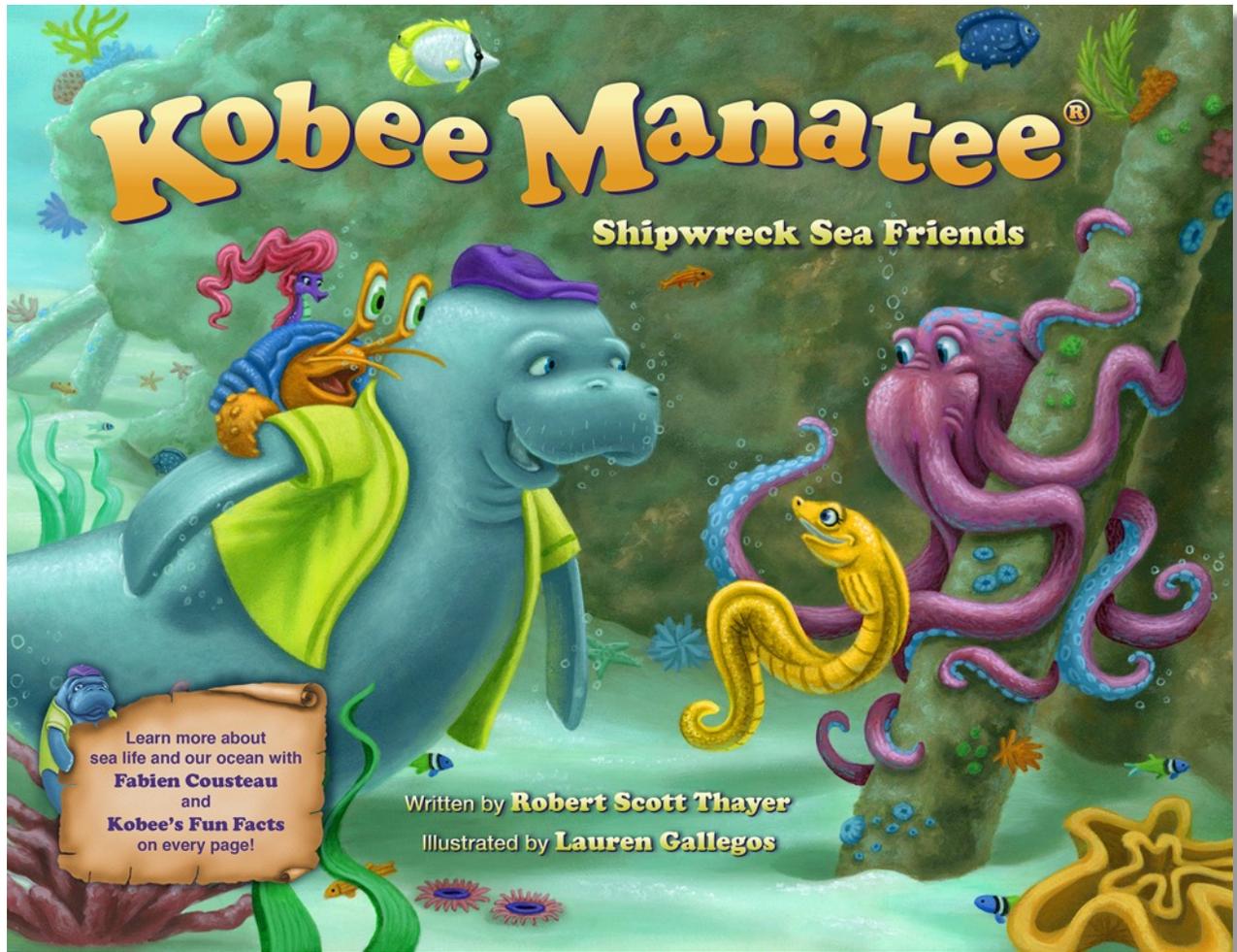


Kobee Manatee: Shipwreck Sea Friends

A teacher's guide created by Marcie Colleen
based upon the picture book
written by Robert Scott Thayer and illustrated by Lauren Gallegos



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Robert Scott Thayer
Author, *Kobee Manatee: Shipwreck Sea Friends*

