

WRITING WHIRLWIND

Linda Polon

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10200 Jefferson Boulevard
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ISBN-13: 978-1-59647-414-7

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The Purpose and Use of This Book

Welcome to *Writing Whirlwind*! This book challenges students with open-ended writing prompts that foster creative and critical thinking skills. Using activities that can work as individual, small group, or whole-class enrichment, students are asked to engage in a range of writing genres. Activities begin with sentence completion, progress to the writing of simple sentences, and end with prompts that enable students to express more complete thoughts.

Skills required to complete the activities in this book align with the following Writing and Language Standards outlined in the Common Core State Standards Initiative for Grades 2, 3, and 4:

Writing Standard: Text Types and Purposes #3:

Grade 2:

Write narratives in which they recount a well-elaborated event or short sequence of events, include details to describe actions, thoughts, and feelings, use temporal words to signal event order, and provide a sense of closure.

Grade 3:

Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.

- a. Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.
- b. Use dialogue and descriptions of actions, thoughts, and feelings to develop experiences and events or show the response of characters to situations.
- c. Use temporal words and phrases to signal event order.
- d. Provide a sense of closure.

Grade 4:

Write narratives to develop real or imagined experiences or events using effective technique, descriptive details, and clear event sequences.

- a. Orient the reader by establishing a situation and introducing a narrator and/or characters; organize an event sequence that unfolds naturally.
- b. Use dialogue and description to develop experiences and events or show the responses of characters to situations.
- c. Use a variety of transitional words and phrases to manage the sequence of events.

- d. Use concrete words and phrases and sensory details to convey experiences and events precisely.
- e. Provide a conclusion that follows from the narrated experiences or events.

Language Standard: Conventions of Standard English #1 & #2:

Grades 2–4:

#1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.

#2: Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.

Children have vivid imaginations. *Writing Whirlwind* encourages this inventiveness while building practical writing skills. We hope these activities stimulate the young minds in your classroom.

Dedication

- To my editor, a friend who has faith in my writing ability
- To my loving, supportive parents, Hal and Edie Wolff
- To Brooke Barton, who has helped me during rough times
- To Dena Finley, a lady who never stops smiling

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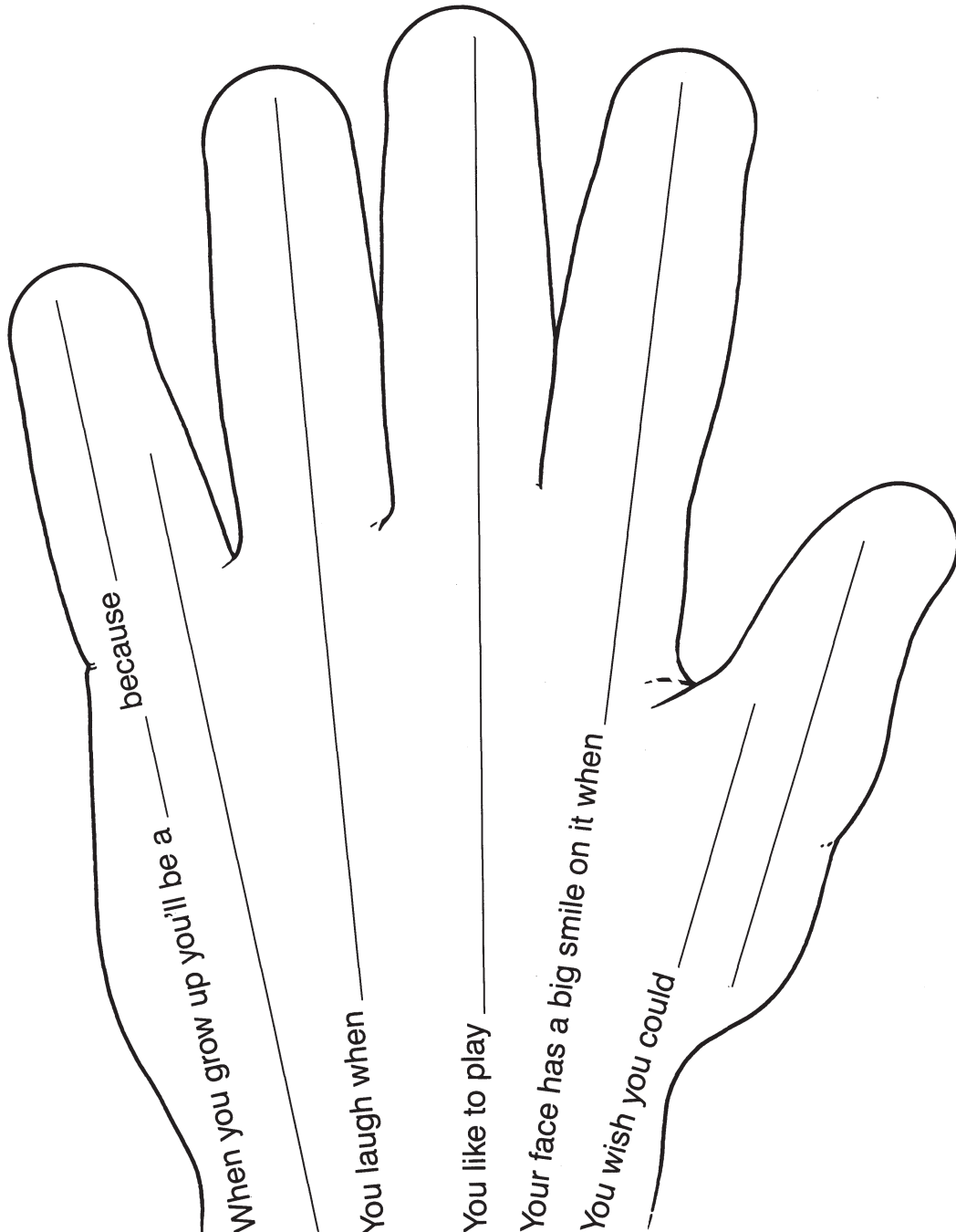
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Name _____

Date _____

Fortune Telling

A fortune teller reads lines on the palm of your hand and tells your fortune. Pretend a fortune teller is reading the lines on this hand. The hand belongs to you. What would you want the fortune teller to say about you?

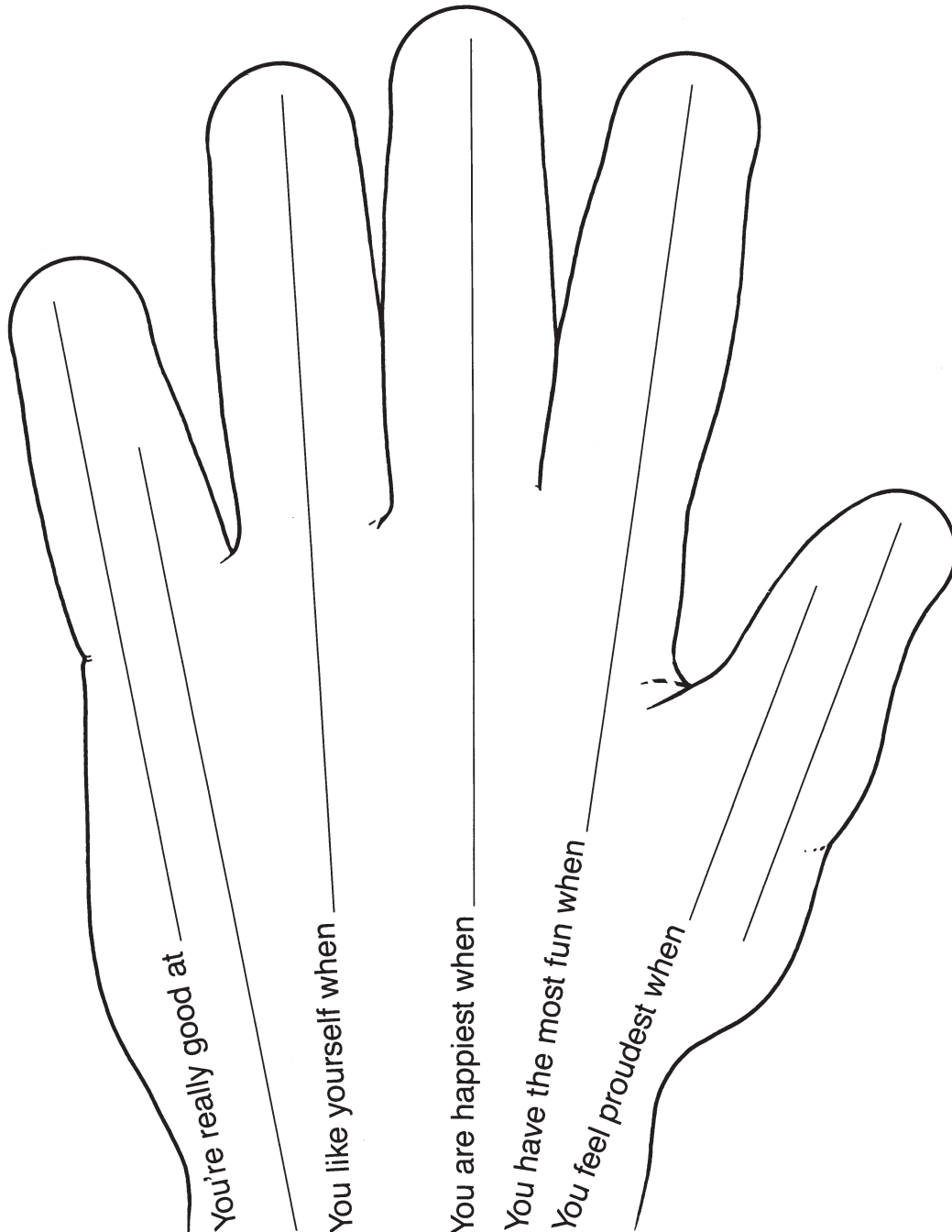


Name _____

Date _____

Fortune Telling

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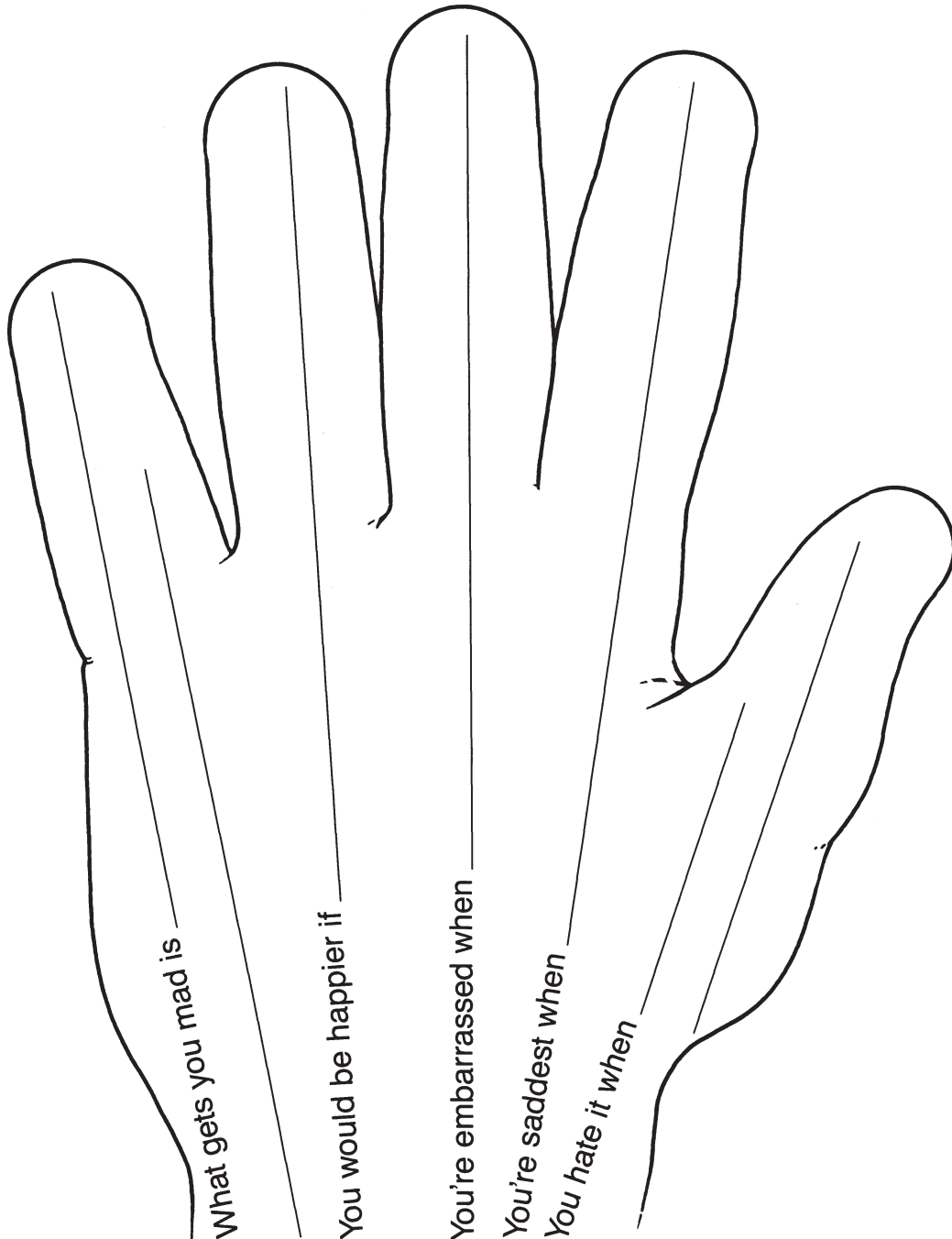


Name _____

Date _____

Fortune Telling

A fortune teller reads lines on the palm of your hand and tells your fortune. Pretend a fortune teller is reading the lines on this hand. The hand belongs to you. What would you want the fortune teller to say about you?



Name _____

Date _____

Fortune Telling

Pretend you can read a crystal ball. A crystal ball tells things about people. Look into the crystal ball to find out the answers to the problems you may have. How could these problems be solved?

1. You don't like the clothes your parents pick out for you. _____

2. You didn't do your homework and do not know what to tell the teacher.

3. Your best friend tattletales on you. _____

Name _____

Date _____

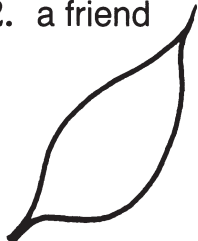
Fortune Telling

A fortune teller sometimes reads tea leaves to tell your fortune. Read the tea leaves. Write a question you'd like answered by a fortune teller. For example: next to *school* you might write a question like *How can I play hop scotch better?*

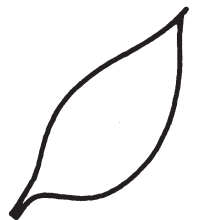
1. school



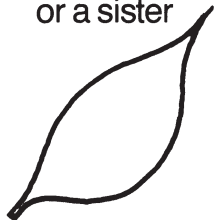
2. a friend



3. parents



4. a brother
or a sister





Name _____

Date _____

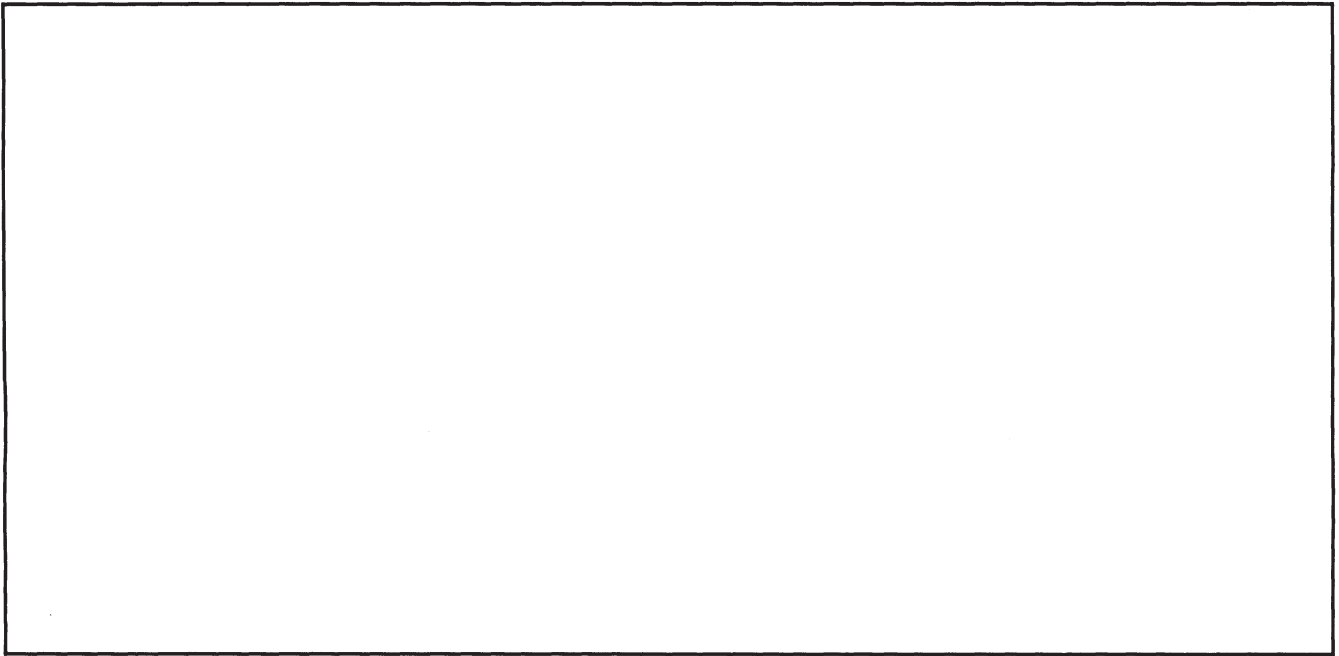
You, the Space Creature

Pretend you are a creature from outer space.

