CATCH a spark!

Using children's literature to SPARK CREATIVITY



How to Build a Hug

Written by Amy Guglielmo / Illustrated by Giselle Potter 96 pages / Grades 2 - 5

All grade levels will take something away from this real story about Temple Grandin, a celebrated scientist and autism advocate who inspires others to acknowledge and embrace what makes each person different and unique.

C Context

Temple Grandin is known around the world for her work and advocacy for awareness of autism. Being a person with autism herself, Temple has learned how to use her own experiences to celebrate and acknowledge the ways in which she is different from others, a skill we could all learn from.

It is through seeing what other people enjoy and wanting a similar experience that Temple uses her own creativity and **design thinking** capabilities to create her own comforts.

A Arts

Giselle Potter is a celebrated children's author, having illustrated numerous books. Her **style** is uniquely her own - a bit of folk art, a bit childlike and whimsical, yet always captivating. What is it about this artist. whose work is a bit different, that aligns so nicely with the story of Temple Grandin?

Temple Grandin thinks in pictures. What would that be like. Discuss creativity. How do students think? Do some see words in their head? Pictures? Both?

∎ Themes

Embracing your unique self.

Finding ways to solve problems that work for you / alternate solutions.

Accepting and tolerating other's different learning and living styles.

Creative thinking

Understanding others

Being self-sufficient

Create

Think about something you do not like that everyone else you know does like. Try to recognize WHY you don't like it. Can you create/ design/build something to let you experience it in a way that would work for you? Celebrate this part of you - don't hide it!

Think of an abstract concept (like a hug). Create a list of "definitions" for it as you try to understand what it really means. Turn this into a poem. Uses pages 12-13 as examples.

Heart Words

Author's Note: "I use my mind to solve problems and invent things - Temple Grandin"

Last page: "I'm into hugging people now."

pgs 30-31: "It's a snuggle apparatus... It's a hug machine."

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