

Armando and Amanda



Supplemental Activity Packet

This packet contains classroom activity suggestions and worksheets to reinforce concepts from the Playbook® story and to go beyond the story into the content areas of Language Arts, Math, Science, Social Studies, Art, Health, etc., as well as Character Development.

Activities range in age appropriateness and skill level so that teachers can choose activities that best suit their particular students. An Answer Key is provided on the last page.



Vocabulary Connection

Directions: Use the word bank below to connect the vocabulary word with the correct definition.

armadillo	poacher	technology	desolate	propensity
ponder	casserole	venture	bunting	heirloom

1. ____ without people or houses
2. ____ food that has been baked, usually in a special dish
3. ____ light cotton fabric used for decoration
4. ____ knowledge about industry and the industrial arts
5. ____ a person who takes animals or fish unlawfully
6. ____ undertake the risks and dangers
7. ____ an inherited item that has been handed down
8. ____ to consider carefully
9. ____ tendency
10. ____ animal with armor-like covering of jointed plates

Homophone Decision

Directions: Homophones are words that sound the same, but are spelled differently. Circle the correct word in each sentence.

1. The city of Dasybus is in the (desert, dessert).
2. The armadillos had (groan, grown) used to (there, their, they're) new home.
3. On Circus Day the armadillos used wigs for the lions' (manes, mains).
4. Mel and Adele used (reel, real) green paint on Space Alien Invasion Day.
5. Phil and Bill forgot to replace the (bored, board) under their bunk beds.
6. On Medieval Tournament Day the boys were (knights, nights).
7. Armando thought up a new game for every day of the (weak, week).
8. Armando (knew, new) it was wrong to go close to the highway, but he did not listen and went anyway.
9. The armadillos unlocked the bolts on the truck's (tail-gate, tale-gate).
10. Then they escaped and rolled down the (rode, road).



Name _____

It's Your Instrument

Directions: Draw your favorite instrument and incorporate an armadillo shell in the instrument. Use the Charango as an example.



Musical instruments have been used since earliest times for a variety of purposes, ranging from the entertainment of concert audiences to the accompaniment of dances, rituals, work, and medicine. You would be surprised to see the materials used for different instruments. The earliest instruments may have been natural objects, such as bones, shells, or gourds that had been modified slightly. These instruments probably produced only one note or served only as a means of amplifying the human voice. Discovering that tubes had acoustic properties that enabled them to make the sound of more than one note was a later development.

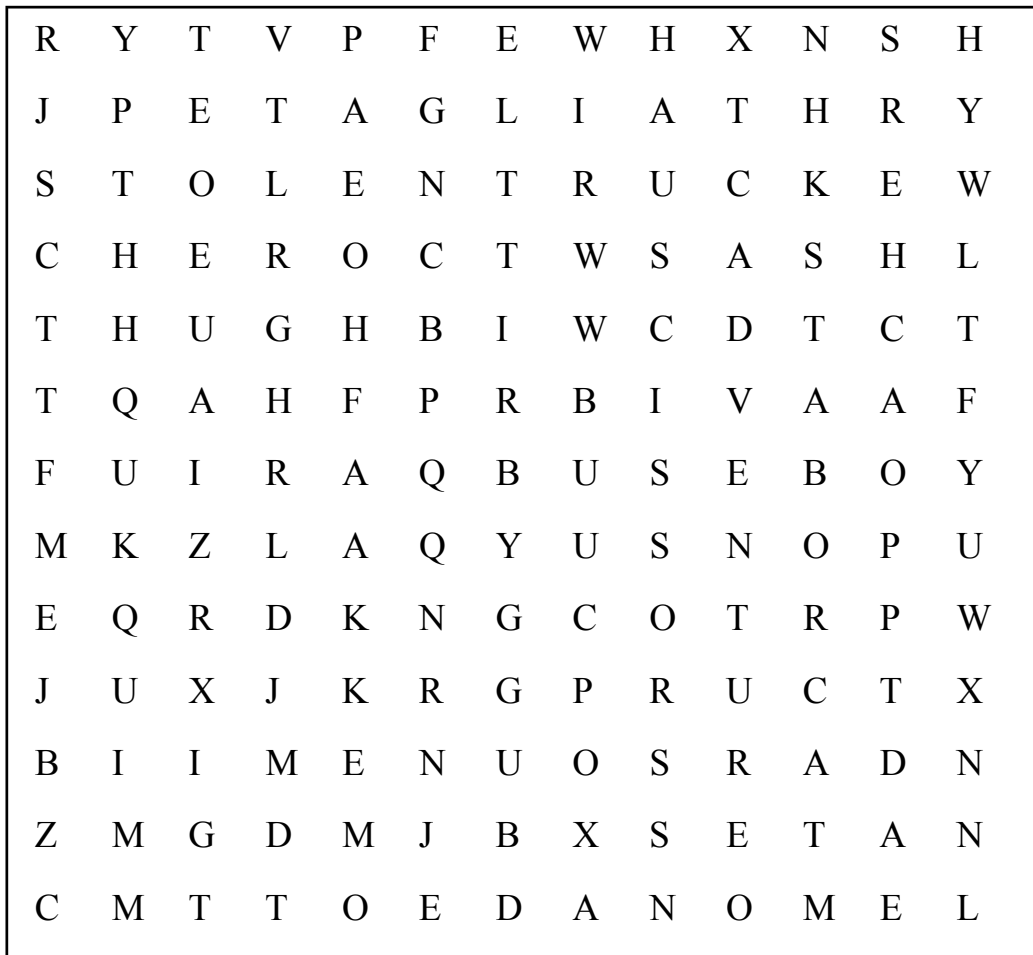
The first step in the building of any instrument is the selection and preparation of material. Wood used for wind or stringed instruments needs to be seasoned, as do the reeds used in oboes, clarinets, and bassoons. Metals are widely used for strings, bells, cymbals, gongs, trumpets, and horns.

