

# Draw Your Idea

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**How To  
CATCH AN  
iDEA**  
Forest Xiao

After reading *How to Catch an Idea* by Forest Xiao, draw a picture of yourself having a good idea. Write your idea in the thought bubble and then colour your picture using your brightest crayons.

A large, white thought bubble with a black outline and a scalloped border. Inside the bubble are four horizontal lines for writing. To the left of the bubble are two small circles, also with black outlines.

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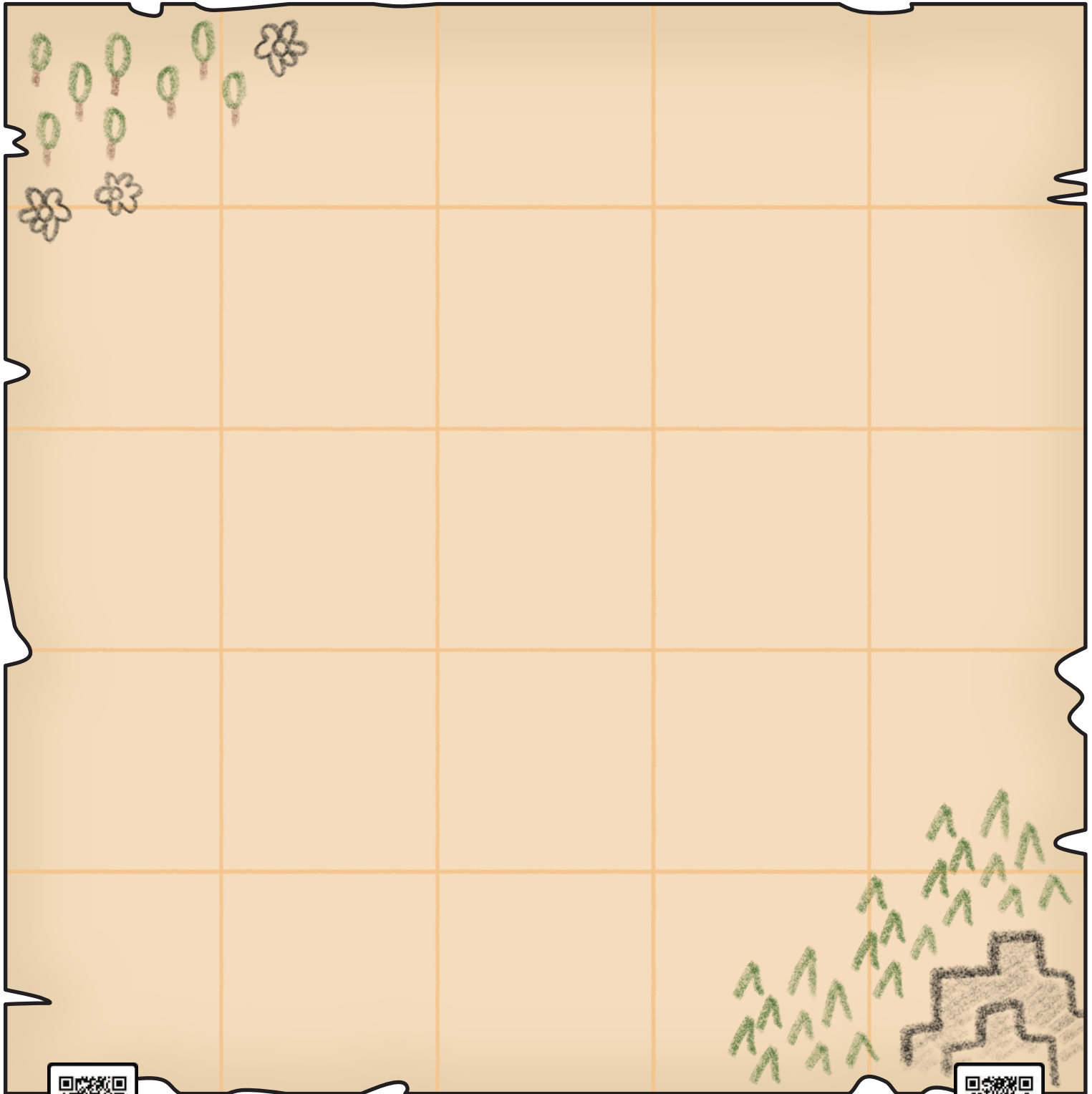
# Ideas Map

