# Book Itch: Freedom, Truth & Harlem's Greatest Bookstore

## **RIF EXTENSION ACTIVITIES FOR EDUCATORS**

INTERDISCIPLINARY THEMES: ART, SOCIAL STUDIES, WRITING

## WRITING

### MOTTOS

Mottos — short, catchy phrases that express beliefs or ideas — appear throughout *The Book Itch*. Using examples from the text, study the structure of a motto and challenge your students to write mottos of their own. Post the inspirational mottos around your classroom



## SOCIAL STUDIES

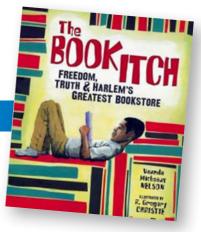
### **IF I HAD A BOOKSTORE**

Lewis Michaux Sr. started selling books from a cart and then created a shop piled with books "by and about black people." Project the photos from the notes at the end of the book and have students look at details about the store: crammed shelves and artwork. Have your students design or describe (in drawings or words) what their dream bookstore would stock and how it would look.



### SOCIAL STUDIES HARLEM RENAISSANCE

Set the tone in your classroom by playing music from the jazz artists of the Harlem Renaissance as background while students arrive or transition to this activity. Read a picture book about the Harlem Renaissance, such as *Harlem's Historic Neighborhood: Sugar Hill*, to provide context for



the time and place in which Lewis Michaux Sr. lived and worked. Then, review the major themes in the poetry of the time and select one poem for a close read. Have students read and perform the poem for the class as a way to strengthen their reading fluency.



## SOCIAL STUDIES PUBLIC SPEAKING

One feature of the National Memorial African Bookstore was the platform for public speaking that Michaux established out front. Establish a "soapbox" in your classroom and host a soapbox speech event where your students are invited to spend 1 minute speaking to their classmates about an issue that you or they select.

## ART, WRITING BOOKCART DESIGN

Without a storefront, Michaux began selling his books from a cart. Have your students design a bookcart they think would appeal to their peers, using color, drawings/images, and words. Assign drawings or models as a final product to bring the designs to life.