Directions: At home, find out information about your favorite musical instrument. Look up where it was invented, what it is made with, and interesting facts about it. With the information you find, write one paragraph summarizing your instrument.

Name _____

The Great Escape

Directions: Use the words in the word bank at the bottom of the page to find the words hidden in the word search.



ACROBATS

ADVENTURE

BUGGY-BRITTLE

BURLAP

CHARANGOS

HERO

HITCHHIKE

LEMONADE

POACHERS

SCISSORS

STOLEN TRUCK

TAILGATE





Getting To Know the Story

Directions: Answer the following questions about Armando and Amanda.

1. In Chapter 1, page 5, the Narrator says, “It seemed to Aunt Priscilla like years before Mr. and Mrs. Armadillo finally returned to pick up their children.” What are Aunt Priscilla’s feelings at this time? Explain.

2. In Chapter 2, page 9, Armando says, “I thought you were supposed to use a box of detergent for each load of wash.” Was he right or wrong about the correct amount? Explain.

3. In Chapter 3, page 14, Armilla says, “But if our children ever venture further...and if these poachers spot them...” Explain what the idiom, “spot them,” means in this situation.

4. In Chapter 4, page 21, the Narrator says, “Mr. Armadillo removed his glasses and pinched his forehead where he could feel a headache beginning.” Explain why he had a headache.

5. In Chapter 7, page 38, the Second Poacher says, “Uh, let’s see, twenty dollars times...no, uh...if I multiply twenty shells by—er...” Is the Second Poacher good at math? Explain.

Name That Armadillo!

Armadillos always have four babies at one time in their litters. There are several sets of quadruplets mentioned in the story. Armilla has two sisters, Priscilla and Ludmila, and one brother, Atilla. Dharma has four little girls, Darla, Marla, Carla and Sharla. Her sister Karma has four children named Milly, Lily, Billy and Philly.

Directions: The word “armadillo” includes the “r” and “double l” and “o.” Sounds of the names used in the story have these same sounds. Each of the six sets below should have four names that use the “r,” “o,” or “double l.” Supply the missing names to complete each set.



1. a. Joe
- b. Moe
- c. Flo
- d. _____

2. a. Bella
- b. Della
- c. Nella
- d. _____



3. a. Kelly
- b. Shelly
- c. _____
- d. _____

4. a. Dory
- b. Corey
- c. _____
- d. _____



5. a. Rachel
- b. _____
- c. _____
- d. _____

6. a. Sally
- b. _____
- c. _____
- d. _____

Now see if you can make up a set of four names!

7. a. _____
- b. _____
- c. _____
- d. _____

Name _____



Shooting Commas!

Help Armando with his new game. Shoot the commas into the correct places in the following sentences.



Directions: Write all the commas needed into the correct places.

1. In this particular family their names were Armando Amanda Amadeus and Amaryllis listed in order of age.
2. "Being one of the best nine-banded armadillo scientists around I think this would be a great chance to move ahead.
3. Mr. Archimedes Armadillo his wife Armilla and their family had been living close to Amarillo Texas for some time, but now they were considering relocating to South America to Chile a few miles north of the Atacama Desert.
4. Sparked by his mother's conversation Armando had a wonderful idea.
5. "The main thing of course is that none of you were hurt."
6. "Her sister Karma lives just down the street."
7. "Her children are Millicent Lillian William and Phillip."
8. "She calls them Milly Lily Billy and Philly."
9. When Armilla suggested it might be a good idea to tell the children why Archimedes disagreed not wishing to frighten them.
10. Being in good spirits Mr. Armadillo picked up his briefcase kissed his wife and left the house for the nitrate mine.

