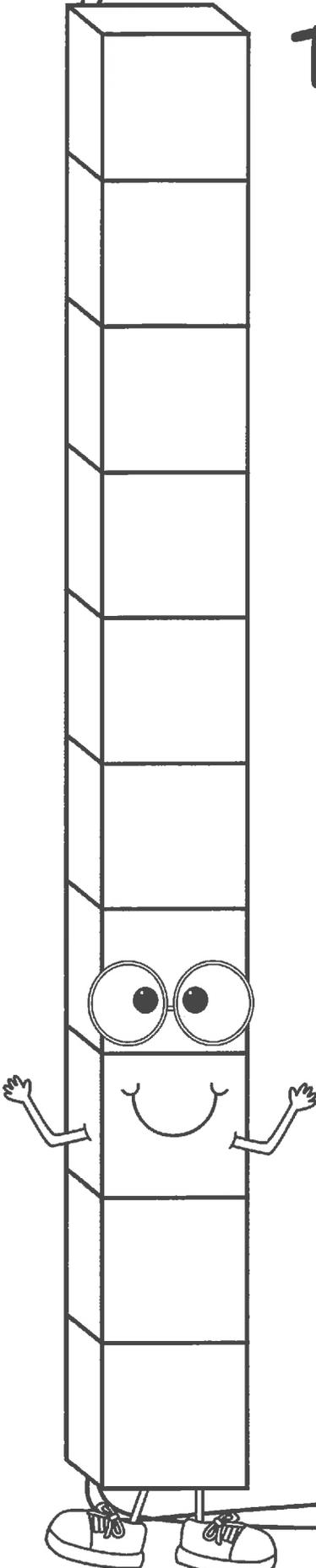
$$\bigcirc \xleftarrow{-10} 67 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 59 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 70 \xrightarrow{+10} \bigcirc$$

Ten More ... Ten Less

Write the number that is ten more and ten less than each number shown.


$$\bigcirc \xleftarrow{-10} 93 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 47 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 10 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 31 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 102 \xrightarrow{+10} \bigcirc$$

$$\bigcirc \xleftarrow{-10} 28 \xrightarrow{+10} \bigcirc$$

Hundred Chart



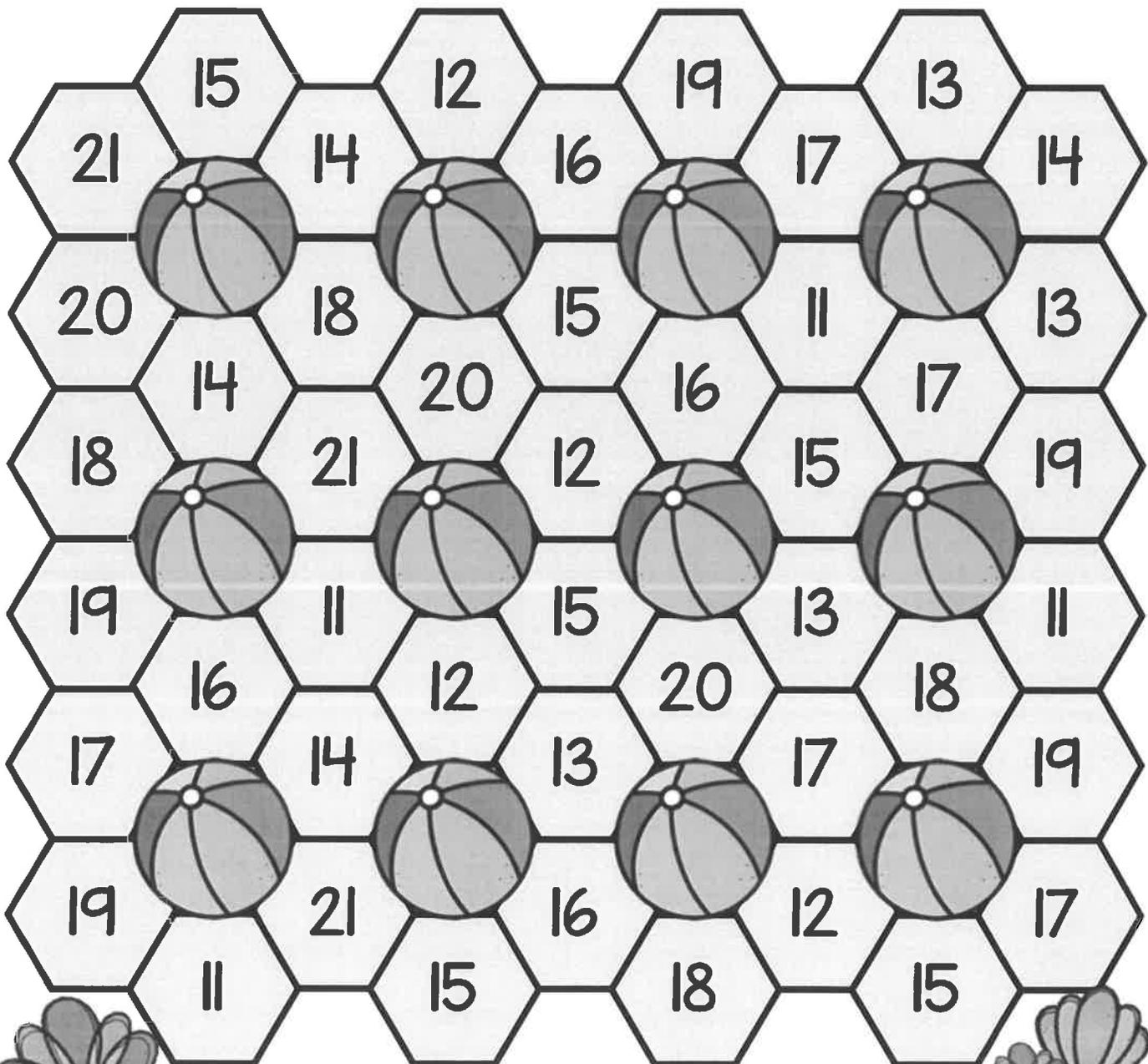
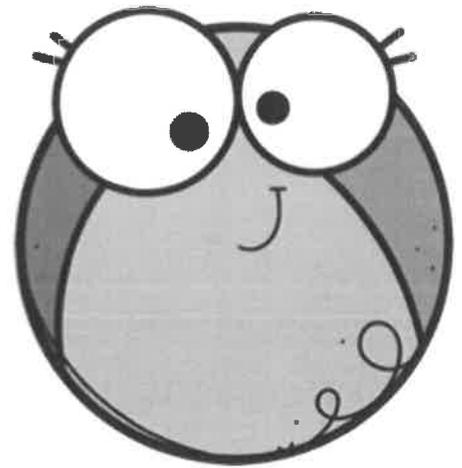
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Catch the Beach Ball

