

Sketches - Teaching Guide

Written by Ashton Harris Hightower

About the Book

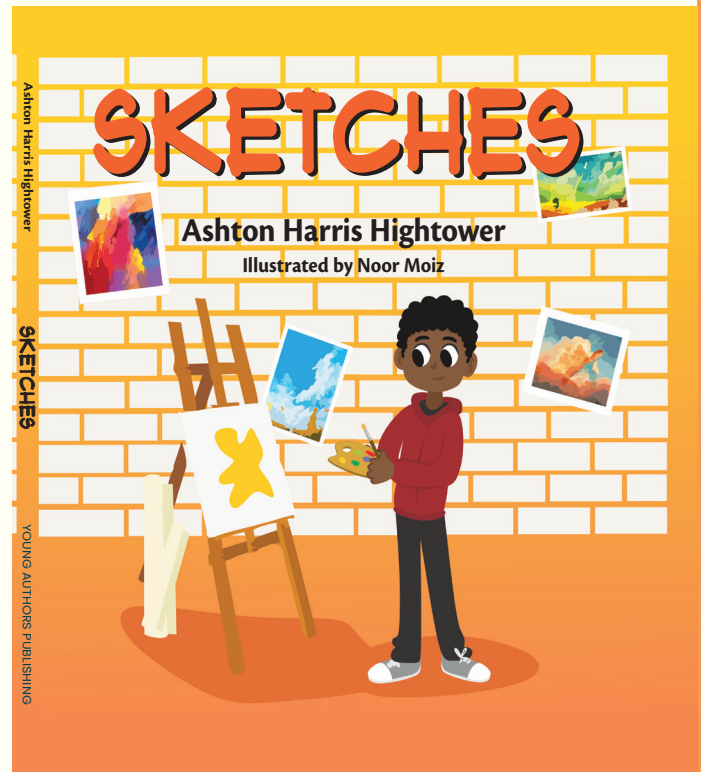
A young boy's mother gets sick and he uses art as a pathway to find healing.

About the Author

Ashton Hightower is 11 years old. He likes making YouTube videos on his channel. He also loves to draw and make custom shoes. At home, he reads graphic novels and comic books. He also loves spending time with his family: his mom, dad, aunt, sister, brother, and cousin! When he's older, Ashton wants to have his own clothing line and comic book line.

Key Concepts:

1. Loving and appreciating the things around you
2. Finding creative tools to aid in healing and talking about trauma
3. Utilizing talents and skill as a resource to help others



Key Vocabulary

- Sketchbook
- Emotions
- Support
- Weak
- Bewildered
- Rivulets
- Expensive
- Exclaims
- Farmer's Market
- Thoughtful
- Motivation
- Resolve
- Priority

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Activity 1 - What Motivates You?

Materials

Activity Page - Motivation Pyramid

Key Questions

1. What challenge did the main character face in the story?
2. What are some other proposed solutions that the main character could have tried?
3. What are challenges you have faced in your family that you can use the same or other solutions to support?

Activity Page

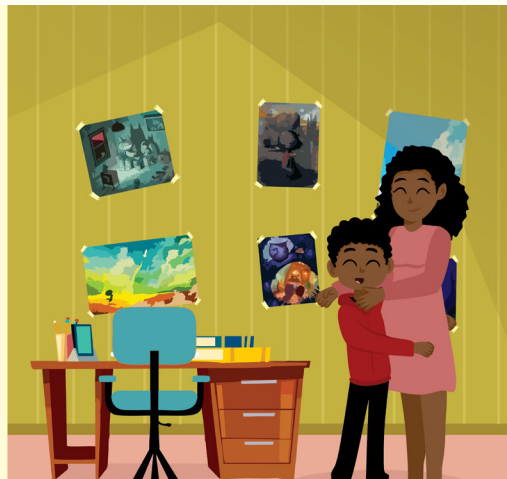
- Students will identify challenges in their home, school, and environment (they will fill that in the top section of the pyramid).
- Students will then list primary people or groups that are impacted by the listed challenges.
- Finally students will state what motivates them to tackle the presented challenges. Why should the problems be changed or fixed?

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Learning Objectives

- Determine the meaning of words and phrases as they are used in a text, including those that allude to significant characters
- Make connections between the text of a story or drama and a visual or oral presentation of the text identifying similarities and differences.
- Write informative /explanatory texts to examine a topic and convey ideas and information clearly.
- Develop the topic with facts, definitions, concrete details, quotations, or other information and examples related to the topic.

His mother supports all of his art, and sometimes hangs them on the wall. After school each day, he eats dinner, and then plans out a drawing to give to his mom in the morning. She always gives him a big hug and says, "I'm so proud of your artwork, honey!"



After drawing for a while, he goes to bed. He dreams of his wonderful day full of drawing.



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Activity 2 - Classroom Marketplace

Materials

- Paper
- Writing Tools
- Art Supplies

Instructions

After reviewing the story, have students get into groups. Next, have students think of a skill or talent they could utilize to make money. The money made will be donated to a person or charitable organization of the groups choice.

Students will need to develop a pitch to demonstrate their skill and or product to the class. Once students are prepared the teacher can set the room up like an imaginary marketplace as desks can be used and vendor stations.

Other classes, staff, or community members can be invited for this marketplace presentation. Pretend money can be given to participants to shop with.

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Learning Objectives

- Describe opportunity cost and its relationship to decision-making across time
- Explain how price incentives affect people's behavior and choices
- Describe how specialization improves standards of living
- Identify the elements of a personal budget (income, expenditures, and saving) and explain why personal spending and saving decisions are important.

Activity 1 - Motivation Pyramid

Use the instructions from Activity 1 to complete this page.

Section 1 - The Problem

Section 2 - The Impact

Section 3 - The Motivation

