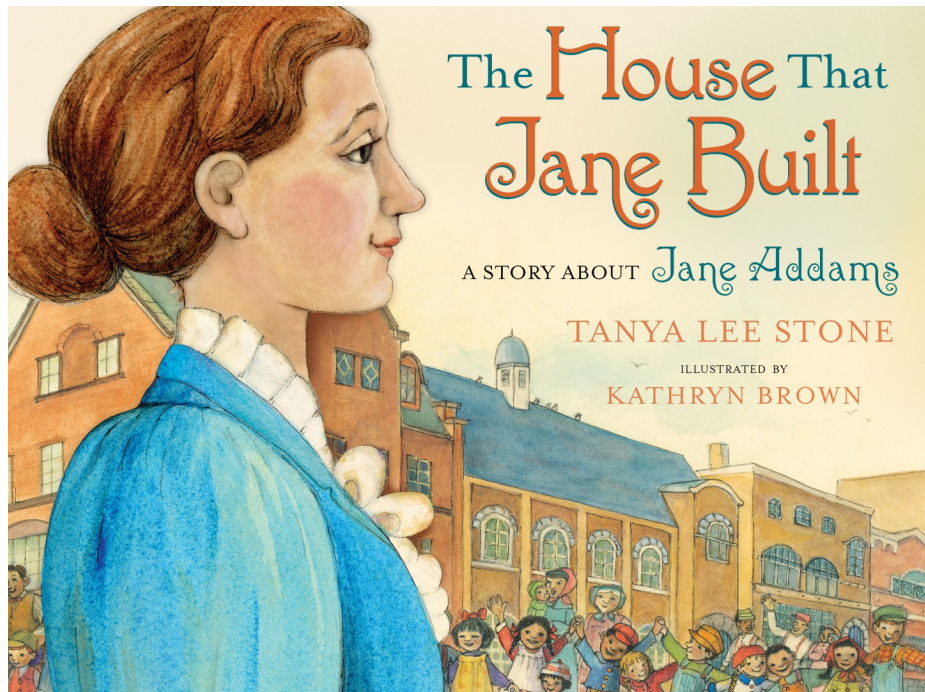




ACTIVITY GUIDE

ACTIVITIES RECOMMENDED FOR CHILDREN AGES 8-10



THE HOUSE THAT JANE BUILT

WRITTEN BY TANYA LEE STONE

ILLUSTRATED BY KATHRYN BROWN

Watch the video of actor
Kiernan Shipka
reading this story at
storylineonline.net



ABOUT THIS STORY

SYNOPSIS

This is the story of Jane Addams, the first American woman to receive the Nobel Peace Prize, who transformed a poor neighborhood in Chicago by opening up her house as a community center.

THEMES IN THE STORY

Empathy, Empowerment, Education, Ambition

TALK IT UP!

Use the following questions to discuss the themes of the story:

- Jane Addams was almost seven years old when she first sensed that she was more fortunate than others. The daughter of a well-to-do Illinois businessman, Jane often went with her father on his trips. On one of these trips, Jane saw children dressed in ragged, dirty clothes playing in the streets. She vowed that one day, she would live “right in the midst of horrid little houses” and “find a way to fix the world”. Jane was passionate and ambitious. What are some causes (arts and culture, children and youth, seniors, homelessness and housing, health and medicine, advocacy and human rights, education, environment) that you are passionate about? Would you be willing to dedicate your life to your cause? Why or Why not?
- Jane was a “strong soul from the start”. She was very brave and courageous. In what ways have you been brave and courageous in your life? 🔍 **Google It:** Search “Women’s Peace Party” to learn more about Jane’s bravery.
- Jane’s father believed women should be educated and sent Jane and her sisters to college. Today, over 100 years later, some girls are not provided an equal education. Do you think everyone should be given the opportunity of a quality education? Why or Why not? 🔍 **Google It:** Search “girls’ education” to learn more about education and gender equality.
- The very first night at Hull House, Jane forgot to lock a side door before going to sleep. Since no one broke in, Jane decided to leave Hull House unlocked so people would know they could come in at any time. Do you think this was a good idea? Why or Why not? Would you be comfortable leaving your door unlocked for neighbors in your community?
- Jane had her own way of looking at things and finding the positive solution in any negative circumstance. For example, she gave a “thief” a job, she built a public bath to decrease illness, she created a playground for children so they would not be restless, and she started a morning kindergarten and after-school clubs and classes to accommodate working parents. If you were able to have lunch with Jane Addams, what questions would you ask her? In what ways could she help you become a better problem-solver?

