



A Standards-Aligned Educator Guide for Grades 1 - 3

KINZIE'S KINVENTIONS: KINZIE'S GOT TALENT

BOOK
1

Age Range: 6 - 9 years
Grade Level: Grades 1 - 3
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About the book:

It's talent show time, and Kinzie could win a real pretend-gold trophy! There's only one problem. Kinzie can't find her talent. Sure, she's good at a lot of things. But dodging the Ferocious Lee Monstrous monster in the basement, fixing her best friend's tapped-out tap shoes, and reading Whiz Kidz science magazine don't count as talent.

But could they be part of a bigger, soon-to-be-discovered talent?

About the author—Donna Boock:

Donna is a children's book author who grew up on a lovely lake in the Pocono mountains in Pennsylvania where she imagined there were no bears, snakes or other scary animals. That is how she began her career in imaginative fiction. She now lives in Venice, Florida which is known as the Shark Tooth Capital of the World and is named for the abundance of sharks' teeth found on the shores. Her imagination works hard to correct that.



Donna loves to write funny fiction, which means that she makes up a lot of things and people laugh at her – often.

Learn more about Donna by accessing her website at www.donnaboock.com. Drop her a note when you stop by. She would love to hear from you!

About the illustrator—Stephanie Hider:

Stephanie is a visual designer, illustrator and a web developer. She helps her awesome clients recreate their digital homes. Stephanie brings magic and life to author's picture books and creates all kinds of artwork for a variety of projects.



Stephanie currently lives with her daughter and maltipoo pup in Oklahoma. She has a great sense of humor, an avid video gamer and sci fi geek. Stephanie's favorite word is plethora. Her favorite color is coral and her biggest pet peeve is being read to.

Stephanie has named her website Steph Is Doodling. Access <https://stephisdoodling.com/illustrations/> to have a look at her fine work.

Pre-Reading Discussion:

- Describe the action taking place in the illustration on the cover. Identify all of the objects featured there. What is the girl doing?
- How does she feel? How do you know?
- The title of the book is *Kinzie's Got Talent*. Define the word *talent*. Do you think that the girl featured in the illustration is a talented magician, hula-hooper, or yo-yo player? Explain your answer.
- Predict what this story is going to be about.

Post-Reading Discussion:

I had to be in the talent show. I had to be in the talent show!

- Consider reasons why Kinzie desires to be in the talent show. Why is this so important to her?
- Describe reasons why she feels she doesn't have talent.
- Kinzie tends to compare herself to others. Discuss why doing this causes her to think poorly of her own abilities.
- Analyze Phillip's enthusiasm for the talent show with his trick of flipping a open bottle of water without spilling a drop. He seems to be unconcerned about the possibility of failing. Why is he not afraid to try?
- Explain why Kinzie feels that she doesn't have a talent.

I wasn't sure what an inventor was, but I had plenty of problems to solve.

- Consider how being an inventor is more about what they are willing to try more than who they are as a person.
- Because inventors work to solve problems, do you think that they make mistakes often? How so?
- Do you think inventors ever feel discouraged? Embarrassed? Defeated? Explain your answer.
- Kinzie discovers a list of steps inventors use to guide the experimentation process. Discuss how having a defined plan of action might help the creative process.

I was bummed out, but I wasn't giving up. My Whiz Kidz article said that lots of ideas fail. But failing doesn't stop inventors. And it wouldn't stop me either.

- Determine how Kinzie's willingness to try new things changed. Early in the story, she seemed to doubt her abilities and was unwilling to try new things. In this scene, she appears to be more confident, even though she's aware she might fail in the process. Explain how and why her outlook is different.
- In Chapter 6, examine the confident tone Kinzie uses as she uses as she brainstorm the statements in the inventor's plan. She says "I can" and "I could" instead of stating that she has no talent. Where did this new level of enthusiasm and her willingness to try and, possibly, fail come from?

Everybody watched the video and laughed in the right places.

- In the end, Kinzie found a way to express her unique talent in a completely original way. Identify how creating videos showcases her sense of humor, creativity, and her curious nature.
- Earlier in the story, Kinzie stated that, like an inventor, she had plenty of problems to solve. Predict what adventures Kinzie will have in Book 2!



Kinzie Kinventions - A Whiz Kidz Recipe for Magnetic Slime

Materials:

- ~ Liquid starch
- ~ Elmer's glue
- ~ Iron oxide powder
- ~ Mixing bowl
- ~ Plastic spoons
- ~ 1/4 cup & 1/8 cup measuring cups
- ~ 1 tablespoon measuring spoon
- ~ Neodymium magnet

Procedure:

1. Pour 1/4 cup glue in mixing bowl.
2. Add 2 tablespoons of iron oxide in bowl. Mix well.
3. Pour 1/8 cup of liquid starch in mix. Using plastic spoon, stir mixture thoroughly. Slime will begin formation.
4. Knead slime with your hands.

Additional Notes:

- If slime is too sticky, knead in more starch.
- If slime is too stringy, add more glue.
- If slime doesn't respond to magnet, the problem is with the strength of your magnet.
- Neodymium magnets *are very strong*. Watch your fingers.
- Magnetic slime can be purchased as [Crazy Aaron's Thinking Putty](#).

Educators Note: Book 2 of the KINZIE KINVENTIONS series examines the scientific properties of the planet Jupiter, one being its magnetic field. Offering students the experience to create Magnetic Slime is not only an enjoyable activity, it serves to prepare them for the concepts presented in Book 2, EARTH TO KINZIE.

Photo credit: <https://frugalfun4boys.com/make-magnetic-slime/>

COMMON CORE STATE STANDARDS ALIGNMENT:

Reading Literature: *RL.1, RL.2, RL.3, RL.4, RL.5, RL.7, RL.10*

Speaking & Listening: *SL.1, SL.2, SL.4, SL.5* Next Gen Science: *2-ESS1-1*



Guide created by Debbie Gonzales, MFA



An Inventor's Planning Guide

The story said an inventor is someone who creates something new through imagination and experiment. A good inventor always follows a list of steps called "design."

Use the guide below to help inspire you to invent something original. Spend some time observing things around you. Identify a need or a problem, either real or imaginary. Follow the steps below to define the process required to create something wonderful. Share your work with the class.

ASK:

IMAGINE:

PLAN:

CREATE:

TEST:

IMPROVE:

