



# THE LEGEND OF ROCK, PAPER, SCISSORS

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## ABOUT THE BOOK

I hope you're wearing your battle pants!

You've played the game. Now read the legend of the three great warriors who started it all . . .

**ROCK**

**PAPER**

**SCISSORS!**

## STORYTIME ACTIVITIES

- **PROBLEM SOLVED!:** Discuss how or why Rock defeats Scissors, Scissors beats Paper, and Paper overcomes Rock. Then discuss how Rock, Paper, Scissors can be helpful for solving disagreements. Teach the children how to play Rock, Paper, Scissors and give them an opportunity to try it out.
- **IT'S ALIVE:** In this story, objects come to life. Ask children to choose a different object to personify. What would their object say and do? Where would it go? Children can choose objects from their home, like those in this story, or they can choose something completely different, such as a truck or a shopping cart.
- **PUPPET PERFORMANCE:** Have children color and cut out puppets of Rock, Paper, and Scissors. They can draw a background and then use their puppets to act out the battles. They should use the dialogue from the book and speak expressively.
- **WONDERFUL WORDS:** List new or unfamiliar words from the story (e.g. ancient, warrior, mysterious, victorious, tangy, foe, empire, windswept, fury, departed, opponent, adhesive, monstrosity, adversaries, bizarre) on a chart. Make a glossary with these words, and ask the children to use these new words in sentences.
- **LEGENDARY:** Discuss how legends are stories that are told over time, and that legends may or may not be historical. Discuss that this legend is purely fictional. As a class, have the children make up a legend for how something came to be. (For example, "The Legend of the Traffic Light" or "The Legend of Macaroni and Cheese.") Record their story on separate pages and have the children illustrate the pages.