1. Name your planet. _____

2. Tell your name and describe what you look like. _____

Draw a picture of yourself.



3. Describe where you live. _____

4. On the back of this page draw a picture of your family standing in front of where you live.

Name _____

Date _____

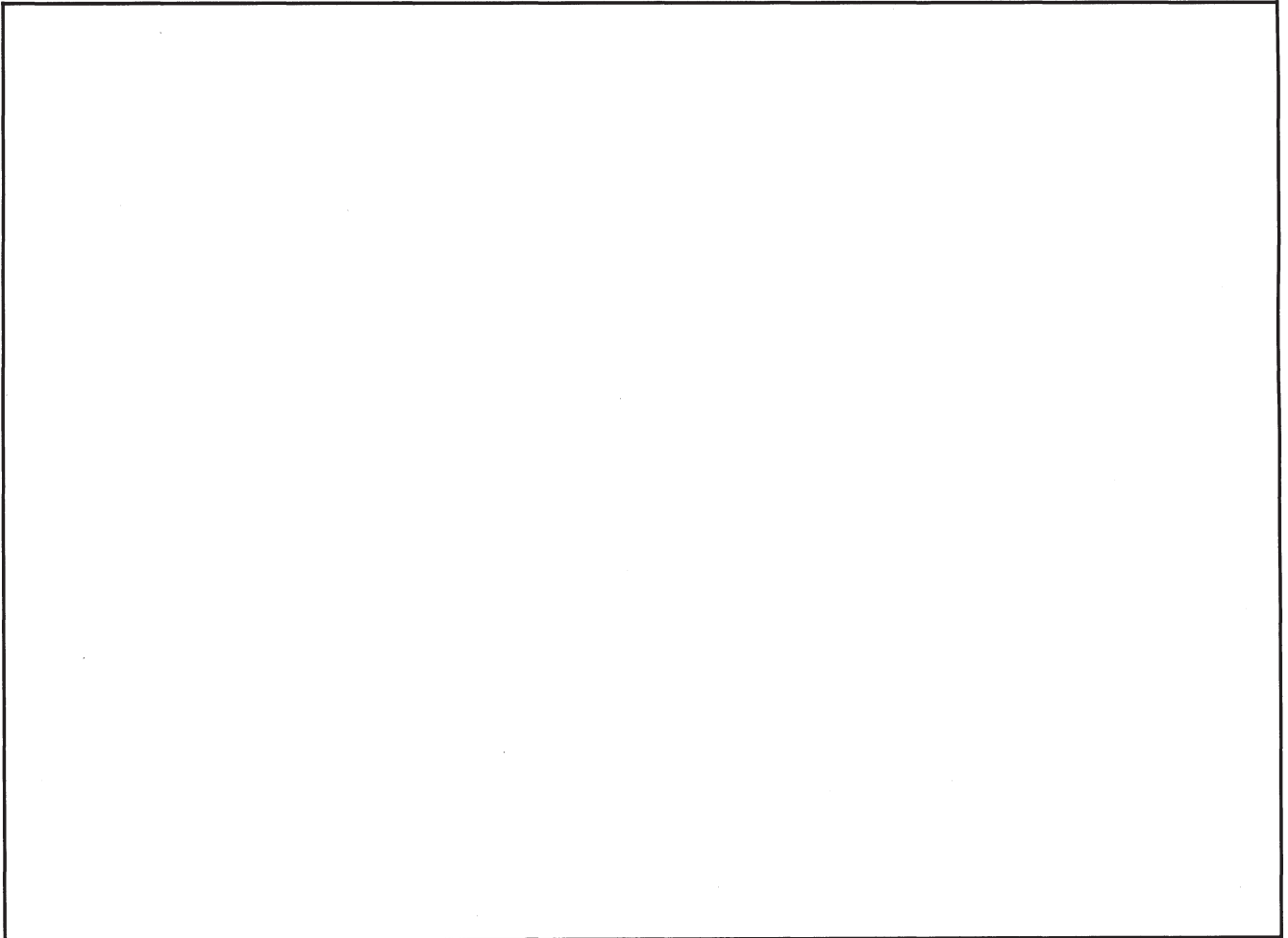
You, the Space Creature

Pretend you are a creature from outer space.

1. Why do you want to go to the planet earth? _____

2. How are you going to travel to earth? _____

3. Draw a picture of the spacecraft you are going to travel on to earth.



Name _____

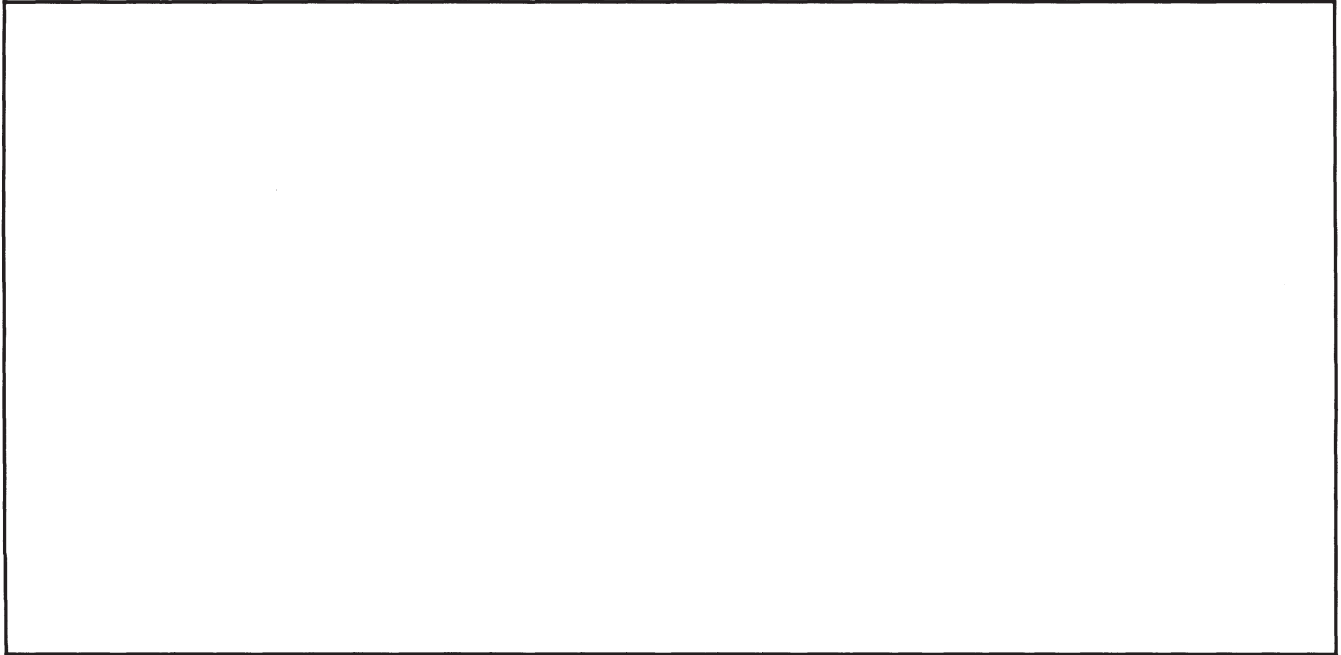
Date _____

You, the Space Creature

You have landed on planet earth.

1. Where did you land on earth? _____

Draw a picture of where you landed on earth.



2. How did you feel when you first landed on earth? _____

3. What does someone from earth look like? _____

4. What is the first question you wanted to ask an earthling? _____

5. On the back of this page draw a picture of the first earthling you saw.

Name _____

Date _____

You, the Space Creature

1. Write to your home planet and tell what you saw on earth.

1. _____

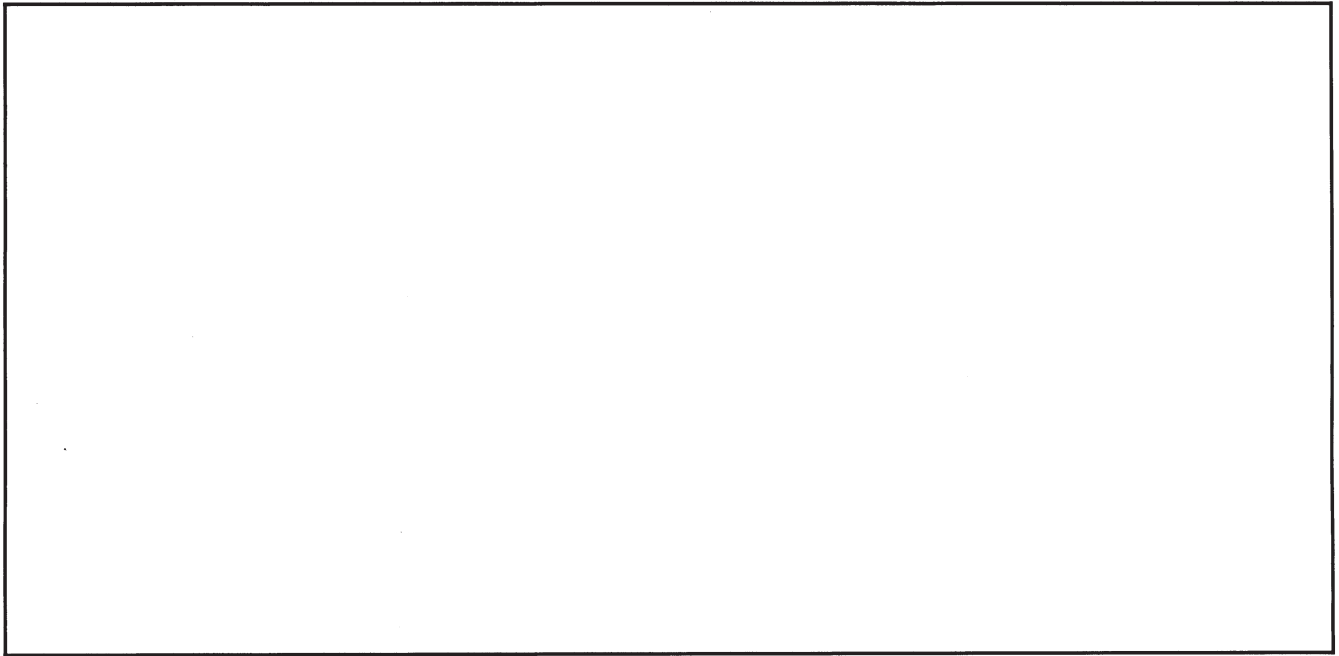
2. _____

3. _____

4. _____

2. Draw a picture of what earthlings do that looks funny to you.

Tell what they do.



Name _____

Date _____

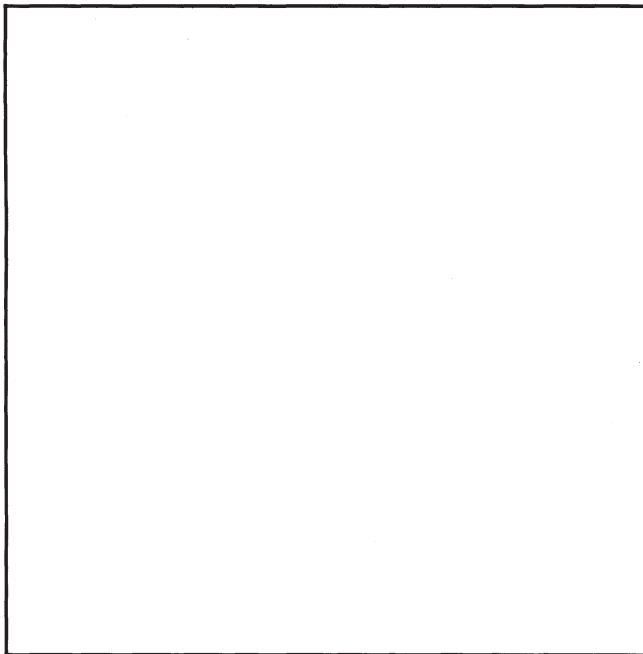
You, the Space Creature

You have a camera. What are your favorite places on earth to take pictures of? You are going to take these pictures back to your planet. Draw each picture and tell about each snapshot.

1.



2.

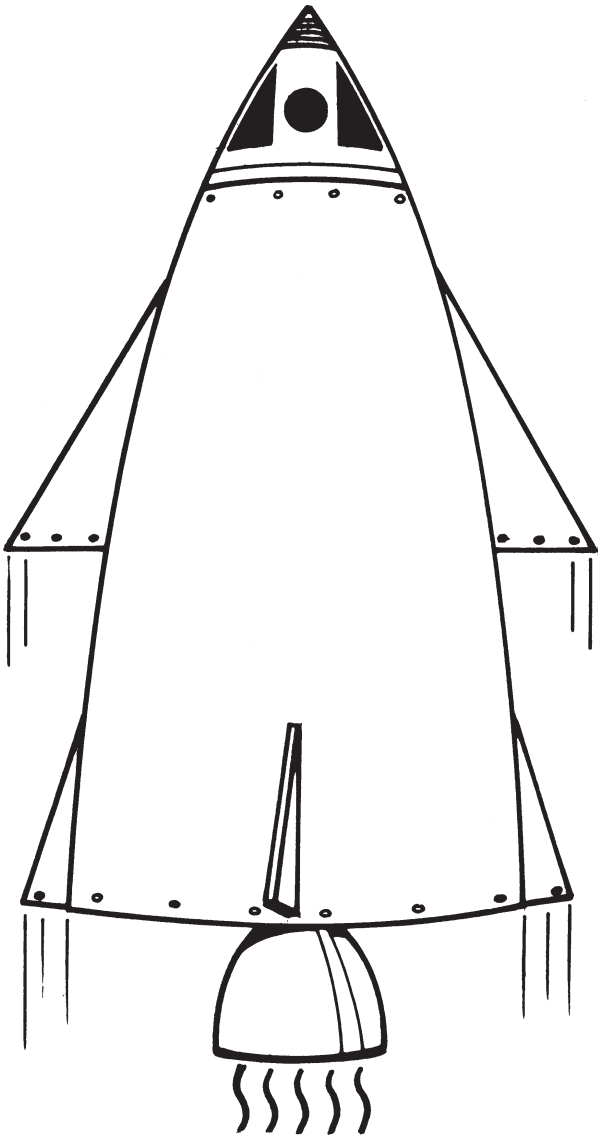


Name _____

Date _____

You, the Space Creature

You can bring some things back to your planet. These things show your space creature friends what earth is like. What will you bring? Draw the things in the spaceship and tell about them.

