

# CATCH a spark!

## Using children's literature to SPARK CREATIVITY



### Doodleville

Written by Chad Sell  
288 pages / Grades 2-6

Drew is a girl who loves to draw. She has created Doodleville for all her doodle characters, and they come to life in mischievous ways. When one of her creations becomes a monster, the heroes created by her classmates will save the day. Will her art club friends help her save Doodleville before it's too late?

### C

#### Context

Doubt - it can become a monster of its own and is a metaphor for the monster in this book.

Friendship and banding together.

Drawing as an escape.

Fantasy as a genre.

### A

#### Arts

Doodling as an art style.

The frustration that comes with the fun of drawing. Of great value to readers and artists is the author's note at the end, where he shares how this book and its characters were ten years in the making, from the time he was a young child. The artist shares the history of each of the characters.

### T

#### Themes

Imagination

Doubt

Friendship

Determination

### C

#### Create

As the author describes his own drawing origins, give each student a notebook for their doodles. Encourage them and let them "come to life"

Create a doodle character that you can create consistently. Create an adventure for this character, perhaps combining characters with a friend.

### H

#### Heart Words

*"Artists can bring beauty to the world that will last long past their own lifetimes."*

