Reading Fundamentals

A **science fiction** story is made up about a world where science plays a big part. There can be spaceships, time travel, or even creatures from other planets! With the help of an adult, read this science fiction story aloud.

The Rocket

"Come on up!" called Frank from the tree fort.

Amelia tried to grab the rope ladder, but she couldn't reach it. Then her foot slipped and she fell—ouch! Amelia rubbed her knee—she had bumped into something hot. What was it?

Amelia picked up a small gem from the ground. It was glowing red and felt warm. She wiped some dirt off the shiny surface.

Did the gem flash? A humming noise made Amelia look

The door opened and Amelia peeked inside, where she saw a dark wall of buttons. A friendly computer voice said, "I'll take you anywhere you want to go. Just say the name so I will know." The rocket could talk! And it would take her anywhere! Where should she go? Amelia's mind raced. To the zoo? A magic show? A castle? To the moon? She couldn't decide. Amelia looked around for Frank.

up. A rocket was slowly landing next to her!

When she turned back again, the rocket was gone. Her shoulders slumped as she thought about the adventure she didn't get to take. Then she realized that her hand felt warm. There, still in her hand, was the glowing red gem.







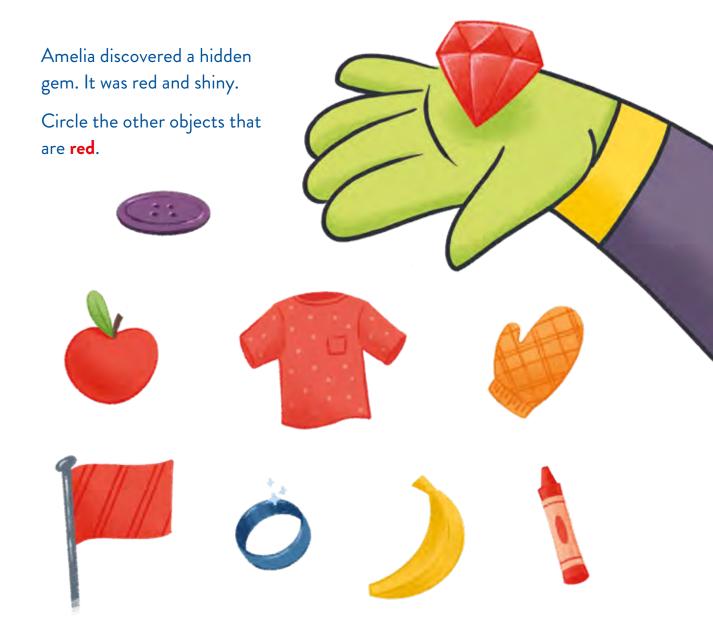












Look around you. Write about or draw something that is shiny.



Drag your finger on the rocket's trail as you read the sentences aloud.

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Amelia saw a rocket.



She told Frank.



Read from left to right. At the end of each line, move down to the next line, and read from left to right again.

Frank did not see the rocket.



Draw the path of the rocket from left to right as you read each sentence aloud.

Amelia rubbed the gem.



The gem got warm.

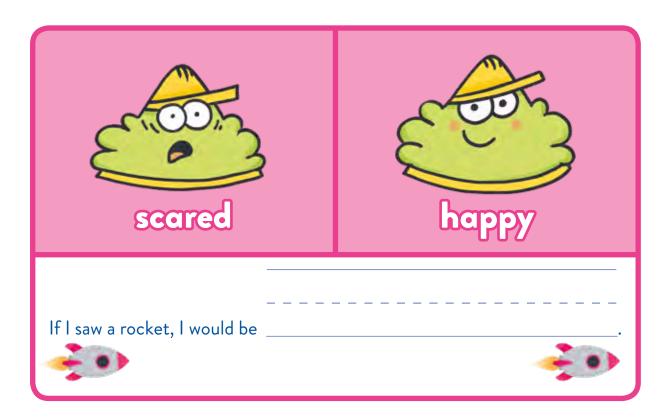


The gem began to glow!



