

Activities for *Lucky Scramble* by Peter Raymundo

One Book for Nebraska Teens 2026

- Hold a solving contest. You can do this without the many regulations if the competitors agree to good sportsmanship.
- Ask the students to select a different item or game they know about and make rules for having a contest with it.
- [What can you draw in six seconds?](#) Champion speed-cubers only have six seconds to solve a 3x3 cube, what can students draw in that amount of time?
 - Puzzle from Jenny Arch, the children's librarian at the South Hadley Public Library in South Hadley, MA. Visit her webpage for more of her ideas: <https://jenny-arch.com/>.
- Have the students select a paragraph or two from the book and create their own Mad Libs page with it. They can challenge each other to be very silly, or to see how close they can get to the actual quote.
- Ask the students to create a puzzle or other activity that relates to the book.
- Write a one paragraph story about a side character in the book. For example, spend a day with that character. What might your day look like?
- Take a look at the book: *Ten Word Tiny Tales*. Challenge the students to write a ten-word tale about someone or something in the book. Ten words is much more restrictive than a paragraph!
- Round Robin, write a sentence and then pass to next person and repeat. At the end, take turns reading the stories that were created.