



# LILY HUCKLEBERRY IN JAPAN

## - TEACHING CURRICULUM -

Here are a few project ideas to help get the creativity and curiosity flowing in your little adventurers! All activities are easily adaptable to the age and size of your class. We would love to see your projects! Tag us on Instagram @lilyhuckleberry or send us an email: [lilyhuckleberry@thislittlestreet.com](mailto:lilyhuckleberry@thislittlestreet.com)

## WRITING

### Create Your Own Lily Huckleberry Adventure Story

**Step 1: Brainstorm.** On a globe or map, find Japan. Ask students what other countries they've heard of and look for them together.

**Step 2: Story Outline.** Have students answer these questions:

- Where does Lily go?
- What mystery does she solve?
- Who does she meet?

**Step 3: Build the story.** Younger students can make a picture of the adventure and you can help them write out what happens. Older students can storyboard and develop the story on several pages.

### Little Poets - Write a Haiku

Remember Joi, our poet friend? Re-read her poems and then have students try their hand at creating their own. To make a haiku: the first line has five syllables, the second seven, and the third five. Nature or the seasons are often the subject of haiku, but your poets can use whatever inspires them.

## ART LESSON

### Yayoi Kusama

If you look closely on the crazy train, there is a car full of polka dots. Yayoi Kusama is a Japanese artist who uses polka dots in much of her work. Look up her polka dotted pumpkin in Naoshima or her infinity rooms, to see examples of her work.



**Draw:** Have students draw and color their own polka dotted world. Help them dream big! What kind of places should be covered in polka dots?

**Decorate:** Put white butcher paper on the walls and floors, or find an old object/piece of furniture that nobody uses anymore. Use small dot stickers to create a polka-dot world of your own.

## GAME TIME

### Ninja Camp Obstacle Course

Time for Ninja Camp! Use the following activities or invent your own challenges.

- **Mushroom Hop** = Balance. Use pillows or baseball bases to make a bouncing path and jump through without touching the ground.
- **Flower Hide** = Spying. Use trees or plants and see who can go the longest without being spotted.
- **Feather Tickle** = Emotion Control. Use feathers to tickle each other's feet and see who can go the longest without laughing.
- **Spider Maze** = Agility. Use yarn between poles/chairs to create a maze to crawl through without touching the yarn.

Remember the way of the ninja:

*BE SILENT, BE STILL.*

*WHATEVER YOU DO, DON'T MISS THE CLUES.*

*SNEAKY, SNEAKY, DON'T BE CREAKY.*

Give bonus points for anyone following the way of the ninja!

### Dragon Hunt

Create your own game to put Nikko back together! Print the attached dragon (or make your own!) and cut it into seven pieces. Divide the kids into two teams, one hiding and one seeking. Find a good outdoor or indoor space to hide the pieces, and have the hidiers make up clues to help the seekers find Nikko. Then switch teams!

If they get stuck, remind them that it's ok not to succeed right away. Students need to keep helping each other and look for **the long right way**.