Roll 2 and Add 9

a game for 2-4 players Need: counters, 2 dice

Players take turns to roll the 2 dice, add the numbers together and then add 9 to the total. They then place a counter over this number on the board. For example, if a player throws 2 and 6 they would cover 17 ($8+9=17$). Play continues until one of the beach balls is surrounded with a counter on each of the spaces around it. The player who places the last counter to 'catch' the beach ball is the winner.



Stop or Go Subtraction

- Goal:** Be the first player to reach zero from a designated number - 25, 50, 100 or more!
- Strand:** Number Sense - Subtraction
- Players:** 2 or more
- Materials:** 1- 6 sided dice per player, slips of paper for tracking.

Set Up & Gameplay:

1. The object of the game is to be the first player to reach zero from a designated number of points (25, 50, or 100).
2. All players write that chosen beginning number on their paper and then - with each roll - they write each subtraction problem on their score sheet.
3. Rolling a one (1) ends a turn and the player subtracts each number rolled before rolling a one.

EXAMPLE:

Ex. Player #1 rolls the die. If a 1 is rolled, the player scores nothing (0) and it's the next player's turn. If player #1 rolls other than a 1, the number is subtracted from the player's score. Player #1 continues rolling and subtracting until a 1 is rolled and play switches to player #2.



Twenty Five

STRAND: Number Sense - Addition & Subtraction

Players: 2 or more

Materials Needed: Deck of cards - face cards removed

Gameplay:

This is a game for two or more players. You'll need a deck of cards, with the face cards removed (ace = 1) for each group of 4 players.

1. Deal out all the cards, an equal number to each player. The cards are left face down in a pile in front of each player.
2. The first player turns over the top card and places it face up in the center of the play area announcing the number.
3. The next player turns over a card, adds the number to the card already played, says the sum out loud, and places the card on top of the previously played card.
4. The next player turns over a card and adds the number to the sum of the first two cards.
5. Play continues in this way until someone has a card that, when added, will give a sum greater than 25. When that happens, the player must subtract rather than add.
6. Play continues until someone gets a sum of exactly 25. The player, who gets a sum of exactly 25, wins that round and goes first in the next round.

Tips:

Before playing the game, review the number pairs that add to 10. Then, have your kids look for ways to use this knowledge to help them add and subtract faster!