



# Activity Packet

A collection of resources aligned to the theme of Changemakers



Changemakers are inventors, explorers, and thinkers who have transformed the world through discovery and innovation. The activities featured here help students explore groundbreaking ideas and important firsts, showing that curiosity, creativity, and persistence can lead to powerful change—both big and small.

## This packet includes a:

- Changemakers classroom activity
- Changemakers home activity
- Changemakers recommended booklist

We recommend you print and copy the home activity and recommended booklist pages to send home to extend Rally to Read 100 and encourage continuous learning!

For more reading fun, visit [RallytoRead.org](https://RallytoRead.org).



## Theme: Changemakers | Classroom Activity

Common Core Standard: CCRA.R.7, CCRA.W.7 | Social Studies: D2.Civ.2., D2.His.2 | Science: ETS1-1

### Inventors Re-Invented

- This activity is right for independent work, pairs, or small group work collaboration.
- Adjust the activity according to the needs of your individual students by assigning specific roles for pair or group work.

#### Steps

##### Whole Group

1. Find a student-friendly video about different inventors using reliable sources such as National Geographic Kids, PBS Kids, or YouTube. For further enrichment, refer to the suggested booklist of inventors to highlight specific individuals and their contributions. After watching, lead a class discussion about inventions using the guiding questions below.
  - What is an invention you use every day?
  - Who invented it? Why do you think they did?
  - What was life like before this invention?
  - How did this invention change the way people live, work, or play?
  - What challenges do you think the inventor faced?
  - How can everyday people create change through invention?

##### Small Group/Individual

1. Have students select an existing invention they find interesting.
2. Students will complete the graphic organizer provided to research and document the origins of the invention, such as who created it, when and why it was made, and how it works.
3. After understanding the original invention, students will use the provided RIF Engineering Design Process sheet to brainstorm ways to improve or enhance the design. Encourage them to think creatively and add their own ideas for new features or functionality.
4. Optional: If materials and time allow, students can build a simple prototype of their redesigned invention to test how well it works. This could be done with recycled materials, craft supplies, or basic building tools.
5. Students will complete My Redesigned Invention to summarize their findings and highlight their redesigned invention. This summary should explain how the redesign improves the original and what new problems it might solve.



