

Home Works: Build-A-Neighborhood Instructions

Have you ever named places in your house before? Or named your dolls or stuffed animals? In this activity, you'll get to use your creativity and do just that! It's inspired by Anne, the main character of *Anne of Green Gables* by L.M. Montgomery. Anne is known for her vivid and colorful imagination: for example, she names the cherry tree outside her bedroom window Snow Queen because its blossoms are white, and she calls the neighbor's pond The Lake of Shining Waters.



The activity

PART 1: Like Anne, you'll have the opportunity to choose the titles of places and spaces. In order to do that, the first step is to build those places! You will be creating a three-dimensional model of a community. You can base your model on your own community, create an entirely new space, or choose to build both places that currently exist and places you have made up. At the minimum, your model should have some type of building and some type of pathway or road. Other features you could build are bodies of water (lakes, ponds, oceans, swimming pools, etc.), plants, animals, people, and other building structures.

What you'll need to get started:

- Building materials (Note: You don't have to go out and buy anything! Look around your home for materials you could use. Cardboard,

boxboard (like what cereal boxes are made of), paper towel rolls, and plastic containers are all great options.)

- Adhesives (glue, tape, hot glue, etc.)
- Scissors and/or an x-acto knife (Be careful! If you're having difficulty cutting something, please ask your parents or guardians for help.)
- [\(Optional\) Building templates](#)
- (Optional) Paint and paintbrushes
- (Optional) Markers, colored pencils, crayons

See the examples below for some inspiration:





Looking for a challenge? Make a miniature or extra-large version of the model! Use the [template pieces](#) as your starting point. Print them out (or trace the shapes if you don't have a printer). Next, use a ruler to measure the lengths of each side of each piece. Then, multiply or divide each length by the same number, which depends on whether you want your model to be bigger or smaller than the template.

Note: If you'd like, you can build your model with another person or people. Just make sure everyone agrees on what to build and on the naming of places!

PART 2: Once you've built your model, the second part of this activity is to name each place, section, or item in your built community. You may draw inspiration from existing names, but it might be more fun to come up with new names for things and places like Anne does in Avonlea, where she lives. In addition, you should give your whole community model a name. Once you are satisfied with the names of the places and things in your model, write them down in [this worksheet](#). Be sure to share your creation with others!

BONUS ACTIVITY: Write a story (or stories) about the people and things that happen in your model community. Be sure to include details that reference the names of the places you created. If you'd like some prompts to help get you

started, [click here for some ideas](#). Feel free to share your story with your parent, guardian, or friends when you're done!

Optional reflection: Now that you've completed the activity, what would you say about it? What was your favorite part of the activity? What was the most challenging part of the activity? If you read *Anne of Green Gables*, be on the lookout for how she names the places in her own community and all the adventures she experiences there!

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