



activity booklet



Réseau réussite
Montréal

Conçu
par :



MISSION LECTURE
Saguenay-Lac-Saint-Jean

9-12 years

before



- Introduce the book's theme to the group.
- Draw out the campers' prior knowledge on the theme.
- Use elements like the title, cover, and images to make predictions about the book.

during



- Ask the campers questions.
- Connect the story to their own experiences.

after



- Ask questions.
- Encourage discussion.
(E.g., Would you have done the same thing?
Why do you think that character did that?)



5

quick ways to introduce reading to a camp

- Read outside, lying on the grass or a blanket.
- Act out the story using charades and miming—no speaking.
- Have campers act out the roles in the story.
- Use a book as a reference (e.g., sports rules).
- Introduce new words into your activities: have the campers read things like recipes or experiments.



Look for this icon for
reading suggestions.



Activity 1

Sorcerer, giant, elf

material

None

preparation

1. Split the campers into two teams, each of which chooses a secret character (giant, sorcerer, or elf).

The rules are simple : giants eat sorcerers, sorcerers eat elves, and elves eat giants.

2. Once the teams make their choice, they establish a base camp as their territory. Then have the teams come to the middle.
3. When the camp counsellor gives the word, the campers reveal their teams' identity. At that moment, if, for example, **team A** are **elves** and **team B** are **giants**, **team-B** campers have to run back to their base camp as fast as possible, and **team-A** campers have to try to catch as many of **team B** as they can. Caught campers join the opposing team.
4. If both teams choose the same character, it's a tie game.

The game ends when there's only one person left on a team who hasn't been caught, who is the winner.

Variation : Use the creatures from a specific book rather than the ones suggested here.





Activity 2

Guess the creature

material

• Sticky notes • Pencils

preparation

1. Make a list of fantastical creatures or famous monsters and write them on sticky notes.
2. Split the campers into groups, have them sit in circles, and place a sticky note with the name of a creature on each of their foreheads.
3. In turns, each camper is allowed to ask ONE question of the other campers to get clues about which creature they are.

The first camper to find their creature is the winner, but the game can continue until everyone has found their creature.



examples

- Elf
- Gargoyle
- Minotaure
- Ogre
- Cyclops
- Yeti
- Centaur
- Mummy
- Frankenstein
- Dracula
- Fairy
- Leprechaun
- Unicorn



Activity 1

My influencer profile

• Magazines • Scissors • Glue • Cardboard

preparation

1. Each camper uses images and photos cut out of magazines to create a representation of their personality.
2. Feel free to help them by suggesting specifics: e.g., represent your aspirations, your interests, your friends, your family, etc.

Each camper presents their representation to the group like a YouTuber.





Activity 2

BookTube

material

None

preparation

1. Each camper is asked to introduce a book they like, in the form of a BookTube presentation.
2. Add limitations or have campers use props to make the presentation more fun and creative.

A BookTube presentation usually includes at least the following:

- Book title and author
- Summary of the story or subject
- An explanation of why the presenter likes the book (originality, writing style, subject, etc.)



who
are you?



Look for this icon for
reading suggestions.



Activity 1

The thing that makes me weird

material

None

preparation

1. In turn, the campers share a unique personality trait that might make them seem “weird” to others.

A great way to start a discussion about differences.

Make use of the suggested books in your discussions.



who
are you?



Activity 2

Who am I?

material

• Paper • Pencils

preparation

1. Without revealing their name, each camper writes 10 clues to their identity and then gives the sheet to the counsellor.
2. Select the sheets one after the other at random, read the clues, and have the campers try to identify the mystery person.

I'm short

I don't
like cats



I often
wear
a hat

I love
blueberries

I wear
glasses



Look for this icon for
reading suggestions.



Activity 1

Dictionary Deception

material

• Paper • Pencils • Dictionary

preparation

This game is based on a popular board game “Dictionary Deception” or “Balderdash”.

