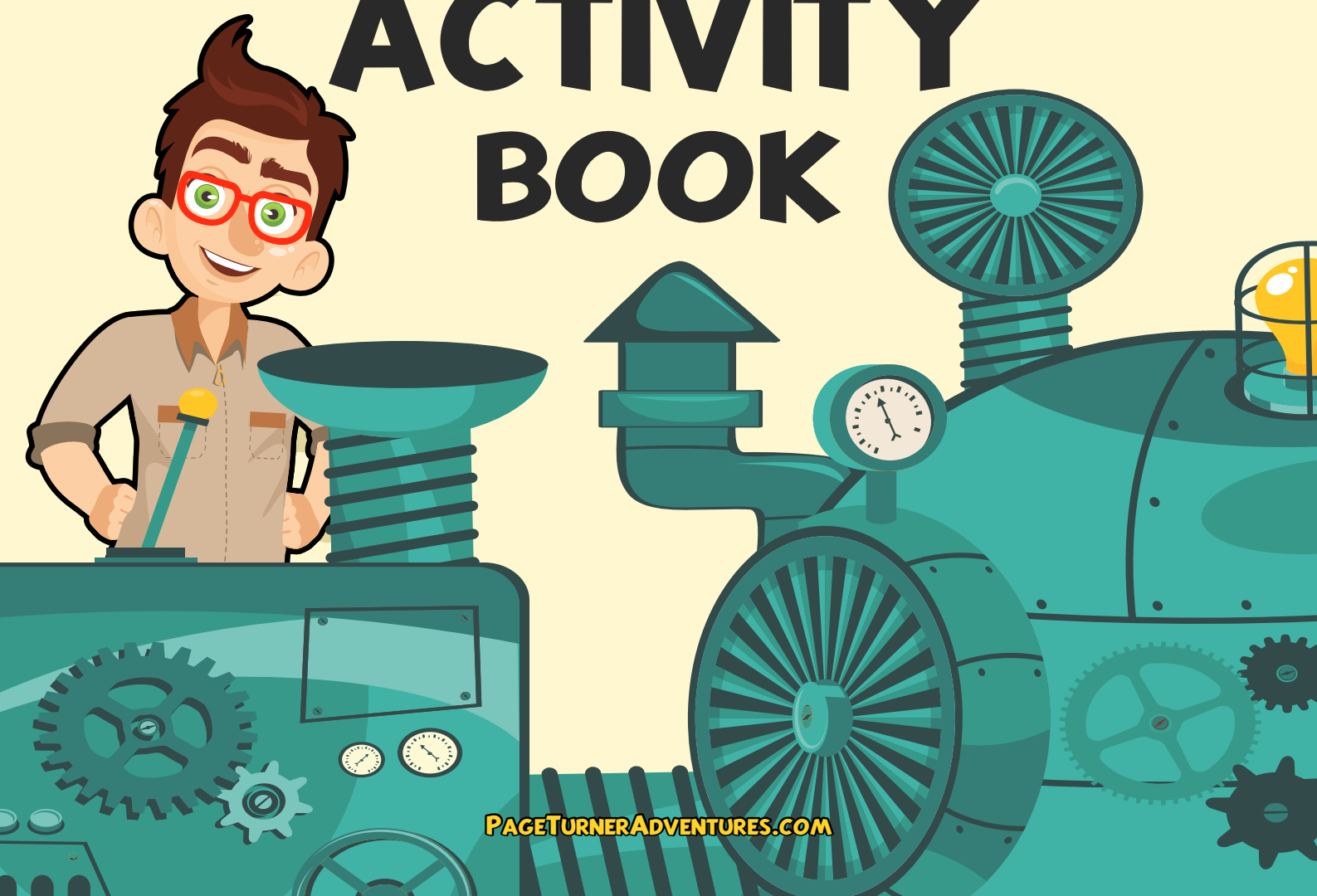
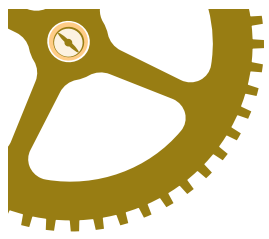




