

Chatterbooks Activity Pack

Inventions and discoveries



Reading and activity ideas for your Chatterbooks group



Supported using public funding by
**ARTS COUNCIL
ENGLAND**

**CHATTER
BOOKS**

**THE
READING
AGENCY**

Inventions and discoveries

Think of the wheel, ships, aeroplanes, TV, the Internet – and crisps, coffee machines and zip fasteners, toilets and microwaves!

This Chatterbooks activity pack is full of reading ideas and activities about inventions and discoveries – how they came about, how they work, and the differences they make to people's lives.

Here you'll find an inspiring mix of informative and fun non-fiction titles, and sparkling and imaginative picture books and fiction, about inventions and inventiveness - some real and some which could yet happen!

The pack is brought to you by **The Reading Agency** and their publisher partnership **Children's Reading Partners**.

Chatterbooks (www.chatterbooks.org.uk) is a reading group programme for children aged 4 to 14 years. It is coordinated by The Reading Agency and its patron is author Dame Jacqueline Wilson. Chatterbooks groups run in libraries and schools, supporting and inspiring children's literacy development by encouraging them to have a really good time reading and talking about books.

The Reading Agency is an independent charity working to inspire more people to read more through programmes for adults, young people and Children – including the Summer Reading Challenge, and Chatterbooks. See www.readingagency.org.uk

Children's Reading Partners is a national partnership of children's publishers and libraries working together to bring reading promotions and author events to as many children and young people as possible.

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Ideas for discussion and activities

Get together a collection of books about inventions - fiction, non-fiction and picture books.

And have sheets of flip-chart paper for collecting people's ideas and answers in discussions.

Warm ups

Inventors and discoverers: Wordsearch

Here are the names of some famous – and not so famous – inventors and discoverers, and the things they discovered.

Look for them in the squares - across, down, up, and from right to left.

When you've found them, **match up each inventor to the invention with which they are associated.**

Then talk together about what you know of each of them and their inventions – and find out more about them.

Your group could make an **Inventions Fact File**. See below for a page template.

ALEXANDER FLEMING THOMAS EDISON MARIE CURIE LOUIS BRAILLE

ADA LOVELACE MARCONI COMPUTER PROGRAMS LIGHT BULB

RADIUM BRAILLE ALPHABET PENICILLIN RADIO

C	O	M	P	U	T	E	R	P	R	O	G	R	A	M	S
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U	P	O	V	X	A	J	Z	Q	J	X	P	Q	X	G	A
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Z	Q	T	W	F	B	L	U	B	T	H	G	I	L	Z	E
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	◆◆◆Chatterbooks INVENTIONS Fact File:
Name of invention	
Inventor	
Date invented	
Picture	
How it works	

Who invented what?

Match each inventor/discoverer to their invention or discovery!

<p>LEONARDO DA VINCI</p>	<p>Blue jeans</p> 																											
<p>LEVI STRAUSS</p>	<p>Morse code</p> <table border="0" data-bbox="893 577 1181 723"> <tr> <td>A ··-</td> <td>J ·-·-</td> <td>S ···</td> </tr> <tr> <td>B ·-·</td> <td>K ·-·-</td> <td>T -</td> </tr> <tr> <td>C ·-·-</td> <td>L ··-·</td> <td>U ··-·</td> </tr> <tr> <td>D ·-·</td> <td>M -·-</td> <td>V ··-·-</td> </tr> <tr> <td>E ·</td> <td>N -·</td> <td>W ·-·-</td> </tr> <tr> <td>F ·-·</td> <td>O -·-·</td> <td>X ·-·-</td> </tr> <tr> <td>G -·-</td> <td>P ·-·-</td> <td>Y -·-·</td> </tr> <tr> <td>H -·-</td> <td>Q ·-·-</td> <td>Z -·-·</td> </tr> <tr> <td>I ··</td> <td>R ·-·</td> <td></td> </tr> </table>	A ··-	J ·-·-	S ···	B ·-·	K ·-·-	T -	C ·-·-	L ··-·	U ··-·	D ·-·	M -·-	V ··-·-	E ·	N -·	W ·-·-	F ·-·	O -·-·	X ·-·-	G -·-	P ·-·-	Y -·-·	H -·-	Q ·-·-	Z -·-·	I ··	R ·-·	
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<p>MELITTA BENTZ</p>	<p>Television</p> 																											
<p>JOHANNES GUTENBERG</p>	<p>Designs for a flying machine</p> 																											
<p>JOHN LOGIE BAIRD</p>	<p>Telephone</p> 																											
<p>LASZLO BIRO</p>	<p>Cornflakes</p> 																											
<p>ALEXANDER GRAHAM BELL</p>	<p>Biro</p> 																											
<p>SAMUEL MORSE</p>	<p>Coffee filter</p> 																											
<p>WILL KELLOGG</p>	<p>Printing press</p> 																											