1. The game starts with the counsellor choosing a word whose meaning none of the campers know.
2. The counsellor writes the word on a board or sheet of paper so that everyone can see it AND hides the definition on another sheet of paper.
3. Each camper makes up a definition of the word, writes it on a sheet of paper, and hands it to the counsellor.
4. The counsellor reads all the definitions to the group, including the real one.
5. The campers have to think about the definitions and then vote on which one they think is correct.

Each correct answer is worth one point.

Campers also get a point when another camper votes for their (false) definition.

The camper with the most points wins.

The game can be adapted to various themes, but start with these terrifying words.

ranarium

crepuscular

nycti

helicon

Yapok

myomancy

vizard

fartlek

coprolite



Activity 2

Scary charades

material

• Paper • Pencils • Stopwatch

preparation

1. Split the group into two teams.
2. Have each team write down words or expressions related to fear and horror on pieces of paper. Pare down the number of words to the available time.
3. Have the teams exchange their pieces of paper, without looking at what's on them.
4. Set a time limit and start the timer.
5. The teams take turns using the words in a game of charades and try to guess as many words as possible.

One point is awarded for each word found before the time runs out.

Variation : Same concept but using drawings instead of charades.





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reading suggestions.



Activity 1

Alphabet treasure hunt

material

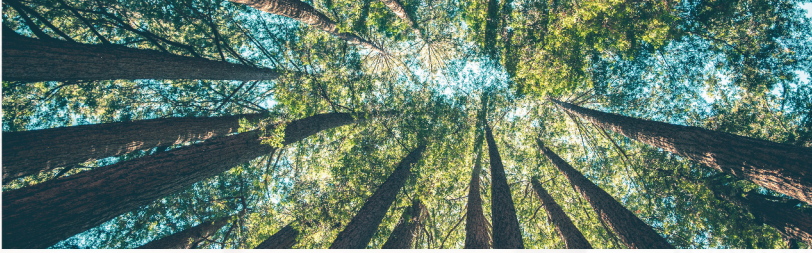
• Paper • Pencils • Dictionary

preparation

1. The counsellor gives each camper (or team) a bag or container.
2. The counsellor chooses a letter and announces it to the teams.
3. Teams have ten minutes to collect as many objects as possible that start with the chosen letter.

Depending on the time available, you can do several rounds with different letters.





Activity 2

Nature mandala

material

None

preparation

1. First, go on a nature hike with your campers to collect dead branches, rocks, leaves, and other natural items.
2. After collecting the items, split the group into teams, or do the activity as a group.
3. Use the collected items to make a mandala or other design on the ground.





Look for this icon for
reading suggestions.



Activity 1

The 12 Labours of Hercules

material

None (or sports equipment appropriate
for the challenges selected)

preparation

The idea of this activity is to set as many “records” as possible.
The wackier the better!

Records might be things like “the most pirouettes in a row” or “longest time bouncing a basketball” and so on. Let the campers use their imagination and creativity to find zany records to set.

It is important to have a good mix of records, based on various qualities, to make sure no one feels left out—things like endurance, intelligence, strength, etc. Everyone is good at something, even if it's balancing a spoon on your nose for seven minutes.





Activity 2

From description to reality

material

- “Mythical Creatures” document • Paper
- Pencils • Paint (arts and crafts materials)

preparation

Using the document describing mythical creatures, participants draw (or model, or paint) a creature based only the descriptions provided. You can allow campers to choose which creature they want to create or read one description aloud at a time and have all the campers draw it at the same time.

Then have the campers compare their interpretations!

Cerberus

A three-headed dog with the tail of a dragon and poisonous fangs, like a viper.

Chimera

A fire-breathing creature with the body of a goat, the head of a lion, and the tail of a dragon.

Sphinx

A monster with the head of a woman, the body of a lion, the wings of a bird, and the tail of a dragon.

Minotaur

A hideous monster with the body of a man and the head of a bull.

Lernaean Hydra

A monstrous creature with the body of a dog and seven heads, with poisonous breath.