PAPER HOUSES

By 1907, Hull House had grown into thirteen buildings, including a gymnasium, coffee house, theatre, music school, community kitchen and art gallery. Using paper houses, reconstruct Hull House. Be sure to include a public bath, a playground and kindergarten, too!

MATERIALS —

Paper house template ([Download here](#)), Printer, Printer paper, White cardstock, Scissors, Double-sided tape, Glue stick, Ruler, Hobby knife, Cutting mat, Tissue paper in various colors, Markers, Optional: Battery Operated Tea Lights

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

15 minutes per house; 3 hours to reconstruct 13 buildings

DIRECTIONS FOR ACTIVITY —

Step 1: Print the template on plain printer paper (landscape).

Step 2: Use markers to label the building, i.e. gymnasium, public bath, etc.

Step 3: Cut out the template.

Step 4: Place the template on top of a sheet of white cardstock.

Step 5: Cut through the cardstock along the edges of the template and cut out the windows and the door. Use a hobby knife and a steel ruler to get fine, straight lines.

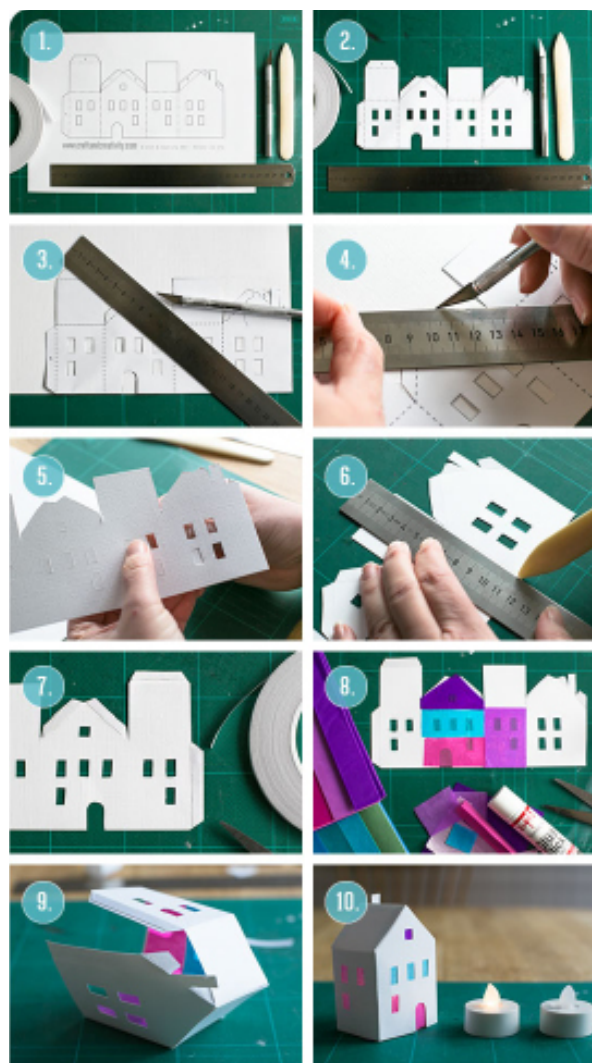
Step 6: Peel away any excess cardstock.

Step 7: Notch along the dashed lines with blunt side of a table knife.

Step 8: Cut pieces of double-sided tape and attach to the tabs.

Step 9: Glue pieces of colored tissue paper to the inside of the house. Cover some or all of the windows.

