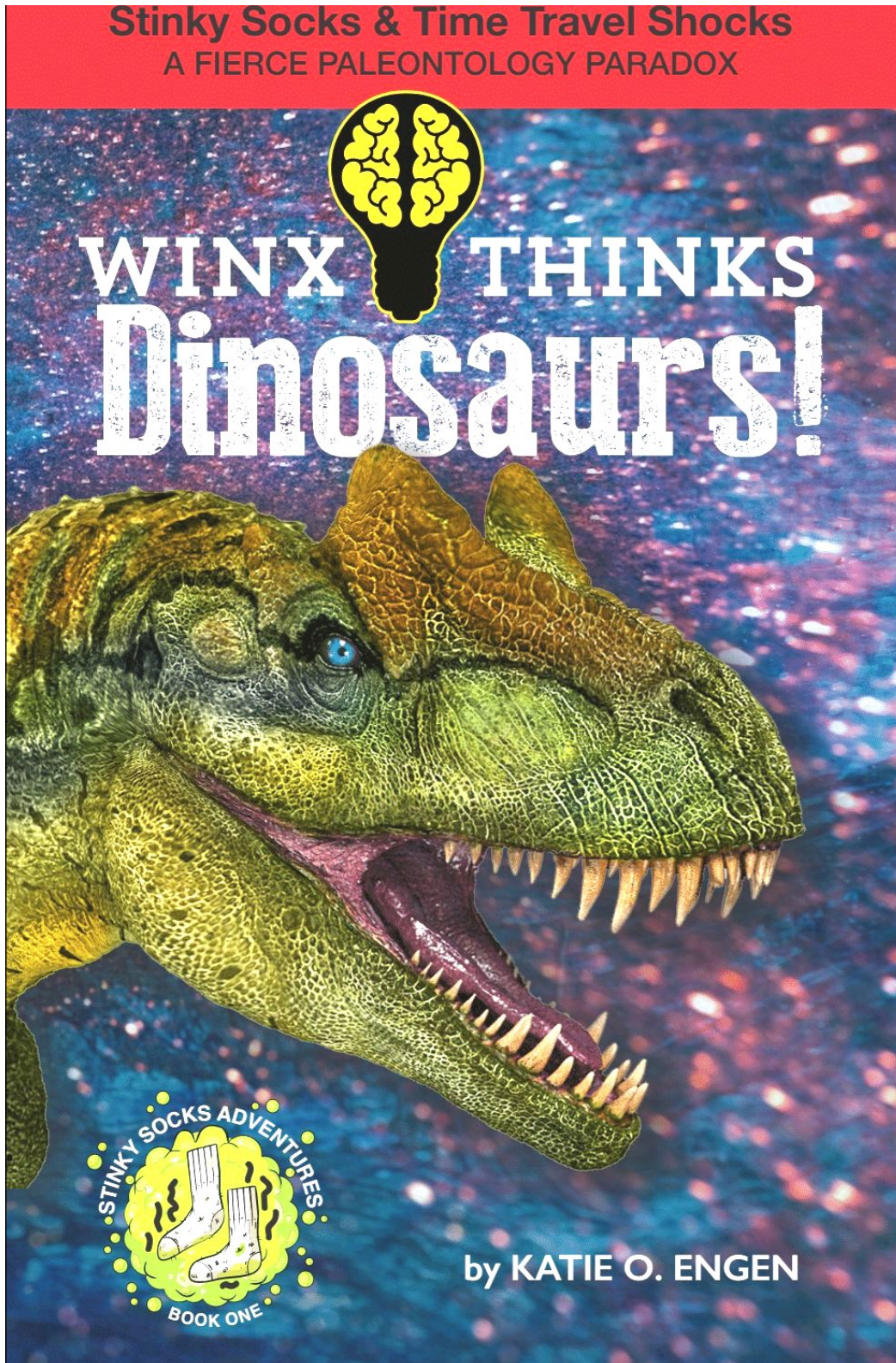


THINK LIKE WINX

BIG IDEAS FOR YOUNG READERS

...AND THOSE WHO TEACH THEM

**Ch. 5-6
ACTIVITIES**



**grades 5-8
homeschool**

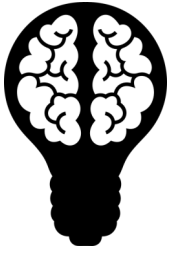
**standards
friendly**

FUN

**cross-
curricular**

**critical
thinking**

**BONUS:
graphic
organizer**



Winx Thinks—Dinosaurs!