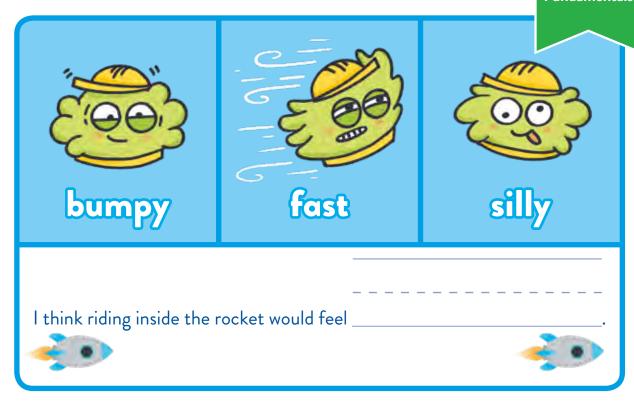


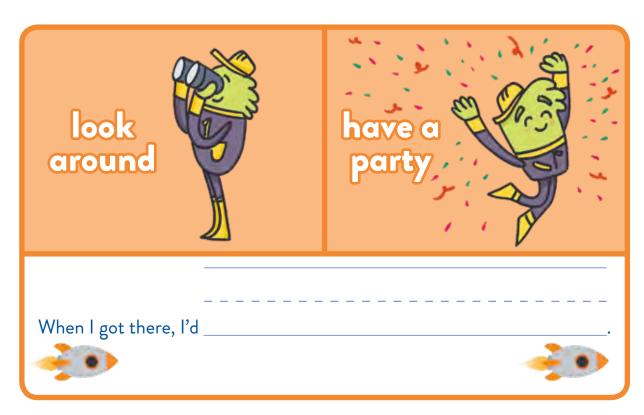
Complete each sentence. If you write more than one word, place one finger between the words to leave spaces. When you're done writing, draw rocket trails to show how to follow the words in the sentences above.





Reading **Fundamentals**





LET'S START!

GATHER THESE TOOLS AND MATERIALS.



20 small items, like: paper clips, cotton balls, pennies, beans, pebbles, buttons







Index cards



Scissors (with an adult's help)



Glue



Ribbon



Paper



Pencil

LET'S TINKER!

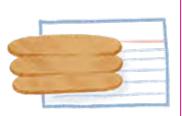
Line up a handful of your materials in a row. Make spaces in between each item, just like the spaces in between words in a sentence. Point at each object in the



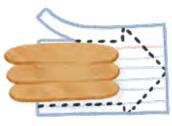
LET'S MAKE: ROCKET READER!

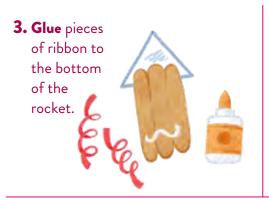
1. Glue 3 craft sticks onto an index card to make the body of the rocket.

row and say the



2. Cut off the extra paper on the sides. **Trim** the top into a triangle shape for the top of the rocket.





4. Once it is dry, decorate the rocket. You can use stickers from page 129.

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5. Use your rocket as a pointing stick for reading.

Get your favorite book and point at each word in a sentence as you read it aloud. Move your rocket down to the next line when you're at the end. You can also use your rocket as a bookmark!

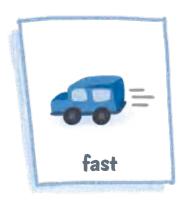


LET'S ENGINEER!

The MotMots love that rockets are fast and lightweight and that they can fly. They want to play with more things like rockets.

How can the MotMots find other toys like rockets?

Take 3 pieces of paper and write 1 rocket description on each: fast / lightweight / can fly. **Search** your home for other things that share these qualities and lay them on each piece of paper. (If the item is too large, you can draw it on the paper instead.) Can you find an item that you can put on all 3 pieces of paper? It's fast, lightweight, and able to fly?











TINKER





MAKE

ENGINEER



The NEW way to

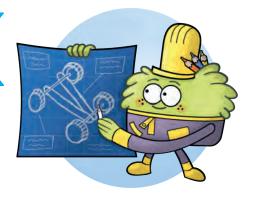
LEARN THROUGH PLAY!



Discover a New Way to Learn Through Play with TinkerActive!

DEAR READER,

At the TinkerActive workshop, our mission is to inspire a generation of fearless **learners**, **makers**, and **problem solvers**. We all know that kids have to learn the ABCs and 123s. But the future belongs to the children who learn to think beyond the basics.



So we designed **TINKERACTIVE WORKBOOKS** to do both: build children's foundational knowledge *and* encourage them to try new things, discover new skills, and imagine new possibilities. That's what "Tinker, Make, and Engineer" means to us, and we believe that it can lead to lifelong learners who create a better world.









SO HOW DO WE DO IT?

Each chapter includes **curriculum-based activities** as well as tinkering, making, and engineering projects, where kids can actually use the concepts they just learned to solve problems hands-on.

Every TinkerActive Workbook has been created in consultation with an award-winning teacher to ensure that we cover the core competencies and align with Common Core State Standards and Next Generation Science Standards.

We also include achievement stickers for each project, and a secret magnetic merit badge so kids can celebrate their accomplishments!

Our goals are to cheer on your child, to ask, "Why do you think that?" and to help them explore all the possible answers. By supporting your child's innate curiosity, who knows what we might learn together!

Visit **TinkerActiveWorkbooks.com** to learn more about the workbook series and share your workbook fun with **#TinkerActive**.







DISCOVER ALL THE TinkerActive!



Perfect for grades K-2, each TinkerActive workbook comes with 128 pages of interactive curriculumbased exercises and exciting hands-on projects that utilize common household materials and encourage children to learn through play.