Step 10: Fold at the scored lines, remove the backing paper from the tape and assemble the house. It's easiest to do this in the order in which the tabs are numbered.



WRITING ACTIVITY: RAISING VOICES

Jane had a very compassionate heart from the time she was a young girl. She wanted to make a difference in the lives of those less fortunate. Seeing “people in ragged clothes with outstretched hand, begging a cart vendor to buy his leftover rotten fruits and vegetables” was something Jane could not forget. Jane traveled back to London and learned about Toynbee Hall. It was then that she knew what she needed to do in Chicago.

MATERIALS —

Internet/tablet (paper, pen/pencil)

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

30 minutes


DIRECTIONS FOR ACTIVITY —

Imagine Jane at the age of 22 telling her friend Ellen Gates Starr about her plan to build a settlement house in Chicago. Write a first-person monologue in the voice of Jane Addams, recent college graduate, world traveler, and passionate activist. What do you think Jane said to Ellen? What do you think was Jane’s plan? How did she convince Ellen to support her idea?

Optional: Role play a conversation between Jane and Ellen.

COOKING ACTIVITY: PALMER HOUSE BROWNIES

Jane moved into Hull House on September 18, 1889. Four years later, the World’s Fair: Columbian Exposition, was held in Chicago to celebrate the 400th anniversary of Christopher Columbus’s arrival in the New World in 1492. Chicago socialite Bertha Palmer directed the chef at her husband’s Palmer House hotel to prepare a portable sweet treat that could be packed in box lunches for guests attending the World’s Columbian Exposition. The result was the brownie!

 **Google It:** Search “Palmer House Chicago” to learn more about this historic hotel.

The recipe below is well over a century old, and is the exact same one used for the brownie served in the Palmer House Hilton today.


INGREDIENTS —

- 14 oz. Semi-Sweet Chocolate
- 1lb Butter
- 12 oz. Granulated Sugar
- 4 oz Flour
- 8 ea. Whole Eggs
- 12 oz Crushed Walnuts
- Vanilla extract
- 9” x 12” baking pan
- 1 Cup water
- 1 Cup Apricot Preserves
- 1 Teaspoon Unflavored Gelatin

PROCEDURE —

*Pre-heat oven at 300°F

BROWNIE

1. Melt Chocolate with butter in a double boiler ( Google It!)
2. Mix dry ingredients into mixing bowl, except walnuts
3. Mix chocolate with dry ingredients, 4 to 5 minutes
4. Add eggs
5. Pour into 9"x 12" baking sheet, sprinkle walnuts on top, press walnuts down slightly into mixture with your hand, and bake for 30 to 40 minutes. You will know when done -- the edges will start to become a little crispy and the brownies will raise about ¼ inch.

Note: Even when the brownie is properly baked it will test "gooey" with a toothpick in the middle due to the richness of the mixture. After removing from the oven allow to cool about 30 minutes before spreading a thin layer of the glaze on top with a pastry brush.

GLAZE

1. Mix together water, preserves and unflavored gelatin in a saucepan.
2. Mix thoroughly and bring to a boil for two minutes. USE HOT.

Special Tip: The brownies are easier to cut if you place in the freezer for about 3-4 hours after glazing

Add a little math to your recipe:

- Convert 300°F to Celsius.
- Finding Cost: How much money do the brownies cost to make? How much does each brownie cost if you make ½ dozen? How much does each brownie cost if you make 2 dozen? How much profit would you make if you sold these at a bake sale? How much do you think Palmer House sells each brownies for? How much money do you think they make on brownies in 1 day?

EXPERIMENT: HOW DO GERMS SPREAD?

Jane quickly learned that without running water in Hull House, guests were unable to bathe easily. Not being able to bathe, caused the spread of germs, which led to illness. Try this experiment to learn how quickly germs spread.

MATERIALS —

Hand lotion, Glitter, Sink or large bucket, Paper towels, Soap, Water, a helper

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

15 minutes

PROCEDURE FOR EXPERIMENT —

Step 1: Put a drop of lotion on your hands and rub them together to spread the lotion out evenly.