Chapter 5—Snout Drippings & Chapter 6—He Didn't Say Dinosaurs

Winx is on his first time travel trip with the Stinky Socks.

Think over, share, and show what you know about this adventure.

Think & Share

Plot Summary Extend-a-Thought (more than just fill-in-the-blank):

Winx wants to go to _____ because he loves _____ and now has _____.
 But on this trip Winx wakes up in a _____ (yuck!) somewhere in _____.
 Marta is there, too, because _____. When the siblings meet a _____
 there are problems because _____. They decide they must _____.

[Response Options: share ideas verbally, copy in best handwriting and complete the thoughts, build from the completed summary to make to two couplets to convey the same details completely]

THINK LIKE WINX!



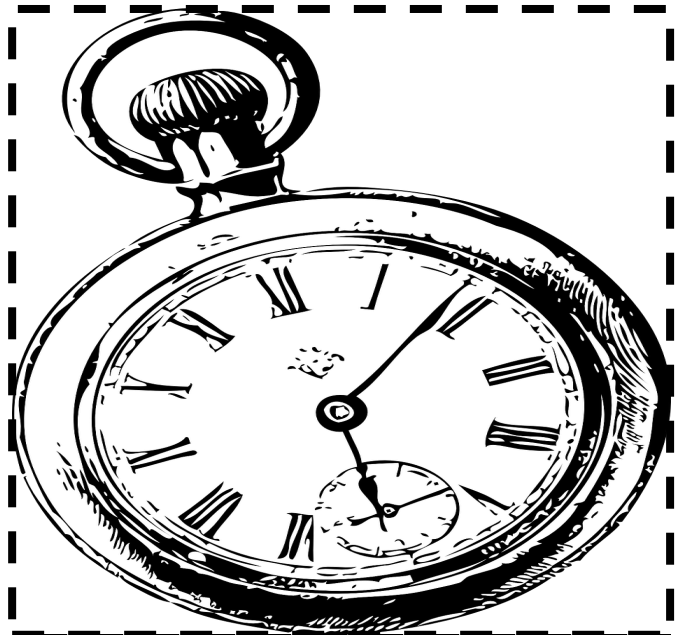
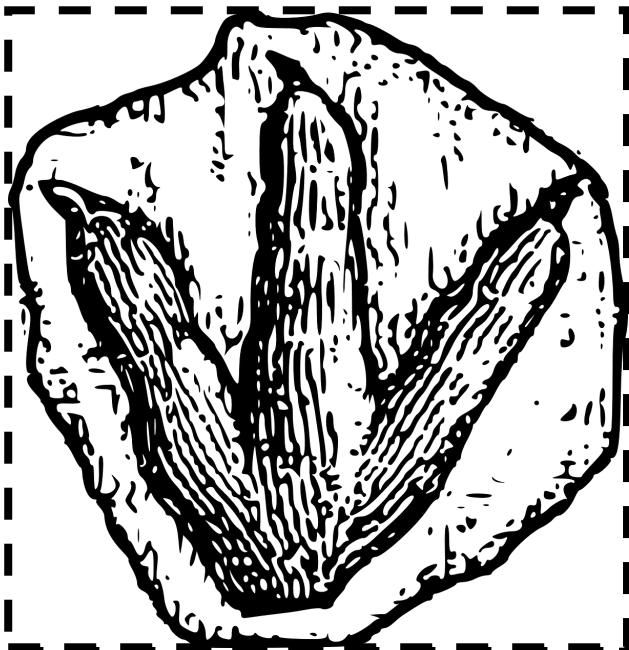
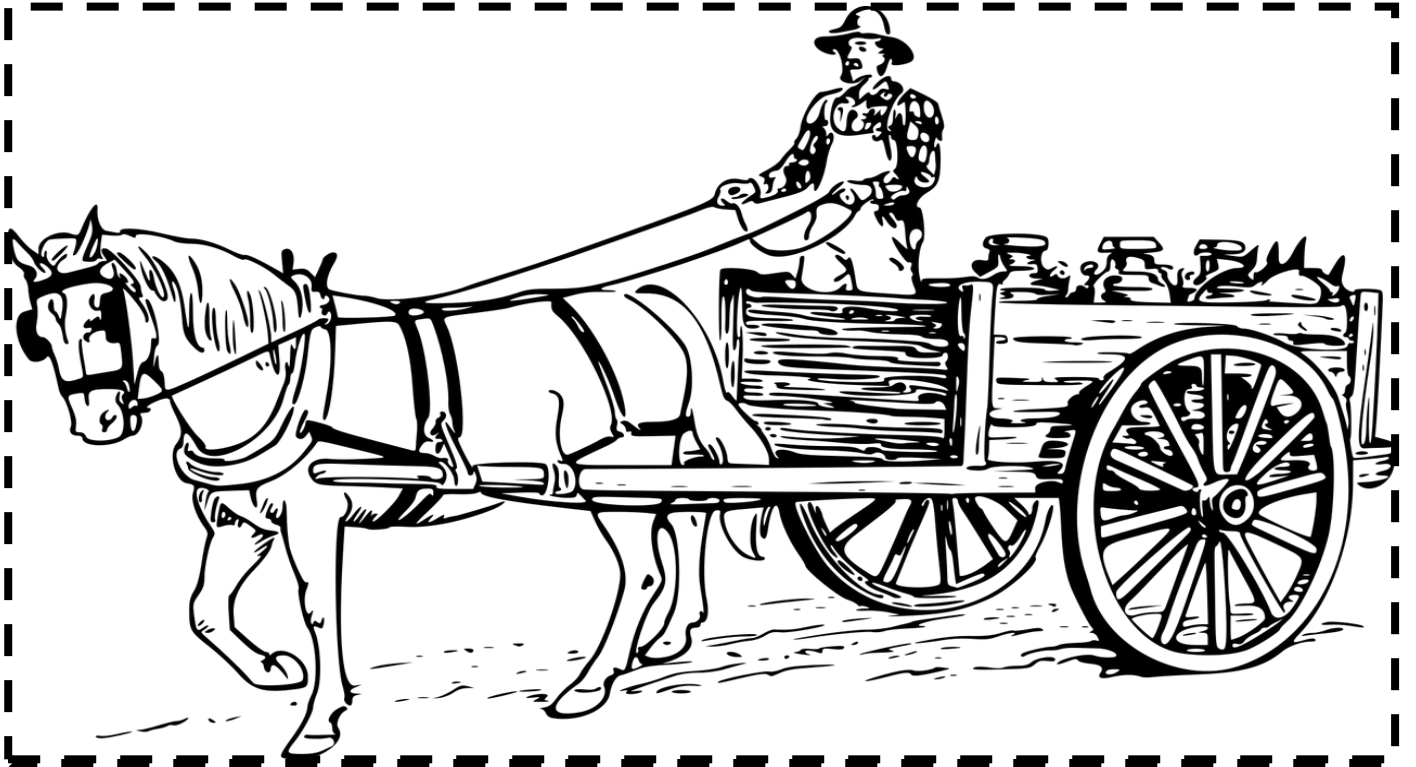
Show What You Know

Use the pictures on the next pages.

