

Contents

Introduction	iv	Planet Politician	30
Brainstorm	1	Interplanetary Leisure	31
Earthly Finds	2	Extraterrestrial Cobblestones	32
Gifts Galore	3	Do You Change Your Opinion?	33
Skills Analysis	4	Competition	34
Fantastic Finishes	5	Stringent Standards	35
Finish It Creatively	6	Promote a Thingamajig	36
Say It Well	7	Talking Trivia	37
Get Organized	8	Corporate Challenge	38
What's Your Response?	9	Chair a Corporation	39
And at That Moment	10	Constructive Criticism	40
If Things Were Different	11	Executive Headaches	41
In the Spotlight!	12	Be a Critic	42
Picnic Conversation	13	Should You Move?	43
Knight-Errant	14	Innovation or Renovation?	44
Magic Card	15	Use Your School Again	45
Switcheroo	16	Inventive Inventor	46
Help Wanted	17	Caught in the Middle	47
Reaching Out	18	Secede or Stay	48
Dinner Deluxe	19	Scholarship	49
Consider Your Future	20	Tip-Top Tours	50
Le Club	21	Take Time for the Positive	51
Co-operative Camp	22	Business at Home	52
Thinking Competition	23	Let's Hear It!	53
No Charge and Company	24	Don't Repeat It!	54
Ameliorate a Problem	25	Welcome Wagon	55
No More Money!	26	Classroom Leadership	56
It's a Mystery	27	Classroom Teamwork	57
A Modest Response	28	Which Way to Learn?	58
Cosmic Supplies	29	Read It or Watch It?	59

Introduction

Reaching for Language Creativity advances creative writing into creative analysis. In this book, activities are designed to stimulate thinking and encourage concise writing.

The situations presented on the activity sheets are imaginative and purposeful; students are directed to generate and organize ideas, summarize advantages and disadvantages, devise plans, and explain their reasoning.

The activity sheets are arranged sequentially. The first eight sheets provide initial practice in brainstorming and composing concise responses. The second series of eight sheets develops skills in brainstorming and concise writing with added emphasis on reasoning. The remainder of the activity sheets stimulate analysis as students clarify their ideas in response to realistically presented situations.

A bit of management advice may be helpful. Students should read each activity sheet entirely before putting pencil to paper, so they can determine the direction of the activity. A dictionary and a thesaurus should be available to help students clarify vocabulary. For some work, students may need to attach an additional sheet of paper. For all activities, the objective is to develop concise writing, so you might have students compose a rough draft before using the sheet spaces for their work.

Reaching for Language Creativity stretches students' thinking through analysis, synthesis, and evaluation. You and your students will enjoy group discussions of the many ideas the students will have generated and written.

Name _____

Earthly Finds

■ Describe an unusual thing you can expect to find in each area listed below.

in a cave _____

under water _____

on a mountaintop _____

beneath a waterfall _____

in a steamy jungle _____

inside a hollow tree _____

among the clouds _____

underneath a cactus _____

in a ditch _____

in a hot spring _____

Name _____

Say It Well

As General Manager of a large company, you have decided to create slogans on various topics for letters, documents, and office memos.

- Create your slogans; then write them below.

to represent your office: _____

to confirm your approval: _____

to praise a job well done: _____

to express your disapproval: _____

to remind workers about safety: _____

to encourage productivity: _____

to discourage tardiness: _____

to promote co-operation: _____

Name _____

What's Your Response?

■ You are faced with situations that require decisive responses. Think about each situation and write what you would do.

An acquaintance is "showing off" to you. _____

You feel that your parents are disappointed in you. _____

You are very angry with your closest friend. _____

A person you don't know very well wants to argue with you. _____

Your little sister is really irritating you. _____

Your dog has recently begun chewing your family's belongings. _____

You want someone to know you can be trusted. _____

You want a discouraged person to laugh. _____

■ Create two dilemmas in which a decision must be made; write them below.

1. _____

2. _____