

Grades 4-5

Xavier Riddle and the Secret Museum, **“I am George Washington/ I am Susan B. Anthony”**

Inspired by the best-selling kids book series, Ordinary People Change the World, by New York Times bestselling author Brad Meltzer and illustrator Christopher Eliopoulos, XAVIER RIDDLE AND THE SECRET MUSEUM follows the adventures of Xavier, Yadina and Brad as they tackle everyday problems by doing something extraordinary: traveling back in time to learn from real-life inspirational figures like Marie Curie, Harriet Tubman and Jackie Robinson when they were kids. Each adventure will help young viewers make the connection between the skills that made these historical figures heroes and those same qualities within themselves, helping them discover that they, too, can change the world.

I am George Washington - Yadina is excited when she's chosen to be the leader of her Nature Troop, thinking this a great first step toward becoming President one day. Only problem is, she isn't entirely sure how to be a good leader. To the Secret Museum! Our heroes are sent back in time to meet one of the greatest leaders in the history of the United States: George Washington. Yadina is awe struck as she gets to meet her country's very first president, who offers to take them on a fishing trip. As he leads them through the woods to the fishing hole, George is polite, helpful, and supportive, showing Yadina that a good leader takes care of his or her team. I am Susan B. Anthony - Xavier and Yadina are putting artifacts away on the shelves of the Secret Museum, deciding between the two of them where everything should go, and unintentionally leaving Brad out. To the Secret Museum! Our heroes are sent back in time to meet someone who always stood up for the rights of all people: Susan B. Anthony. Watching the young Susan advocate for all of her siblings to have a vote in what to name their new baby goat, and then for all women everywhere to have a vote over matters that affect their country, helps Xavier and Yadina to realize how important it is for Brad to have a say over what happens in the Secret Museum. Because everyone should have a vote.

After watching this episode, choose from the following questions and/or tasks to extend your learning

Question Box 1

George Washington:

- Why does Yadina think becoming the leader of her Nature Troop is a good first step towards becoming President.
- What does Yadina hope to learn from the first president?
- How does Yadina feel about meeting the first president?
- Name the positive attributes that George Washington displays while on the fishing trip.

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- Read more about [George Washington](#)
- Read more about [Susan B. Anthony](#):
 - How does Brad feel as Xavier and Yadina decide where to put things on the shelf in the museum?
 - What is Susan B. Anthony known for?
 - Give an example from the video that is evidence of what she is known for.
 - How did Susan B. Anthony support the women of the country in her time?
 - What does Xavier and Yadina learn from Susan B. Anthony?
- Read more about [Susan B. Anthony](#)

Question Box 2

- What attributes do feel makes a good leader?
- Think of a time that you had to show leadership skills, how did that make you feel?
- How do good leaders advocate for others?
- Think of a good leader that fought for the rights of someone else.
- Who in your life do you think is a good leader and tell why?
- How would you have responded to a situation from the video differently than the historical figures?
- What was one section of the text(video) that stood out for you and why?
- What was your favorite program and why?

Box 3 (Tasks)



- Tell what each quote means in your own words.
- What is the lesson to be learned from the above quotes?
- Make your own quote about good leaders.
- Create a storyboard of the show
- Research more about George Washington. What did you learn?
- Research more about Susan B. Anthony. What did you find?
- If a leader models kindness to their team of 4, and each member of the team leads another team of 4, how many people are impacted by kindness in leadership? Describe how you arrived at your answer.
- If 3 people take a vote, how many are needed for a majority? 4? 5? 6? 7? 8? 9? 10? What did you notice?

Box 4 (Enrichment)

- Play these games to learn and practice leadership skills:

- **Buckets and balls (Cohen, 2017)**

This game aims to move all the balls from one box to another. The catch is, team members cannot use their hands or arms. In equal-sized teams, players choose one 'handler' per team. This is the only person who can touch the balls with their hands. The handler must remain behind the start line throughout the game. Team members attempt to get balls from their bucket at the finish line and get them to the team's handler without the ball touching their hands or arms.

The handler places the balls into the empty bucket at the start line. If a team member touches the ball, they are disqualified and can no longer participate.

Give teams a 5-minute time limit. All teams play at the same time, and the team that has the most balls in the handler's bucket at the end of the game wins.

- **Team jigsaw (Cohen, 2017)**

Two teams have to complete a jigsaw puzzle within a 20 – 30-minute time limit. Give each team a box containing a puzzle. At first, A body will assume that their task is to complete the puzzle. As they work on it, however, teams will realize that the puzzle is missing some of its pieces and has some additional pieces that do not fit their puzzle. Teams then have the task to communicate with one another, and they will eventually realize that they need to work together to complete the puzzle. Teams are only allowed to exchange pieces of the puzzle one at a time.

- **Sneak-a-peak (Cohen, 2017).**

Divide participants into two teams. Build a structure out of Lego. Make it complicated, but able to be replicated. Ensure that there is sufficient Lego left to build two similar copies of the structure.

Make sure that this structure is kept out of eyesight.

A player from each team is allowed to see the structure for 10 seconds. Then, the players will return to their respective teams and have 25 seconds in which to give his/her team instruction as to how to build the structure. Then, the teams have 1 minute to build the structure. When that minute is up, another team member takes a look at the structure for 10 seconds and has a further 25 seconds to deliver their instructions to their team.

This process continues until all the team members have had a chance to examine the structure and provide instructions. The team that successfully built the structure is the winner.

- For more game and activities click: [Leadership Games and Activities to Practice](#)

Box 5 (Extend/Real-Life)

- [Who do you admire and why?](#)