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**How To  
CATCH AN  
iDEA**  
Forest Xiao

After reading *How to Catch an Idea* by Forest Xiao, draw your own Ideas Map. An Ideas Map is a drawing that shows all the places you might go to find an idea – just like the character in the story who went on a big journey to look for one.



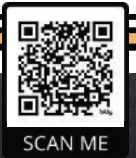

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# Wordsearch

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How To  
CATCH AN  
IDEA  
Forest Xiao

Cross out each word as you find it.

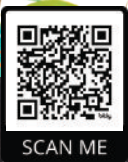
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f	h	s	x	l	o	o	k	r	i
r	n	i	i	c	q	s	s	o	m
o	p	u	n	t	i	s	u	w	a
b	f	c	a	k	i	d	e	a	g
a	i	k	b	a	k	e	o	d	i
p	s	g	f	u	n	w	o	n	n
c	h	y	a	q	h	o	m	e	e



bake  
big  
bright  
fish

fun  
grow  
home  
idea

imagine  
look  
sit  
think



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# Wordsearch

Answers

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Forest Xiao

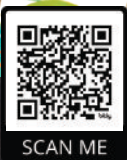
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t	b	r	i	g	h	t	y	g	m
f	h	s	x	l	o	o	k	r	i
r	n	i	i	c	q	s	s	o	m
o	p	u	n	t	i	s	u	w	a
b	f	c	a	k	i	d	e	a	g
a	i	k	b	a	k	e	o	d	i
p	s	g	f	u	n	w	o	n	n
c	h	y	a	q	h	o	m	e	e



bake  
big  
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fish

fun  
grow  
home  
idea

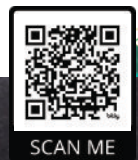
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# Ideas Box

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How To  
CATCH AN  
iDEA  
Forest Xiao

After reading *How to Catch an Idea* by Forest Xiao, set up this Ideas Box in your classroom to allow children to share their ideas and to encourage writing.



Cut out and stick to a shoebox with a slit cut in the top.



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# Ideas Box

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How To  
CATCH AN  
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Forest Xiao

Cut out the strips and place them next to your Ideas Box.

My idea is...

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My idea is...

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My idea is...

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My idea is...

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My idea is...

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My idea is...

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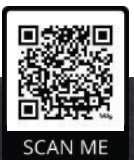


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# Fishing For Ideas

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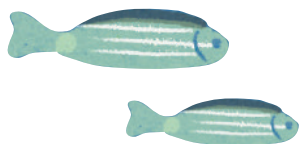


**How To  
CATCH AN  
iDEA**  
Forest Xiao

After reading *How to Catch an Idea* by Forest Xiao, you can use this fun activity to help your class explore creativity and ideas.

## You Will Need:

- Fish templates (provided)
- A hole punch
- Clear tape
- Paperclips
- Sticks, pencils or paper straws for fishing rods
- String
- Large box, basket or Tuff Tray for your pond
- Optional: blue fabric or paper to line your pond



## Setting Up:

### 1. Cut Out Fish Shapes

Cut out the provided fish templates. If you wish, you can use the blank fish templates to write your own prompts.

### 2. Reinforce the Mouths

Stick a small piece of clear tape over the mouth end of each fish.

### 3. Punch the Hole

Use a hole punch to make a hole at the mouth end, directly over the taped area.