Musical Chairs

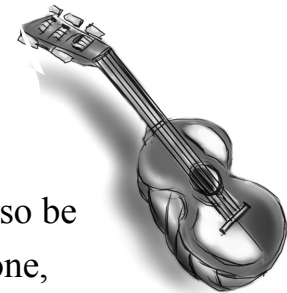
Part 1

As you know from the story, the Charango is an instrument that usually has five double strings. Therefore it is a stringed instrument.

In the orchestra there are four sections:

1. the strings— instruments with various numbers of strings that can be plucked or bowed, for example, the violin.
2. the reeds (or woodwinds)- wooden instruments with one (or sometimes two) reeds in the mouthpiece, for example, the clarinet.
3. the brasses— instruments that are made of metal and blown into, for example, the trumpet.
4. the percussion— instruments that are hit or struck to produce sounds, for example, the drum.

There are some instruments that can be included under two headings. For example, the piano is both a stringed and percussion instrument, because it has strings inside and can also be struck to produce sound. And another example is the saxophone, which is made of metal and has a reed in the mouthpiece.



Directions: Answer the following questions about yourself. Then talk with a partner and share your answers.

What instrument do you play? _____

What section is it in? _____

What instrument would you like to play? _____

What section would it be in? _____

Name _____



Musical Chairs

Part 2

Directions: Place the instruments from the word bank into the correct categories in the table below. If needed, use a dictionary.

Viola	Guitar	Bassoon	Banjo
Cymbals	Oboe	French Horn	Maracas
Flute	Trombone	Harp	Piccolo
Tuba	Xylophone	Castanets	Ukulele
Cello	Mandolin	Tambourine	Recorder

Strings	Reeds	Brasses	Percussion
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Choose one of the instruments listed above as a research subject. Select a famous musician known for playing this instrument. On a separate sheet of paper, write a short essay about this musician and the instrument. Include information about the type of music played on the instrument, names of famous music pieces, why the musician chose this instrument, and other interesting related facts.

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What's the Name?



The scientific name for the armadillos in Armando and Amanda is Dasypus Novemcinctus, which is Latin for nine-banded armadillo. In the story, the town that Armando and his family moved to was Dasypus and the street that they lived on was Novemcinctus Circle.

Directions: Use the number key below to figure out the scientific names for other animals.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
A	C	D	E	F	G	H	I	L	M	N	O	P	R	S	T	U	V	X

1. Polar Bear

17 14 15 17 15 10 1 14 8 16 8 10 17 15

2. Gorilla

6 12 14 8 9 9 1 6 12 14 8 9 9 1

3. Great White Shark

2 1 14 2 7 1 14 12 3 12 11

2 1 14 2 7 1 14 8 1 15

4. African Elephant

9 12 19 12 3 12 11 16 1 1 5 14 8 2 1 11 1

5. Common Seal

13 7 12 2 1 18 8 16 17 9 8 11 1

6. Giraffe

6 8 14 1 5 5 1

2 1 10 4 9 12 13 1 14 3 1 9 8 15

7. Tiger

13 1 11 16 7 4 14 1 16 8 6 14 8 15

To find out more about scientific animal names, go to <http://animals.about.com/od/zoology12/a/atozcommon.htm>.

Name _____



Do the Right Thing

Part 1: Read the statements below. Based on what happened in the story, decide whether it is the right or wrong thing to do. Write either right or wrong in the blank. There are no right or wrong answers, only what you consider right and wrong. Pair up with another student and discuss the reasons for your answers.

Amanda made a bet with CJ that Armando could think up a new game for every day before school started.	_____
The children used up all of their mom's make-up for the clowns and ruined a hammock by using it as a safety net in their circus.	_____
Armando and Amanda were punished for their gaming actions and destructiveness.	_____
Mr. Armadillo decided not to tell the children about the poachers and venturing too far away from the house.	_____
The children stole Mr. Dylan Armadillo's soccer medals for their Winter Olympics game day.	_____
Armando and Amanda started a lemonade stand, so they could pay their dad back for all of the destruction they caused.	_____
Armando's bowling team painted a lightning bolt on the back of their school uniforms with nail polish for their team bowling shirts.	_____
Armando took control of the poacher situation, and got his friends and himself away from the poachers.	_____

Part 2: On a separate sheet of paper, write a persuasive essay explaining why you feel others should share your point of view on one of your answers from Part 1. Use all the elements of a persuasive essay.

