

Name: _____

Design Flaws

By Kelly Hashway



Amara clicked pause on the video and ran to the craft drawer in the kitchen.

"What are you doing?" Amelia asked her.

"I need supplies to make this doll tree house I saw online," Amara said, digging through the drawer and taking out the glue stick, scissors, ribbon, and popsicle sticks.

"You're making a tree house for your dolls?" Amelia asked.



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upset if your tree house doesn't come out exactly like that one."

"Why wouldn't it? I'm following the directions." Amara kept working.

"Okay. Let me know if you want any help."

"I've got this," Amara insisted.

Amelia shrugged and left the room.

Two hours later, Amara stared at her tree house. "I don't get it."

"What?" Amelia asked, walking back into the living room.

"I did everything the woman said, but my tree house isn't as smooth as hers. There's this bump here, and the newspaper left wrinkles on this side." Amara slumped back on the couch. "I wasted my afternoon for nothing."

Amelia leaned down, examining the tree house. "What if you drew some lines here to make these wrinkles look like tree bark? And this bump could be a knot in the tree."

"But the tutorial didn't show either of those things," Amara complained.

"So? Why does your tree house have to be exactly the same? Make it unique. I bet you

can c

put c

creative things.

"And if I make vines down this side, it would cover the wrinkles and give my dolls something to swing on. It can be a jungle tree house," Amara said. She smiled at her sister. "You're right, Amelia. I'm glad my tree house didn't come out like the one in the video. It's better."

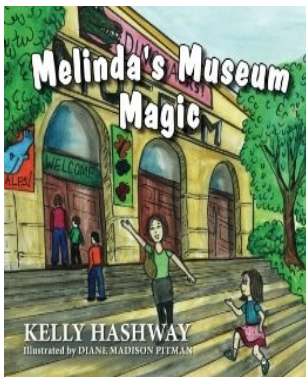


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About the Author



Kelly Hashway's picture book, *Melinda's Museum Magic*, is now available!

Melinda is taking her first trip to the museum, and her mother promises it will be magical. But when the exhibits start coming to life in ways that only Melinda can see, she'll learn the real magic of the museum.

Hashway, Kelly. *Melinda's Museum Magic* ISBN: 978-0615814216

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1. What is Amara making?
 - a. a tree house for her friends
 - b. a tree house for her doll
 - c. a fort to play in
 - d. a dog house

2. Where did Amara learn how to make her project?
 - a. her sister Amelia
 - b. a book
 - c. an instruction manual
 - d. an online tutorial

3.



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4. Why did Amara feel that she wasted her afternoon?

5. How did Amelia help to change Amara's attitude about her project? What happened as a result of this?

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Match each vocabulary word on the left with the correct definition on the right. Write the letter on the line provided.

1. _____ slumped

a. raised and lowered your shoulders

2. _____ unique

b. looking closely or carefully

3. _____



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4. _____

5. _____ examining

e. sat or leaned in a bent over position

6. _____ shrugged

f. connected or put together parts of something

7. _____ hollow

g. step-by-step process that teaches a person how to do something

❖ **Now try this:** Find all of the words above in the story and highlight them.

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In the story, "Design Flaws," Amara was trying to make a doll tree house that was exactly like the woman's on the tutorial. When Amara's did not turn out the same, she was very upset until her sister helped her realize that: "Sometimes design flaws lead to more creative things."



Has there ever been a time in your life when you began a project and realized it wasn't turning out the way that you had planned? How did you feel? What did you do to change it?



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ANSWER KEY

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1. What is Amara making? **b**
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unique way. After that Amara realized that she could build upon the idea of the doll tree house instead of copying it exactly. She then turned her "errors" into new ideas and her doll tree house became a unique jungle tree house.

ANSWER KEY

Design Flaws

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Match each vocabulary word on the left with the correct definition on the right. Write the letter on the line provided.

1. **e** slumped

a. raised and lowered your shoulders

2.

3.

4.

5.

6.

7.



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