**Writing**

* Create your own character (character web) and your own comic strip. (VISUAL) add in generic web
* Write vocabulary words on cards and have students draw words to incorporate into their drawing (VISUAL)
* Map out the plot/action of a storyline you have in mind (VISUAL)
* Make a conversation between characters
* Write about what you think Calvin and Hobbes grew up to be like

**Social Studies**

* Draw a map of all of Calvin’s favorite places in his neighborhood
* Plan a trip for your character or for Calvin and Hobbes. Pick at 6 countries they would go to, why they want to go and at least one specific spot they see. You may need to get online to find out what the tourist attractions are for different countries. For older kids you could also ask them to find out how much airfare or hotel rooms might be in each place.

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**Math**

* Make a pie or line graph of how Calvin spends his time, how he *wants* to spend his time and how it compares to how you spend your time and how you *want* to spend your time. (VISUAL)
* Look at the longest running cartoonists, who are they and how many years did they write? Figure out how many cartoons they wrote if they wrote \_\_ number of cartoons a day for \_\_\_ number of years. See if you can turn it into an algebraic equation, i.e. (C365) 15 = number of cartoons in a career

**Science**

* Draw and explain an invention that might be useful to your character or to Calvin
* Draw a diagram of the step-by-step process of drawing your character (VISUAL)
* Imagine and write the recipe for what might be in the sludge/oatmeal that attacks Calvin at breakfast every morning

**Art**

* Make a paper mache 3-D model of their character
* Make their character expressing different feelings
* Make a snow globe

**Games**

* Play the “best game ever” (like telephone, but with writing and drawing)
* Get a partner and take turns drawing a cartoon, trading off after each frame
* Make a board game of a make-believe world that Calvin might imagine or your character comes from. What obstacles are there? What skill or luck does the game require? What questions do you get asked?
* Try to play ‘Calvinball’

**Apps/videos**

* Act out a skit of your cartoon and record it
* Make your own animated comic strip on toondoo.com or pictograph.com
* Watch NYTimes video: Allie Brosh, the creator of *Hyperbole and a Half*. Try to make the cartoon of yourself

**Field trips**

* Go sledding
* Go to Des Moines Social Club to meet a cartoonist