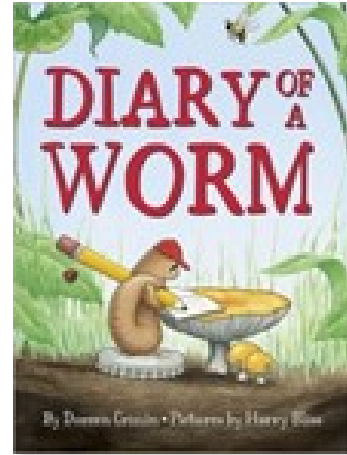


CLOVERBUD READING ADVENTURES

Diary of a Worm

By Doreen Cronin

A young worm discovers that there are some very good and some not so very good things about being a worm.



ACTIVITIES AND CRAFTS



Short Worm, Long Worm

Materials: gummy worms (one for each child), rulers, pencils, and lined paper

What to do: Measure the worms with a ruler as they are laid out on the table. Record the measurement. Ask the children to stretch the worms by pulling on both ends and make a prediction about the new length. Measure the worms to check on their guesses.

Macaroni Necklace

Materials: Different kinds and colors of pasta that can be hung on a string, smooth cording or ribbon, and markers (if desired)

What to do: Ask members to sort pasta in a variety of ways (color, shape, perhaps size). Invite them to make a necklace by stringing the pasta on smooth cording or ribbon in their own original patterns. Pasta can also be decorated using markers. After everyone is done, compare all the various patterns.

Egg Carton Ants

Materials: cardboard egg cartons cut into sets of three-egg sections (six “ants” per carton), black paint, black pipe cleaners, and wiggly eyes



What to do: Instruct children to paint the ants. Add pipe cleaners for legs and antennae. Glue on wiggly eyes and draw a smiley mouth.



GAMES

Hokey Pokey

Supplies: none

How to play: Invite the children to dance to the Hokey Pokey as the worms would. (Head in, head out, and that is all!). Then ask them to do it as they normally do. If the floor is clean, have the kids move around if they were worms. Are they fast or slow? Do they think worms are slow?



Hopscotch

Supplies: sidewalk chalk (outdoors) or masking tape (indoors), and small markers

How to play: Draw a hopscotch game with chalk on the sidewalk or create one with masking tape on an indoor floor. Number the squares from one to ten. There are many different variations of the path and you can make up your own. Each player chooses a rock for his or her marker. Invite the children to play the game. The two basic rules are 1) the player can have only one foot in a square and 2) the player must hop over the square with the rock in it.

The first player throws his or her marker onto the first square and then hops on one foot over that square to the second square. On double squares the player must land with both feet side by side. At the top of the grid, the player turns around and comes back the same way, except for stopping, balancing on one foot, and picking up the marker. The player continues by hopping in the square where the marker was. If completed with no mistakes, the player continues his or her turn and throws the marker to the two square, and so on.

A player may not at any time 1) step on a line, 2) miss a square, 3) or lose balance. If any of those three things happen, the turn is over.

If while throwing the marker a player misses the right square or it lands touching a line, the player loses a turn.

Game variation: Make some squares special by giving special directions for that square. For example, it could be that a special action, like hopping three times or spinning around, is required.



SNACKS

Ingredients: creme-filled chocolate sandwich cookies, sandwich bags, clear cups, chocolate pudding, gummy worms, mini chocolate chips



What to do: Crush two creme-filled chocolate sandwich cookies into small pieces inside of a small sandwich bag. Put them in the bottom of a 9-ounce clear cup. Crush one more cookie in the bag and set it aside. Spoon chocolate pudding over the chocolate pieces in the cup to fill the cup about halfway. Put a gummy worm on the pudding and spoon more chocolate pudding on top. Place one more gummy worm on top and sprinkle the remaining cookies crumbs over it. Chill in the refrigerator until ready to eat. Serve with a spoon and enjoy!

OTHER BOOKS TO READ ALOUD

Diary of a Fly, by Doreen Cronin

Diary of a Spider, by Doreen Cronin

EVALUATION

We value your input! After completing a Reading Adventure with your Cloverbuds, please tell us what you think. Your feedback will be used to improve the Reading Adventure program. Type the link in your browser and navigate to the evaluation site:

<https://go.osu.edu/evaladventures>

4-H CLOVERBUD READING ADVENTURES

Reading Adventures are part of the Ohio 4-H Cloverbud Program. This adventure was developed by Kathy Blackford, Extension Educator, 4-H Youth Development, Ohio State University Extension. It contains well-known activities, games, and snacks. Sources are indicated where appropriate. Find more reading adventures online at ohio4h.org/cloverbudresources.

TIP:

This 4-H Cloverbud Reading Adventure works well with Chapter 48 'Bugs, Butterflies, Worms, and Spiders' in *The Big Book of 4-H Cloverbud Activities* available through OSU Extension offices or online at extensionpubs.osu.edu. Ohio residents get the best price when they order and pick up their purchases through local Extension offices.