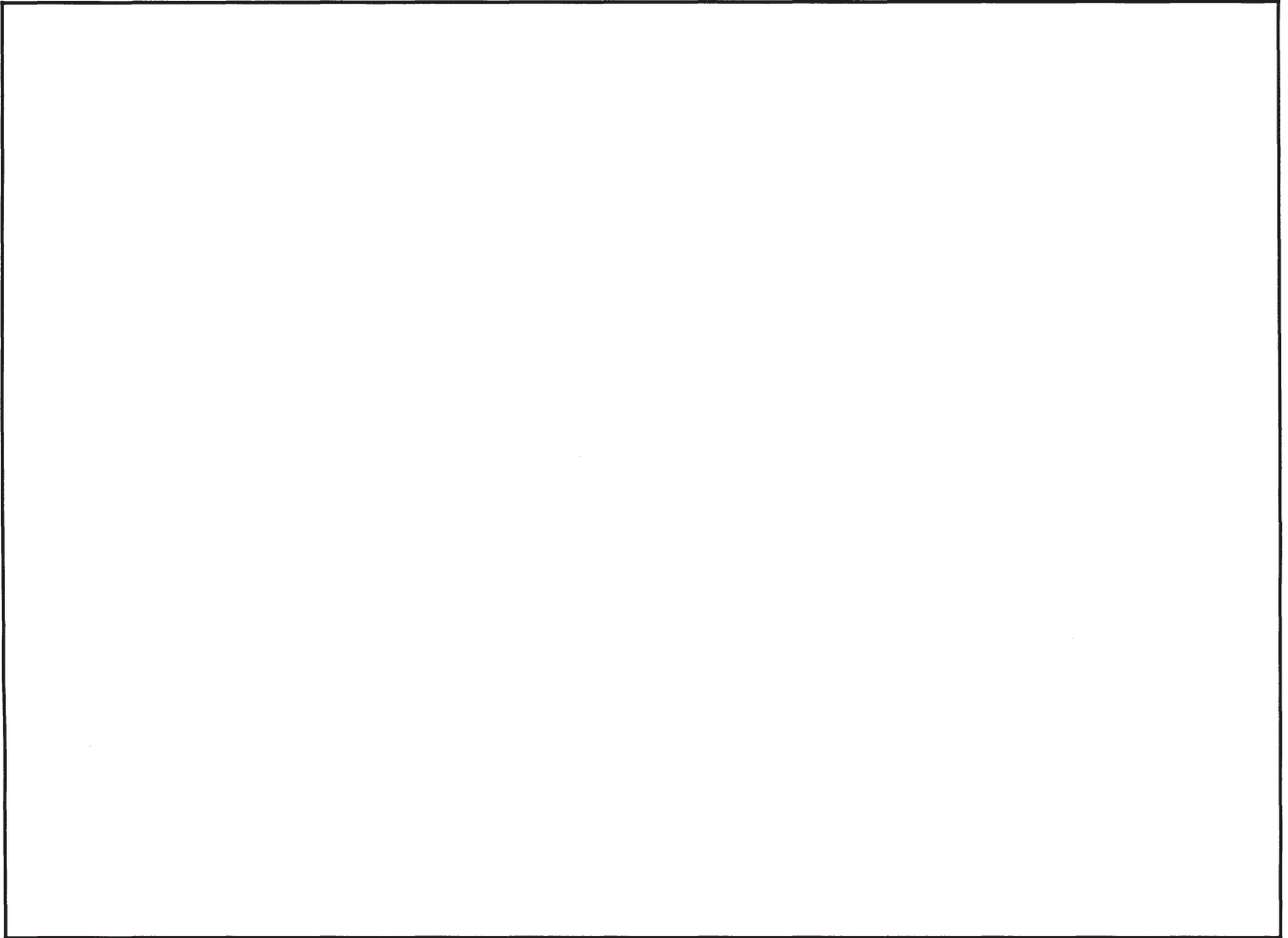


Name _____

Date _____

You, the Space Creature

You are taking one earthling back to your planet. Draw a picture of the earthling and tell why you chose this person.



Name _____

Date _____

Fast-Food Restaurants

Fast-food restaurants try to get the most customers by giving fast service, the best food, and contests.

1. What fast-food restaurants have you eaten at? _____

2. What restaurants are your favorites? List them in order. Your most favorite one is first. Write why you like each one.

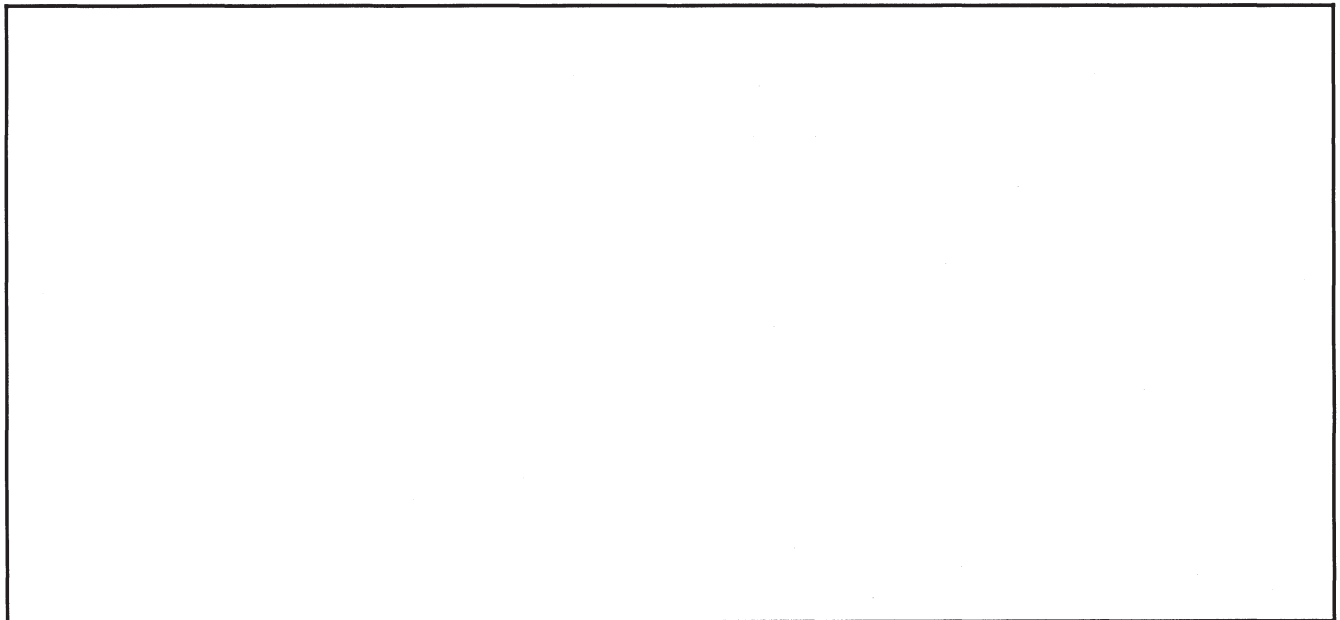
1. _____

2. _____

3. _____

4. _____

Draw a picture of your most favorite fast-food restaurant.



Name _____

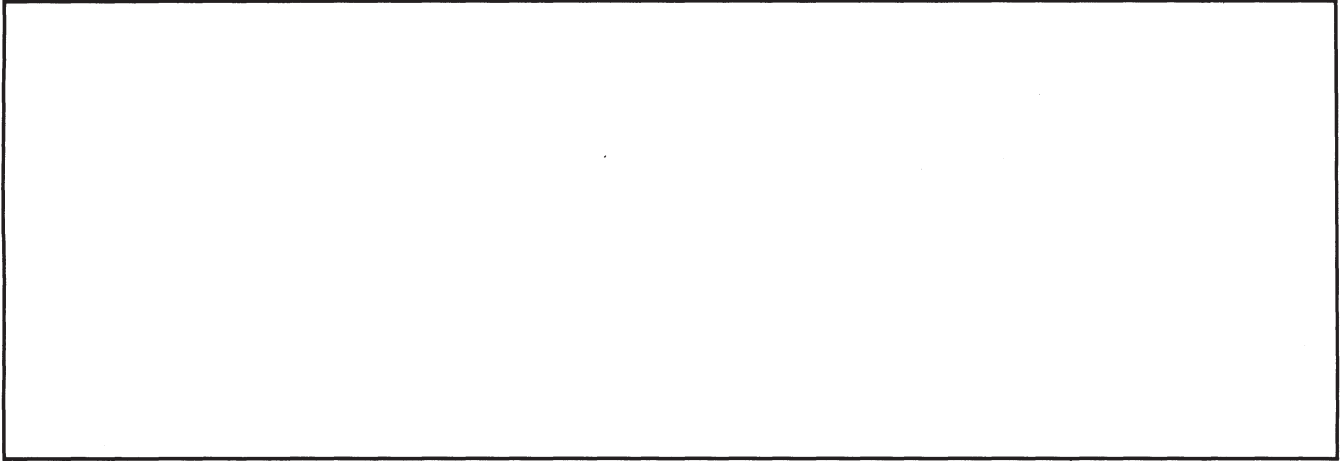
Date _____

Fast-Food Restaurants

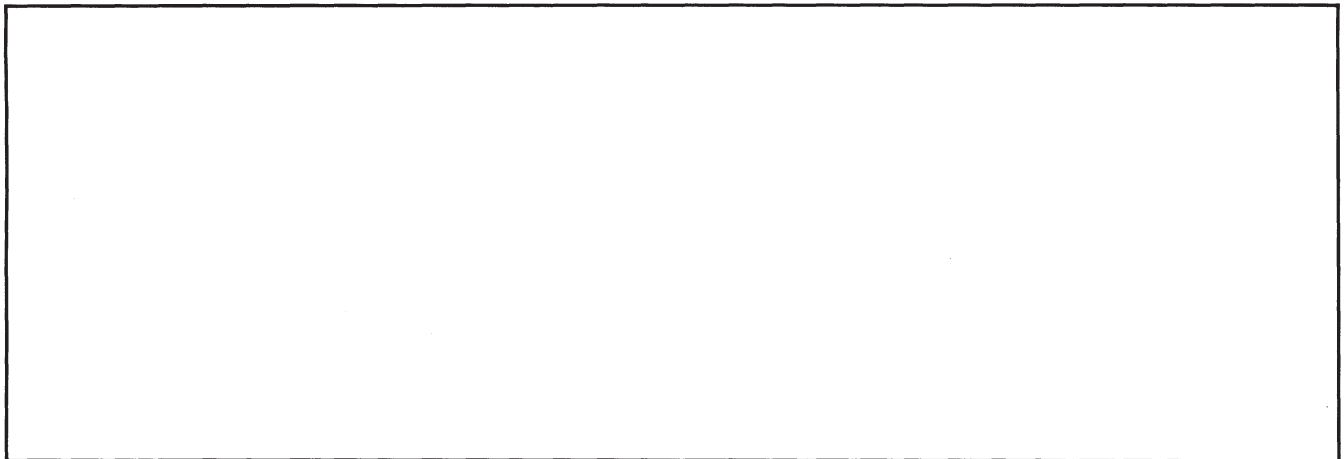
Make believe you own a fast-food restaurant. How can you make it the best?

1. What would you call it? _____

2. Draw a picture of the outside of your restaurant and tell what it looks like.



3. Draw a picture of the inside of your restaurant and tell what it looks like.



Name _____

Date _____

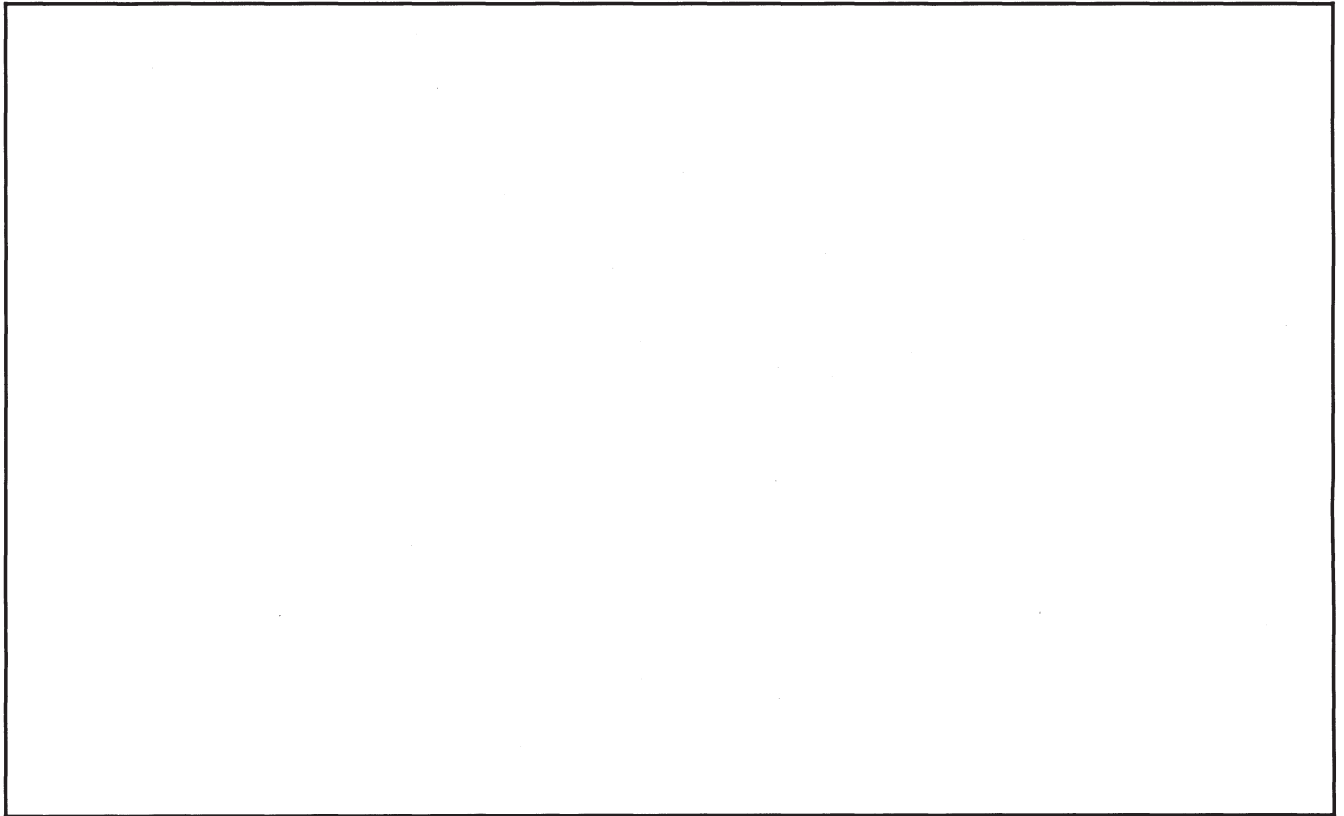
Fast-Food Restaurants

To bring in customers, McDonalds has a character named Ronald McDonald. Burger King has a slogan *HAVE IT YOUR WAY*. What character and slogan can you make up for your restaurant?

1. Name your character. _____

What does he or she look like? _____

Draw a picture of your character.



