

The Coffee Can of Screws

Eight activities

Activity 1: The five rules

List the five rules on Shimshon's card. For each one, name the scar behind it from the letter - what actually happened, to whom. Which rules have no letter story, and how does Gedalya learn those?

Activity 2: "Habits are not reasons"

After the first Wednesday, Gedalya thinks, "it works, and it is still just a habit. Habits are not reasons." Is he right that a habit is not a reason? What does the letter give him that the habit could not?

Activity 3: The magnificent forty minutes

In Chapter 4, "for forty minutes it is magnificent," and Gedalya breaks four rules that afternoon. Find the exact moment it turns, and name the two broken rules that created the collision - the two bills that came due together. Why do those two cost more together than apart?

Activity 4: Stand arithmetic (all numbers made up for practice)

A stand runs 2 hours a week. The old way finishes 5 bikes a week, every one of them done right. A hurry way finishes 7 bikes a week, but 1 bike in 7 comes back worse, and each comeback costs 30 minutes of the next session plus one walk home. (a) In 4 weeks, how many bikes does each way finish? (b) Counting each repair whenever it happens, even into week 5, how many comeback-minutes does the hurry way spend? (c) What does the hurry way actually gain, and what else would you want to know before choosing? Show your steps.

Activity 5: "A stand that does some things well"

Shimshon's letter says a stand that does some things well beats a stand that does everything badly. What is the difference between an honest limit and a lack of ambition? How does the no-gears rule end up protecting Sruli, the very boy it turns away?

Activity 6: Draw the driveway

Draw the Wednesday driveway at the end of the story: the stand, the bench, the coffee can, the toolbox, the pad on the gate post with its note and the tin tray below it. Only what can be seen. Caption it with one line from the story.

Activity 7: Nechemia's kiosk - a fictional case

A teen named Nechemia takes over his school's canteen kiosk from a graduating boy who hands him a card with three rules: count the drawer twice, no tabs for anyone, close at the bell even mid-line. Write the rule Nechemia is most tempted to break, the scar he imagines behind it before he breaks anything, and the sentence he writes to the graduate after a month. One sentence each, with names.

Activity 8: Word grid

Find eight words left to right. Row/column numbering begins at 1.

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T I C K E T W B F Y
B R A K E S N O R S
S C R E W S Q Z X J
S T A N D Y G H U P
P R O M I S E C D E
L E T T E R K V W B
R U L E S P L M N O
W R E N C H A I Q Z
X J K V W B F Y G H
U P L M N O R S T C

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The eight words: TICKET, BRAKES, SCREWS, STAND, PROMISE, LETTER, RULES, WRENCH. Which word names the thing that is a scar, five times over, and which word names what Gedalya earns the right to improve?