Author Robert Scott Thayer has always had a passion for manatees, weather, and sea life. He is the author of the *Kobee Manatee* Children's Educational Picture Book series. In this third installment, Thayer collaborates with Fabien Cousteau, oldest grandson of legendary ocean pioneer, Jacques Cousteau. Robert is also a recording artist who writes and sings in the pop, jazz, and children's genres. Thayer has won several International Songwriting Awards including those from *Billboard*. Grammy Award winner, Jim Cravero, produced his newest children's tune, *Kobee's Song*, which is available on iTunes. Robert has a degree from Temple University. He is a member of SCBWI (Society of Children's Book Writers and Illustrators), the Authors Guild, the Save the Manatee Club in Maitland, Florida, and BMI (Broadcast Music, Inc.) Robert currently resides in Bucks County, Pennsylvania. Visit him at www.KobeeManatee.com.



Lauren Gallegos
Illustrator, *Kobee Manatee: Shipwreck Sea Friends*

Illustrator Lauren Gallegos earned her BFA in Illustration from Cal State Fullerton in 2009 and is a member of the Society of Children's Book Writers and Illustrators (SCBWI). Lauren has already illustrated several Children's Books and has won several awards including the PubWest Design Silver Award for Illustration in the Children's/Young Adult category. When Lauren isn't illustrating, she loves hiking and enjoys the beauty of nature, as well as exploring places she's never been before. She lives with her husband in Brea, California. See more of Lauren's work at www.laurengallegos.com.

Marcie Colleen
Curriculum Writer

This guide was created by Marcie Colleen, a former teacher with a BA in English Education from Oswego State and a MA in Educational Theater from NYU. In addition to creating curriculum guides for children's books, Marcie can often be found writing books of her own at home in San Diego, CA. Visit her at www.thisismarciecolleen.com.

How to Use This Guide

This classroom guide for *Kobee Manatee: Shipwreck Sea Friends* is designed for students in kindergarten through third grade. It is assumed that teachers will adapt each activity to fit the needs and abilities of their own students.

It offers activities to help teachers integrate *Kobee Manatee: Shipwreck Sea Friends* into English language arts (ELA), mathematics, science, and social studies curricula. Art and drama are used as a teaching tool throughout the guide.

All activities were created in conjunction with relevant content standards in ELA, math, science, social studies, art, and drama.

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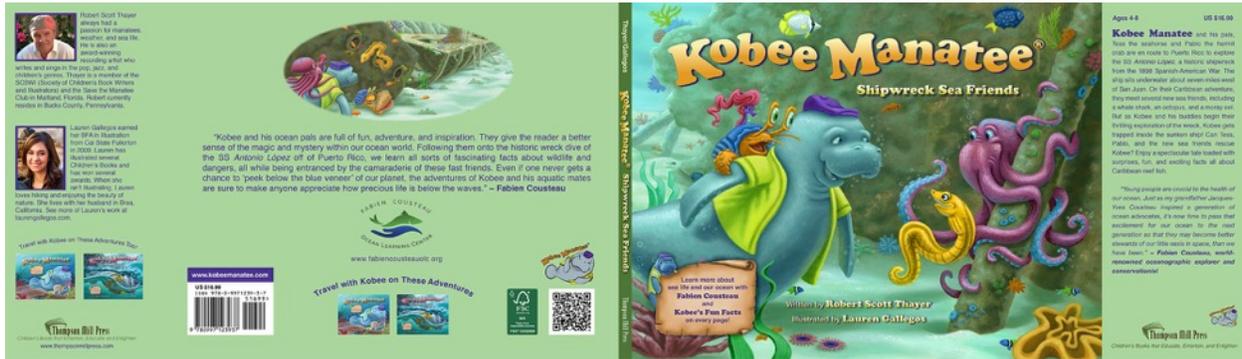
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English Language Arts

Reading Comprehension

Before reading *Kobee Manatee: Shipwreck Sea Friends*,

Help students identify the basic parts of a picture book: jacket, front cover, back cover, title page, spine, end papers, and jacket flap.