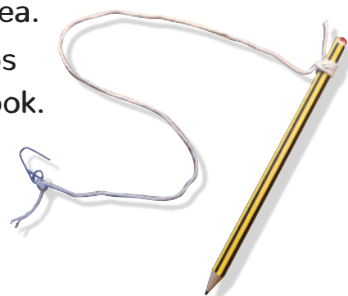
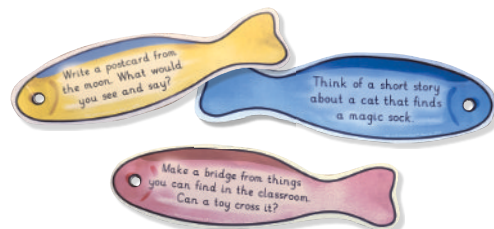
**Tip:** Curl each fish slightly upwards by gently rolling it over a pencil. This helps the mouth hole face up when the fish are lying flat, making them easier to hook.

### 4. Make the Fishing Rods

Tie a length of string to each stick or pencil. At the other end, create a hook by attaching a bent paperclip.

### 5. Setting Up the Pond

Lay out your fish in a Tuff Tray, box, or on a blue fabric mat with the prompt sides hidden. Arrange them so the mouth holes are easy to access — curl them upwards if needed.



## How to Play:

1. Tell the class they're going to try and catch an idea, just like the character in the story. Explain that each fish holds a different kind of idea — and they won't know what it is until they reel it in!
2. A child chooses a fishing rod and carefully hooks a fish by threading the hook through its mouth hole.
3. Once the fish is caught, they bring it to an adult who reads the prompt aloud.
4. The child completes the creative task — this might be drawing, building, writing, acting out, or making something.

## Reflect and Share

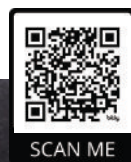
After the activity, ask the child: "What idea did you catch?" Invite children to show or talk about what they did.



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# Fishing For Ideas

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How To  
CATCH AN  
iDEA  
Forest Xiao



Draw a creature that  
lives in the clouds.

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Draw a house that's  
built inside a tree.

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Design a vehicle that  
can travel on jelly.

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Build a tower using blocks,  
cups or boxes – but make it  
a silly shape.

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How To  
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Forest Xiao



Build a tiny home for an  
ant from things you can find  
in the classroom.

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Make a bridge from things  
you can find in the classroom.  
Can a toy cross it?

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Think of a short story  
about a cat that finds  
a magic sock.

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Write a postcard from  
the moon. What would  
you see and say?

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How To  
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Forest Xiao



Pretend you are a  
robot learning how to eat a  
banana. Show us how!

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Act out a story about  
a superhero with a very  
silly power.

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Be an animal trying  
to tell someone something  
important. What do you do?

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Pretend you've just found  
something amazing in your  
backpack. What is it and  
how do you react?

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How To  
CATCH AN  
iDEA  
Forest Xiao



Make a hat fit for a  
king, queen or dragon.

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Make a puppet using  
scrap paper or socks.  
Give it a name.

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Create a magic wand  
using craft sticks, foil, or  
anything you can find.

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Make your own 'idea jar'  
by decorating a pot or cup.  
What could go inside it?