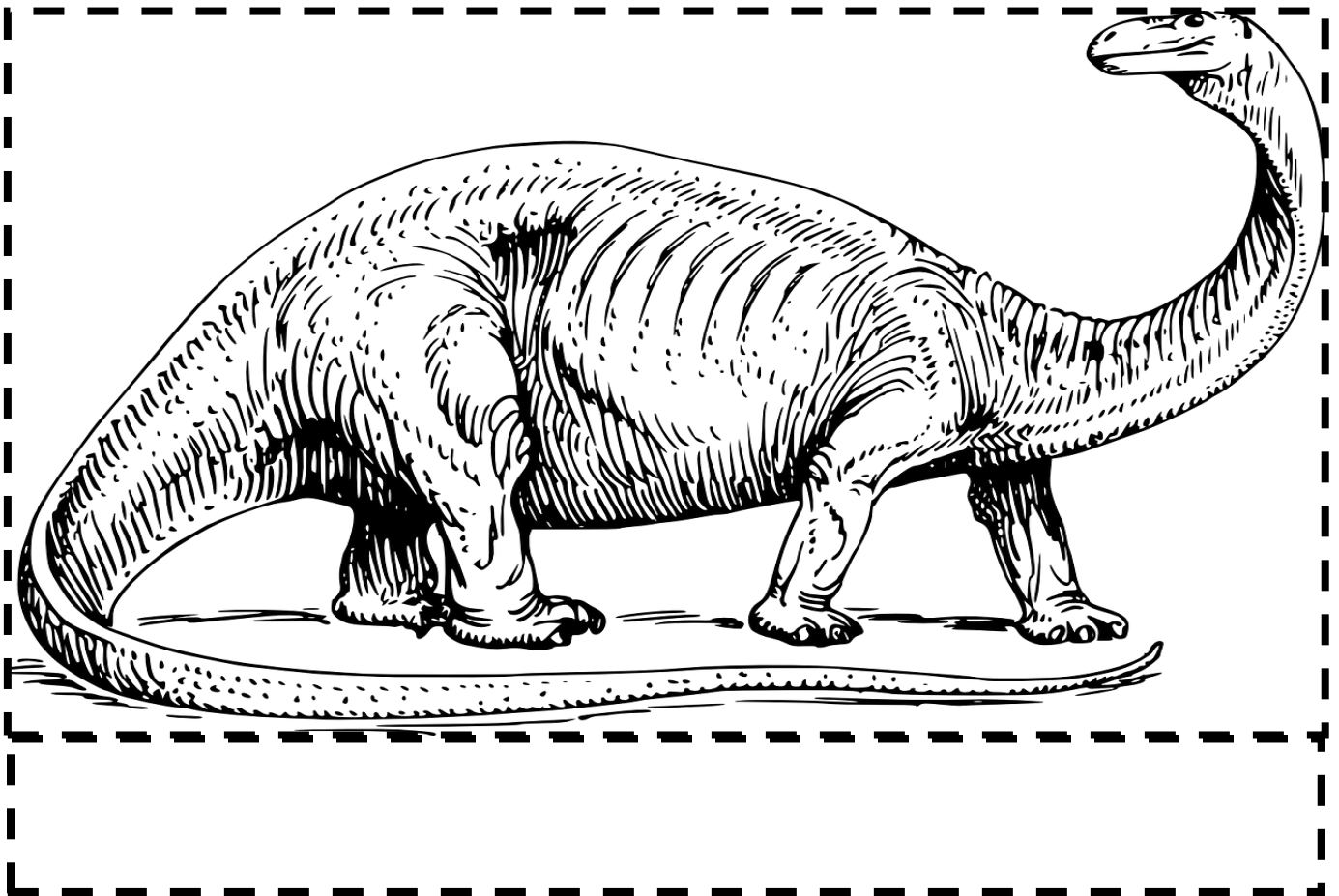
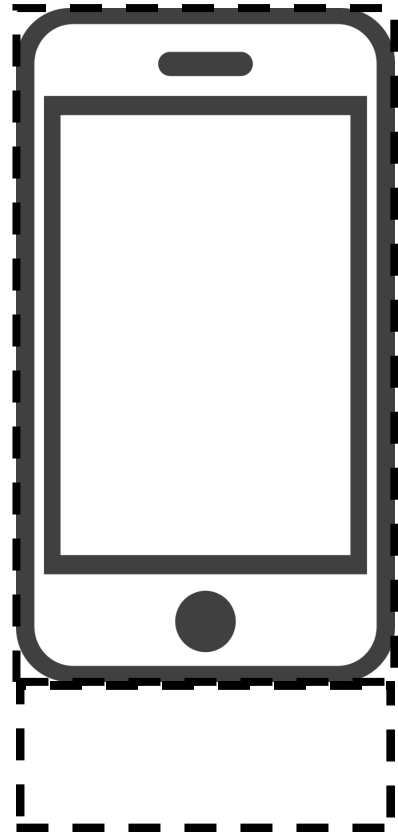
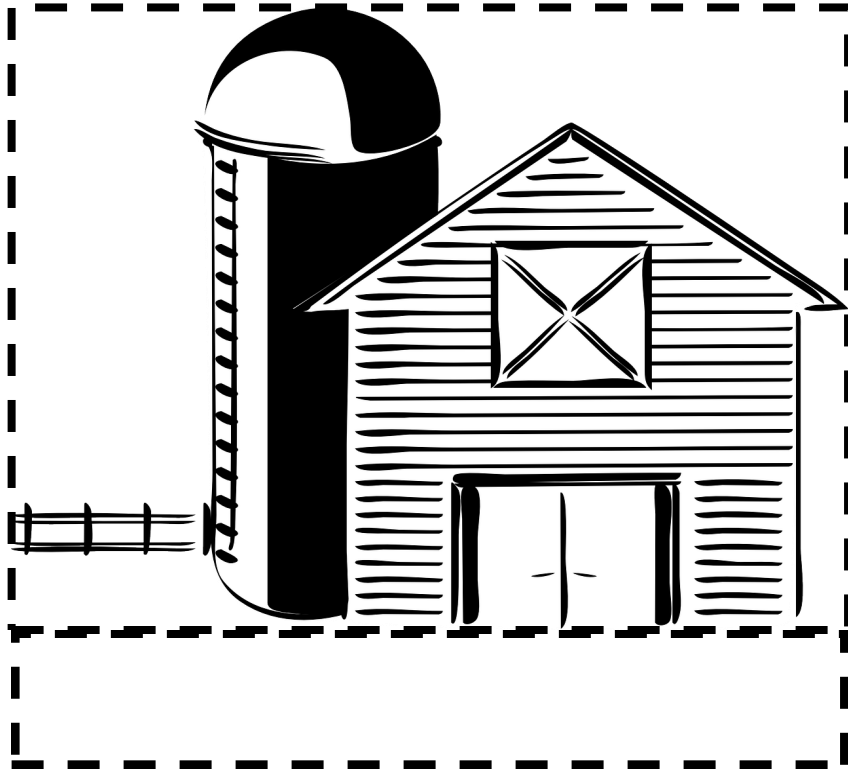
1. Color each picture. As you color, think about how each one connects to details in the story.
2. Caption each picture. Use 3-5 key words to tell how the image goes with the story.
3. Cut out the pictures to make a mini-poster or hanging mobile*.
4. Arrange the pictures to show the order of key plot points. Start with Winx's main goal.
5. Option—Add more plot points to your poster or mobile sketch. Use key words to find online clipart figures to represent each new point. Add captions!

