

Judy Moody & Stink The Mad, Mad, Mad, Mad Treasure Hunt

by Megan McDonald
illustrated by Peter H. Reynolds



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In *Judy Moody & Stink: The Mad, Mad, Mad, Mad Treasure Hunt*, Stink and Judy embark on a scavenger hunt in search of clues to help them win a trip on an actual pirate ship. Use these classroom activities for an entire lesson plan based on a pirate theme!

What's in a Name?

Start by choosing pirate names for yourself and your students. (You might want to check out the pirates entry in *Stink-O-Pedia* for inspiration.) Then read *Judy Moody & Stink: The Mad, Mad, Mad, Mad Treasure Hunt* aloud to your class. Journey along with Mad Molly O'Maggot (aka Judy Moody) and Scurvy Stink as they crack codes and riddles, clue by clue.

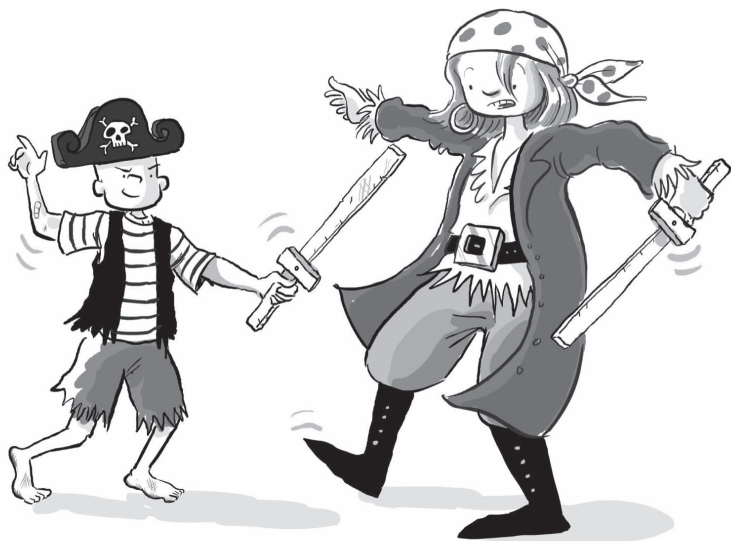


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Arrr, Ye Scallywags!

One of the most entertaining things about pirates is that they have a language all their own. Have students make a list of pirate terms used in *Judy Moody & Stink: The Mad, Mad, Mad, Mad Treasure Hunt* (*poop deck, arrr, shiver me timbers, scurvy, ahoy, aye-aye, scallywags*, and so on). Ask them to turn their lists into a pirate dictionary, then invite them to have fun "talking pirate" for an entire day. You may want to time this activity to fall on September 19, International Talk Like a Pirate Day.



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Treasure-licious!

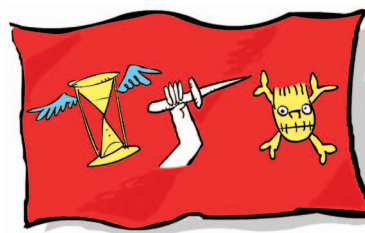
Are you ready to host your own wacky fact-filled treasure hunt? Instead of clues that take the students from object to object, try creating clues based on math facts and calculations. For example, the first clue might read: "Begin at the flagpole and walk north X yards (X = the number of legs on a centipede divided by five dimes)." This would lead students to the equation " $100 \div 50 = 2$," so they would walk north two yards. The next clue might be: "Turn east and walk X feet (X = three dozen eggs plus the number of wheels on six motorcycles)."

At the end of the hunt, place a box filled with a treasure of your choice, such as chocolate coins or stickers, for the students to discover.



The Pirate Code

In *Judy Moody & Stink: The Mad, Mad, Mad, Mad Treasure Hunt*, Stink often refers to the Pirate Code, a set of rules created by the pirates regarding their own conduct. Have students imagine that the classroom is actually a pirate ship and that they are the crew. Invite each "pirate" to help write a Pirate Code for your ship. When the code is finished, post it in a visible place and discuss the consequences for disobeying the code (for example, walking a lap at recess, aka "walking the plank").



It's a Grand Ol' Flag

Read aloud from pages 9 and 10 of *Judy Moody & Stink: The Mad, Mad, Mad, Mad Treasure Hunt*, in which Stink describes his pirate flag and the story behind it. Then invite students to design their own individual pirate flags, complete with customized insignia. Afterward, have students write a paragraph similar to Stink's description, explaining the origin of their flags' symbols and what their flags mean. Hang students' pirate flags on a bulletin board.

Pirate Poetry?

Is there such a thing as pirate poetry? Challenge students to use the word *PIRATE* to write their own acrostic poems, in which each line starts with a different letter of the word. Invite them to share their poems with the class.

More, More, More, More Ideas

- Make antique-looking pirate maps by soaking white paper in tea
- Try Stink's grave-rubbing technique using coins or other textured items
- Research lighthouses or women pirates
- Learn to write in Morse code
- Study the Outer Banks of North Carolina
- Try some pirate-inspired creative-writing exercises

For more ideas, please visit www.judymoody.com, www.stinkmoody.com, or www.candlewick.com