Guess the invention!

	What am I?
1. I was invented in China in 1498 – made from pig bristles and a piece of bone or bamboo. Would this get your teeth on edge?!	
2. Using me you can easily fasten up your jackets and jeans.	
3. With me you use up less water than when you have a bath.	
4. I'm very handy for opening a bottle of wine.	
5. We were invented in the 13 th century – to get a better view people had to balance us on the bridge of their nose.	
6. I pop up for your breakfast.	
7. You can wear me to breathe easily underwater	
8. I'm usually little and square and yellow: stick me wherever you like to keep you reminded about things!	

Things to talk about

What is an invention? How do inventions come about?

Below are some dictionary definitions to get your discussion going – on a flip chart make a list of all the inventions and discoveries that your group can think of.

Talk about how a number of these are the result of one person's idea then being developed and improved by someone else

Then vote for the invention which people think has been most useful for the world.

An invention can be

- a new device, method or process, developed from study and experimentation
- a discovery
- creativity, for example in making up a story
- something that has never been made before

Have you ever invented something?

Maybe a simple gadget or device to make something easier – like putting a box at the bottom of the stairs where you gather things that need to be taken upstairs?

Tell each other about your inventions – and any new ideas you're thinking about – and activities or problems which need an invention to sort them out!



Longer activities

Invent a machine which will.....

- Look at your group's list of things which might be helped by an invention (see 'Things to talk about' above) and choose one for this challenge.
- Challenge your group as a team to brainstorm and design an invention which will meet the need – first of all draw a plan together of how it might work.
- Provide a mix of craft and scrap materials – e.g. cardboard boxes, tubes, modelling dough, buttons, pipe cleaners, paper, string, Sellotape, parcel tape, plastic bottles, yoghurt pots – and anything else you can usefully offer which might help them meet their design brief. In addition ask people to bring in anything they can contribute which would be useful.
- Make your invention!
- And put together a presentation to explain how it works!

People could do this in pairs, or individually, if preferred.

A variation on this challenge is to give your group a pile of craft materials as above, and challenge them to create any invention they can think of, using those materials.

Create a recipe for a magic invention



In several of the stories featured in this pack the inventions have an element of magic.

In *A Pocket Full of Murder* (by R.J Anderson) Isaveth, the heroine, bakes spell tablets which will produce light or fire. In her recipe she uses flour, binding powder and a magical herb called magewort. She then puts one tray of tablets outside to soak up sunlight, and another in the oven to absorb heat. When 'baked' the tablets will release heat or light as needed.

Get your group to think up their own **magical recipe**: it could be tablets, biscuits, a cake, or a potion.

- What would it do? Make things bigger/smaller? Make you happy? Give a special skill?
- What ingredients would you use? These could be a mix of real-life ingredients and ones you invent. (Look at the ingredients in *Ike's Incredible Ink* (by Brianne Farley)).
- How would you put them together?
- How would your tablets/cake/potion work?

Penzance Chatterbooks group came up with this activity, creating magical recipes to give X-ray powers, invisibility, and people-control!

Make up a story

We are inventors when we make up a story!