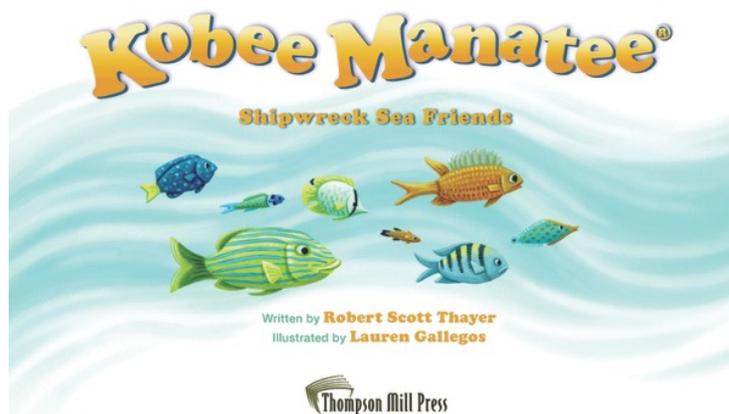


The Front Cover ~

- Describe what you see. Who are the characters? What are the characters doing?
- In groups of five, pose and pretend to be the characters in the illustration. How does your pose make you feel?
- What kind of relationship do you think these characters might have?
- Can you guess what the story might be about? What are some clues you can find in the cover illustration?

The Title Page~

- Describe what you see.
- How many different types of fish do you see?
- Can you name any of the varieties of fish?
- Come back to this page after reading the book to see if you can name any of the fish.



Now read or listen to the book.



Help students summarize in their own words what the book was about.

- Where is Kobee traveling to when the story starts?
 - Where is San Juan, Puerto Rico?
 - Can you find it on a map?
 - Why does Kobee want to travel there?
 - Who is traveling with Kobee?

Record some of the friends that Kobee, Tess, and Pablo meet on their way to the SS *Antonio López* in the chart below.

	Type of Sea Creature	Describe	Draw a picture of the sea creature
1			
2			
3			
4			
5			
6			

- List some of the obstacles that Kobee and his friends face on their journey.

Why does Ben, the octopus, decide to join the journey?



Have you ever been lonely?

- Brainstorm a list of ways to make friends.

How do all the friends work together to free Kobee from the beam?



Let's talk about the people who made *Kobee Manatee: Shipwreck Sea Friends*.

- Who is the author?
- Who is the illustrator?
- What kind of work did each person do to make the book?

Now, let's look closely at the illustrations.

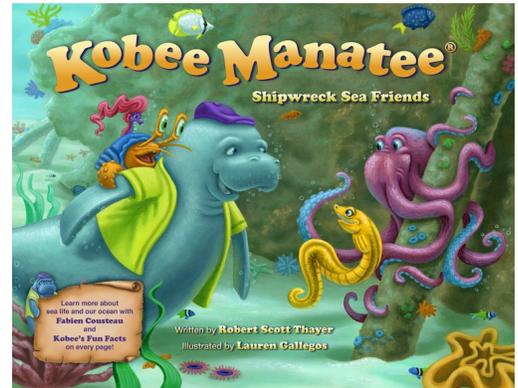
- Lauren Gallegos creates some fun and expressive illustrations of sea life. In fact, she stays true to the look of the real creatures right down to the habitat.
 - Search the factual visual descriptions of each sea creature in Kobee's Fun Facts and make a list.

- Can you find each one of these sea creatures in Gallegos' illustrations? Be sure to look carefully at each spread.
- Are there any added details about the sea creatures that are not factual? Why do you think Gallegos added these details?
- Using the illustrations of Kobee along with the Fun Facts list as inspiration, students may draw their own under water scene. Be sure to add some fun non-factual details, too, to give the creatures extra personality.

Writing Activities

The Parts of a Journey Tale: *Kobee* as mentor text

Journey tales—such as *The Wizard of Oz*, *Chicken Little* or *Kobee Manatee: Shipwreck Sea Friends*—can be excellent mentor texts for good storytelling. Often, they include vibrant characters, a clear plot arc and a compelling destination.



- **Characters:** Conduct character analyses for Kobee, Tess and Pablo. Draw three columns on a board or large piece of paper. Label a column for each character. Help students describe each character and record the descriptions in the column under each name. (*Teacher can provide the words, if students are unable to create descriptions themselves. ie. If the word is "brave" in whose column would that word be placed?*)

Next, students need to find evidence within the text to support their description. If evidence is not found for a specific trait, it must be eliminated. Students should record all their findings:

Character	Feels	When/Why

Character	Trait	Evidence

- Plot: Journey tales tend to have a very simple plotline with one central conflict or destination. Help students define the plot arc within *Kobee Manatee: Shipwreck Sea Friends* and other journey tales.