2. What is your slogan for your restaurant? _____

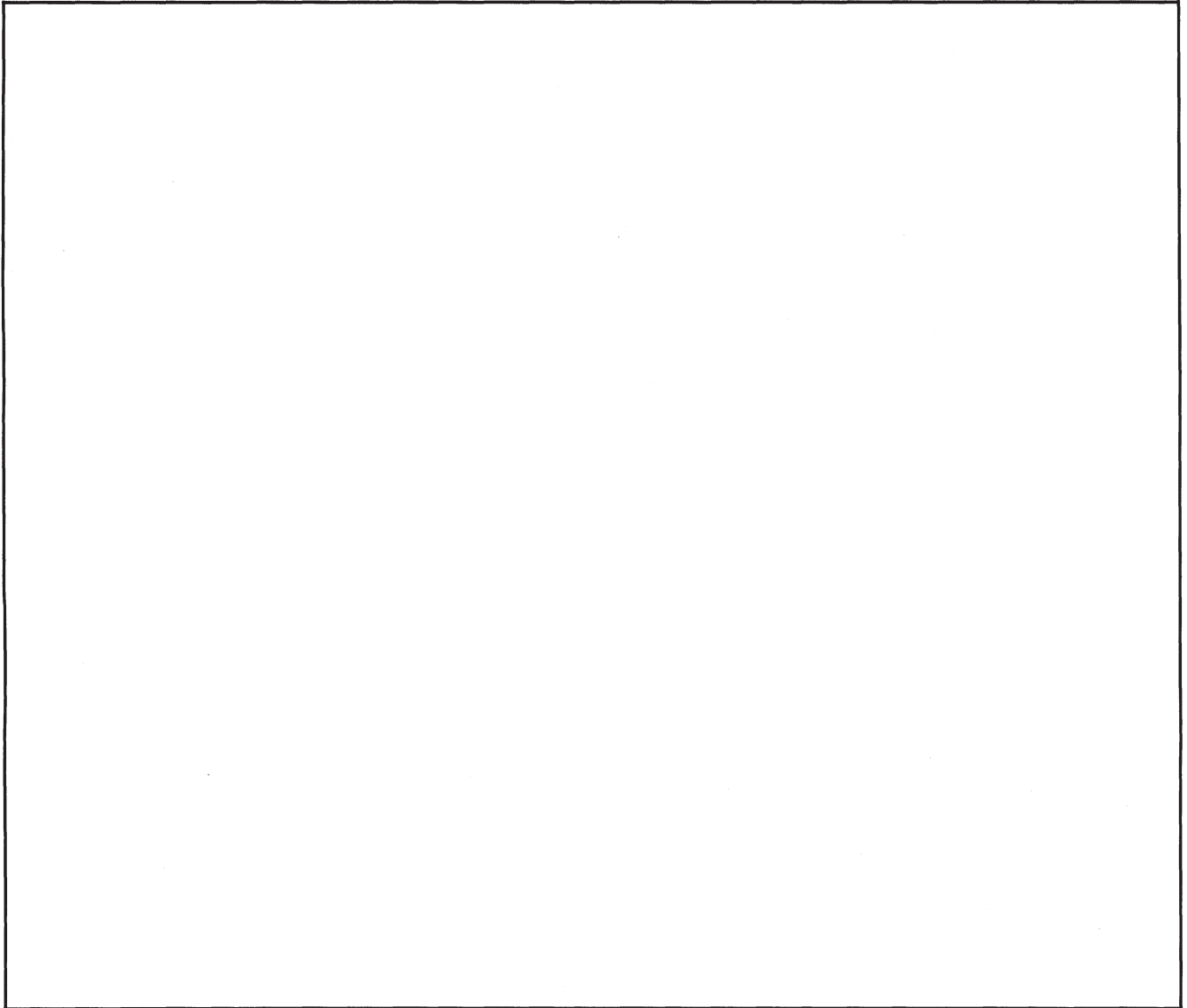
3. Some restaurants sell you drinks and let you keep the glass it comes in. This is called a giveaway. What will be your giveaway? _____

Name _____

Date _____

Fast-Food Restaurants

Draw a poster that tells about your restaurant. The poster should make people come to your restaurant. Tell why the poster will make people come to your restaurant.

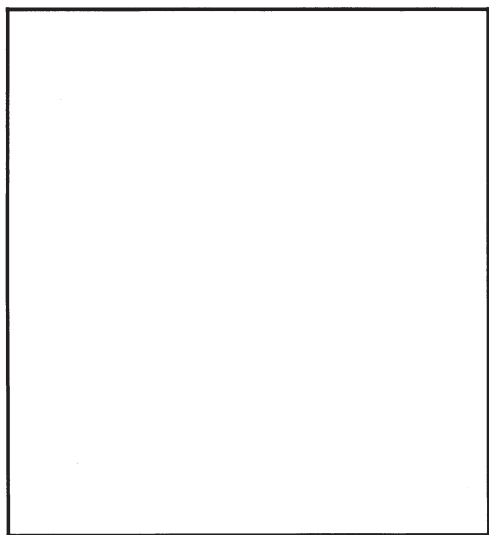


Name _____

Date _____

Fast-Food Restaurants

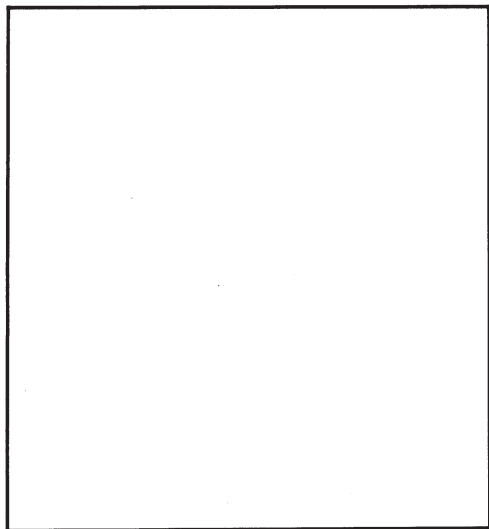
Draw a picture of the food you'll serve in your restaurant. Give the name, tell the price, and why it is special.



Name of food

Price

Why it's so special



Name of food

Price

Why it's so special

Name _____

Date _____

Fast-Food Restaurants

Contests bring in customers. Children and grown-ups like to win things. Tell about the contest you are having at your restaurant.

Draw a poster that tells about it.

1. _____



Name _____

Date _____

Vacations

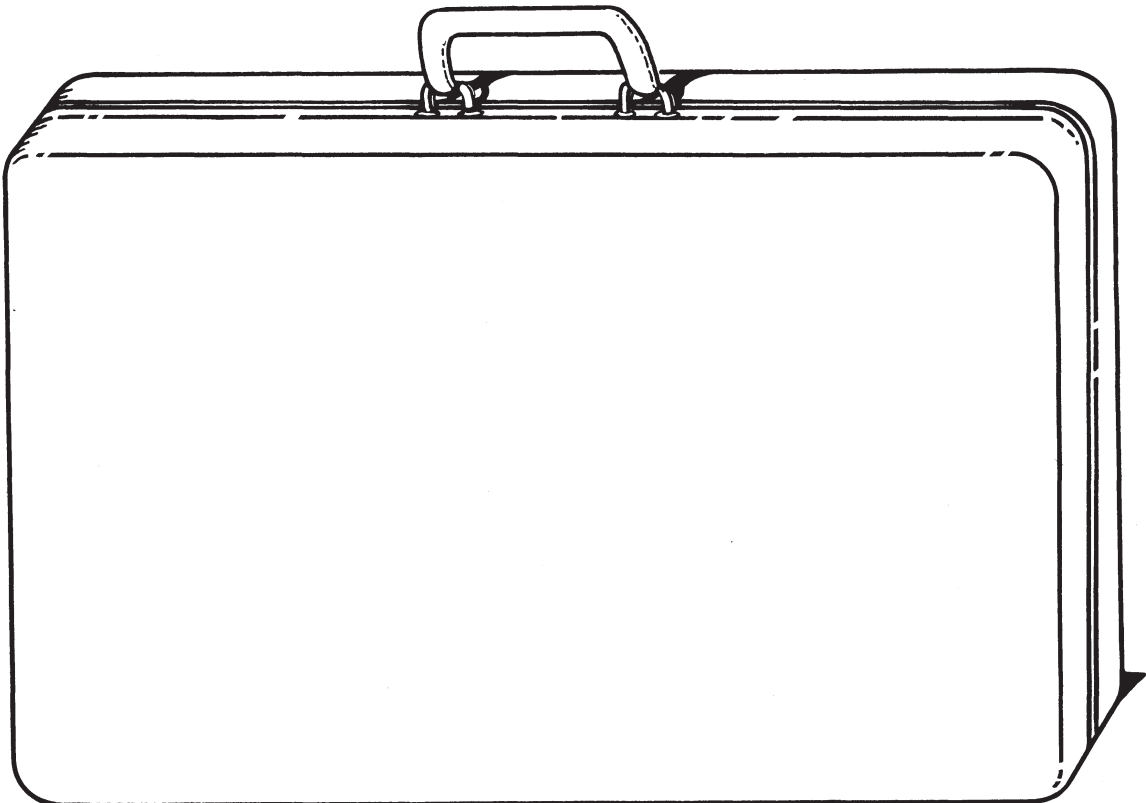
Vacations are when you go on trips.

1. What trips have you taken with your family? _____

2. Name one place you'd like to visit on a trip. _____

3. Why do you want to go to this place? _____

4. Draw pictures in the suitcase of the things you'd take along on your trip.



Name _____

Date _____

Vacations

Draw the front of a postcard you would send to a friend on your trip.

The front of a postcard is a picture of your vacation spot.

Tell about your vacation spot.

--

Write a postcard to a friend and tell him or her what you're doing on your trip. Remember to color the stamp and write in the address.

Dear _____ ,	

Name _____

Date _____

Vacations

Sometimes people keep a diary of the fun things they do on vacations.
Pretend you kept a diary and wrote about the first two days of your trip.
Draw a picture of what you did too.

FIRST DAY

Dear Diary. _____

SECOND DAY

Dear Diary. _____

Name _____

Date _____

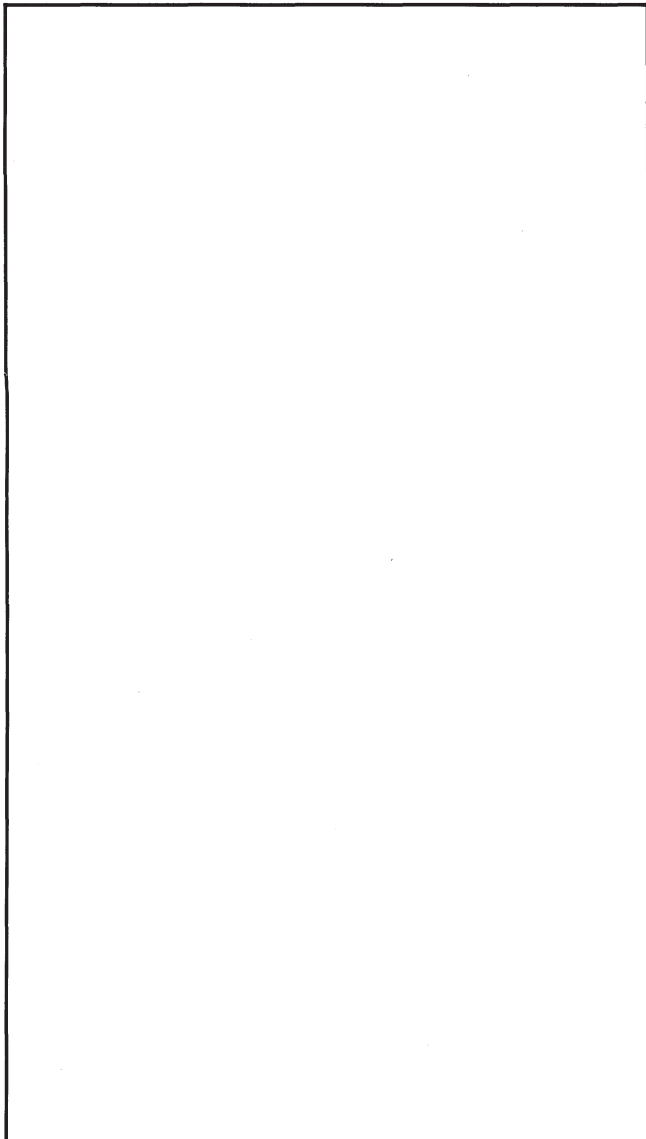
Vacations

Think up a make-believe vacation place you'd like to visit.

1. What would you want to call it? _____

2. What fun things would you like to have for children to do at this vacation place? _____

3. Design a poster advertising your vacation place. Write why children should visit it.



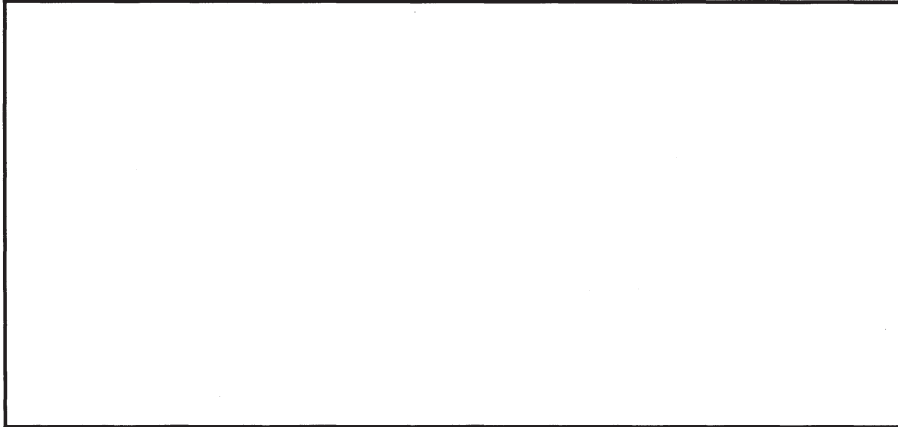
Name _____

Date _____

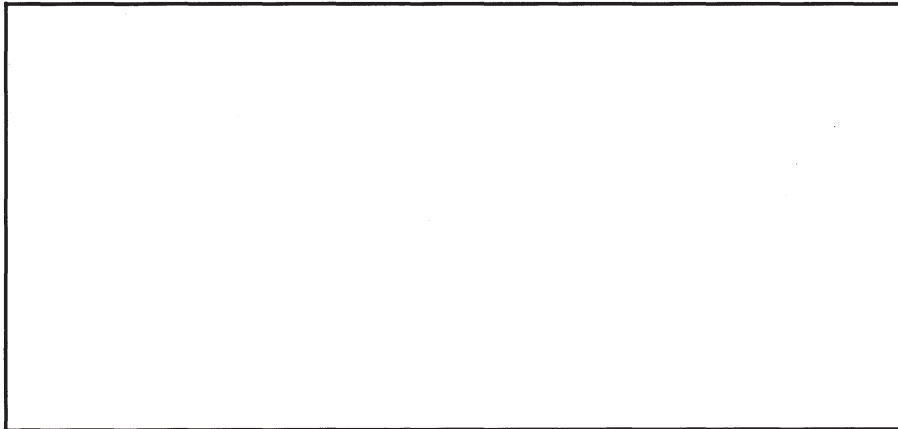
Picture Taking

With a camera you can take pictures of yourself, family, and friends.

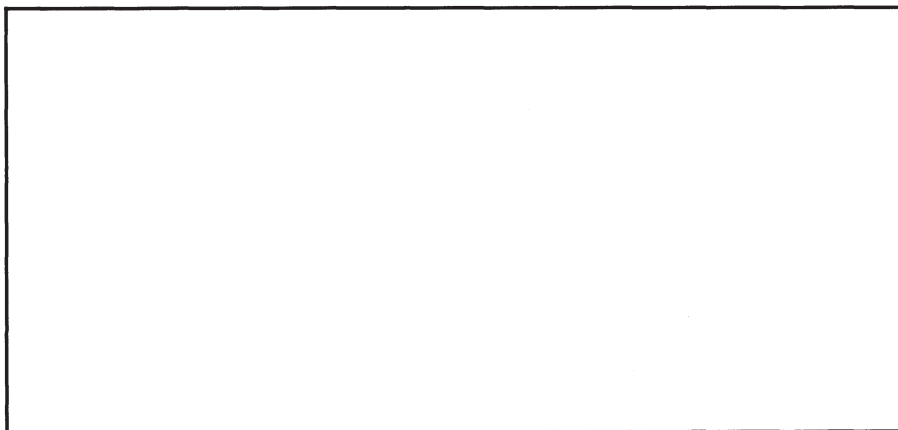
1. Take a picture of your pet doing something with you. Tell about the picture.