Step 2: With your hands over a sink or large bucket, have your helper put a pinch of glitter in the palm of one of your hands.

Step 3: With your hands still over the sink, make a fist with the hand that has glitter on it, then spread your fingers out. What do you see?

Step 4: Now press the palms of your hands together and pull them apart. What do you notice about your hands?

Step 5: Touch your helper's hand. Now do you see anything on it?

Step 6: Get a paper towel and use it to wipe your hands clean of all the glitter. Is it working?

Step 7: After using the paper towel, try using soap and water to wash your hands. Did the glitter come off?

The glitter is acting the same way that the germs on your hands act – there are a lot of them, they spread around easily, and it can be tough to get them off. If you accidentally touched your mouth, nose, or eyes while doing this experiment, you may have found glitter getting left behind near these areas. Germs travel the same way and can easily enter your body, which can make you sick

PHYSICAL ACTIVITIES

Jane had workmen tear down shabby buildings and turn the lot in a playground for the children at Hull House. Try some of these games that may be played at the playground, in a gymnasium or at home!

REACTION!

MATERIALS —

1 ball for every 2-3 players

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

15 minutes

DIRECTIONS FOR ACTIVITY —

Players partner up and place the ball equal distance from them. The “caller” shouts commands for the players to follow, i.e. jump on your right foot 10 times, touch your toes, do 5 jumping jacks, spin in a circle 7 times, etc. As soon as the caller shouts “ball”, the players try to grab the ball as quick as they can. The person who gets the ball first wins.

Variation: Have players use their feet to bring the ball back on the command of “ball”.

ROCK, PAPER, SCISSOR, CHASE

MATERIALS —

None; minimum of two players

PREPARATION TIME —

None

LENGTH OF ACTIVITY —

15 minutes

ROCK



PAPER



SCISSOR



DIRECTIONS FOR ACTIVITY —

Players face off for Rock, Paper, Scissors. On the count of three, they play.

Remember: paper beats rock, rock beats scissors, and scissors beats paper.

Whoever wins chases the other player and tries to catch him/her before he/she reaches a designated “base”.

Variation: For large group play, create two teams. Players huddle to agree on one sign. Then, teams “face-off” to each other. Whichever team wins chases the other team. They try to catch as many people as they can. Those that are caught now join the other team. The game continues until all the players from one team are caught.

FIELD TRIPS

Field trips are a great way to make a real world connection to the story.

VISIT A COMMUNITY CENTER

Every community center in America, in large part, has Jane Addams to thank”, says the author. Visit your local Boys & Girls Club, YMCA or YWCA. Do they have any after-school programs that you would like to try? Similar to Hull House, these “afternoon classes” are for older kids to go after the school day.

VIRTUAL TOUR

In 1931, Jane Addams became the first American woman to win the Nobel Peace Prize.

Visit www.nobelpeacecenter.org/en/ and take a virtual tour of the Nobel Peace Center, a museum about the Noble Peace Prize.

DO SOMETHING

By 1907, Hull House had a theatre, music school and an art gallery. Literary, performing and visual arts are a valuable part of our culture. Unfortunately, not all children are provided the opportunity to experience art lessons. What can you do to support the arts in your community?

ABOUT STORYLINE ONLINE

The SAG-AFTRA Foundation's children's literacy website *Storyline Online*® streams imaginatively produced videos featuring celebrated actors to help inspire a love of reading. Storyline Online receives millions of views every month in hundreds of countries. Visit Storyline Online® at storylineonline.net.

ABOUT THE SAG-AFTRA FOUNDATION

The SAG-AFTRA Foundation provides vital assistance and educational programming to the professionals of SAG-AFTRA while serving the public at large through its signature children's literacy program. Founded in 1985, the Foundation is a national non-profit organization that relies solely on support from grants, corporate sponsorships, and individual contributions to fund our programs. Visit sagaftra.foundation.

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