Beginning	Middle	End
We were heading southeast towards San Juan....	First	All of my sea friends gathered around.
	Then	
Start the journey...	Next	
	After that	
	Finally	

Provide a list of possible journeys for Kobee and his friends to take. Using the basic structure of a journey tale, create an original Kobee journey tale. Students can work either individually or as a class.

Extensions:

Art center ~ Provide a variety of art materials including crayons, pencils, markers, paint, scissors, colored paper, old magazines, and glue for students to illustrate the scenes in their stories.

Drama center ~ Provide puppets, costumes, and props so students can recreate their new fairy tales.

Reading Exploration

Explain to students that although *Kobee Manatee: Shipwreck Sea Friends* is fiction, it includes many nonfiction facts and information in the Kobee Fun Facts footnotes. However, that does not mean that it includes *everything* to be researched and discussed about the topic.

While reading *Kobee Manatee: Shipwreck Sea Friends* aloud to the class, have students take notes in two columns:

- Things We Learned
- Questions We Have

Pause before each page turn to add notes to the columns. These columns can either be on individual or hung on the board and worked on as a class.

Things We Learned (Facts)	Questions We Have	Answers We Found

- Once the story is read, discuss the Questions We Have column.
 - Were any of these questions answered as the story went along?
 - If so, ask students to find the answer within the text.
 - Record the answer next to the question in a third column labeled Answers We Found.
- For all remaining questions in the Questions We Have column, that have yet to be answered, students will need to take the steps to find answers, either through Internet or book research.
 - Discuss how to find answers to questions through research.
 - Assign students to specific questions to help them focus.
 - Record all answers in the Answers We Found column.
- After the answers have been shared with the class, engage in a discussion on research practices.
 - What was the most difficult about finding answers?

- Was it easier to find answers on the Internet or in a book?
- What tips would you give someone who is about to do research?

Extension: Design and illustrate posters, each representing a Fact, Question, and researched Answer based on *Kobee Manatee: Shipwreck Sea Friends* and display them within the classroom.

Let the Party Begin ~ creating a sequel



Now that Kobee and his friends have found the shipwreck what will they do?

Explain what a sequel is and have students create their own sequel of *Kobee Manatee: Shipwreck Sea Friends*.

Optional Story Starter: "Kobee and his friends were so excited to be at the ship. It was time to party, play and explore. What would they do first?"

OR

Create the story as a class and then have each individual student create their own illustrations.

Each story should include a beginning, a middle and an ending.

Speaking and Listening Activities

Picture books are written to be read aloud. Here are some other ways to bring *Kobee Manatee: Shipwreck Sea Friends* to life in your classroom and have fun with speaking and listening skills!

Choral Reading

The teacher takes the role of Kobee while the students take the roles of Tess and Pablo. Read the book aloud together. Emphasize memorization of the students' parts as well as good vocal expression.

Mime

While the teacher reads the book aloud, the students can act out the events in the book. Half the students can be Kobee and half the students can be Pablo and Tess. Emphasize body motion and facial expressions, as well as listening skills. Switch roles and read the book again.

Drama

Create a TV commercial to encourage people to read *Kobee Manatee: Shipwreck Sea Friends*.

A Shipwreck Song

Write a song to the tune of "The Farmer in the Dell" about Kobee's adventure. Be sure to include all of the sea friends Kobee meets along the way.

Language Activities

The Adjective Box

The Kobee Fun Facts describe many of the sea creatures that Kobee and his friends meet along their journey with the use of words called adjectives.

This is an excellent activity to teach adjectives and how to use them to describe.

Decorate an empty shoe box and cut a hole in one of the ends.

You can attach a sock (with the toes cut off) to the hole on the end to make it easy to guide little hands in and out of the box. Attach one end of the sock around the hole and the rest of the sock serves as a tube into the box.

Place various items in the box (i.e. A LEGO, pinecone, Play-doh, feather, and so on). These items should be tactile in nature so they can be described easily. The kids will not be able to see inside the box, but only feel inside.