2. Take a picture of your teacher. Tell about the picture.



3. Take a picture of your favorite place in your home, backyard, or neighborhood. Tell about the picture.



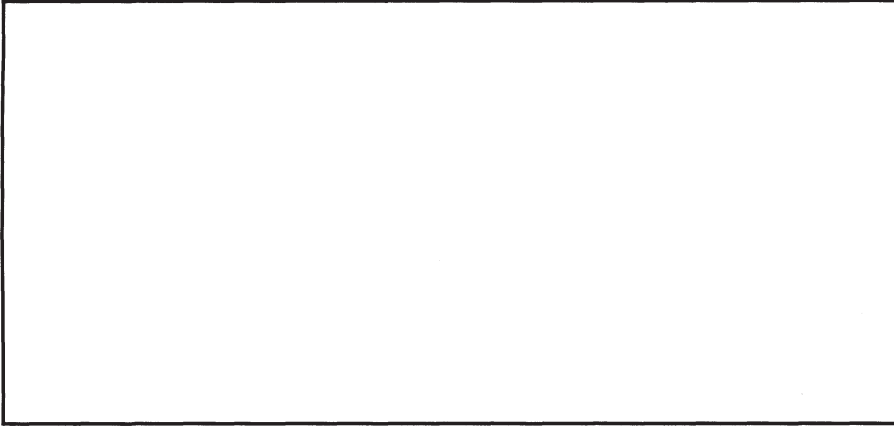
Name _____

Date _____

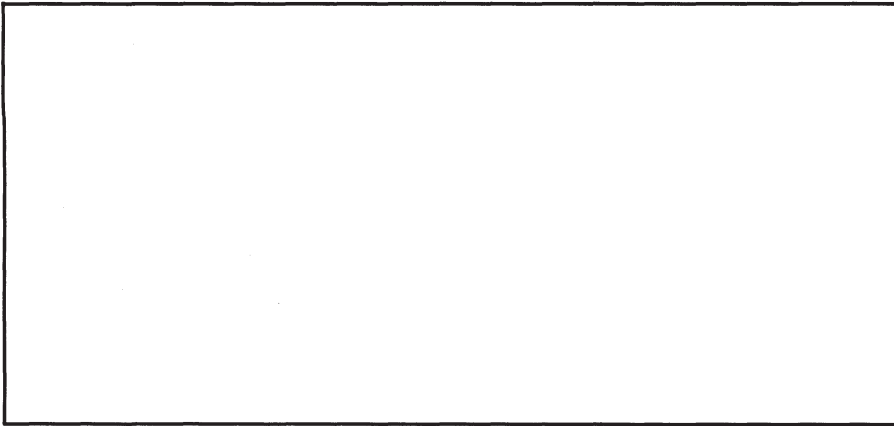
Picture Taking

With a camera you can take pictures of things at your school.
Tell about the picture.

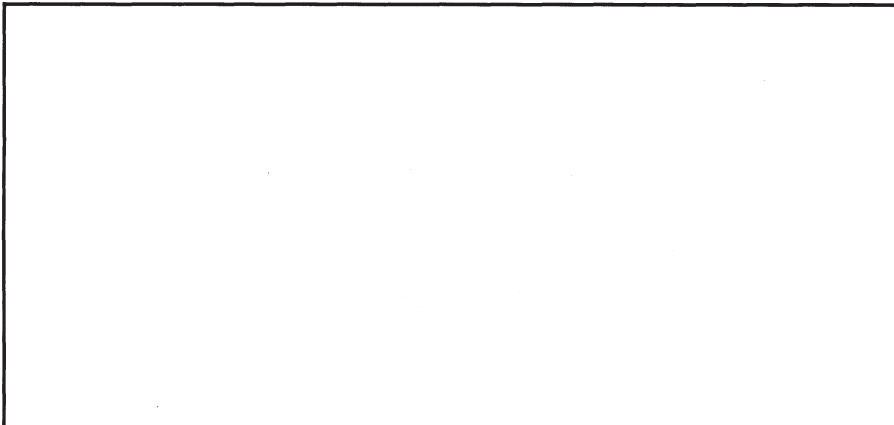
1. Take a picture of your favorite place at school. Tell about the picture.



2. Have a friend take a picture of you enjoying your favorite thing at school.
Tell about the picture.



3. Take a picture of the funniest thing you have seen at school. Tell about the picture.



Name _____

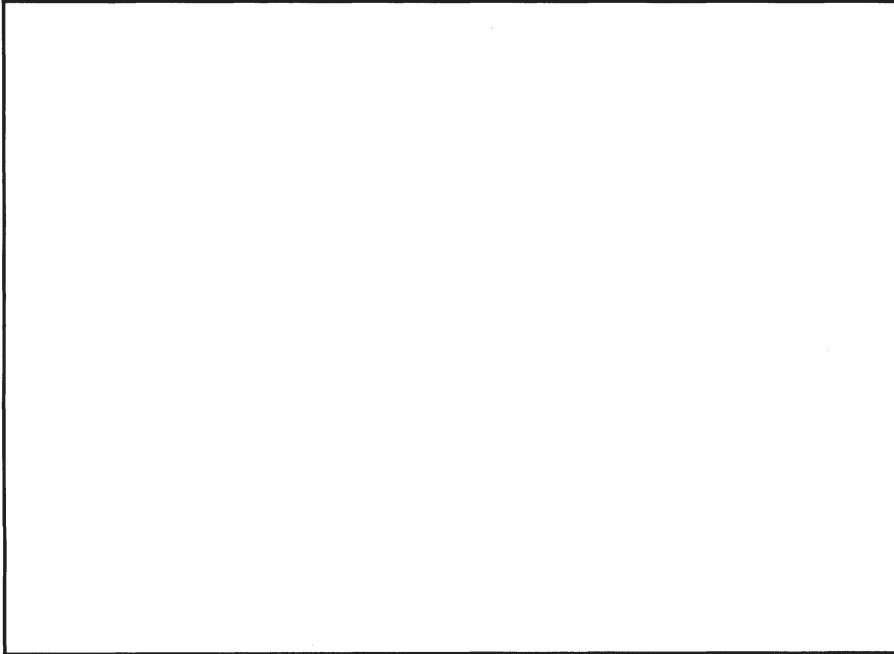
Date _____

Picture Taking

Pictures help us remember the past and the things we have done or felt.

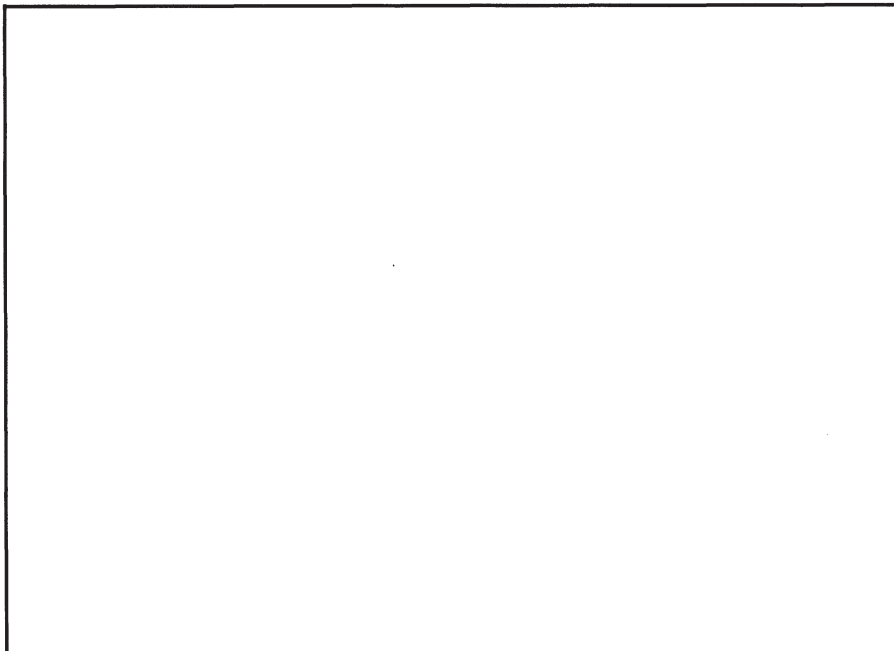
1. Have a friend take a picture of when you felt your best.

Tell about the picture, what you were doing, and why you felt so good.



2. Have a friend take a picture of you when you felt very important.

Tell about the picture and why you felt important.



Name _____

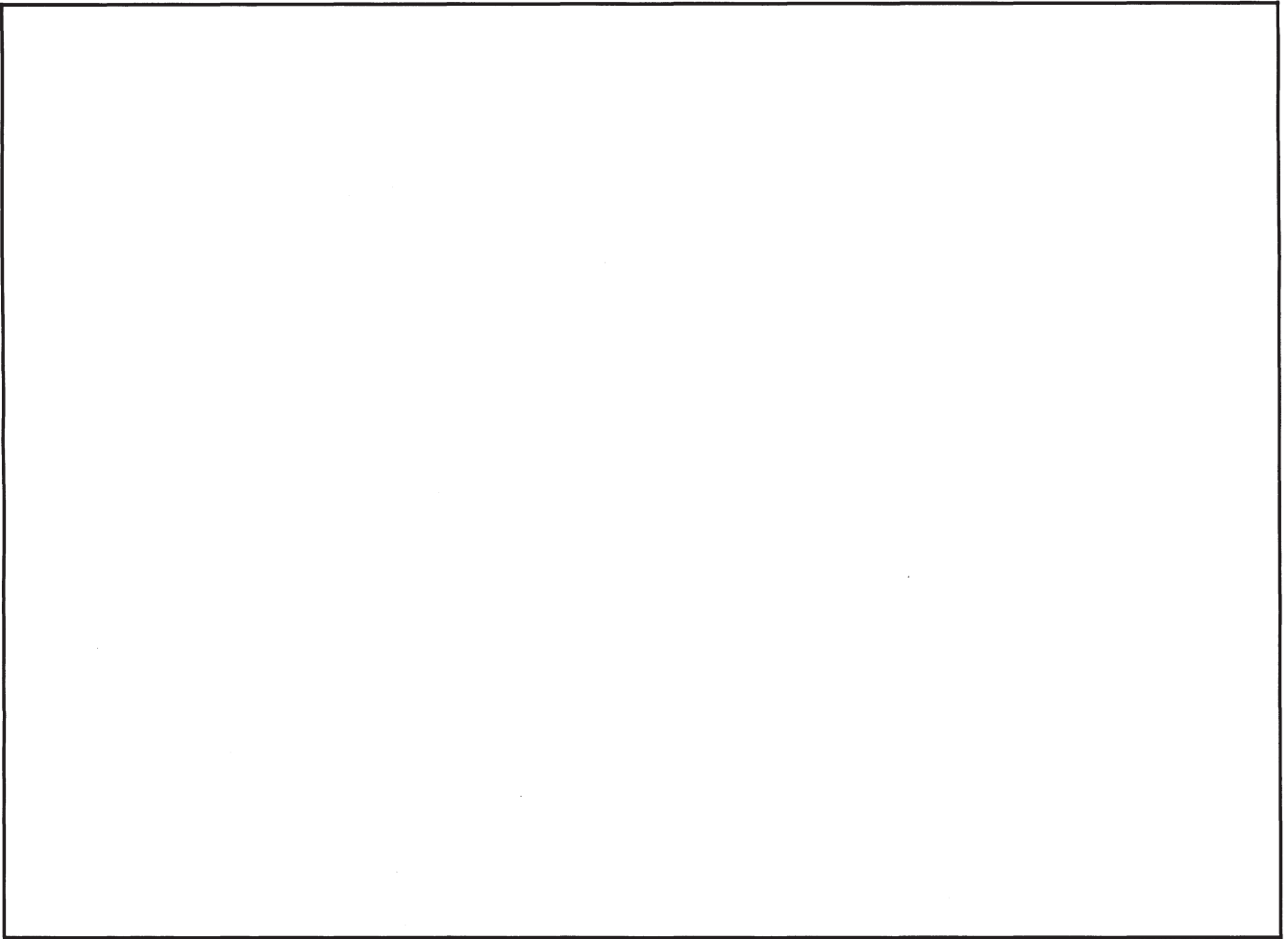
Date _____

School

Think about the school you go to now. Would you like to make some changes to it?

1. If you could rename your school, what would you call it? _____

2. Draw a picture of the outside of the way you'd like your school to look like.
Tell about the picture.



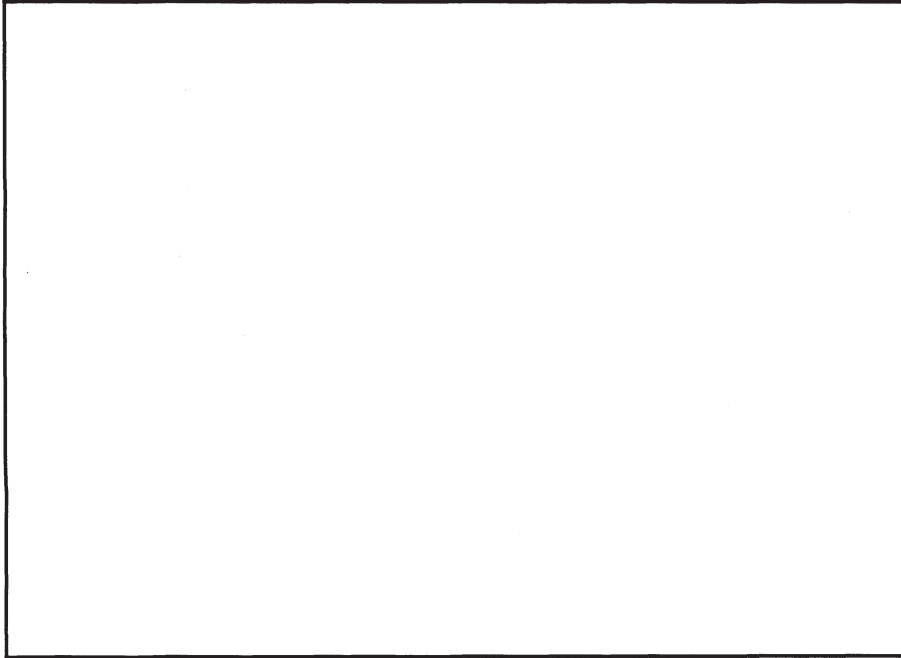
Name _____

Date _____

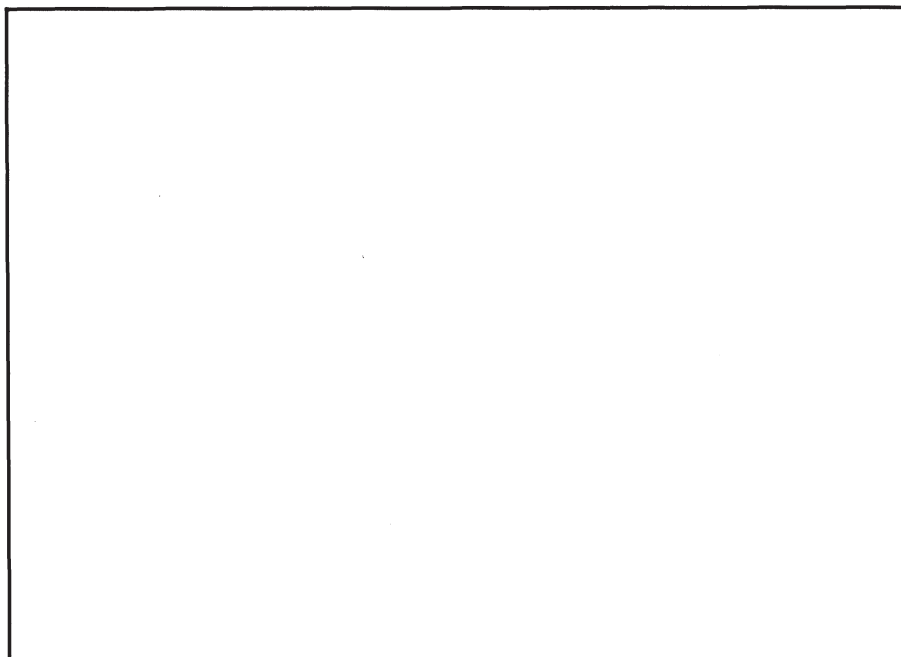
School

Most of a school day is spent in the classroom. Do you like your classroom?

1. Draw a picture of your classroom and tell about the picture.



2. If you were to make changes in your classroom, what would they look like? Draw a picture of the new classroom and tell about the picture.