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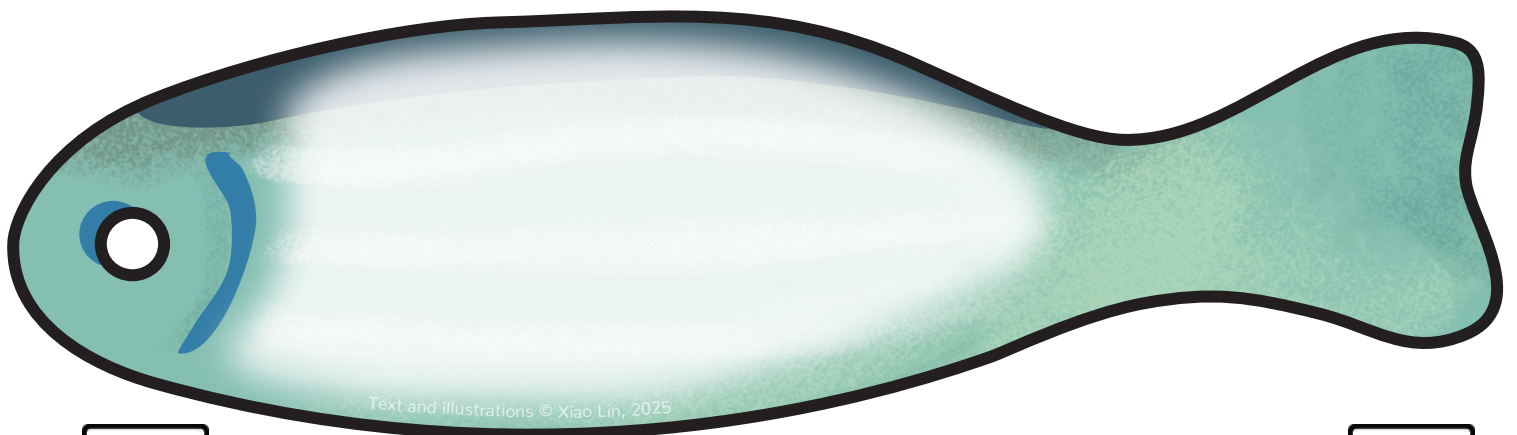
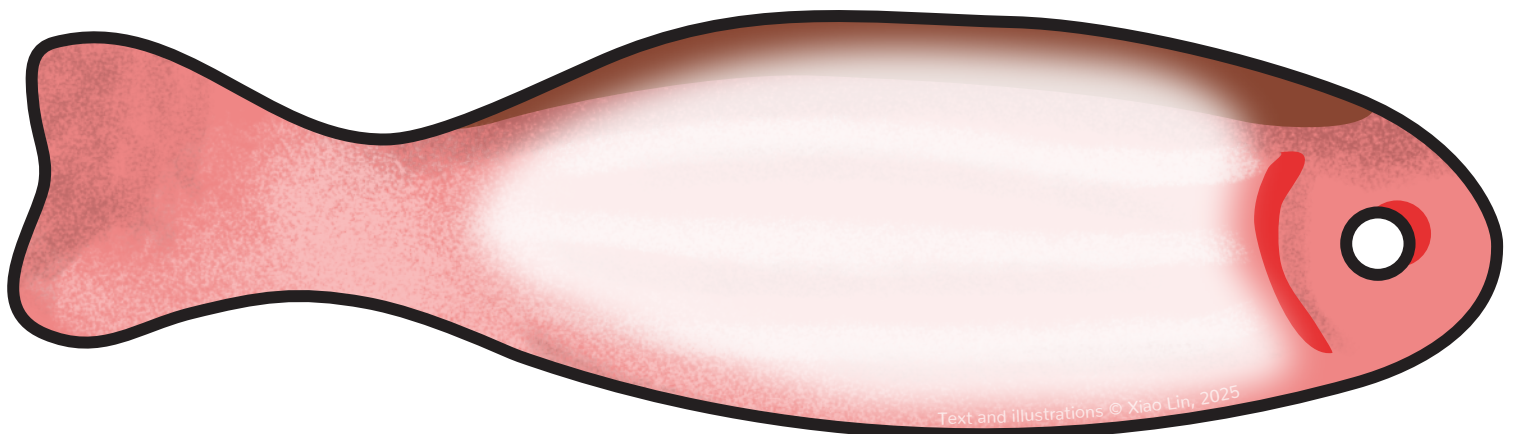
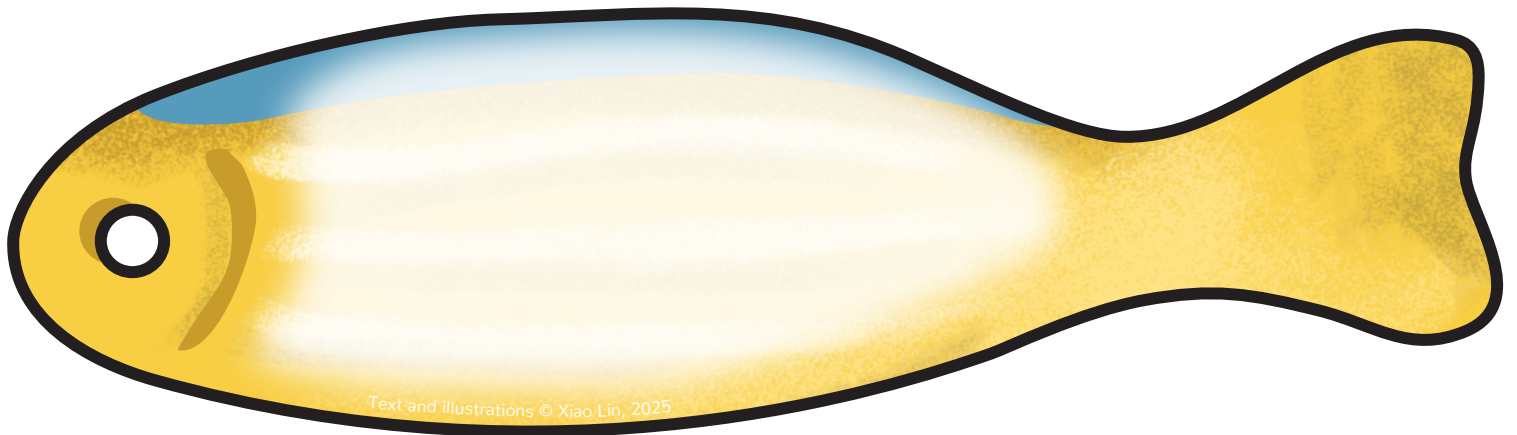
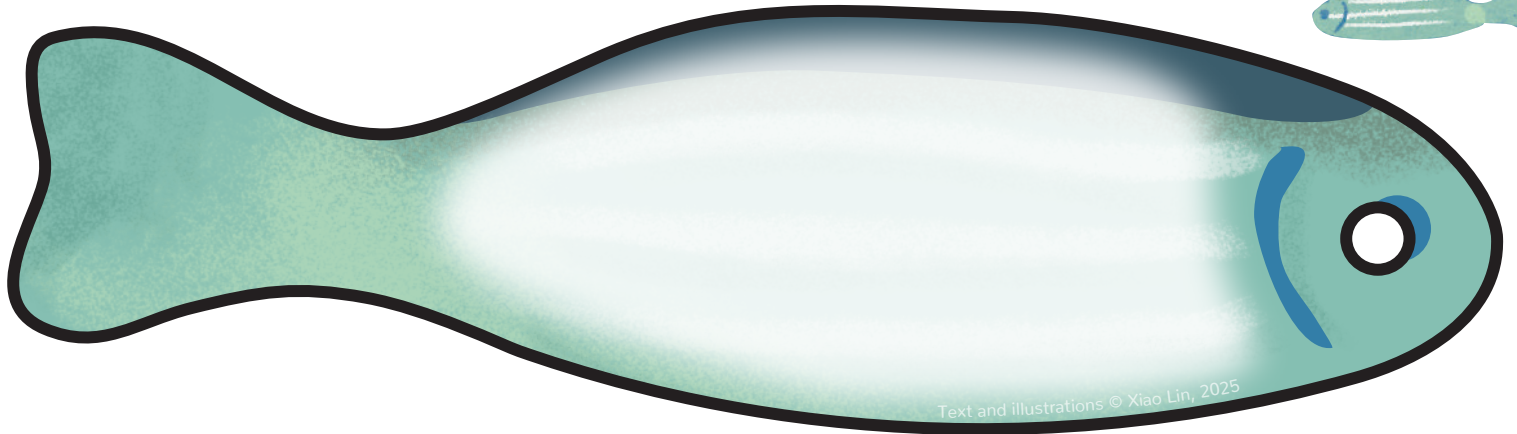


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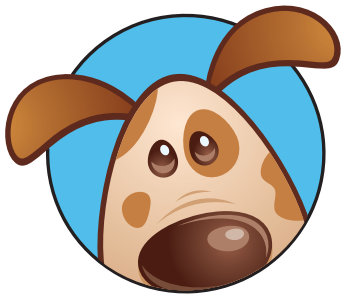
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# Teacher's Pet



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