## Theme: Changemakers | Classroom Activity

### Graphic Organizer: Invention

Name(s): \_\_\_\_\_

Date: \_\_\_\_\_

**Invention:**

**Who invented it?**

**When was it invented?**

**Where was it invented?**

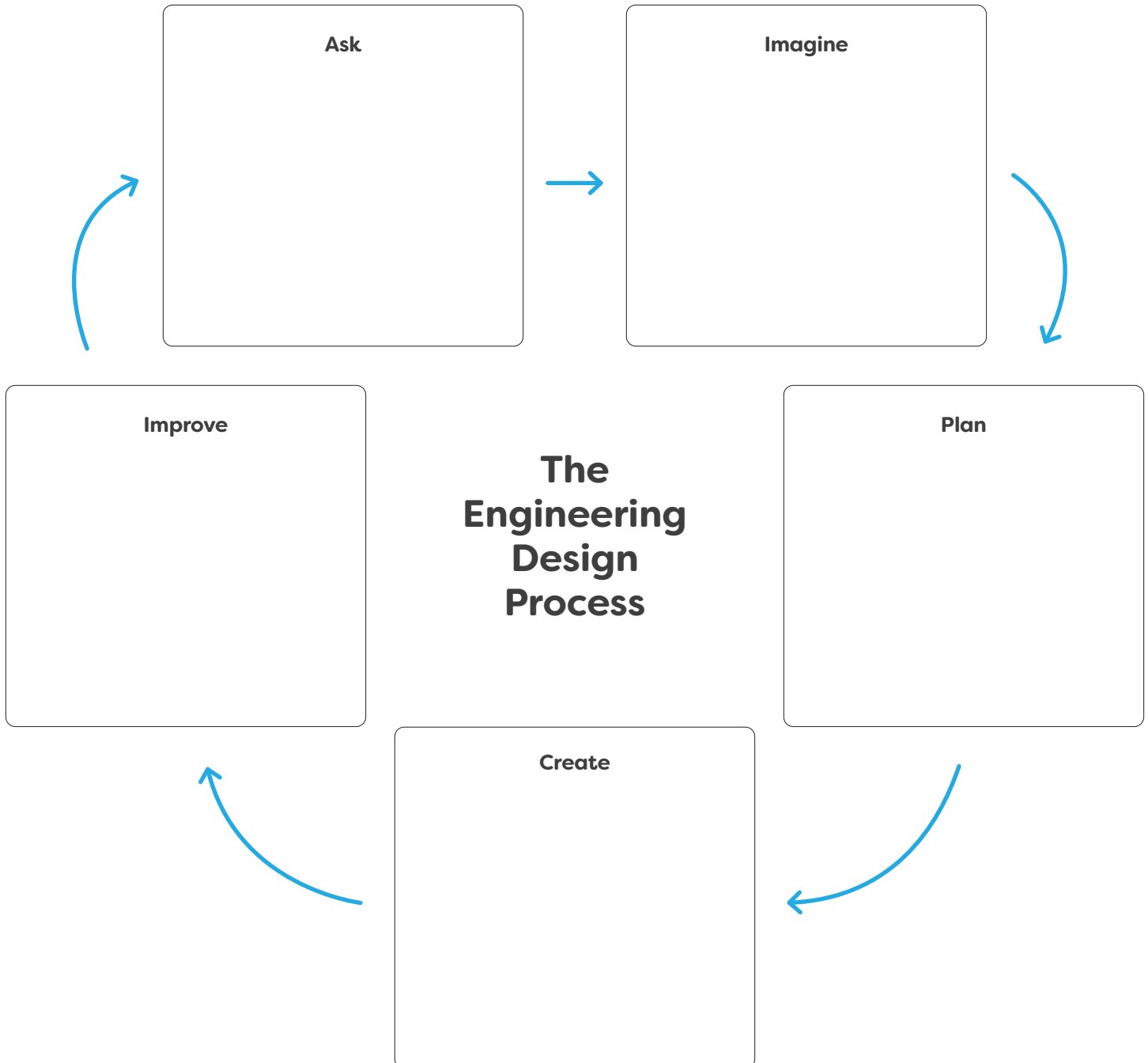
**What did it first look like?**

**Why was it invented?**

## The RIF Engineering Design Process

Name(s): \_\_\_\_\_

Date: \_\_\_\_\_





## My Redesigned Invention

Name: \_\_\_\_\_

Date: \_\_\_\_\_



## Theme: Changemakers | Home Activity

Our class is learning about changemakers with literacy resources from Reading Is Fundamental (RIF). To deepen their understanding of this concept, here is a suggested activity you can complete with your child at home.

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### Home Improvement

#### Steps

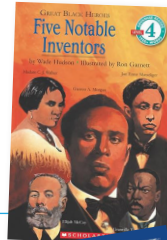
1. Have a family conversation about a problem or something around the house that could be improved. Use these guiding questions to spark ideas:
  - What's something in our home that's tricky, messy, or could be easier?
  - What's something we wish existed?
  - Is there a small daily problem we could solve together?
2. Pick one idea and ask: "How can we make this idea better?"
3. Brainstorm possible solutions. Let everyone share ideas, no matter how big or small.
4. Sketch your invention together. Give it a name and describe what it does.
5. (Optional): Use materials you have at home—like cardboard, paper, tape, or recyclables—to create a model of your invention.
6. Test it out (with adult supervision if needed) and think about how you might improve or redesign it!

**Reading Is Fundamental** has curated a list of books to help children further explore the theme of changemakers. Use this recommended book list to help your students/children continue their discovery about this topic in school and at home. For additional activities for the books listed, please visit [RIF.org/Literacy-Central/Collections/Rally-Read-Changemakers-Collection](https://RIF.org/Literacy-Central/Collections/Rally-Read-Changemakers-Collection). **View read-alouds of titles in blue on RallytoRead.org this month.**



### **The Cookie Vote**

Authors: Daniel Bernstrom & Margaret McNamara  
Illustrator: G. Brian Karas  
Grades: PK-3



### **Five Notable Inventors (Great Black Heroes)**

Author: Wade Hudson  
Illustrator: Ron Garnett  
Grades: 2-4



### **Katherine Johnson (Little People, BIG DREAMS)**

Author: Maria Isabel Sanchez Vegara  
Illustrator: Jemma Skidmore  
Grades: 1-3



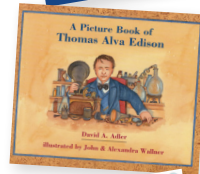
### **Steve Jobs (A True Book)**

Author: Josh Gregory  
Grades: 3-5



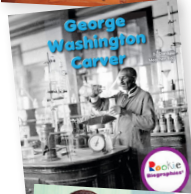
### **George Crum and the Saratoga Chip**

Author: Gaylia Taylor  
Illustrator: Frank Morrison  
Grades: 2-5



### **A Picture Book of Thomas Alva Edison**

Author: David A. Adler  
Illustrators: John & Alexandra Wallner  
Grades: 1-3



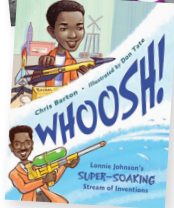
### **George Washington Carver (Rookie Biographies)**

Author: Dana Meachen Rau  
Grades: K-2



### **The World is Not a Rectangle**

Author & Illustrator: Jeanette Winter  
Grades: K-5



### **Whoosh! Lonnie Johnson's Super-Soaking Stream of Inventions**

Author: Chris Barton  
Illustrator: Don Tate  
Grades: 2-5



### **The Crayon Man**

Author: Natascha Biebow  
Illustrator: Steven Salerno  
Grades: 1-4

**BARNES & NOBLE**

Storytime Pick



### **Marianne the Maker**

Authors: Kelly Corrigan & Claire Corrigan Lichty  
Illustrator: George Sweetland  
Grades: PK-3

## Discussion questions for any recommend book listed above:

1. In this book, what does it mean to be a changemaker?
2. What challenges did the inventor/discoverer face? How did they solve or work through those challenges?
3. What do you think the author wanted us to learn from this invention or discovery?
4. What do you think would have happened if the inventor or discoverer had given up or never tried their idea?
5. What is something you would like to invent or discover to help your community or the world?