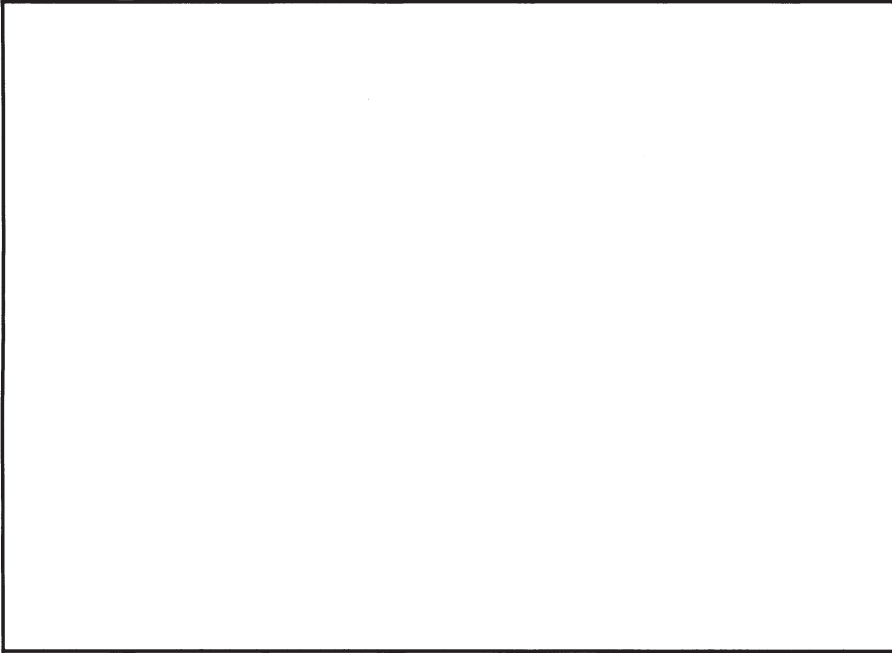


Name _____

Date _____

School

1. Draw a picture of your teacher and tell why you like him or her.



2. Write down the things you'd like to learn from your teacher.
Tell why?

1.	_____	_____

2.	_____	_____

3.	_____	_____

4.	_____	_____

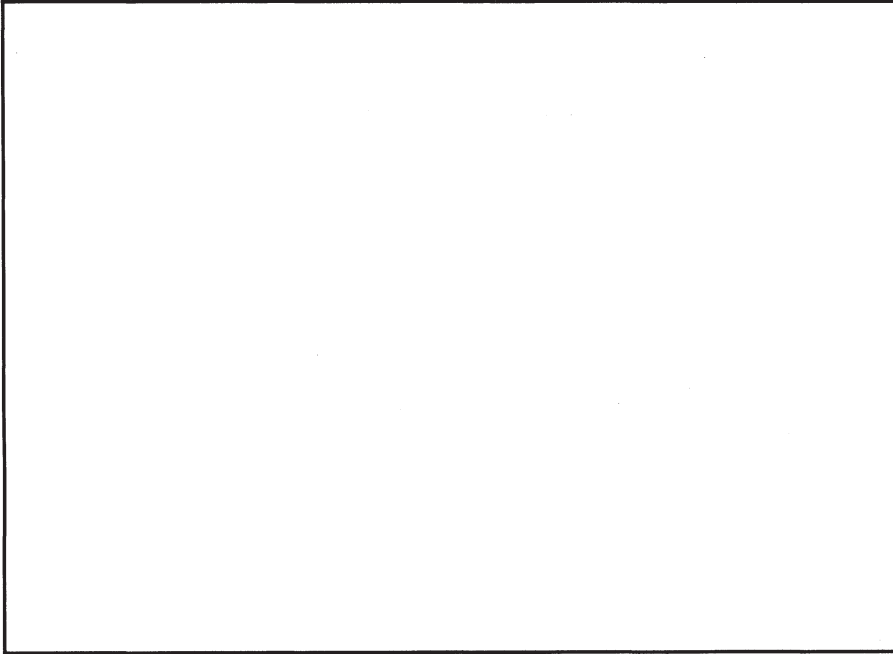
Name _____

Date _____

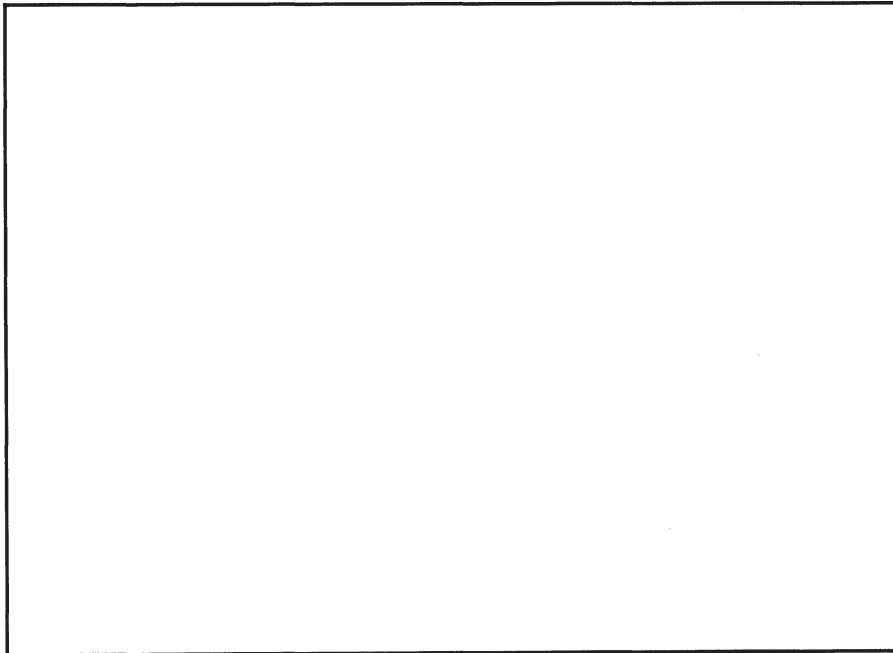
School

What if you had a new building at your school? How would you like it to be used?

1. Draw a picture of this new building and tell about the picture.



2. Draw a picture of the inside of this new building and tell what is inside.



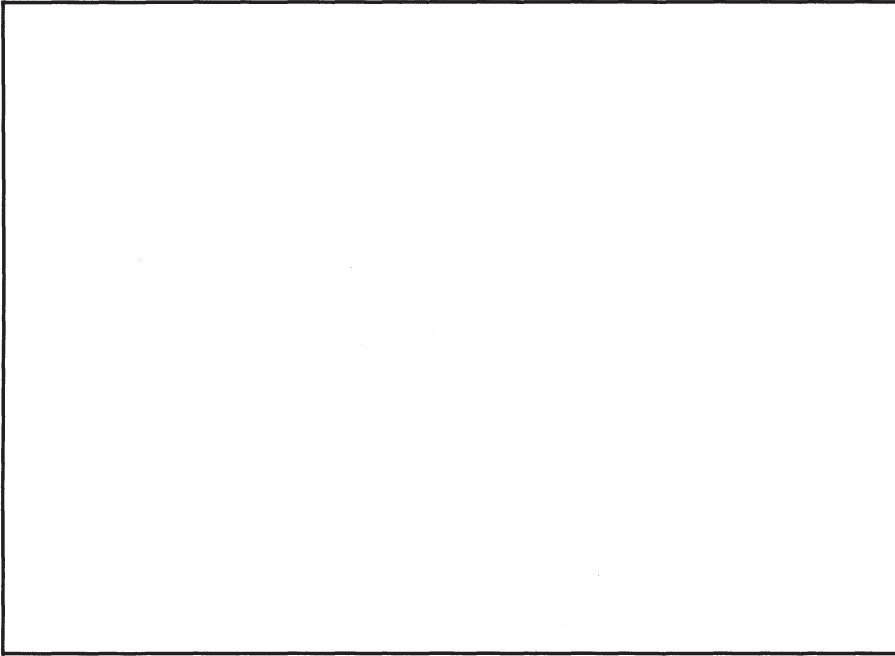
Name _____

Date _____

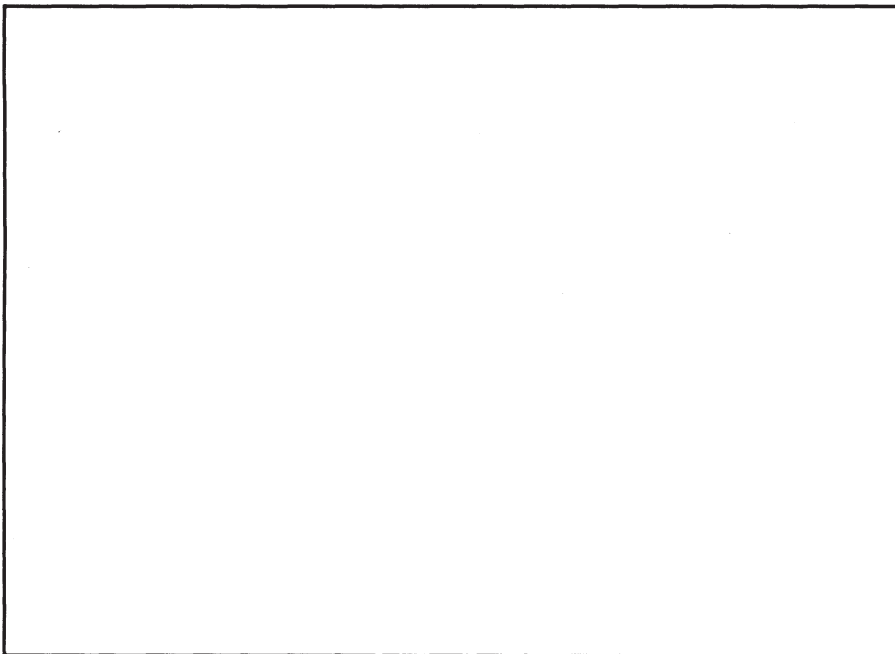
School

Each school has a yard. What does yours look like?

1. Draw a picture of your schoolyard and tell about the picture.



2. If you had the chance to change your schoolyard, what changes would you make? Draw a picture of this new schoolyard and tell about the picture.



Name _____

Date _____

School

Most schools have a cafeteria. What do you think of yours?

1. If you had a choice, what kinds of food would you like to be served in your cafeteria?

1. _____

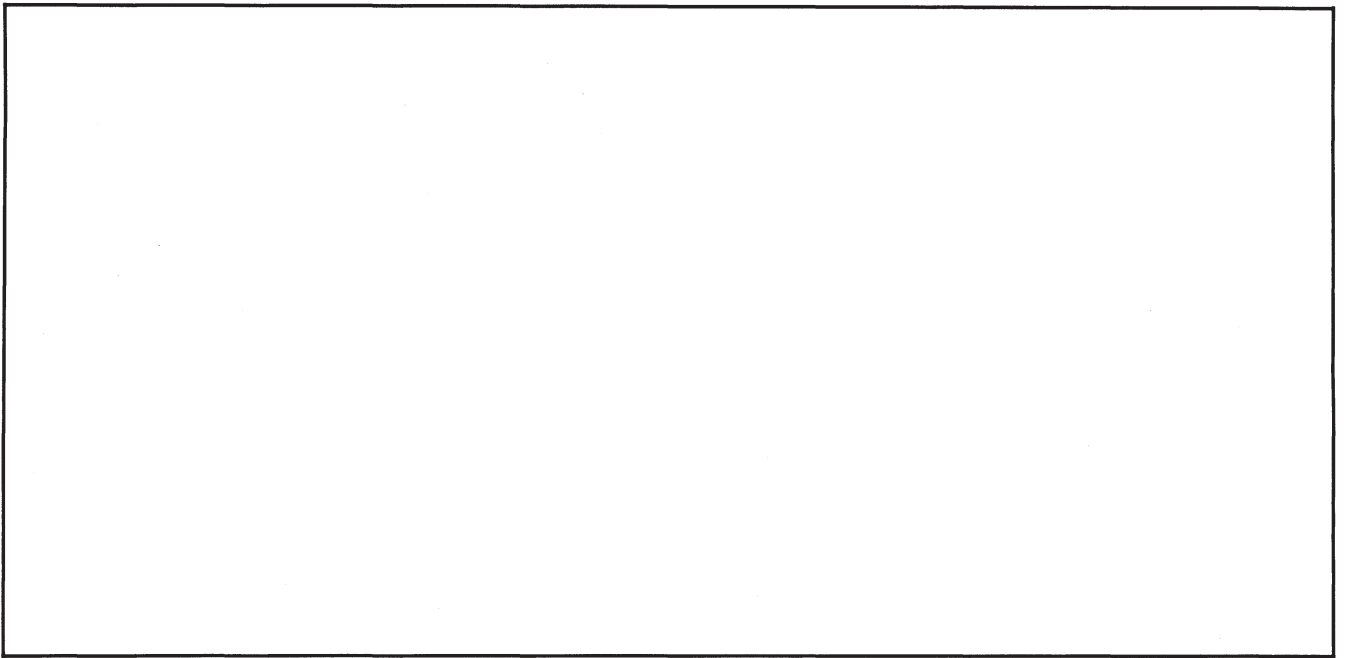
2. _____

3. _____

4. _____

5. _____

2. Draw a picture of a new cafeteria, one that is more comfortable than the one you have now. Tell about the changes you would make.