Centaur

A creature with the torso of a man and the body of a horse.

Harpies

This trio of creatures are half-woman half bird. They have the wrinkled face of an old woman and the body, beak, talons, and wings of a vulture.

Satyr

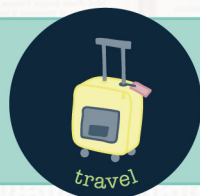
Half-man, half goat. They have a human face and torso, but with small horns and long ears, with the legs and long tail of a goat.

Medusa

One of the Gorgons, with two huge wings, a round, hideous face, a protruding tongue, and large teeth. Her body was covered with golden scales and her hair was made of snakes.



Look for this icon for
reading suggestions.



Activity 1

Exquisite corpse

material

• Paper • Pencils • Place to write

preparation

This activity, whose goal is just to have fun and laugh, requires campers to write, so is perfect for quiet times.

Each camper will need a sheet of paper and a pencil.

1. On the first line, they write down the following question related to the theme of travel, and then complete it (with, for example, “on a desert island” or “an airplane pilot”):



“What would
I do if I were... ?”

2. Campers then fold their sheets over to hide the question and pass them to the camper beside them.
3. On the sheets they have just been passed, the campers answer their own question, providing as many details as possible.
4. The sheets are passed along again, but this time, the campers, each in turn, read the question aloud and the response they received.

Variation : Instead of reading after only one round, repeat the “question/answer” logic several times.

Feel free to change the theme or starting question.



Activity 2

Travel charades

material

• Paper • Pencils • Stopwatch

preparation

Before starting, have each camper write three to five words related to travel on pieces of paper, without saying anything or showing their words to the others (**feel free to specify a country or culture if you wish**).

Each piece of paper should have only one word on it. Fold them in four and then put them all in a bowl.

1. Have the campers split into teams of two or four players, depending on the size of the group. Choose one team at random to start.
2. One team member draws a piece of paper. Without saying the word, they have one minute to have their teammate(s) guess the word. If the teammates find the word within the allotted time, they draw a second word from the bowl, and so on, until the minute is up. Each word guessed is worth one point (assign someone to keep score).
3. After the minute is up, it's the other team's turn.
4. When all the teams have played, start another round, with the following rules:
 - a. In the first round, the player who draws a word can say as many words as they like to help their teammates; they can even use charades, but they cannot spell the word or use a synonym or other word that is too close.
 - b. In the second round (once all the teams have played once), the camper who draws a word can only say one word to help their team. The rest of the team can make as many guesses as they wish.
 - c. In the third round, the campers who draw are only allowed to use charades. The rest of the team can make as many guesses as they wish.
5. At the end of the third round, each team's points are tallied.



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Activity 1

Continuum

material

- Paper • Pencils
- (can also be done without any materials)

preparation

Campers must find and write down on a piece of paper a word corresponding to each record announced by the counsellor. They write down their answer and then compare it with those of the other campers, placing it in order (one after the other) according to the number of letters matching the announced record. The counsellor then checks the answers and the order of the continuum.

1. The longest word

2. The word with the most E's

3. The longest word that doesn't contain an E

4. The word with the most I's

5. The longest word with only one vowel

6. The word containing the most vowels

7. The funniest word
(assess based on the campers' laughter)

8. Hardest word to read (campers' input can help here too)

9. Word with the largest number of different letters

10. The longest word that rhymes with banana

Variation : Campers and the counsellor can issue other challenges related to words or themes of their choice (e.g., place themselves in order by date of birth).



Activity 2

Record quiz

material

- Paper • Pencils
- (can also be done without any materials)

preparation

This is a very simple quiz game in its most traditional form. The counsellor makes statements concerning records, and campers must write their answers on a piece of paper. The camper who comes closest to the actual answer wins a prize.