Challenge your group: ask them each to make up a story in 100 words on anything they like, and then share their story with the rest of the group.

Or agree on a title which you all write about – how about ‘A Day in the Life of an Inventor’?

It could be a 3rd person narrative, or a 1st person account – maybe in the form of a blog or diary entry.

Invention facts to tell your friends! – especially about women inventors



Mary Anderson invented **windscreen wipers**: she received a patent* for her car-window cleaning device in 1903.

Imagine a **building material that is indestructible**, fire-proof and non-toxic. Sounds like something you'd find in a work of science fiction, but actually it's a very-real invention called **Geobond®**, designed by inventor **Patricia Billings**.

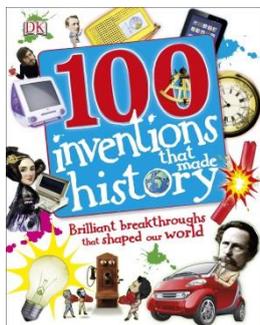
The **crisp bag** was invented by crisp factory owner **Laura Scudder** in 1926 – she made bags out of wax paper, sealed with a hot iron.

Josephine Cochran patented her **dishwasher** invention in 1886. It worked by squirting hot soapy water, heated in a boiler, at the dishes, which were held in a wire rack.. Then it rinsed them with clean water.

*A patent is a grant made by a government which gives the creator of an invention the sole right to make, use and sell their invention for a set period of time – usually 20 years. No-one else can then copy it or claim it is theirs.

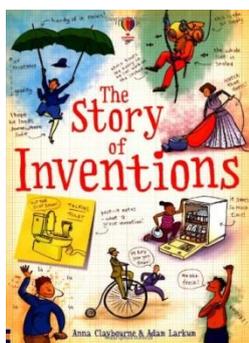
For some more inventions by women (e.g. worm tablets!) see Marcia Williams' book *Three Cheers for Inventors!* – especially the chapter ‘Extra Loud Cheer for Women Inventors’.

Inventions and discoveries – the books **Non-fiction**



***100 Inventions That Made History* DK 978-1409340980**

Take a look at the trailblazing inventions that have advanced technology and transformed the way we live, as well as the gadgets and gizmos we couldn't live without! Each profile explores key inventions in depth, while gallery spreads bring together the major inventions in a particular area – e.g. On the Move; Getting Connected; Medical Marvels. And the inventions are put into historical context with “It couldn't have been done without...” and “It paved the way for...” panels. Have a look at the sections ‘Total turkeys’ (e.g. in 1896 a self-raising hat, and the 1982 Advanced Passenger Train!) and ‘Fantastic future’ (inventors are currently working on a toothphone, and how to make people invisible!)



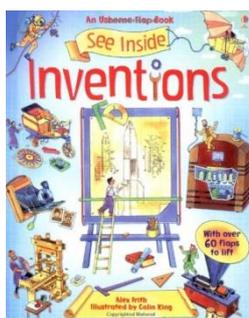
***The Story of Inventions* Anna Claybourne & Adam Larkum Usborne 978-1409555551**

From toilets, bread and blue jeans to aeroplanes, microwaves and computers, this very readable book explains how, when and why the ingenious inventions that surround us were created. Humorous illustrations by Adam Larkum show how the inventions work.

Anna Claybourne is the author of numerous books for younger readers. She writes on almost any subject but specializes in science and nature, including

100 Most Dangerous Things on the Planet.

She has travelled widely, and she currently lives in Edinburgh.



***See Inside Inventions* Alex Frith and Colin King Usborne 978-1409532729**

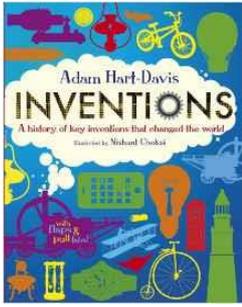
This title tells the wonderful, mysterious and often funny stories behind famous inventions. Flaps reveal the hidden workings inside inventions, and text explains the differences between discovery, invention and innovation, and how these three aspects unite.