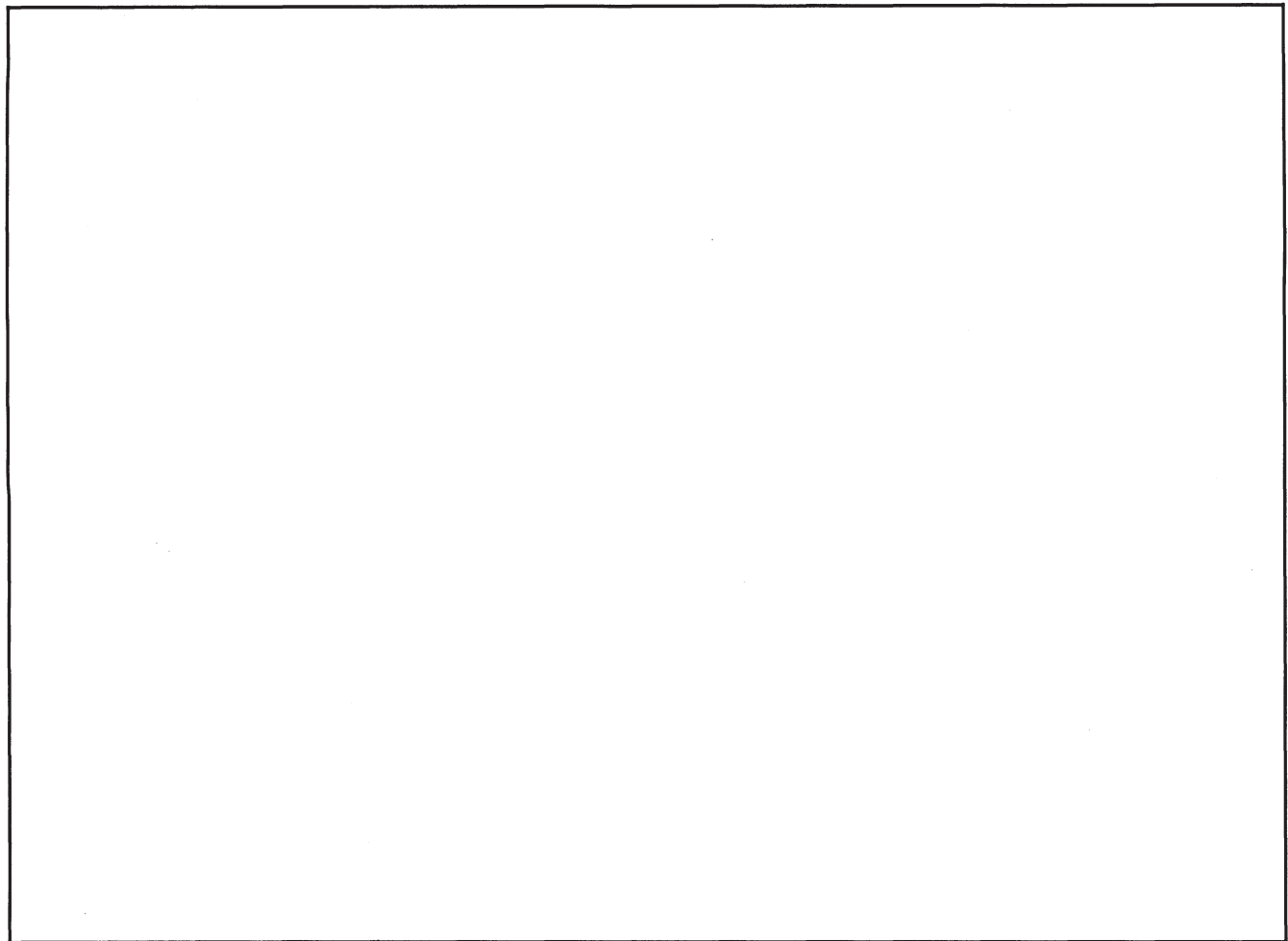
Name _____

Date _____

My New Home

1. How would you feel if you had to move from the home you live in now?

2. Draw a picture of your favorite place in your home and tell about it.



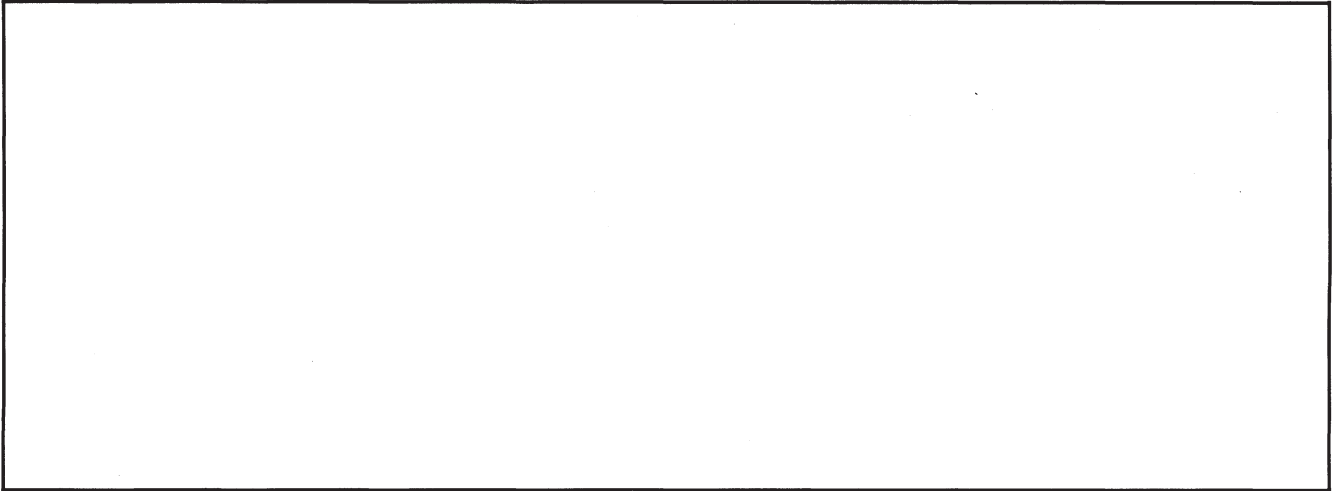
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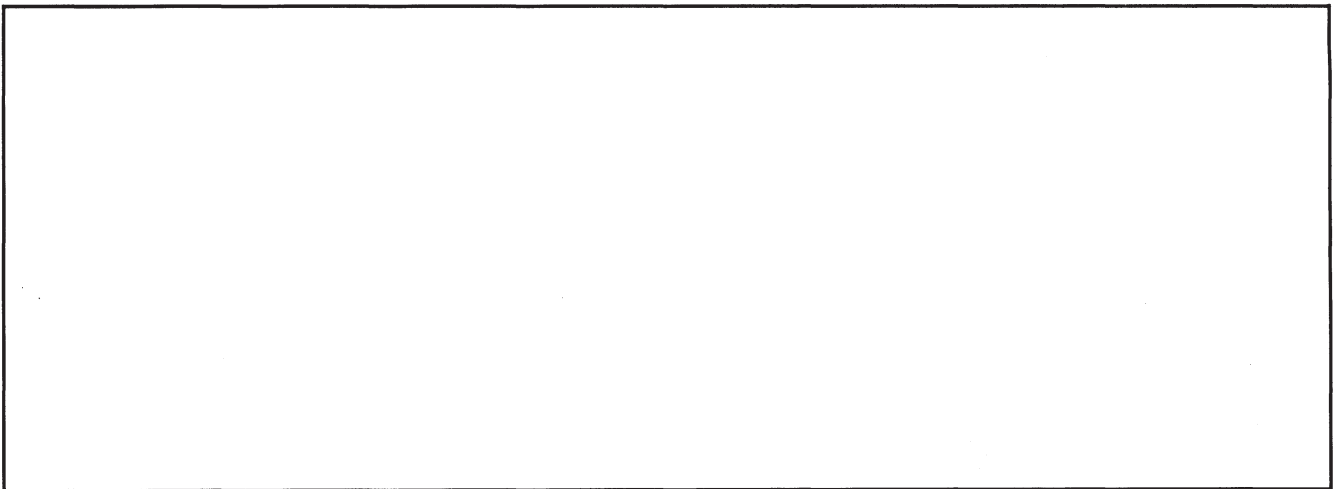
My New Home

Pretend you're in a new home.

1. Draw a picture of your new home and tell about it.



2. Draw a picture of your new room and tell about it.



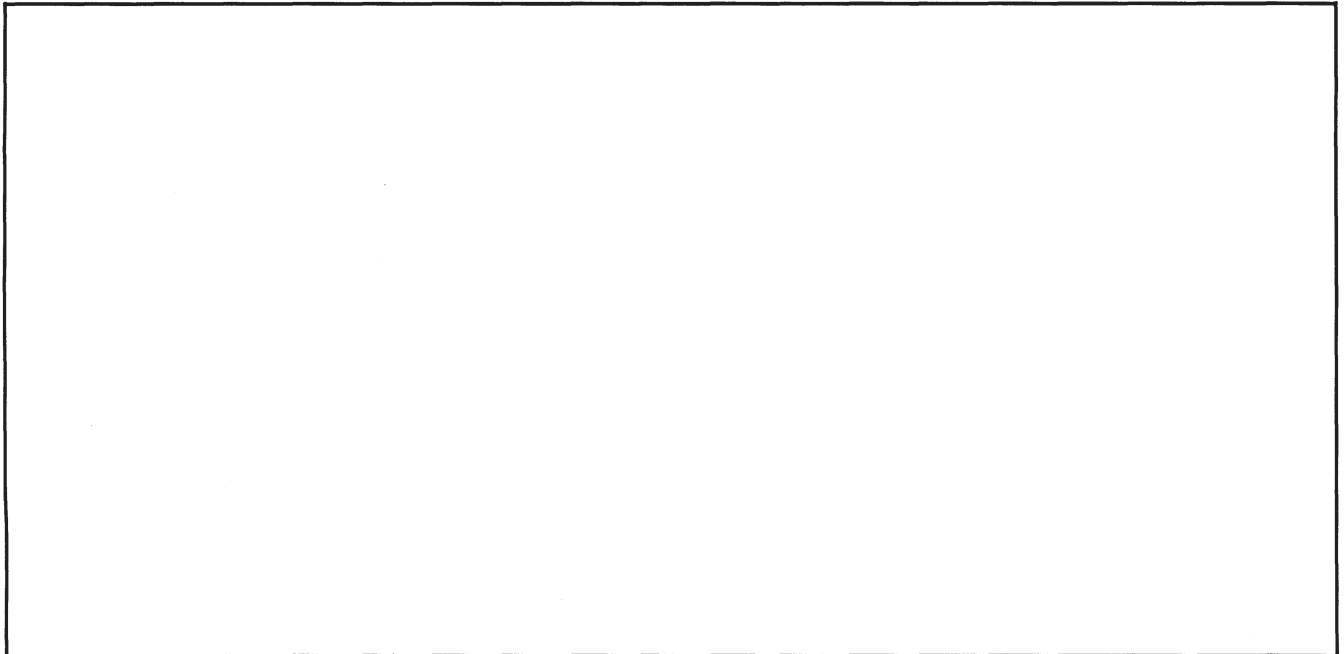
Name _____

Date _____

My New Home

1. You will have new friends in your neighborhood. How are you going to meet them?

2. Draw a picture of your new friends and tell about them.



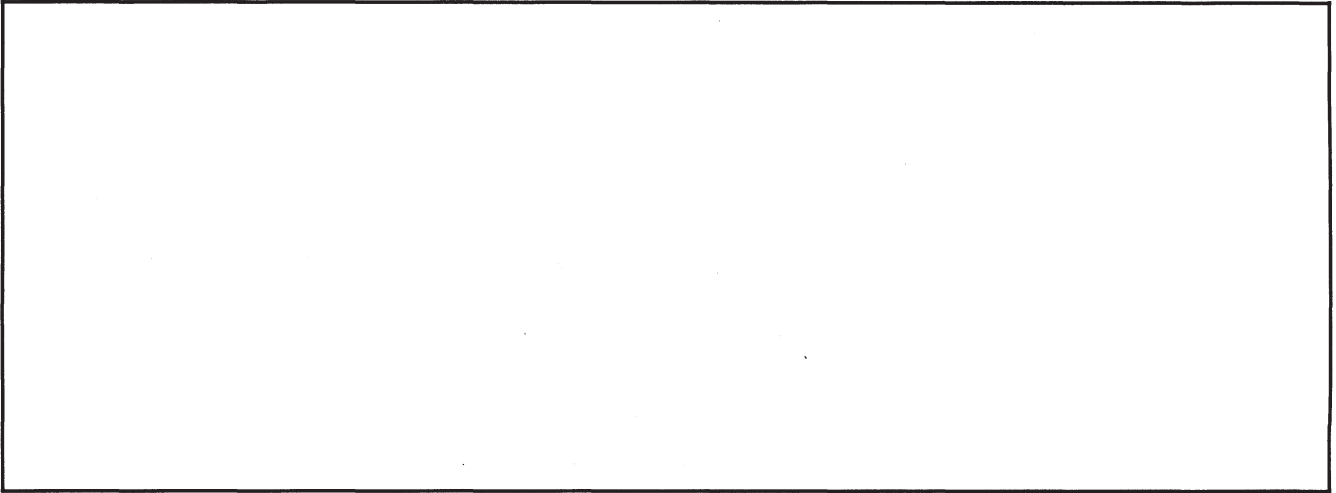
3. What would you like to play with your new friends? _____

Name _____

Date _____

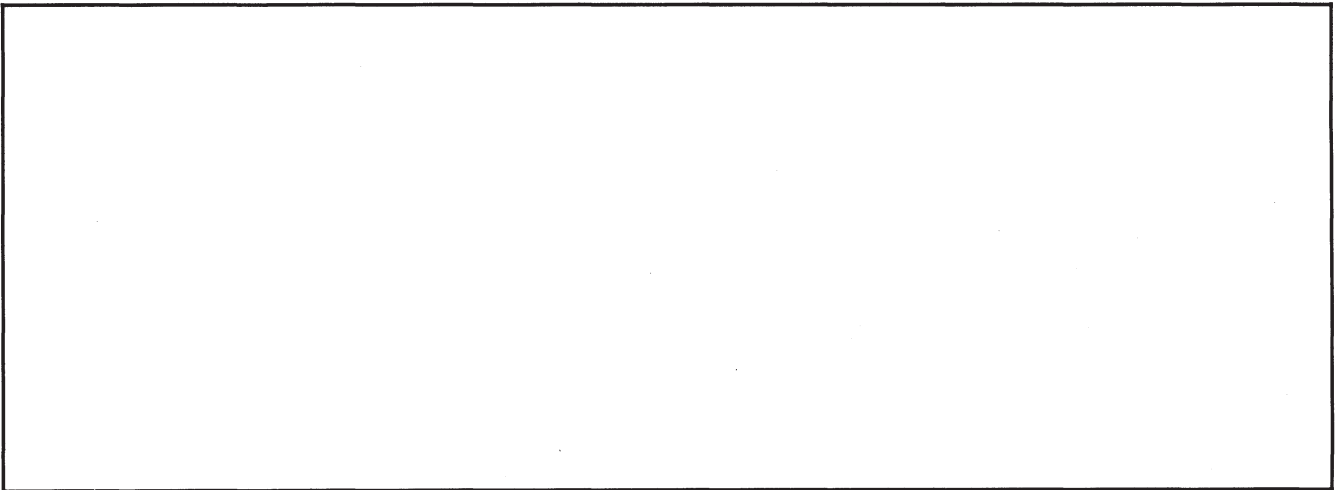
My New Home

1. Draw a picture of your new school and tell about it.



2. What would make you feel happy the first day of school? _____

3. Draw a picture of your new classroom and teacher. Tell about them.



Name _____

Date _____

My Own TV Show

Do you like television shows? Now is your chance to make your own show.

1. Name two of your favorite TV shows. Why do you like them?

TV Shows

Why you like them

1. _____

2. _____

2. If you were making up your own TV show, what would you call it?

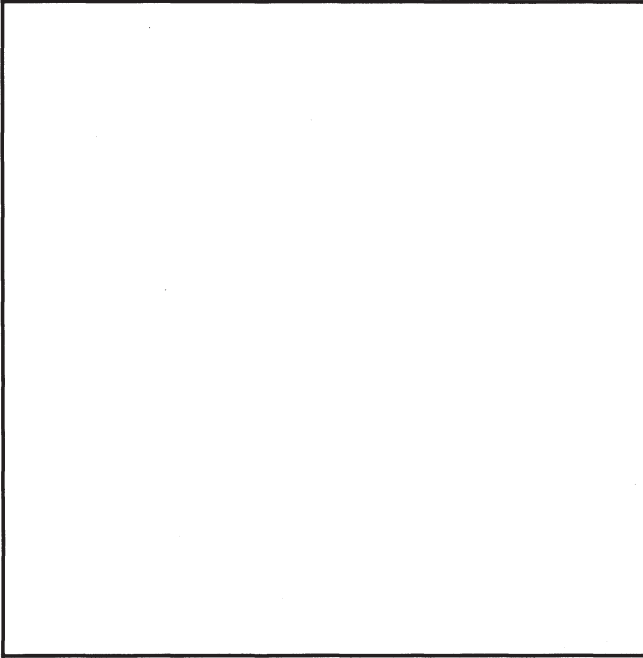
3. What would your show be about? _____

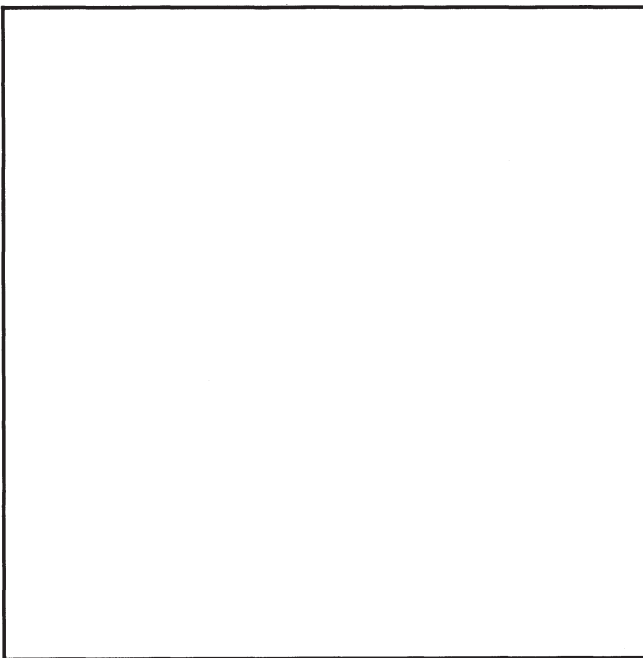
Name _____

Date _____

My Own TV Show

Name two people (characters) in your TV show. Tell something about each one (what they do). Draw a picture of each one.