Although they might be able to identify the object, the purpose of the game is to DESCRIBE the item using adjectives. (ie. Hard, soft, squishy, bumpy, and so on.)

Each child should have a chance to describe an object inside the box. See how many adjectives the class can come up with, and create a list.

Then, read through *Kobee Manatee: Shipwreck Sea Friends* and identify the many adjectives used to describe the various sea creatures.



Find a Fish: Adjective Game



This is a game to sharpen describing skills.

- Each student will spend time creating/drawing a fish using crayons and other art supplies.
- They will then come up with four adjectives to describe their fish. They may write the adjectives down, if it makes it easier to remember.
- Then place all the students' fish in a pile.
- Ask the students to form a circle around the pile.
- Say, "The object of the game is to use an adjective to describe your fish. The better your adjectives are, the fewer you will need for someone to guess what fish is yours."
- Assign one student to be the first player. Ask the first player to tell his/her first adjective. See if any other student can identify Player 1's fish based on the adjective shared. If not, then Player 1 says his/her second adjective. The player's turn continues until someone can guess his/her fish or he/she has use all four adjectives.
- After a fish is matched correctly to a player or all four adjectives are used without anyone identifying the fish, the next player takes his/her turn.

Math

Use the word problems below as inspiration to write your own, based on Kobee Manatee: Shipwreck Sea Friends or any other book of study. For younger students, the use of pictures or props might be needed to figure out word problems.

- 1) Five ninline goby fish are swimming near the sea urchins. One swims away. How many ninline goby fish are left swimming near the sea urchins?

$$5 - 1 = ?$$

- 2) Ben, the octopus, tosses Pablo four times. He then tosses him three more times before finally putting him down. How many times does Ben toss Pablo?

$$4 + 3 = ?$$

- 3) Kobee and his friends need to swim for six more miles to reach the *SS Antonio López*. They swim one mile. How many more miles do they have to swim to reach the ship?

$$6 - 1 = ?$$

- 4) Kobee is traveling with his two friends: Pablo and Tess. He is then joined by one more friend: Ben. How many friends is Kobee traveling with?

$$2 + 1 = ?$$

- 5) There are nine rooms to explore in the ship. Kobee and his friends explore seven rooms. How many rooms do they still have to explore?

$$9 - 7 = ?$$

Kobee's Journey Board Game

Math will never be boring when students use their creativity to transform their favorite board game into a Kobee's Journey math experience!

How?

- Choose a board game that includes a journey to a destination. Candy Land, Life and Sorry make excellent math games.
- Review the rules of the game.
- Write the new "math" instructions that will help players with their adding, subtracting or multiplication skills. Make sure they are simple and easy to understand, but also clear.
- Create your own version in which Kobee and his friends must solve math problems on their way to the *SS Antonio López*. Be sure to include obstacles and traps. (ie. fashion the board, playing pieces and cards out of paper/cardboard/etc.
- Label all game pieces or add things to make them look pretty. People don't want to play games that are just plain pieces of paper.
- Place the game in a box or large envelope. If you have small pieces, place them in a bag. Label your box with the name of the game, who made the game, and a picture in the background to decorate.

- Present the game to the class, along with the playing instructions, and enjoy!

How BIG is a Whale Shark?



Students can practice their predicting and measuring skills, while having fun learning the size of the many sea creatures mentioned in *Kobe Manatee: Shipwreck Sea Friends*.

You will need:

- 40 feet of yarn, twine or string
 - A large wall or hallway
 - Package of paper plates
 - Post-it notes
 - Roll of adding machine/receipt tape
1. Unravel the twine all the way (for the full 40 feet) and mount on a wall with tape.
 2. Once the students see how long a whale shark is, ask them to predict how many children it would take, stretched end-to-end, to fill the length of a whale shark.
 3. Have students write down their predictions on a piece of paper.
 4. Using strips of adding machine tape, measure each child's height and give each student their strip of paper.
 5. Ask the students to write their name on their own strip of paper.
 6. Tape the strips end to end on the wall along the twine. Have students count how many strips it takes to make up the length of the whale shark.
 7. See which students came closest to predicting correctly.
 8. Now ask students to predict how many paper plates or post-it notes would make up the size of the whale shark and repeat the activity.