[*See [DIY Clothes Hanger Mobile: At Home Children's Activity \(cmosc.org\)](https://www.cmosc.org) for one mobile option.]

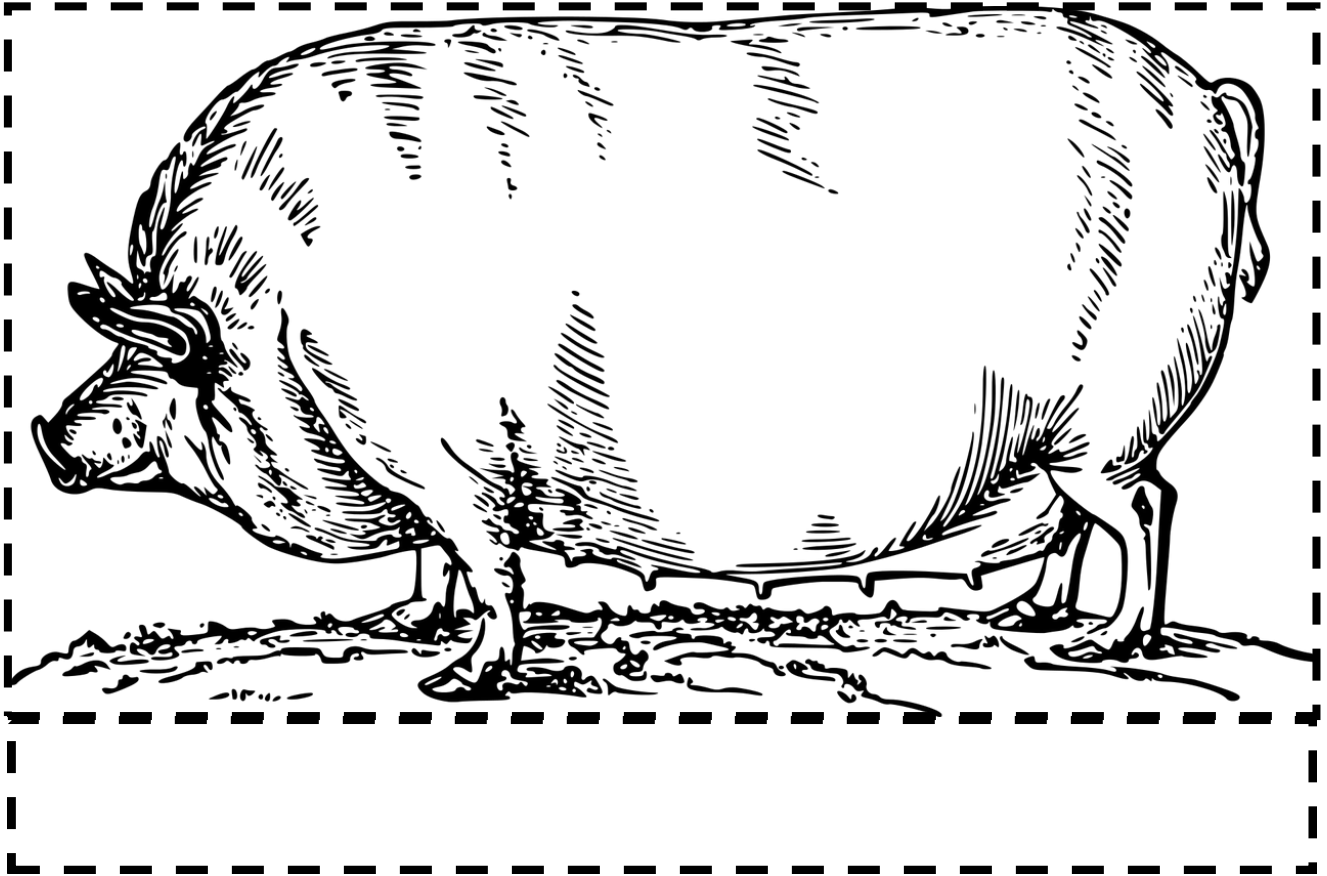
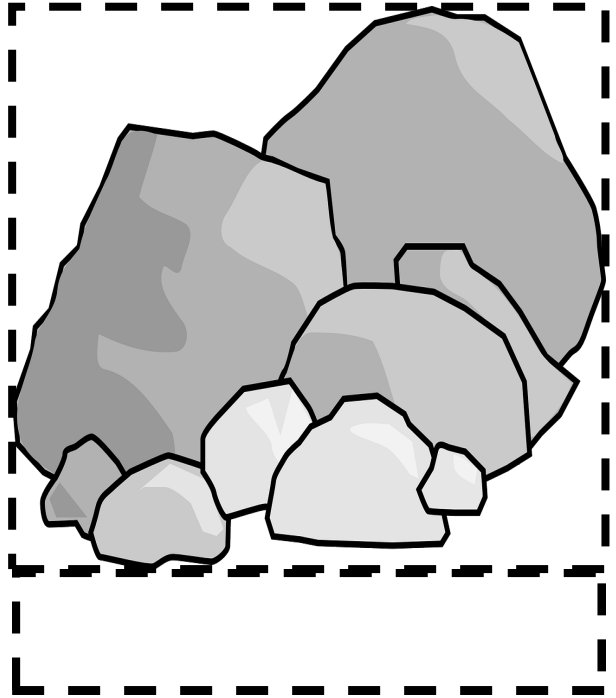
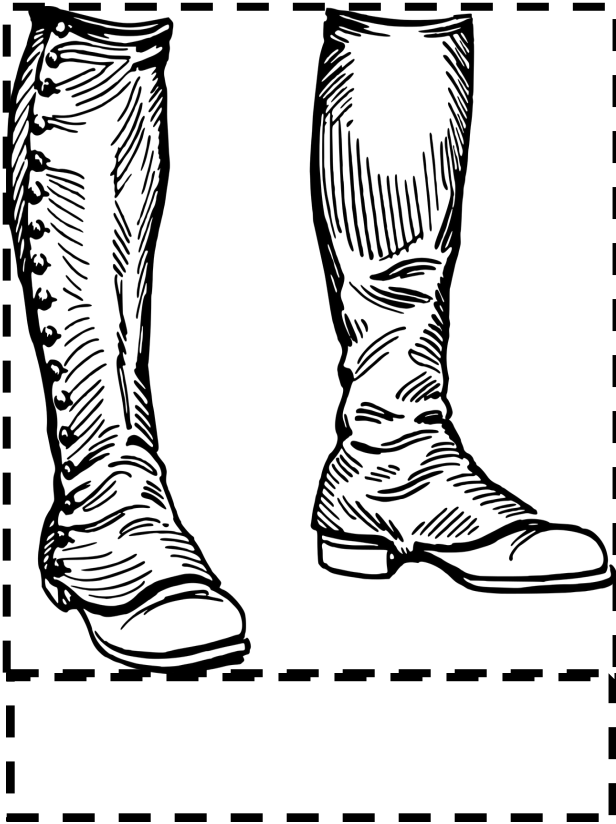
Chp. 5 Snout Drippings & Chp. 6 He Didn't Say Dinosaurs



