RODRO

Books and Crafts

Literacy Based, Creative, Social-Emotional Learning

1-1/2 to 2-hour programs for ages 5-up

Rodro's, Books and Crafts Programs are a terrific way for kids and parents to take learning to a higher level. After sharing Rodro's delightful stories and their character building messages, kids and parents reinforce what they have learned by engaging in creative, fun, and exciting arts-based activities. Each activity capitalizes on the joy of creating an engaging art project that deepens children's comprehension and learning of social-emotional life skills ranging from positive self-respect to anti-bullying.

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Let's All Play!

Age 7-10 • 2-hours

When a bully acts up, Rodro and his friends refuse to stoop down to his level. Instead, they stick up for each other and turn his insults from negative to positive.

Anti-bully, self-respect, individuality, friendship, empathy

CRAFT: *Memory Matching Card Game: Positive I.D.*– Kids cut out and color six insult cards and six positive response (like those modeled in the story) cards, and a game board and recycle bottle caps as game pieces. The goal is to be the first to match 4 out of 6 pairs of insult cards with six positive response cards. The game teaches kids a form of conflict resolution that avoids stooping to the level of the bully's negativity by flipping negative attacks into positive defenses.

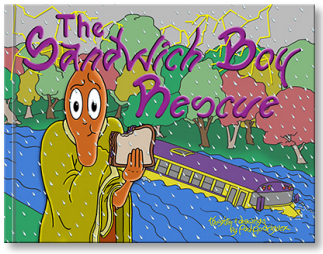
The New Swing King

Age 7-10 • 1-1/2 to 2-hours

When the "Swing King" bully forces Rodro to get on the swings, Rodro turns his greatest trauma into his greatest triumph.

Empathy, courage, friendship, zest, anti-bully, (understanding autism)

CRAFT: *Medal of Bravery*- Kids use Rodro's example of bravery from the story to create a certificate and a medal of bravery based on something brave that they did. They are provided with templates to use, or they can create their own with the materials provided. The story and its motto "The brave you will amaze you" are intended to inspire kids to recognize the simple but important brave acts they do every day. (Activities for the underlying theme of understanding autism are also available.)



The Sandwich Boy Rescue

Age 7-10 • 2-hours

When disaster strikes— siblings, parents, and the whole community come together as one big family to save the day.

Family, friends, community, cooperation

CRAFT: *Marble Maze: Rescue Action Plan*- Kids create a marble maze from templates of different steps of a flood safety action plan. The templates have a picture with a brief description of each step of the safety plan and a cutout for kids to shoot their marble through. Kids cut out, color, fold, and set up the maze any way they like but they must pass through the safety steps in order. There is also a blank template for kids to create their own safety measure. The object is to get your marble through each step of the plan and get to safety. Kids learn a safety plan and the value of family, friends, and community. (Younger kids may need help from a parent.)

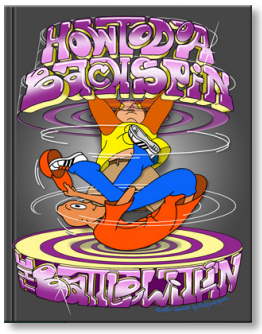
Star Spangled Sprinkles, Please!

Age 7-10 • 2-hours

On the Fourth of July, Rodro and his friends get into a food fight, but they make friends again when they learn to respect each other's' freedom of choice.

Diversity, freedom of choice, respect, celebrating our differences

CRAFT: *The Compassion Cone*- Kids invent their own flavors of ice cream based on the theme of global unity. Then they choose their favorite toppings and brainstorm a list of good global values that the toppings can represent. Next, they use a combination of styrofoam shapes and quick dry clay to make a sculpture of their compassion cones. Participants also receive a Compassion Cone handout to write down the name of the flavor they invent, and their ideas about global unity and good global values. (Younger kids may need help from a parent.)



How to Do A Back-spin

Age 7-10 • 1-1/2 to 2-hours

When Embl is having a tough time learning his favorite dance move, Rodro encourages him so that he doesn't give up.

Grit, perseverance, achievement, helping others

CRAFT: *Don't give in and you can win.* Kids learn how to do the backspin depicted in the story as part of a short hip-hop dance. If there is not enough space to dance, they can sculpt a backspin top using quick dry clay and color it using magic markers. The goal is for kids to learn the value of grit and perseverance. (Younger kids may need help from a parent.)

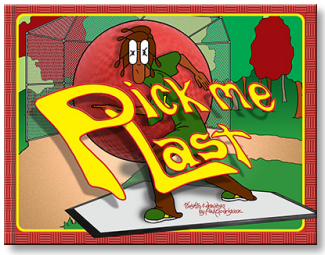
A Good Day at School

Age 7-10 • 2-hours

When Rodro discovers the thief in his class he has to decide what is more important, honesty or his pride.