# BARTHOLOMEW BALDERDASH and the KINDNESS MACHINE

## ACTIVITY BOOK

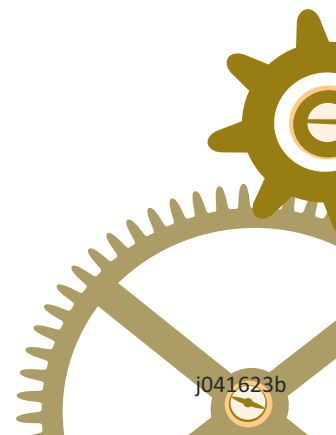




# BARTHOLOMEW AND THE KINDNESS MACHINE ACTIVITY BOOK

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# SMALL ACTS OF KINDNESS FOR KIDS



1. Hold the door open for someone.
2. Do a chore for someone without them knowing.
3. Tell a joke.
4. Return someone's cart at the store.
5. [Leave a letter](#) in a library book.
6. Feed the birds.
7. Leave [happy notes](#) around town.
8. Put a small bin in your car to collect recycling.
9. Call your grandparents and ask them about their childhood.
10. Pick up litter.
11. Let someone go ahead of you in line.
12. Compliment a friend.
13. Wash someone's car.
14. Write a thank you note to your mail carrier.
15. Plant something.
16. Bake dessert for a neighbor.
17. Set up a lemonade stand and donate the profits.
18. [Send a card](#) to a service member.
19. Set the table for dinner.
20. Tell someone why they are special to you.
21. Donate outgrown clothes.
22. Talk to someone new at school.
23. [Write chalk messages](#) on the sidewalk.
24. Weed or shovel for a neighbor.
25. Donate food to the food pantry.
26. Bring flowers to your teacher.

# SMALL ACTS OF KINDNESS FOR KIDS

27. Donate socks and supplies to a homeless shelter.
28. Read a book to someone.
29. Donate a book to a doctor's office waiting room.
30. Tell someone how much you love them.
31. Invite someone to play on the playground.
32. Tell the principal how great your teacher is.
33. Turn off the water while brushing your teeth.
34. Bring cookies to the custodian.
35. Help make dinner.
36. Make a get well card for someone.
37. Bring your neighbors' garbage cans up for them.
38. Clean up your room without being asked.
39. Leave [kindness stones](#) at the park.
40. Buy extra school supplies for a teacher.
41. Teach someone something new.
42. Reuse paper when you are drawing.
43. Collect money or items for your favorite charity.
44. Donate coloring books and crayons to the children's hospital.
45. Write a poem for a friend.
46. Collect books for the library.
47. Write a thank you card to your librarian.
48. Dry the slides at the park with a towel after it rains.
49. Send a postcard to a friend.
50. Smile. It's contagious.





# BUILD-A-BEAUTIFUL KINDNESS MACHINE

Just like Bartholomew Balderdash, you can build a Kindness Machine. But, you get to build your Kindness Machine using friends instead of gadgets and gizmos!

## Here's how...

1. Start with one friend doing a simple movement and, at the same time, making a noise.

For example: Move both arms up and down while saying Ooh, Eee, Ooh, Eee. Your friend should continue doing the movement and making the sound until the machine is completed.

2. Next, choose another friend to be the second “piece” that will be added to the machine. This friend should do a different sound and movement and then either stand close to the first friend or “connect” to the first friend with a hand, an elbow, or maybe a foot.

For example: The second friend could bend and unbend his knees while saying Picky, Wicky, Picky, Wicky. At the same time the first friend is still saying Ooh, Eee, Ooh, Eee and moving both arms. These two friends should be standing close together and, if possible, the second friend should place one foot so it touches the first friend's foot. This continues until the machine is complete.

3. Each new “piece” joins in with a new noise and gesture and then connects to the others in some way until everyone is involved in creating the machine.

## Variation #1

Instead of random sounds, choose a kind word to say over and over. You can use these or brainstorm to create your own list: Compassion, Honesty, Caring, Kindness, Empathy, Nice, Amiable, Appreciated, Benevolent, Brave, Charitable, Cheerful, Congenial, Encouraging, Fair, Generous, Gentle, Grateful.

