



STUDY GUIDE



This Study Guide is intended to be used AFTER seeing The Great Pizza Contest Show by Page Turner Adventures. It's filled with crafts, stories, games and activities that relate to the themes, music and comedy presented in the live show. Have fun!

The Great Pizza Contest Show is based on the Great Pizza Contest BOOK by Riley Roam. To find out more about the book and to order it, go here - <http://pageturneradventures.com/products/books/the-great-pizza-contest-book/>

www.PageTurnerAdventures.com



Vocabulary

Language Arts

Synonyms
Thesaurus
Character
Plot
Setting
Main Idea
Author
Illustrator
Ingredient
Knead

Conflict Resolution

Conflict
Compromise
Negotiation
Respect
Win/Win Situation
Resolve

Compare and Contrast:

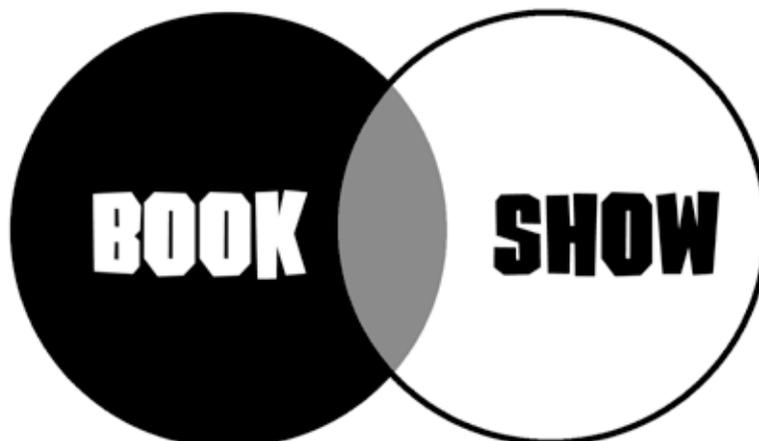
How are Vincent and Leonardo the same?

How are they different?

Create a venn diagram showing how they are the same and different.

Is the Great Pizza Contest Show the same as the book? If not, how is it different?

Create a venn diagram showing how they are the same and different.





ACTIVITIES

Craft-Paper Plate Pizzas

A slice of history

Legend has it that while traveling in Naples, Italy's Queen Margherita was eating a strange dish and asked a local chef to cook it for her. In honor of the queen, the chef based his creation on the colors of the Italian flag: red, green and white.

RED=tomatoes

WHITE=mozzarella cheese

GREEN=basil

To this day, this type of pie is called a Margherita Pizza!

Materials:

- Large or Small Paper Plates
- Markers or Crayons
- Glue or Paste
- Examples of Flags from Other Countries
- Small Pieces of Construction Paper in Multiple Colors

Directions:

1. Read the legend above.
2. Ask the children to think of different ingredients that flags from other countries might inspire.

For example: A pizza based on the American flag might be made from strawberries, blueberries and whipped cream.

3. Have the children paste colored paper to the their plates to represent their new "flavor" of pizza.





Play with your food

That's a Punny Story!

THE GREAT PIZZA CONTEST is filled with wordplay and puns. See if your students can see inspiration for these names:

Vincent Van Dough
Salvador Deli
Principal Lynn Guini

Leonardo Da Munchi
Mayor Ann Chovi
Police Chief Al Fredo

The PLAY is the Thing!

A Reader's Theater Script of THE GREAT PIZZA CONTEST can be downloaded for free on our website [HERE](#).

<http://pageturneradventures.com/pizza-show-activities/>

You can also get directions on how to make your own mustaches on a stick!



Beanbag Freeze-A Cooperation Game

Materials:

- One bean bag for everyone in the group. See the variation below if you don't have enough beanbags for everyone.
- An open space.

Directions:

1. Give every child a bean bag.*
2. Instruct them to balance the beanbags on their head and walk around the space.
3. If a beanbag falls off, that child must freeze.
4. He or she can only be unfrozen when ANOTHER CHILD retrieves the beanbag (without dropping their own) and places it on the frozen child's head. If the helper's beanbag falls off then that child also must freeze until someone else helps.
5. The game is over when everyone is frozen.

*Variation: Have the group form a circle on the floor. Choose several children to play the game in the center of the circle. The children in the circle cannot touch the beanbags, but they can alert the players when one falls.



Conflicting Stories

That's another story - Write the sequel to The Great Pizza Contest

In THE GREAT PIZZA CONTEST book, Vincent and Leonardo learn how to cooperate and make a better pizza by working together. Everyone lives happily ever after, and it seems like the perfect ending until....A man named Salvador Deli Shows up and tells everyone that he thinks the cheese is the best part of the pizza.