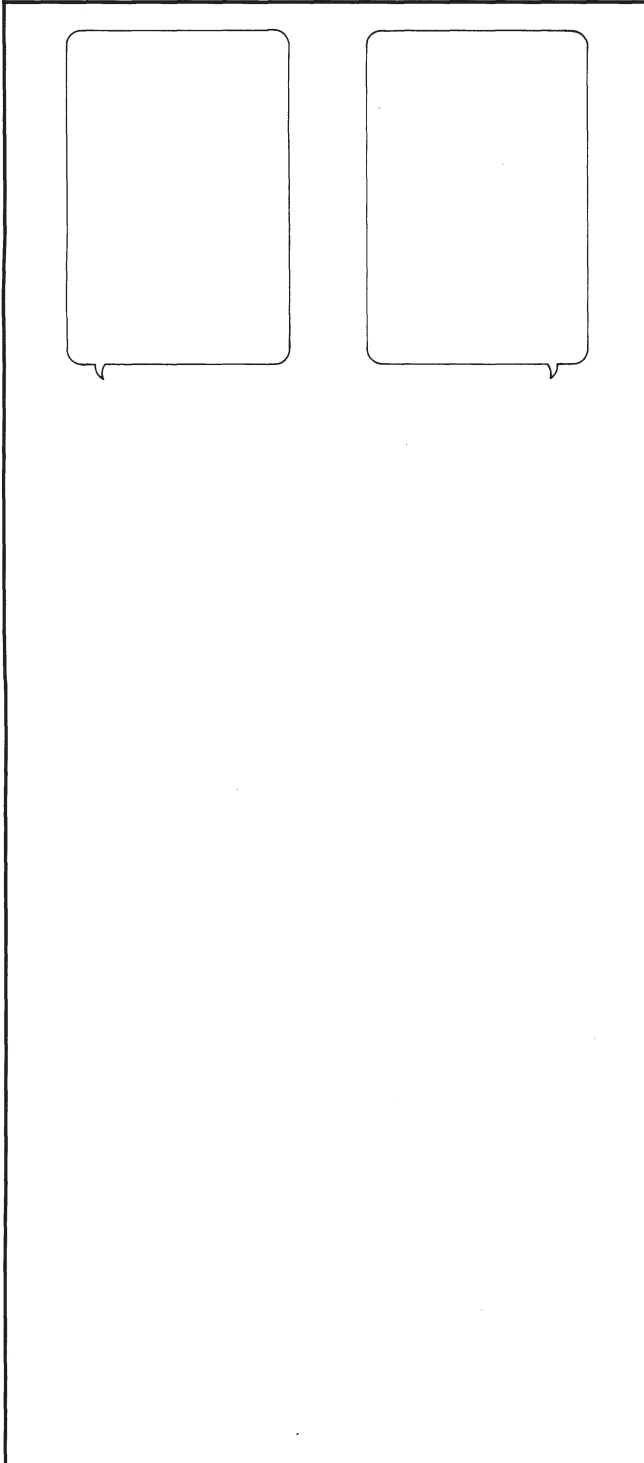


Name _____

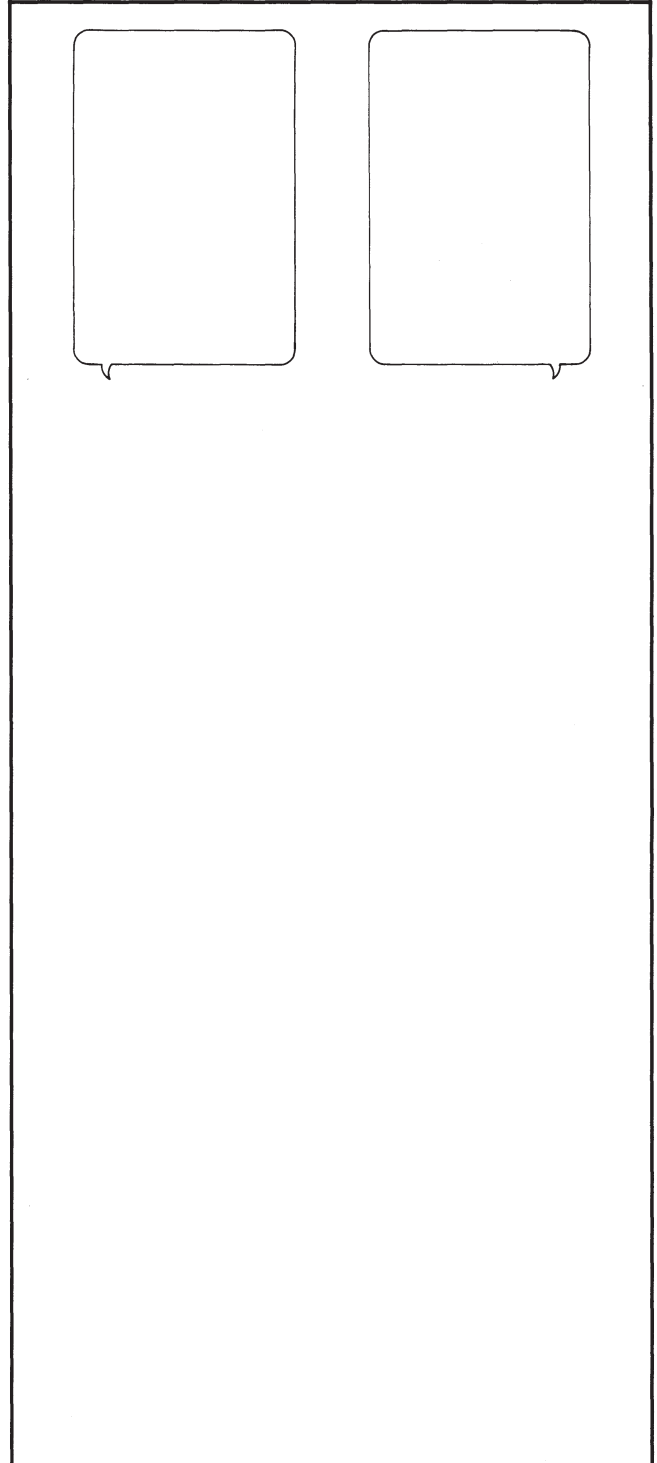
Date _____

My Own TV Show

In the squares write what the people on your TV show may say to each other in a scene. Don't forget to draw the people and the background setting.



This section contains a large rectangular frame for drawing a scene. At the top of the frame are two empty speech bubbles, one on the left and one on the right, for writing dialogue.



This section contains a second large rectangular frame for drawing a scene, identical to the first one, with two empty speech bubbles at the top for dialogue.

Name _____

Date _____

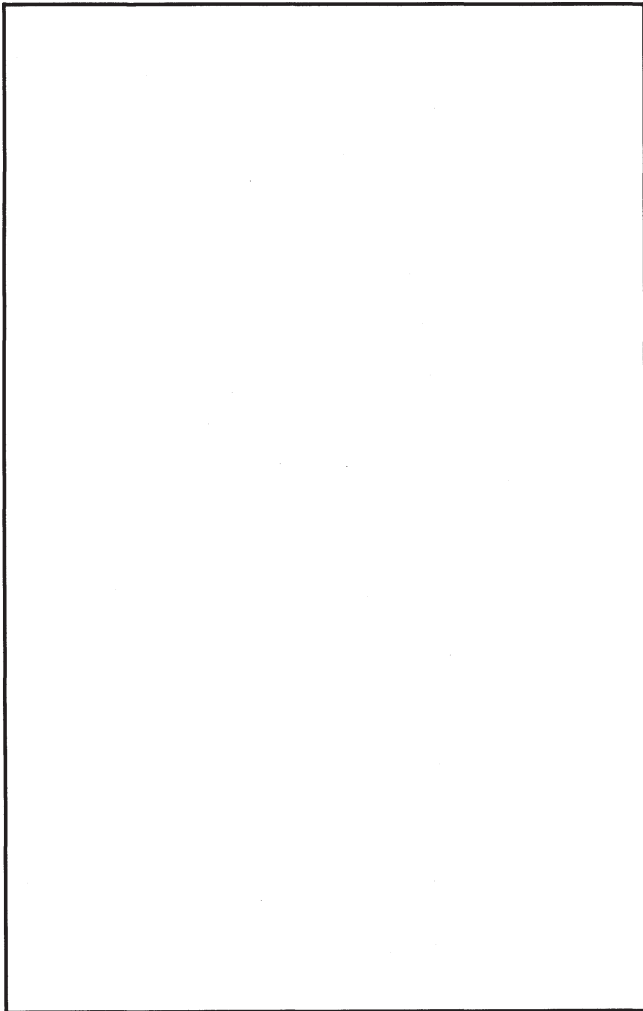
Toys

All children play with toys. Think of some of the toys you have played with.

1. What toys did you play with when you were younger? _____

2. What is your favorite toy now and why? _____

3. Combine two toys together to make one. Draw a picture of it and tell about it.

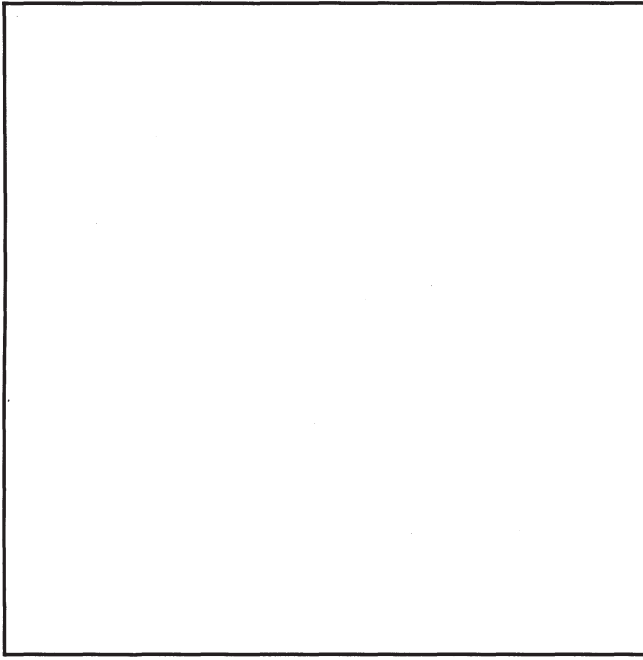


Name _____

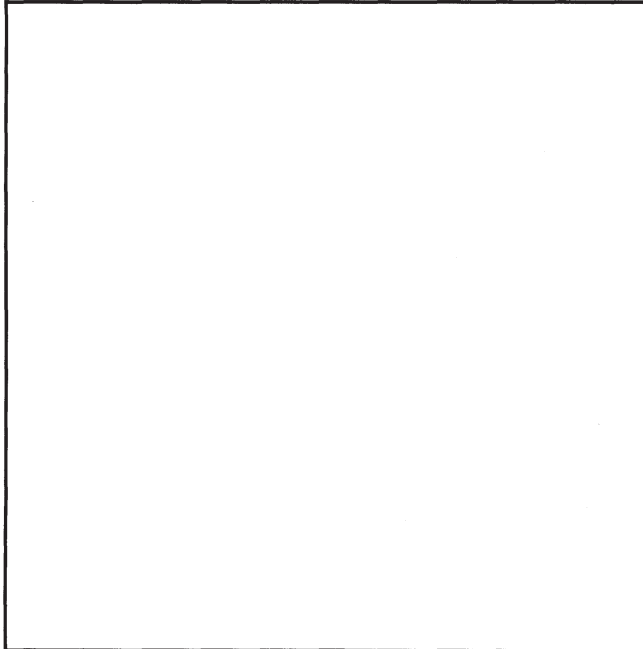
Date _____

Toys

1. What kind of toy would you make up for a child under five years old? Draw a picture of it and tell about it.



2. Draw a picture of a toy you'd make for a child your own age and tell about it.



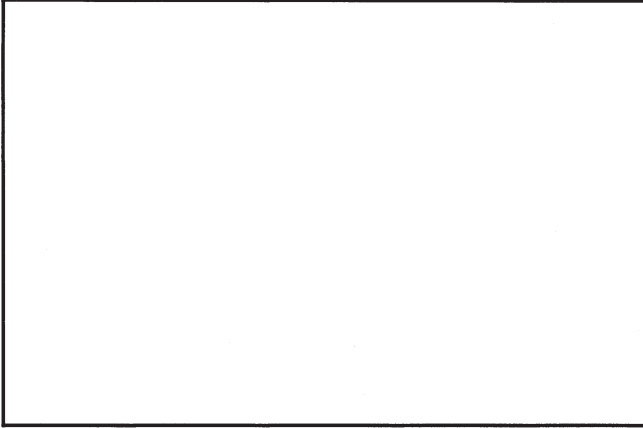
Name _____

Date _____

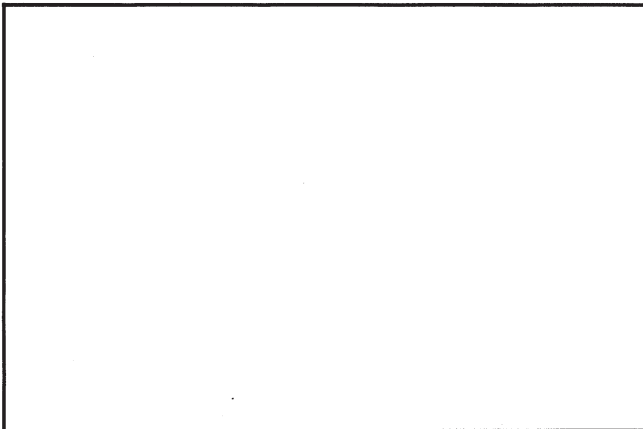
Toys

Draw a picture of a toy the people listed below would like. Write why you chose each one for them.

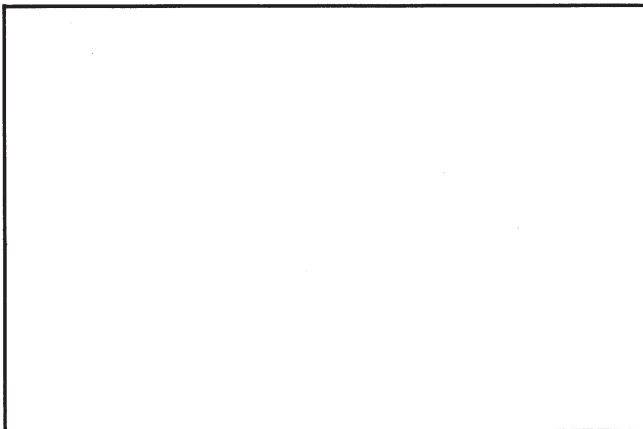
1. Your best friend



2. Your brother



3. Your sister



Name _____

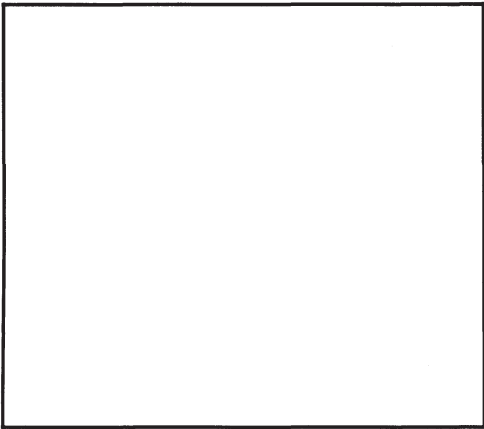
Date _____

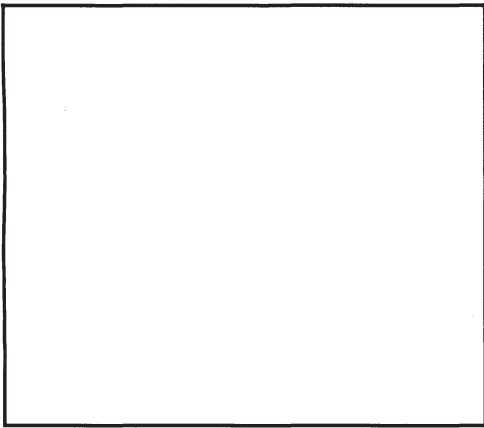
Toys

Children like video games.

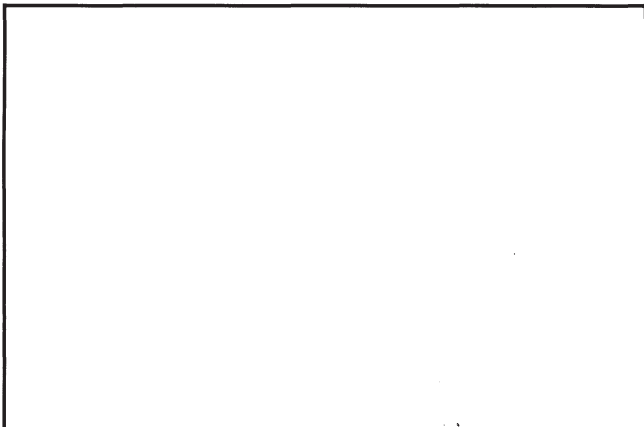
Draw a picture of two of your favorite video games and tell why you like them.

1.





2. Make up your own video game. Draw a picture of it and tell about it.



Name _____

Date _____

Changing Places

Would you like to change places with a character in a book, a movie or TV star, a cartoon character, or a real person? Think of a situation or problem the character may be involved with. Describe what you would do in this character's situation. What would you do if you were . . .

1. Dorothy (*Wizard of Oz*) _____

2. The President of the United States _____

3. Your favorite TV star _____

4. Jack (*Jack in the Beanstalk*) _____

5. Santa Claus _____

6. E.T. _____

Name _____

Date _____

Changing Places

Have you ever thought of changing places with an animal or something that is not alive? Tell what you would do if you were one of these things.

1. A lion _____

2. A telephone _____

3. A car _____

4. A monkey _____

5. A TV set _____

6. A parrot _____

7. An elephant _____