## Variations #2

Choose someone to be the Inventor. All at the same time, everyone in the group quietly creates their movement and sound. The Inventor chooses the “pieces” and “builds” the machine, placing each “piece” where it should go. The Inventor can also tune the machine and have the “pieces” do slightly different sounds or movements. The Inventor can speed the machine up and slow the machine down while everyone works together to maintain the same speed.

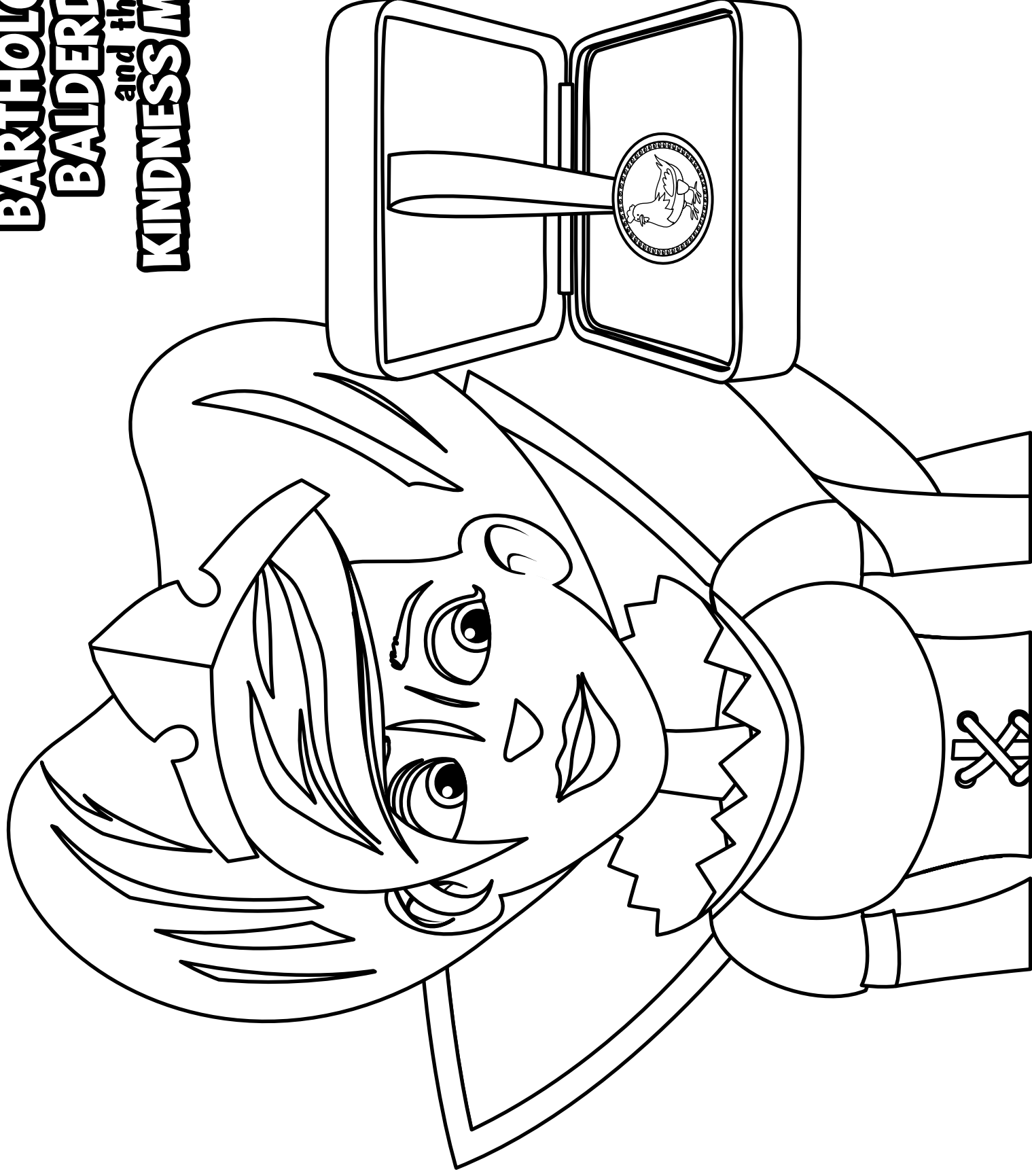


# MAGIC MIRROR'S WORD SEARCH

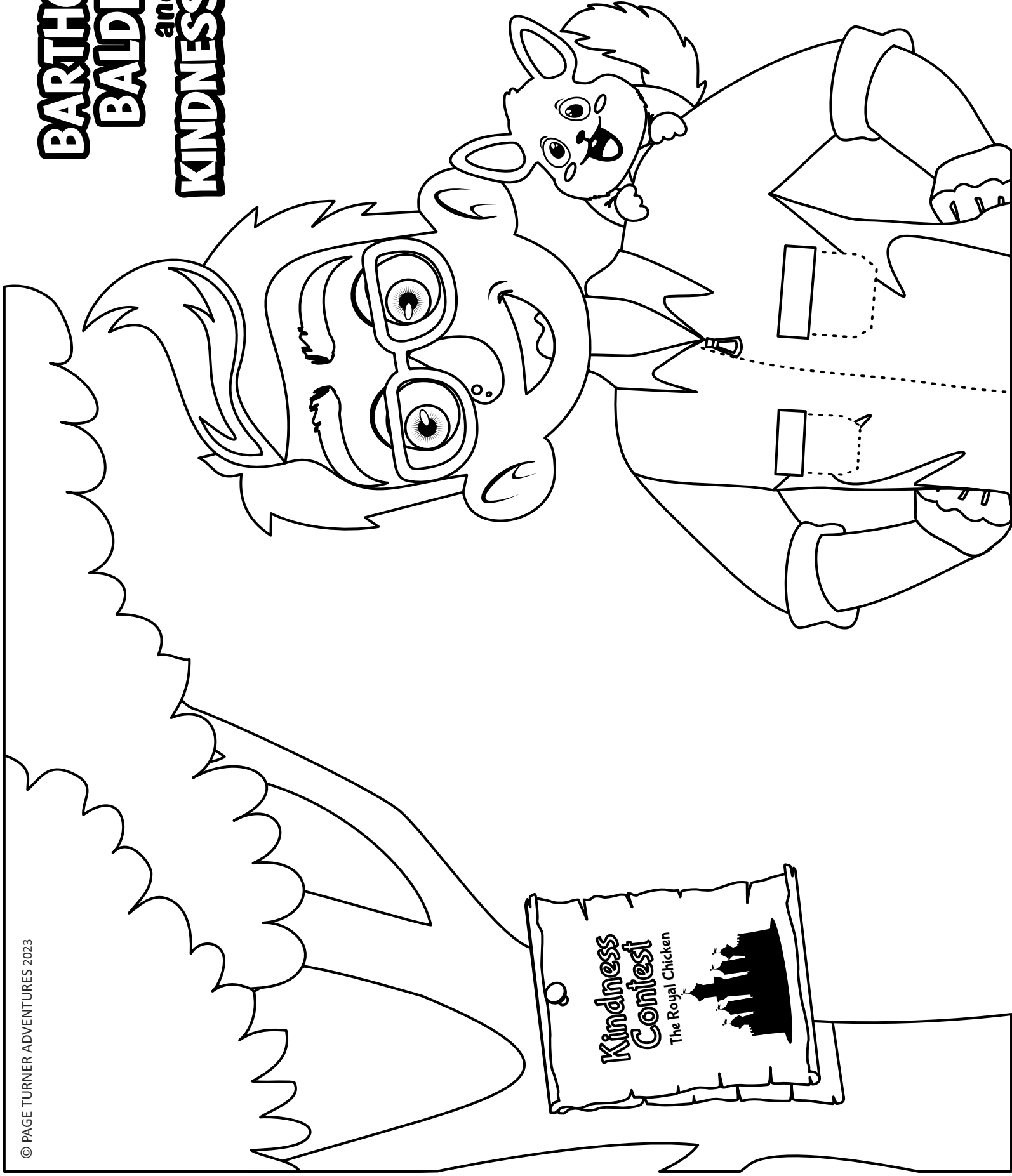
M	K	C	E	M	P	A	T	H	Y	Generous
A	I	O	V	E	L	M	O	X	C	Caring
M	N	M	F	C	O	F	A	I	R	Compassion
X	D	P	X	H	O	N	E	S	T	Empathy
N	N	A	G	N	O	F	U	J	J	Fair
Y	E	S	L	G	R	E	M	S	T	Helpful
T	S	S	H	E	L	P	F	U	L	Honest
Q	S	I	N	F	A	Q	K	O	N	Kindness
B	M	O	C	A	R	I	N	G	T	
G	E	N	E	R	O	U	S	P	W	