What happens next? Encourage your students to write the sequel to the story!

Conflicting Stories

Conflicts are a part of life. Ask your students to think, talk, and write about conflicts they've experienced.

1. Tell a story about a conflict you have had recently with another person. Include details about where the conflict happened, who was involved, what happened, how it ended, and how you felt about it in the end.
2. Divide the class into pairs. Ask students to take turns telling their partners a story about a conflict they have had, including who was involved, how it started, how it ended, and how they felt when it ended. Write the words "where," "who," "what," "end," and "feel," on the board as a reminder of what the story is to include. Time them for two or three minutes each.
3. Ask some volunteers to tell their stories to the class. Ask - What happened? Who was involved? How did it turn out? How did you feel?
4. Point out that conflicts can end in different ways. Sometimes one person ends up feeling good and the other feeling bad. Sometimes both people end up feeling bad. Sometimes both people end up feeling good. Everybody has conflicts. Conflicts are part of life.

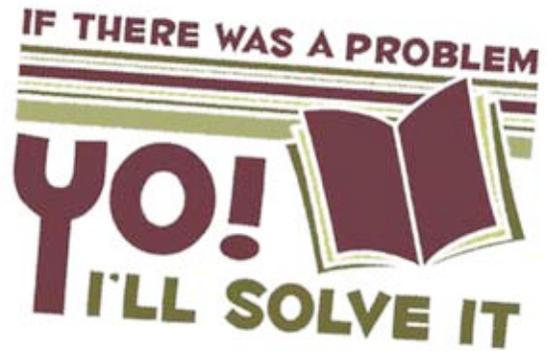
Conflict and Books

Most stories develop around a conflict, sometimes between characters in a story and sometimes between parts of the self. Whatever story the students are reading, have them locate the conflict and discuss it. What started the conflict? Who was involved? What happened? How did it end? How did each character feel in the end?



Problem Solving

1. Place the following steps on the board:
 - A. Define the problem.
 - B. Brainstorm solutions.
 - C. Choose a solution and act on it.
2. Go over each step with the class.
3. Point out that before the problem solving begins, the people in the conflict have to agree to work it out, and to not yell or call names. They want to De-escalate the conflict, not escalate it.
4. Emphasize that in step two they want to come up with as many possible solutions as they can. (see brainstorming activity below)
5. In step 3 they want to choose a solution(s) that is win-win.
6. Encourage students to define problems in a way that does not affix blame.



Brainstorming Game

This is a fun game to help kids learn to brainstorm with a group and reach a consensus. It also encourages creativity!

Materials: An ordinary object such as a box, a wooden spoon, or a cardboard tube.

Directions:

1. Explain that the purpose of brainstorming is to come up with as many ideas as possible in a short period of time, using the following rules:
 - No one can say if the ideas are good or bad, sensible or silly.
 - The point is simply to get out as many ideas as they can.
2. Set the object in front of the group.
3. Ask students to suggest all the things that they could do with the object. Encourage students to think out of the box. For example: A white board eraser can be used as an index card holder.
4. Write their suggestions on the board.
5. End after a few minutes, or after energy for the brainstorm runs down.
6. Tell students they will be reviewing each idea individually and voting with a thumbs-up or thumbs-down sign to signify whether they like the idea.
7. Put a mark by each idea that the majority of the group thinks could work.
8. Allowing students to vote only once, conduct a poll in which students give a thumbs-up for their favorite idea.
9. Tally the marks to find the students' favorite idea.



Suggested Resources

WEBSITES

Words That Heal: Using Children's Literature to Address Bullying
http://www.adl.org/education/curriculum_connections/winter_2005/

Another great website filled with lots of information and resources
<http://www.StopBullying.gov>

Stop Bullying Now
Presenting practical research-based practices for reducing bullying in schools.
<http://www.stopbullyingnow.com/in dex.htm>

Conflict Resolution Network
<http://www.crnhq.org/>

Association for Conflict Resolution
<http://www.acrnet.org/>

BOOKS

The Great Pizza Contest by Riley Roam
The Recess Queen by Alexis O'Neill
Just Kidding by Trudy Ludwig
My Secret Bully by Trudy Ludwig
Confessions of a Former Bully by Trudy Ludwig
The Butter Battle Book by Dr. Seuss
King of the Playground by Phyllis Reynolds Naylor
The Big Book of Conflict Resolution Games by Mary Scannell
The Big Book for Peace edited by Ann Durell and Marilyn Sachs



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