All The Ways To Be Smart
By Allison Colpoys and Davina Bell
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Smart is not just ticks and crosses, smart is building boats from boxes.

Painting patterns, wheeling wagons, being mermaids, riding dragons . . .

Teacher Notes have been based on those supplied by the publisher. A full version is available on our website.

Themes:
- Creativity
- Empathy
- Multiple intelligences
- Physical activity
- Teamwork

Discussion Topics:
- Before you read the book, what do you think the story will be about?
- How do you feel after reading the book? Compare the illustrations on the first page and the last page. They look quite similar, but can you list all the differences?
- Turn to the last spread of the book, with the words ‘Every hour of every day...’. Can you spot all the different characters from throughout the book? What do you think is happening on this page?
- The book shows the different ways that you can be smart. Discuss all the things that make you smart, and all the things that make your friends smart.

Activities:
- Make a Halloween picture: Create a Halloween picture using collage. Take coloured paper and cut out fun shapes – like pumpkins, cats, cauldrons and witches hats – then glue them onto a large piece of card or paper to make a Halloween scene. You could add drawings or words to your picture.
- Paper aeroplanes: There are lots of different ways to make paper aeroplanes. Here are some instructions for a simple version, but you can research different designs on the internet to make lots and lots of planes! 1. Take a sheet of A4 paper 2. Fold the paper in half vertically 3. Unfold the paper and fold each of the top corners into the middle line, and then fold the corners in half diagonally again 4. Fold the plane in half toward you 5. Fold the wings down, matching the top edges up with the bottom edge of the body 6. Let it fly!
- Games with teams: There are so many games with teams that you can play with your friends: • Poison ball (some people call this dodgeball) • Scavenger hunt • Tunnel ball • Even regular soccer and footy is best when you play with friends. But here's a challenge – can you make up a new game?
- Storytelling: Can you tell a collective story? All you'll need is a group of friends. One person starts the story, and everyone takes it in turns to add new twists and turns. Each person could have a time limit (30 seconds) or a word limit (4 words or 40 words) before the next person takes over the story. Make sure you pay attention so you can keep the story going!