Chp. 5 Snout Drippings & Chp. 6 He Didn't Say Dinosaurs



Chp. 5 Snout Drippings & Chp. 6 He Didn't Say Dinosaurs



The **THINK LIKE WINX** Graphic Organizer

The graphic organizer (next page) is a visual and tactile reminder for how to handle most any topic, problem, or issue with flexible and systematic thinking. This also is called critical thinking.

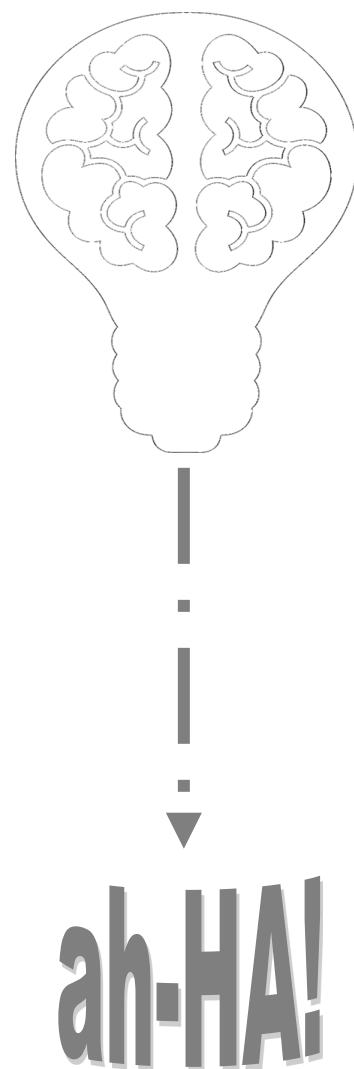
Thinking can be hard work. This is not the same as grinding an idea to bits. Or pondering until your brain and body are exhausted. Taking breaks, changing details, and asking for help all count as careful, creative, critical thinking. Winx does it all the time!

The best critical thinking:

- Starts with lots of inputs.
- Sorts the inputs: serious, semi-related, or silly
- Allows for time to mull over the best inputs (taking a break is ok)
- Narrows options down to what seems most logical or interesting
- Looks at what experts might add (research!)
- If needed, re-states the topic, problem, or question and thinks again.

Use the graphic organizer to:

- Start a research project
- Analyze a story by theme (e.g., friendship) or part (e.g., setting)
- Solve a math problem
- Design or organize an art or engineering project
- Solve a personal problem
- Start a club
- Create a new schedule or routine (e.g., bedtime, homework, chores)
- Plan a party or holiday event
- Insert your idea or problem here: _____



Think Like Winx!

Write the topic, problem, or question in your own words.

Brainstorm key words that you think connect to an answer.

Write key words in the brain lobes.

Let your brain ponder...
Hum, stretch, or dance
for a minute or so.

Color the lobe(s) with the key words
that interest you the most.