9. As a culminating activity, discuss size, using comparing to help them understand the enormous size of a whale shark.
 - a. Ask the students if they think a whale shark would fit in their house or car.
 - b. Ask students what else they think might be as big as a whale shark.
 - c. Find the measurements of the other sea creatures in *Kobee Manatee: Shipwreck Sea Friends*. Then, measure out the length of the creature using rules and smaller pieces of twine or yarn. Predict how many of each particular creature it would take to fill the length of the whale shark.

Science

Sea Creature Research Project

There are several sea creatures mentioned in *Kobee Manatee: Shipwreck Sea Friends*.

Assign each student or pairs of students one of the sea creatures to research on the Internet.

Information to be gathered must include:

- Type of sea creature
- What it eats
- Where it lives
- Draw a picture of the sea creature
- Write 3 words that describe your sea creature
- Interesting fact #1
- Interesting fact #2
- Interesting fact #3

Once all the needed research is done, students must create a poster visual with all the necessary information and present their findings to the class.

OR

Make a book. Students will choose their favorite sea creatures, cut and paste or draw them, and include the facts they have researched.

Manatee Bonus: The Save the Manatee Club's Educator's Guide provides everything and anything you could want to know about manatees. Chock-full of information and activities, this is a wonderful resource for any classroom reading *Kobee Manatee: Shipwreck Sea Friends*.

Ship Sink or Ship Float?

While ships are built to float, sometimes they sink, like the *SS Antonio López*.

Have students sharpen their skills of prediction and observation by testing objects to see if they sink or float. Provide a variety of objects and ask students to *predict* what will sink and what will float. Drop the objects in water and observe what happens.

Once the students *conclude* that the item sinks or floats, categorize it in a chart.

Try pieces of cork, metal and plastic bottle caps, toy boats, seashells, small sponges, feathers, paper, pebbles, and empty and full containers.

Ball versus Bowl

Give each student a ball of clay or Play-Doh the size of a large marble.

Ask them to drop the clay into a tank or bowl of water. The clay will sink because it is very dense.

Fish the clay out of the water and show how to make a bowl shape from the clay.

Once the students have made their bowls, ask them to place them back in the water. This time they will float because the matter has been redistributed to be less dense.

Further Challenge: ask the students to make a boat shape from the clay that will float. Let the students experiment with different shapes and whether they float or sink.

Float the clay boats in a tank or bowl of water.

Have the students place a marble in their clay boat — the boat should remain floating.

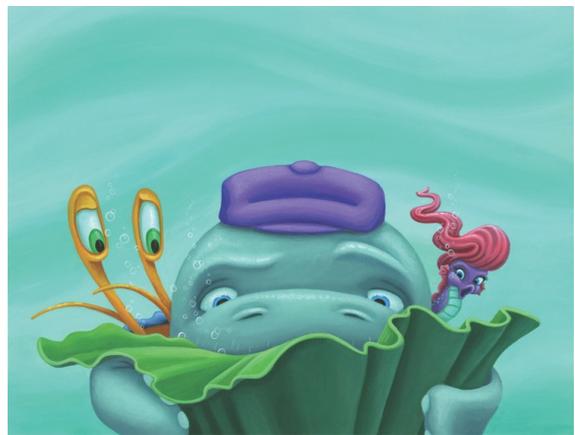
Ask them to find out how many marbles it takes to sink their boat.

Challenge the students to make a boat shape that will hold four or five marbles before sinking. Guide them into thinking about how to do this; experiment with making the boat bigger, thicker or thinner, or a different shape.

Cardinal Direction and Compass Use

Kobee uses a map and cardinal directions to navigate his way to the shipwreck. Demonstrate the use of a compass.

- Explain that the needle always points north, due to the magnetic nature of the North Pole.
- Help students locate north.



Label the classroom with the cardinal directions (north, south, east, and west).

- Play Simon Says using the cardinal directions. (ie. "Simon Says take one step south." "Simon Says turn and face west.")
- Demonstrate how to use the compass rose and the cardinal directions of the classroom to orient and hold a map properly.
- Practice orienting and holding various maps from the classroom collection.

Have a scavenger hunt.

