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Helping-People Pamphlets

These programs set up during the Depression by President Roosevelt and his "New Deal." These programs were meant to help individuals in need. Select one of the programs listed below and use the Internet, encyclopedias, and/or books to research it. You may also gather information from a family member or neighbor that lived during that time. Once you have gathered information, create a pamphlet or brochure advertising the agency you have researched. How is this agency helpful? Is it still in place today?

Programs of the New Deal

AAA

• CCC

FERA

• FDIC

FLSA

FSA

HOLC

NLRB

NRA

NYA

SEC

Social Security

TVA

WPA

(See Bibliography for more information on the New Deal and these programs.)

Materials

Items for decoration, including . . .

colored paper

• construction paper

scissors

• pencils

magazines

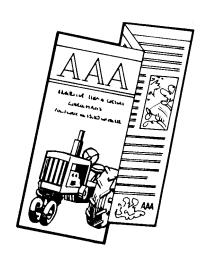
markers

· colored pencils

stickers

Directions

- 1. Place the construction paper with the short side at the top. Fold colored paper in thirds. Turn paper sideways, so that the long side of the pamphlet is vertical.
- 2. Design the layout for your pamphlet. Where will the title go? What colors and decorations will make the pamphlet look attractive? Draw illustrations or cut pictures from magazines.
- 3. State the problem that will be addressed by the New Deal program and how the program will help alleviate that problem. Be sure to keep in mind letter size and color to attract the reader's attention. Also, be sure to include accurate, factual, and useful information about the agency you are advertising.
- 4. Use markers, colored pencils, stickers, pictures from magazines, etc., to decorate your pamphlet.



Rules to Live By

Bud creates a list of rules to live by. Each rule has a number, and each rule is "for having a better life and making a better liar out of yourself." Why do you think that Bud needs rules to have a better life? And why would he need rules to make a better liar out of himself? Listed below are some of the rules and things included in *Bud*, *Not Buddy*.

A fable is an imaginary story that intends to teach a lesson or a moral. With a partner, select one of Bud's rules and make up a fable for that rule. Use the rule as the moral to the story.

Bud Caldwell's Rules and Things for Having a Funner Life and Making a Better Liar Out of Yourself:

Rules and Things #3

If you have to tell a lie, make sure it's simple and easy to remember.

Rules and Things #328

When you make up your mind to do something, hurry up and do it, if you wait you might talk yourself out of what you wanted to do in the first place.

Rules and Things #83

If an adult tells you not to worry, and you weren't worried before, you better hurry up and start 'cause you're already running late.

Now, write the rough draft of a fable, using a rule from your own life on the lines below. You may need to continue on another sheet of paper. When finished, read through your fable to check for spelling, grammar, and punctuation errors. Make a final draft of the fable to share with the rest of the class.

Extension: Read the fables together as a class. Locate the moral of the story. Then divide up into groups and act out the fables.