# BARTHOLOMEW BALDERDASH and the KINDNESS MACHINE



# BARTHOLOMEW BALDERDASH and the KINDNESS MACHINE





# CHEF CANNOLI'S NO-BAKE COOKIE RECIPE

**NOTE: Do NOT make this recipe if you (or anyone in your house) has a nut allergy!**

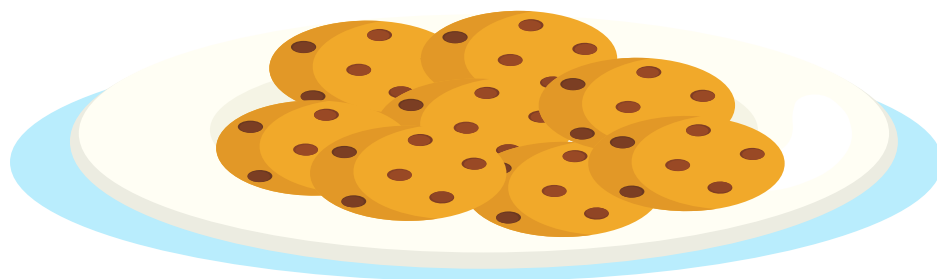
## Ingredients:

1/2 Cup of Peanut Butter (Chunky or Smooth)  
1/4 Cup of Honey  
1-2 Cups of Crushed Cornflakes  
Optional Mix-Ins:  
Chocolate Chips  
Crushed Nuts  
Crushed Pretzels  
Shredded Coconut  
M&Ms  
Crushed Cereal  
Whatever Else You Can Think Of!



## Directions:

1. Put 1/2 a cup of peanut butter into a bowl.
2. Add 1/4 cup of honey and mix well.
3. Pour corn flakes into a plastic bag and crush.
4. Add one cup of crushed cornflakes to the peanut butter/honey mixture and mix well.
5. If the mixture is too sticky to form into balls, add more cornflakes.
6. Form balls, logs, or cookie shapes.
7. Dip them in your favorite mix-ins and arrange on a plate.
8. Leave the cookies on the plate and put it in the freezer for 15-30 minutes.
9. Eat and enjoy!



# QUEEN BENEFICENT'S KINDNESS (MACHINE) CONTEST



Queen Beneficent and her Magic Mirror are at it again with another contest. This time, the only materials that can be used to create your kindness machine are... marshmallows and dry spaghetti. It's going to take lots of imagination, collaboration, cooperation, and, of course, kindness to make these machines work.

**Number of Participants:** 2 - 10 (or more) Form teams with 2 - 4 kids

**Materials:** Each team should be given the same quantity of ingredients.

- One handful of dry spaghetti
- One handful of marshmallows, some large and some small
- One tray (Optional but helpful especially if playing outdoors.)

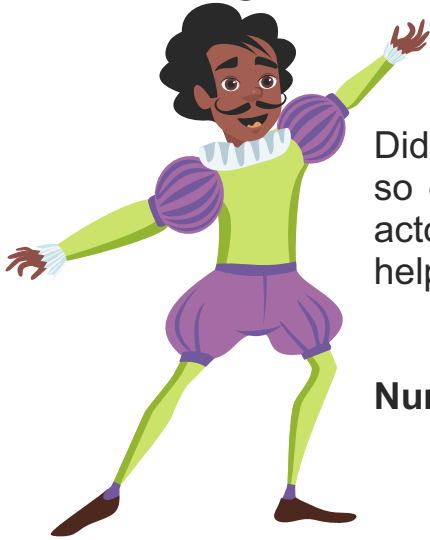
**Object of the Game:** Teams must work together to create a machine out of the spaghetti and marshmallows.

