



5 Minute Activities:

1) Create a list of the many skills that Lyle has (doing chores, juggling, tap dancing, tumbling, roller skating, etc.) Working in your own space, pantomime (communication by means of gesture and facial expression) Lyle's many skills. The challenge is to use just your body and imagination and no voice.

Theatre: S1: C1: PO101: Imagine and describe characters through movement and gesture.

2) Lyle ends up spending time in the zoo. As a class, make a list of animals you might find in the zoo.

Science: Kindergarten: S1: C3: PO 1: Organize objects, organisms, and events according to various characteristics.

3) Create your own jump rope chant. Example: Chant this while jumping, "Cinderella, dressed in yellow, went outside, to play her cello, how many minutes did she take?" Then pepper (fast jumping) while counting 1, 2, 3, etc. until you miss. Jump rope for 5 minutes every day!

Physical Education: Grades K-2: S1: C1: PO 1: Demonstrate locomotor skills with age-appropriate ability.

4) Lyle doesn't speak yet we understand him through nonverbal communication. What are ways we communicate nonverbally? Raise your hand and show an example to your class.

Health: Grades 3-5: S4: C1: PO 1: Demonstrate effective verbal and nonverbal communication skills to enhance health.

15 Minute Activities:

1) In the play, Lyle becomes part of a family. All families are different. Some people have more than one family. Using paper and crayons or colored pencils, create a family portrait by drawing all of the members of your family (or families if you have more than one) including pets. Make sure you write the names of your family members and how they are related to you. Hang them in your classroom.

Visual Art: S1: C4: PO101: Select and use subject matter and/or symbols in his or her own artwork.

2) Brainstorm ideas for scenes that we don't see in the play. In groups of 2-4, play out scenes using your ideas for inspiration. Here are some examples to get you started:

-Hector's life after Lyle decides to stay with the Primm's

-At home with Mr. Grumps and Loretta

-Conflicts Josh and Lyle have sharing a room

-The Primm's hearing Lyle actually speak for the first time

Decide what happens in your scene and how it ends, rehearse them and share!

Theatre: S1: C4: PO 103: Improvise by imitating life experiences and/or knowledge of literature, and create imaginary scenes that include characters, setting, and storyline.

3) What are some of the disguises that Hector P. Valenti wears? What would your disguise be? Draw a picture of it, think of a name for the character that you would become when you wear the disguise and share with your class.

Visual Arts: S1: C4: PO 001: Describe and explain his or her own artwork.

30 Minute Activities:

1) Write a story about discovering a strange creature in your house. Where is the creature when you find it? What is it doing? What kind of creature or animal (real or not) is it? How do you feel when you see it for the first time? Do you end up keeping it? If not, how do you get it out of the house? Make sure your story has a beginning, middle and end as well as conflict and resolution.

Writing: Grade 2: S2: C1: PO2: Incorporate relevant details that give the piece interest.

2) New York City has many buildings and skyscrapers that create a wonderful skyline. Using crayons, colored pencils and construction paper create a unique city building. How many stories does it have? How many windows does it have? When was it built? Look at examples of skyscraper architecture for inspiration. Put all of the buildings together into a city. Draw Lyle in one of the windows of every building.

Social Studies: Grade 1: S4: C2: PO 1: Discuss human features (e.g., cities, parks, railroad tracks, hospitals, shops, schools) in the world.

3) Choose one of the Lyle books to dramatize in class. Read the book together as a class. After reviewing the plot, characters and conflict, assign roles and play out all or part of the story. You can also divide into smaller groups and work simultaneously on different scenes and then take turns sharing.

Theatre: S1: C4: PO 102: Retell a story including its theme, setting, storyline, plot, physical descriptions of the characters, and theme.