THE DERBY DAREDEVILS: SHELLY STRUGGLES TO SHINE

*Class reading, discussion, &activity guide*

Reading Comprehension Questions:

1. What does Shelly end up creating in her mom’s art class?
2. What does Shelly first invent for Tomoko aka The Tomonater to wear at the tournament?
3. Who helps Shelly gather materials for her skating designs/inventions?
4. What happens when Shelly wears the skate propellers in the first jam of the tournament?
5. Who ultimately wins the title of Star Skater at the tournament?

Discussion Questions:

1. Shelly really wants to be named Star Skater at the tournament. Why does Shelly want to win this title so much? What does she think it will do to help her role on the team?
2. In the beginning of the story, Shelly likes to draw funny pictures in her sketchbook. What transformation do her ideas take as they move from doodles to roller derby designs?
3. Shelly’s parents are both artists, but they each work with very different mediums (materials used for their art). What do we learn about art and the creative process from Shelly’s mom?
4. Shelly wants to follow in her dad’s footsteps when it comes to being “shiny” on a team. Have you ever wanted to follow in the footsteps of someone you admire? What steps have you taken down that path thus far?
5. When Shelly encounters Fen at the art store, Fen tells her that “team work makes the dream work.” What does Fen mean by this?

Activities:

* **Squiggles!**
	+ Get someone to draw a “squiggle,” or an unusual sliver of a shape, on three different pages. Then spend some time turning each squiggle into a full picture! See if another person can tell where the original squiggle is!
* **Inventions!**
	+ Think of something that could make your life easier, then get to work creating a prototype (test invention) out of household items! Some examples: a bed that makes itself, a dog walking machine, a chap stick that never runs dry, etc.
* **Designs!**
	+ Design a uniform for your own pretend (or real!) roller derby team. Your design can include the same clothes for each member, or individual outfits. When you’ve finished drawing the uniforms, think about designing and drawing your own team name logo!