**Time Option:** You can work for an unlimited amount of time or choose a time limit. Five minutes is often a good amount of time.

**Judging Option:** Decide beforehand what will be judged. Choose more than one criteria for judging. For example: Who can build the highest free standing creation? The biggest? The sturdiest? The most unusual? Or don't judge at all and just have fun. After all, everyone can, in a kind way, admire all of the creations. Kindness is always a winner!

**Storyologist Option:** AND NOW that you've built your machine, write a story with your teammates about what it is or what it does or what it changes or who it helps or anything else that you want to reveal about your creation.

# SIR FLAPDOODLE'S STAGE DIRECTIONS THEATER GAME



Did you know there are special directions used in the theater so everyone on stage knows where to move? The great actor, Sir Reginald Flapdoodle has created a fun game to help you learn these stage directions.

**Number of players:** 3+ players

## Get Ready:

1. Choose where the imaginary audience is sitting.
2. When facing the audience, your right is 'stage right'; your left is 'stage left'; the front of the stage (towards the audience) is 'downstage'; the back of the stage (away from the audience) is 'upstage'.
3. Choose a location for each direction (stage left, stage right, downstage, and upstage). These can be designated using a tree, or a bush, a chair or a window, etc.
4. Go over the stage movements on the included list until everyone playing the game knows all the movements.
5. Choose the "Actors" (people playing the game) and the "Director" (the person who calls out the directions).

## Play:

6. The Director calls out a direction and all the Actors try to follow the direction.
7. If an Actor doesn't go to the right spot, the Actor is out.
8. The game ends when there is only one Actor left standing.
9. The Director should mix up the directions on the list and should start off slowly, then get faster and faster.

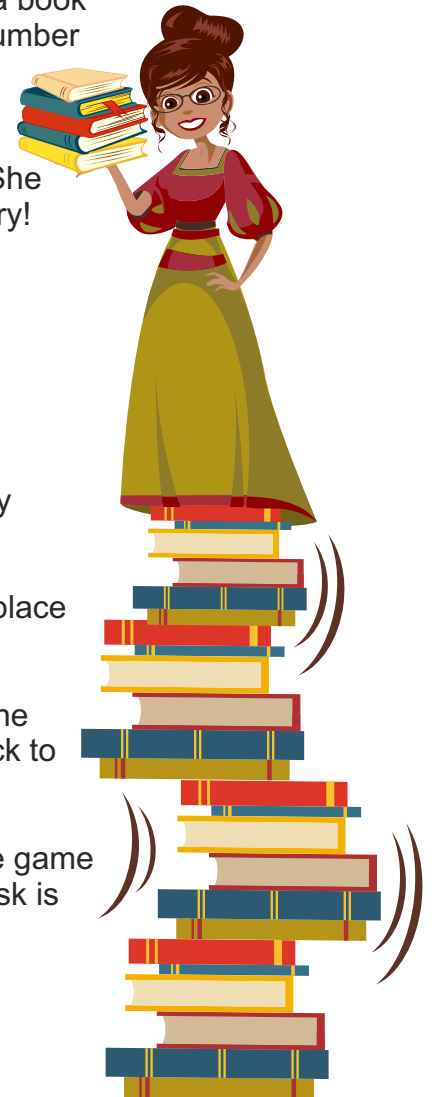
<u>DIRECTION</u> .....	<u>DO THIS</u>	<u>DIRECTION</u>	<u>DO THIS</u>
Stage Right.....	Run to the Right	Trap Door.....	Crouch Down
Down Stage.....	Run Forward	Over Acting.....	Hand to Head
Upstage.....	Run Backward	Take a Bow.....	Bend Forward
Dramatic Pause...	Freeze	Stage Left .....	Run to the Left

# MISS COLLYWOBBLES NON-FICTION LIBRARY SCAVENGER HUNT

Do you know what the Dewey Decimal System is? It's like a secret code librarians use to organize non-fiction books. There are so many books in a library that organizing by what the book is about makes it possible to find a book when you are looking for it.

Just about every librarian uses this code. If you know the code for a book that you are interested in, you can find that book using the same number in any library in this county and in libraries in more than 130 other countries.