Author of the *Big Book of Big Dinosaurs*, **Alex Frith** has been writing Usborne books since 2005, covering every subject you can think of, from chemistry to submarines to the human brain. His favourite dinosaur is the pachycephalosaurus.

In the same series:

***See Inside How Things Work* Conrad Mason & Colin King Usborne 978-0746098516**

His book gives lots of information on the dynamics of inventions, such as getting going, waterworks, floating and flying – and on everyday inventions like the hairdryer, toaster, and can opener.

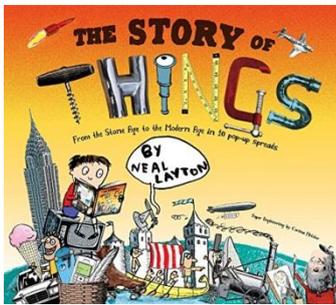


***Inventions: A History of Key Inventions That Changed the World* Adam Hart-Davis & Nishant Choksi Walker 978-1406315004**

Why did the pencil come into existence, how does a steam engine work, when did we start using flushing toilets? Based on seven key areas of invention, here are the stories behind steam power, lighting, toilets, clocks, communication, bikes and flight.

Adam Hart-Davis has worked on and presented several TV series including *Tomorrow's World*, and *What the Victorians Did for Us*. He is an expert on inventions - and lives in the West of England.

Nishant Choksi is a Brighton-based illustrator who has created artworks for several newspapers. His children's books include the *Really, Really Big Questions* series.



***The Story of Things* Neal Layton Hodder 978-0340945322**

Starting with early humans who have no things, through to the world we live in now, this book explores ideas, inventions and discoveries, in a quirky and accessible style, with energetic illustrations.

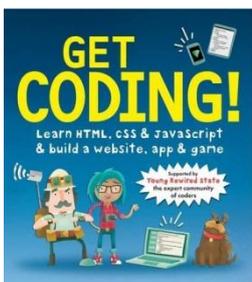
Neal Layton has illustrated more than 80 titles, working with authors such as Michael Rosen and Cressida Cowell. He also writes his own books including the pop-up book *The Story of Everything* and the *Mammoth Academy* series. He lives in Portsmouth.



***Three Cheers for Inventors!* Marcia Williams Walker 978-1406301717**

Dedicated to Leonardo da Vinci, this book is full of bright cartoon-strip illustrations and short biographies, looking at the discoveries of many famous — and not so famous — inventors from around the world, including Leonardo da Vinci, Antonio Meucci, Alexander Graham Bell, John Logie Baird, Thomas Edison, James Watt and many of their predecessors.

Marcia Williams, with her distinctive cartoon-strip style, has now illustrated and retold many literary classics for children including *Greek Myths* and *Mr William Shakespeare's Plays*. Marcia lives in Barnes, London.

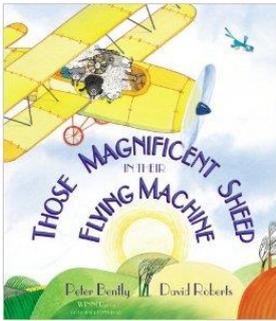


***Get Coding!* Young Rewired State Walker 978-1406366846**

Invention and discovery in the 21st century: learn how to write code and then build your own website, app and game using HTML, CSS and JavaScript. In 6 fun missions learn the basic concepts of coding or computer programming and in bite-size chunks learn important real-life coding skills.

Young Rewired State is a global community that aims to get kids coding and turn them into the technology stars of the future.

Picture Books

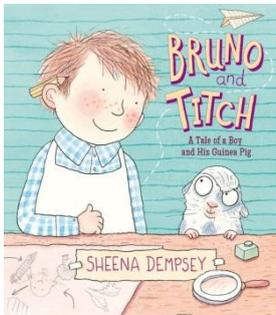


***Those Magnificent Sheep in Their Flying Machines* Peter Bently & David Roberts Andersen 978-1783441587**

*The sheep on the hillside were munching away,
Much as they always did, day after day,
When suddenly something went ZOOM! Overhead.
“Let’s go and see what it is!” they all said.*

And so begins a ripping, round-the-world adventure as the sheep take to skies in a magnificent yellow flying machine...