Anti-Bully, integrity, honesty, trust, courage

CRAFT: *Fortune Flips: Have a Good Day*- Kids color and cut out two sets of cards and a game board, and recycle bottle caps as game pieces. Kids roll a die to advance. If they land on a Conflict, they must flip a 2-sided Resolution Card to see if they have a Bad Day (bystander/no action) and don't advance or a Good Day (Up-Stander Strategy/positive action) and move forward. The goal is for kids to learn that they can have an impact on whether or not they have a good or bad day by having them learn up-stander strategies for conflict resolution.



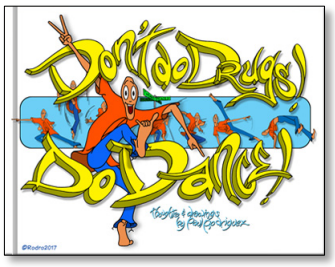
Pick Me Last!

Age 7-10 • 2-hours

When Pessy gets picked on and picked last, she doesn't get upset. Instead, she rises to the challenge and reclaims her respect.

Anti-Bully, up-standing, diversity, equality, reclaiming respect

CRAFT: *Finger Kickball: Up-standing is Outstanding*- Kids make a mini-ballpark using templates they color, cut out, fold, and clip together. The walls have cutouts for hits and outs that are paired with phrases to inspire diversity and friendship (Global unity = grand slam, and discrimination and bigotry = outs). The ball is made from an origami triangle. If you kick the ball through a hole, you get what it says. If you miss, it's a strike. The goal is for kids to learn the value of diversity, equality, and being an up-stander.



Don't Do Drugs! Do Dance!

Age 7-10 • 1-1/2 to 2-hours

When some older kid tries to get Rodro to take drugs, Rodro thinks on his feet and dances his way out of trouble.

Anti-Bully, drug awareness, avoiding trouble, fortitude, ingenuity

CRAFT: Kids learn a dance to the song *Good Friends and Good Times* with lyrics that reinforce the positive anti-drug messages of the story. If there is not enough space to dance, they create a *Find Something Better to Do* fortune teller. For the core, they choose four of their favorite things to do, write them in, then color, cut out, fold, and play. Each activity helps kids discover that there are many positive and fun things that they can do instead of taking drugs. (Younger kids may need help.)

Brownies for Bedtime

Age 7-10 • 2-hours

When Rodro's brownie induced bellyache gives him nightmares about children who do not have enough to eat, he vows to help them.

Hunger, poverty, compassion, nutrition, sharing, community service

CRAFT: *Food and Fun for Everyone Playground* game- *Food and Fun for Everyone Playground* game- Kids receive templates to color, cut out, and assemble a 3D game board, mini playground rides, and game cards, and recycle bottle caps as game pieces. Players actually work together to raise enough money to build a playground for children who do not have one. The object of the game is to help kids learn that they have the power to help others. (Younger kids may need help from a parent.)

The Orange Man Dance

Age 7-10 • 2-hours

When an orangutan family they love is kidnaped, Rodro and Anto take advantage of an unexpected chance to free them.

Anti-Bully, Land and animal preservation, responsibility

CRAFT: *Hang in There*- Kids create an orangutan panorama using quick dry clay, twigs, and a shoe box. They also receive a handout with information about how orangutans live, their plight as a critically endangered species, and what they can do to help save them. The goal is for kids to learn the value of land and animal preservation. (Younger kids may need help from a parent.)

The Magical Song of Sona and Dora

Age 5-10 • 1-1/2 to 2-hours

Sona and Dora are *Coquís* (tiny tree frogs) who live in Puerto Rico. When they find that they are in danger of being accidentally squished they go out in search of the magic that will save them.

Positive self-identity, pride, grit, bravery, resourcefulness

CRAFT: Kids create personalized *The Magic in Me, Magic Cards*. The card has two visible surfaces and one hidden surface. On the visible outside surface, they draw a portrait. On the inside visible surface, they write an encouraging note to themselves. On the hidden surface, they draw a picture and write a message about the magic they believe is inside them, and how they would use that magic to help others. (Younger kids may need help from a parent.)

What Color Are You?

Age 5-10 • 1-1/2 to 2-hours

While Pessy and Rodro are working on an art project, they discover that their friendship has nothing to do with the color of their skin but the color of their character instead.

Diversity, friendship, celebrating differences and good character

CRAFT: Kids create *Color of Friendship* portraits. First, they brainstorm to create a list of the character traits that they think make a good friend (nice, honest…). Then they choose a color to represent each character trait (red for nice). Finally, they choose a friend as a partner, and they are given a template to help them make 3D portraits of each other out of foam paper using the colors of friendship that they created. The goal is to help kids learn that good friends come in all colors and to promote diversity and global unity.

Goldysocks & The 5 Bayous

Age 7-10 • 1-1/2 to 2-hours

Thibodaux brings the legend of the dancing bird with golden feet to life by caring enough to care for the Earth. (Features similarities between Long Island's & Louisiana's coastal estuaries.)

