LITTLE HARBOR READERS

# Professor McDude's Wonderfully Unusual Activity Pack

Inspired by The Curve Conundrum

## Welcome to the Workshop!

Where curious minds, peculiar inventions, and wonderfully unusual ideas are always welcome.

### YOUR WORKSHOP MISSIONS


01 My Wonderfully Unusual Superpowers

02 The Wobble-Wonder Invention Lab

03 A Very Curious Conversation


**Grab a pencil. Dream something odd. Let's get inventing!**

**There are no ordinary ideas in this workshop.**

# My Wonderfully Unusual Superpowers

Professor McDude has a theory: the quirks that make you YOU might be the beginning of something brilliant.

## MISSION A: THREE VERY YOU THINGS

Something I enjoy that others might find unusual:

A skill I have (even a tiny, silly one):

A way I see the world differently:

## MISSION B: TURN A QUIRK INTO A SUPERPOWER

Choose one thing from Mission A. Give it an extraordinary superpower!

My superpower is called:

Here's how it works:

## MISSION C: MAKE A VERY McDUDE MOTTO

Different is not a problem. Different is...

**BONUS CHALLENGE**

Give your superpower an outrageously fancy scientific name!

# The Wobble-Wonder Invention Lab

The workshop needs a new invention! It does NOT have to be useful in the usual way. It DOES have to be wonderfully imaginative.

**YOUR INVENTION MUST INCLUDE TWO OF THESE:**

[ ] wheels [ ] a tiny bell [ ] feathers [ ] a mysterious button

**Official invention name:** _____

**Draw your invention (labels encouraged!):**

**What does the mysterious button do?**

_____

_____

**THE GLORIOUS GLITCH**

Oops! Your invention does something unexpected.

What happens? Could that surprise make it even better?

# A Very Curious Conversation

A conversation game for readers, families, and classrooms. Take turns answering. There is no right answer - but extra points for wildly imaginative ones!

**1** If you could step inside Professor McDude's workshop, what would you inspect first?

My thought: _____

**2** When has a mistake turned into something surprising, funny, or useful?

My thought: _____

**3** What makes Miles interesting beyond whether he fits in?

My thought: _____

**4** Invent a new workshop rule. The stranger the better.

My thought: _____

**5** What would you tell a friend who felt odd or out of place?

My thought: _____

**BONUS: Act out your most outrageous answer in 15 seconds!**

# A Note for the Grown-Ups

These activities are playful invitations, not tests. Let children skip, improvise, draw instead of write, or give delightfully impossible answers.

### THREE EASY WAYS TO USE THIS PACK

After reading: invite one favorite moment from the story.

During a group: pair children to dream up a shared invention.

Anytime: celebrate an unexpected idea before evaluating it.

## Try asking...

"What else could that be?"

"How could we make it even weirder?"

"What did you notice that I missed?"

### For mixed ages

Younger readers can answer aloud or draw. Older readers can add details, build stories, or test their inventions with recyclable materials and adult supervision.

### A LITTLE REMINDER

There is room in this workshop for every kind of curious mind.

Companion activities inspired by The Curve Conundrum by Helen Beth Henderson.