Stop That Poacher!

A poacher can be defined as a person who trespasses or steals, or someone who kills or takes wild animals illegally. In the story, Armando and Amanda, two poachers take advantage of the Armadillo friends and end up kidnapping them.

Poachers can be found all over the world. Even though it is illegal to poach, there are many people and companies who still do it in order to get money or products. Because of poaching, many animals are becoming endangered or extinct.

Directions: Besides armadillos, there are many other animals that poachers take. Look up on the Internet or in books what other animals are endangered, because of poaching. Make a list of the animals you find on the lines below.



For information you may visit <http://www.britannica.com/eb/article-9060496/poaching>.

Discussion Prompt

For Teacher Use Only



How creative can you be? In the story, Armando is the ultimate creator when it comes to fun and games. In a small group or as a class, have the students share some of the most creative games or activities they have come up with in the past or the most adventurous game they have played. You can even have the students write out their experiences in an essay in story form. It might also be fun to have them create a storyboard about their experience. An example of a storyboard outline is below.

Title: _____

Creator: _____

Description: _____

Armando and Amanda

Answer Key For Teacher Use Only

Vocabulary Connection

- desolate
- casserole
- bunting
- technology
- poacher
- venture
- heirloom
- ponder
- propensity
- armadillo

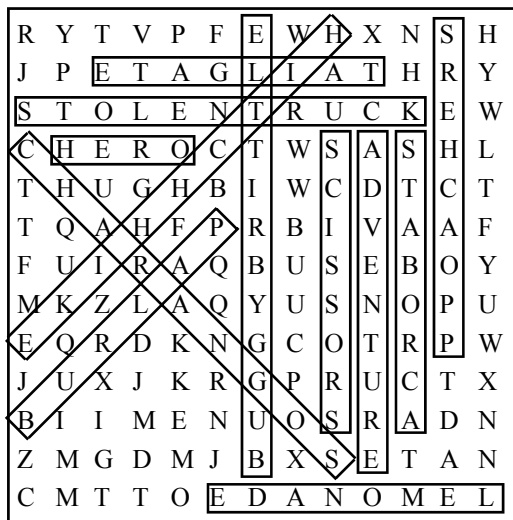
Homophones

- desert
- grown, their
- manes
- read
- board
- knights
- week
- knew
- tail-gate
- road

Comma Shooting

- In this particular family, their names were Armando, Amanda, Amadeus and Amaryllis, listed in order of age.
- Being one of the best nine-banded armadillo scientists around, I think this would be a great chance to move ahead.
- Mr. Archimedes Armadillo, his wife, Armilla, and their family had been living close to Amarillo, Texas for some time, but now they were considering relocating to South America, to Chile, a few miles north of the Atacama Desert.
- Sparked by his mother's conversation, Armando had a wonderful idea.
- "The main thing, of course, is that none of you were hurt."
- "Her sister, Karma, lives just down the street."
- "Her children are Millicent, Lillian, William and Phillip."
- "She calls them Milly, Lily, Billy and Philly."
- When Armilla suggested it might be a good idea to tell the children why, Archimedes disagreed, not wishing to frighten them.
- Being in good spirits, Mr. Armadillo picked up his briefcase, kissed his wife, and left the house for the nitrate mine.

The Great Escape



Musical Chairs

Strings	Reeds	Brasses	Percussion
Viola	Flute	Tuba	Cymbals
Cello	Oboe	Trombone	Xylophone
Guitar	Bassoon	French Horn	Castanets
Mandolin	Recorder		Tambourine
Harp	Piccolo		Maracas
Banjo			
Ukulele			

Name That Armadillo!

(Possible answers)

- Beau, etc.
- Stella, Prunella, etc.
- Nellie, Telly, Melly, etc.
- Roary, Tori, Laurie, etc.
- Ryan, Rebecca, Robert, etc.
- Callie, Hallie, Tallie, etc.

What's the Name?

- Ursus maritimus
- Gorilla gorilla
- Carcharodon carcharias
- Loxodonta africana
- Phoca vitulina
- Giraffa camelopardalis
- Panthera tigris

Possible Discussion Prompt

In the story, Armando is the ultimate creator when it comes to fun and games. In a small group or as a class, have the students share some of the most creative games or activities they have come up with in the past or the most adventurous game they have played. You can even have the students write out their experiences in an essay in story form. It might also be fun to have them create a story board about their experience.



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