Compassion, friendship, love of wildlife and nature

CRAFT: *Save Our Swamps* posters. Kids choose a coastal erosion problem from the story, the "Who-dat say, dey gonna save our swamps!" slogan or one of their own, and an animal from the story. Then they make a poster to raise awareness of Louisiana's urgent coastal erosion problem and present a possible solution. Kids are provided templates to help them draw the animals from the story and also receive handouts about Louisiana's wildlife and coastal erosion problems. (Younger kids may choose their favorite animal handout with a blank speech bubble to color and write a positive message about how to stop unnecessary coastal erosion.)

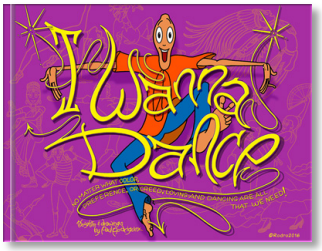
The Friendly Factory Frenzy

Age 5-10 • 1-1/2 to 2-hours

When the Friendly Toy Factory breaks down, we find out that family and friends are more important than toys.

Family, friendship, grit, cooperation

CRAFT: *Friendly Fun*- In honor of the Friendly Factory, kids make a toy of their own. They choose between a simple *Spinner Wings*, a *Flaextangle*, or a *Friendly Fortune Teller*. A template for each is provided for kids to color, cut out, and fold for themselves. The goal is for kids to learn the value of friends, family, and cooperation. (Younger kids may need help from a parent.)



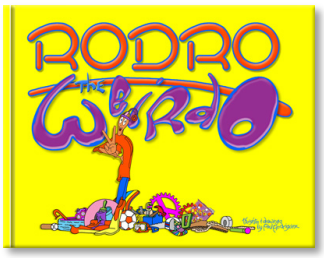
I Wanna Dance

Age 7-10 • 2-hours

When Rodro shows us amazing dances from all over the world, we learn that our differences are one of the most important things we have in common. Dancing is fun no matter where you come from.

Peace, family, friendship, and celebrating our differences for global unity

CRAFT: Kids learn the *My House is Your House* dance using dance moves from dance styles celebrated in the book. If there is not enough space to dance, they are given choreography cards with dance moves from the story and blanks so that they can draw their own. Then they color, cut out, and assemble them to create their own dance choreography. The goal is for the kids dancing experience to be a positive example of cultural differences. So, instead of being divided by our differences and fighting, we should celebrate them and dance!



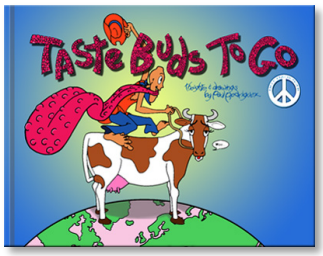
Rodro the Weirdo

Age 5-10 • 1-1/2 to 2-hours

Rodro likes to do things in a weird way. People make fun of him, and he gets upset until he realizes that there is nothing wrong with being different. So, he replaces shame with pride.

Positive self-identity, pride, grit, bravery, creativity, imagination

CRAFT: *Weirdo Sculpto*- kids create an utterly original sculpture by using quick dry clay to make a shape, color it, and then start sticking things on it. Whatever they like, the weirder, the better. If time and space allow, kids may also learn the rules for the Opposite Soccer game from the story and bring it to life. Kids also receive handouts using examples from the story to inspire and celebrate their uniqueness and creativity. The goal is for kids to learn to take pride in and be comfortable with who they are. (Younger kids may need help.)



Taste Buds to Go

Age 7-10 • 2-hours

When Rodro forgets to bring his lunch to school, and the cafeteria food lets him down, he takes an imaginary journey around the world to find the fantastic foods he loves.

Cultural appreciation, resourcefulness, creativity, imagination

CRAFT: *Marble Maze, The Taste Buds Adventure*- Kids create a marble maze from templates of the different places and foods presented in the story. The templates have a brief description, a picture of the food, four food cards, and a cut out for kids to shoot their marble through. Kids cut out, color, fold, and set up the maze any way they like. There are also three blank templates for kids to add their own places and foods. The object is to teach kids an appreciation for different cultures while they collect food cards and place them on the game board. The first to finish making their meal wins. (Younger kids may need help from a parent.)

Kung–Fu Peace

Age 8-10 • 2-hours

Rodro's odd uncle teaches him, his friend Pessy, and some bullies, that a peace sign is more powerful than a fist.

Anti-Bully, peace, nonviolence, self-defense, respect, wisdom, mentorship

CRAFT: *The Peace Path*- Kids learn the *Peace-Fist Handshake* from the story and create an Animal Kung Fu, *Peace Path Poster*. To create the poster, they choose their favorite Kung Fu animal, a Kung Fu virtue, and a non-violent quote from the story or a historical figure. They also receive Kung Fu Peace handouts. The goal is for kids to learn non-violent resolutions to bullying conflicts.

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Paul Rodriguez, Educational Consultant

• Social-Emotional Learning • Confidence
• Anti-Bullying • Individuality • Imagination
• Positive Self-Respect • Creativity
• Wildlife & Environmental Preservation