- Hide an object in the classroom or out on the playground. Give directions to finding the object using a real compass. Students can take turns hiding the object and giving the cardinal directions.

Head out to the playground.

- On a sunny day, students can become "human compasses" and use their bodies to find the cardinal directions.
- One at a time, students should stand with their back to the sun, so that they can see their shadow. The shadow will point north (if you are in the northern hemisphere).
- Have the student extend his or her arms to each side, and hold out three fingers on each hand. Look for the shadow that makes an "E". That arm points east!
- The other arm points west and south is behind the student.
- Depending on the time of day, the shadow may point some degree northeast or northwest. Check these cardinal directions against a real compass and adjust, if need be. Although this activity is not as exact as a compass, it is an easy way to quickly get your bearings on a sunny day!

Social Studies

Jacques Cousteau

Who was Jacques Cousteau?

Conduct library and Internet research to find out. There are also several videos of Cousteau's undersea work on YouTube.

Some books to read:

Manfish: A Story of Jacques Cousteau by Jennifer Berne (Chronicle, 2015)

The Fantastic Undersea Life of Jacques Cousteau by Dan Yaccarino (Dragonfly, 2012)

Who Was Jacques Cousteau? by Nico Medina (Grosset & Dunlap, 2015)

List THREE words to describe the work of Jacques Cousteau.

Explore the work of his grandson, Fabien Cousteau, and Mission 31 at <http://www.fabiencousteauolc.org/>.

How is Fabien continuing the legacy of his grandfather?

Kids Can Make a Difference!

Join Fabien Cousteau on his global mission to raise awareness, educate, and impassion citizens of the world on ways to protect and preserve the Earth's waters, endangered marine life, and marine habitats.

Here are some ways your students can make a difference.

1. Raise Awareness – Spread the word in your communities the importance of our oceans and the dangers affecting the ocean and its inhabitants. Create a poster or flyer campaign to educate people about it.
2. Create a school or community mural entitled WE NEED OUR OCEANS to motivate difference and action.
3. Pollution of any kind can get into our waterways. Clean up nature – Volunteer your time to help clean debris and weeds. (Use paper straws instead of plastic straws.)
4. Support ocean and beach conservation organizations – Raise funds through bake sales or car washes so that these organizations can educate people. Contributions and patronage to these organizations help ensure future endeavors and possibilities for generations to come.
5. Be Respectful to Mother Earth –By doing your part, you are lightening a heavy load resting on the shoulders of our great planet.

For other tips to help save the environment, check out 50 Ways to Help (<http://www.50waystohelp.com/>).

- As a class, pledge to do at least ONE of these 50 ways each day for a month.
- For each way the student helps, they will be given a star. (Deeds should be verified with a parent/guardian/teacher's signature).
- The stars can be tallied at the end of the month for prizes. Also, set a class goal, if the class "earns" 200 stars at the end of the month maybe there will be a pizza party!

Famous Shipwrecks

Assign a famous shipwreck for students to research in the library and on the Internet. A list of 8 are below, but do not feel limited to those on the list.

- RMS Titanic
- USS Arizona
- RMS Lusitania
- MS Estonia
- Mary Rose
- Queen Anne's Revenge
- Vasa
- *SS Antonio López*

Possible sources for information:

- Nonfiction books
- Encyclopedias
- The Internet

Take notes and gather as much information as possible on the following 6 topics:

- History of when, where, and why this ship was built
- Size, dimension, statistics
- Reason for wreck
- Where the ship is located now
- Other fun facts

Once the information is gathered, work to create either an illustrated poster or booklet of the findings.

Reading Our World Through Maps

Reading Treasure Maps

After a lesson on maps, legends, and landmarks, have students draw a map of the playground or another part of the school with landmarks like the slide, the water fountain, etc.

Then, students can take turns hiding "treasure", marking it with an X on the map and having their fellow students find it. This is great way to build map reading skills.

Real Pictures vs. Maps

- Show students picture of different places. Great examples would be bridges, buildings, rivers, or other prominent places the students might recognize from their own neighborhoods.
- Then show the students a map of the place seen in the picture.

- What differences do they see between the picture and the map?

Bird's (or Owl's) Eye Views

- Explain that maps are usually drawn from a "bird's eye view".
- Place some simple objects on each child's desk.
- Pretending they are birds, students should draw what those items look like when viewed from above, like on a map.