Miss Collywobbles, a librarian, loves the Dewey Decimal System. She invented a fun scavenger hunt game that you can play in your library!



**Number of Players:** 1-?

**Object of the game:** Collect a book from each category before the time is up!

**Rules:**

- Ask the Librarian to set a timer for 5 minutes (or more if the library is large).
- Give each player a copy of the chart below and assign a spot to place the books that are collected.
- The play begins with each player searching for a book in any of the categories, bringing it up to their assigned spot, and then going back to find another book in any other category on the list.
- The first player to find a book in every category is the winner. The game continues until time runs out. The second player to complete the task is the 2nd place winner etc.
- No running is allowed. If you run you are disqualified.
- Be sure to put the books back in their correct place at the end of the game.

567	DINOSAURS	796	SPORTS	636.8	CATS	598	BIRDS
608	INVENTIONS	595	BUGS	001	ALIENS	745.5	ARTS & CRAFTS
636.7	DOGS	629	CARS	818	JOKES	398.2	FOLKTALES, FAIRY TALES, FABLES

# THE VERY STRANGE MACHINE



One day I was searching through my attic when I came across a very strange looking machine. I'd never seen it before. It was covered in dust and looked as if it had been there for a very long time. There was a big button on the side of the machine that said, "Press Me If You Dare." I couldn't believe what happened next when I....

Can you write the rest of this story? What happens next?

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# LET'S DO A PUPPET SHOW!

## Putting on a puppet show is so much fun!

When you do a puppet show you get to work with your friends and make new friends. You get to laugh and applaud. You get to be kind about sharing the spotlight and to be empathetic about how it feels to be in the spotlight. You get to cooperate with everyone doing the show and maybe even to be the person who says "All quiet on the set please".



## Every puppet show needs puppets!

Below are some pictures of the characters ready for you to use. Ask a grown-up to print the pictures.

- Cut out the pictures.
- Paste them onto craft paper or a file folder.
- Glue something like a pencil or ice cream stick on the back to use as a handle and you're ready to go.

## Every puppet show needs a story!

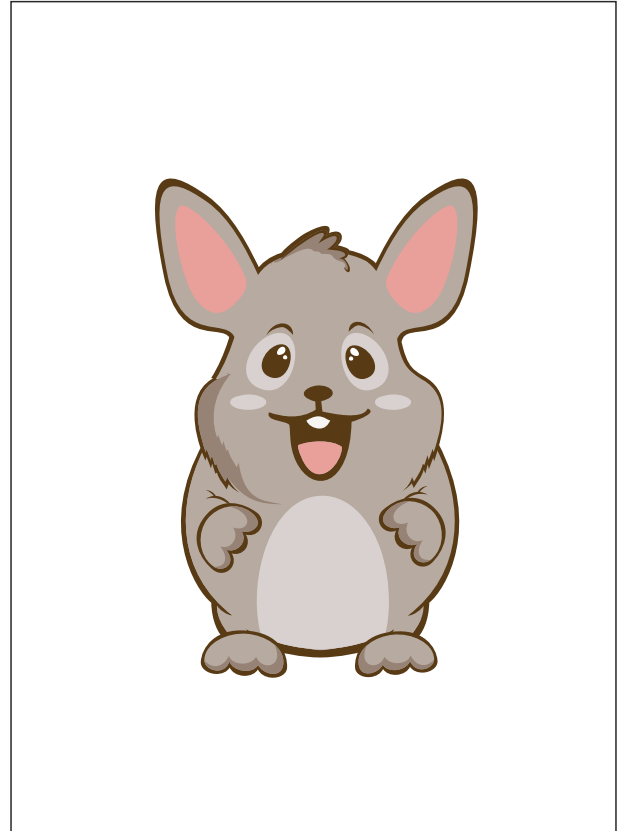
You can use the audio book from our story as your puppet's voice and then move your puppet around in the same way you would if the puppet actually were speaking.

You could instead write your own story and then you could be the puppet's voice and make it move around as if it were actually speaking.



[HERE'S](#) the link for the AUDIOBOOK of Bartholomew Balderdash and the Kindness Machine.

# LET'S DO A PUPPET SHOW!





# LET'S DO A PUPPET SHOW!