1. The leopard is the fastest land animal. How fast can it run? (120 km/h)
2. The sperm whale holds the record for the longest time underwater for a mammal. How long can it stay underwater before returning to the surface? (90 minutes)
3. The record for the longest fingernails belongs to Lee Redmond, who started growing them in 1979. How long were her nails (in total)? (8.5 metres)
4. Jeddah Tower in Saudi Arabia is the tallest building in the world. How many floors does it have? (167 floors)
5. How tall was the tallest person in recorded history? (Robert Wadlow, 2.72 metres)
6. What is the record for the longest time bouncing a ping-pong ball on a racket? (3 hours 7 seconds)
7. How many records did Ashrita Furman beat, the person who holds the most number of world records (including the ping-pong ball record)? (259 records, but only 100 have been beaten since)
8. What living thing moves the slowest, with a speed of 0.5 millimetres per second? (slug)
9. The hot-dog eating record belongs to Joey Chestnut, a California man aged 38. How many hot dogs did he eat in 10 minutes? (76)
10. The world's longest ever pizza was created in Fontana, California, in 2019. How long was it? (2.1 kilometres)

Variation : Use a book of records to find other questions. You could also play “which record is it”: a camper chooses a record in their head (or using a book) and the other campers have to try to guess which record it is using only yes or no questions.



Look for this icon for
reading suggestions.



Activity 1

Forbidden word

material

None

preparation

Campers sit in a circle except for one, who sits in the middle—the suspect of the investigation. The goal is to get the suspect to “crack.” The other campers decide on a word that the suspect cannot say. This is the forbidden word.

The campers take turns asking the suspect questions related to the mystery situation. The suspect must prove their innocence without saying the forbidden word. If a camper can get the suspect to say the word, it is that camper’s turn to be the suspect, and the other campers choose a different forbidden word, and so on.

Here are a few suggestions for mystery situations. Feel free to create others with the campers.

The camper in the middle is suspected of :

stealing a bike yesterday in the park.

- They cannot say the word **bike**.

practicing witchcraft.

- They cannot say the word **magic**.

of being friends with a ghost.

- They cannot say the word **ghost**.

of eating their sister’s chocolate.

- They cannot say the word **chocolate**.

of hiding a dragon in their closet.

- They cannot say the word **fire**.



Activity 2

Perplexing passages

material

• Paper • Pencils
(can also be done without any materials)

preparation

These mini-mystery sentences are so overly complicated that they are very hard to parse. Read them to the campers and have them try to figure out who the guilty party is and what they did. Expect to have to read the sentences more than once!

1. The employee of the school who teaches me all sorts of things took, without permission, out of the thing that I use to carry my books to school, a food item made up of two slices of bread and a slice of ham, which was to have been eaten by me at lunchtime.

My teacher stole my ham sandwich out of my backpack.

2. My father's mother's granddaughter stole the thing that was supposed to be deposited into my bank account, from the place where dust gathers under the soft piece of furniture I sleep on.

My sister stole my pocket money (allowance) from its hiding place under my bed.

3. A person, with whom the son of my parents has a friendly relationship used cans of paint to make a drawing on one of the four sides of the place where we spend every day from Monday to Friday except during the summer.

My friend's brother sprayed graffiti on the school wall.

4. The daughter of my mother's sister hid the small object we need to start the thing that allows us to move quickly in a container filled with little pieces of cardboard that we put together to make a picture.

My cousin hid the car keys in a jigsaw puzzle box.

5. The brother of my mother's daughter broke the object used to call or text of the person who gave birth to him by dropping it on the place where cars drive.

My brother dropped my mother's phone on the pavement and broke it.

Variation : Suggest a simple mystery to the campers and have them transform it into a mini-mystery sentence. Compare the campers' versions and see who managed to complicate things the most. You could also have the campers create their own mini-mystery sentences and have you try and find the guilty party.



activity booklet

9-12 years

Project developed by :

Notebook produced by :

With the support of :



Réseau réussite
Montréal



MISSION LECTURE
Saguenay-Lac-Saint-Jean

Québec





fiches d'activités

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Projet déployé par :

Cahier réalisé par :

Avec le soutien de :



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