My World

Show the class a map of their town and have them locate their house and the school.

- Each student should create a map of their path from home to school.
- Decorate it with what they see along the way.

Locate where each member of a student's extended family lives on a map or globe.

Have each student bring a toy for Show n' Tell.

- Help students find out where the toy was made.
- Locate the origin of the toy on the world map or globe. Indicate with a dot sticker.
- Discuss how the toy may have traveled to their house from its origin.
- This activity can also be done with clothing. Have each student check the label on their shirt and locate where it was made on the globe or world map.

Find a school in a distant city to be pen pals with.

- Help students locate where the other class is using a map or globe.
- Either write a letter as a class, or allow students to write individual letters to individual students.
- Have a Skype conversation with the pen pal class.
- See what life is like where they live.
- Show what life is like in your area.

Kobee Mana-TEAM

Kobee and his friends work together as a team to rescue Kobee from the fallen beam.

The following games can help students develop motor skills, good reflexes, hand-eye



coordination, problem solving and language skills.

Cooperative games help promote collaborative skills and teach sportsmanship as kids play by helping each other. These games focus on fun and teamwork rather than winning.

Cooperative Hoops

The game cooperative hoops is a twist on the game "musical chairs." Instead of having each player compete for themselves and excluding others to win as in "musical chairs," this version makes winning about cooperation.

Scatter hula hoops around the play area.

Play music and have the kids move around the hoops but not step inside them.

While the music is playing, the kids must not stop moving, but when it stops, they must have at least one foot inside a hula hoop and not touch the ground outside the hoop.

If any child is not in a hoop when the music stops, they must sit out. On each rotation, remove a ring so that the kids have to share hula hoops.

When the game is down to two hoops, the winners are the kids that got the most people inside one hoop. This game teaches kids to cooperate and help each other to win.

Continuum

This cooperative game also lets even the shyest kids break the ice and get to know one another.

Divide the kids into groups of six to 10 people.

Pick a theme and have the kids arrange themselves in the correct order to create a continuum.

This could be favorite colors arranged in the order of the rainbow, birth month from first to last or dark color shirts to lightest. No team loses in this game, but you can applaud the team that got into the right order the fastest.

Shark

The game of Shark is another fun game to teach kids the value of cooperation and teamwork.

Outline a large square on the floor.

Make teams of five kids each and have the kids link together by standing in a line with hands on the shoulders of the person in front of them.

When the music is playing, the team leader must guide the others to "swim" in the middle of the square.

When it stops, he or she must get them outside the square to a marked "island" to escape the "shark."

The leader of the team then goes to the end of the line and the person at the front becomes the new leader and must get the team quickly back into the "water" when the music starts again and to safety when it stops.

This game makes each child responsible for the safety of others and promotes teamwork as the kids work to stay together during this fast game.

Keep it Up

Use a balloon or a large, light ball to play "Keep it Up."

In this game, divide the kids into two teams across a net or line.

As in volleyball, they must pass the balloon or ball back and forth without letting it touch the ground. However, the rule is that a different team member must hit the ball or balloon to the opposite team each time. Other team members can help their team players by passing to them.

Save the Manatees ACTION Plan

Even kids can have a voice in helping manatees. No one is too young to get involved. Kobe and his friends would appreciate it.

- Write Letters or Send An E-mail to Your School or Local Paper. Tell them about manatees, why you think it is important to protect them, and how people in your school or community can help.
- Work with private organizations, including the Save the Manatee Club and its Adopt-A-Manatee program, to support unreleasable manatees who live in sanctuaries throughout Florida.
 - www.savethemanatee.org
 - www.defenders.org/florida-manatee/how-you-can-help
 - www.wikihow.com/Help-Protect-Manatees
- Organize a bake sale or craft sale or other fundraiser for the manatees.

- Design posters to hang within the school, raising awareness about saving the manatees.
- Create a short documentary about manatees which encourages other kids to help save them.

In addition, there are always a number of issues affecting manatees and their habitat that involve local, state and federal governments. Visit the Take Action page of the Save the Manatee Club web site to find current information on these issues.

<http://www.savethemanatee.org/taactionkids.htm>