Find out about early aeroplanes and air races – look up the Wright Brothers (1903) and the Daily Mail 1910 aviation races.



***Bruno and Titch* Sheena Dempsey Walker 978-1406336160**

This tale of a boy and his guinea pig offers a contemporary and comical take on new pets and new friends. As the only guinea pig left in Mrs Pinkerley’s pet shop, Titch is getting lonely and anxious. All he wants is his very own Big Person. Then one day a boy named Bruno comes into the shop looking for the perfect pet... Their eyes meet, and — HOORAY! — Titch has a home at last! There’s just one problem: Bruno loves to play and invent wild games.

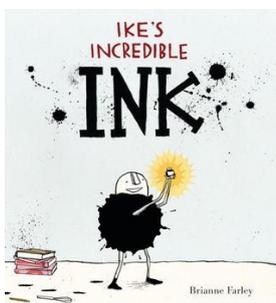
And Titch prefers the quiet life — a nice nap, a plate of salad leaves.

Will they find a way to make their friendship work?

Sheena Dempsey loves to draw all kinds of animals. She has worked with various publishers including Walker Books, Hachette, and Faber. She lives in London.

When we’re not playing, Bruno and me look at stuff together. And we make all sorts of important things.

Have a look at the Guinea Pig Palace which Bruno creates, then have a go at designing a palace for a pet – maybe a rabbit, a hamster or a budgie!



***Ike’s Incredible Ink* Brianne Farley Walker 978-1406355499**

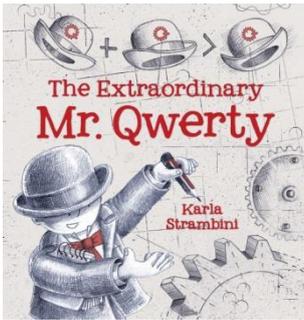
Ike wants to write a story, an incredible story. He’s ready to begin, but he somehow can’t get started. And then he realizes what’s missing: he needs new ink. His very own ink, made from the right ingredients. What can Ike find that is velvety, dark and sneaky, just like ink?

Brianne Farley lives in Brooklyn, and *Ike’s Incredible Ink* is her first book.

‘Shadows’, he thought, ‘are like ink. They are shady and shifty and mysterious.’

What colour would your ink be? What ingredients would you put together to make it?

Talk about pens and ink and stationery – do you find that having just the right pen and paper inspires your writing?!

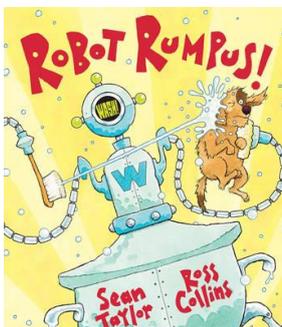


***The Extraordinary Mr Qwerty* Karla Strambini Walker
978-1406355901**

A story with intricate, quirky illustrations, teeming with fanciful inventions, which encourages creative young people to let their ideas out from under their hats and show the world what amazing things they have to share. Norman Qwerty is a man of many ideas – but he keeps his ideas to himself. When they get simply too big to hold in, he builds the most extraordinary thing! Soon he is never alone (unless he wants to be!), and

the world will never be the same. **Karla Strambini** lives in Victoria, Australia. *The Extraordinary Mr Qwerty* is her first book.

*Nobody else in the world thought the way that Mr Qwerty thought or so he thought.
Look at all the ideas under everybody's hat – what do you think they're about?!*



***Robot Rumpus* Sean Taylor & Ross Collins Andersen
978-1849396608**

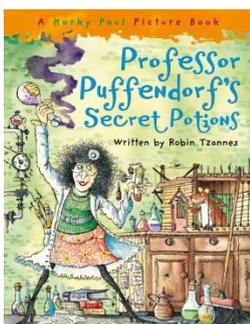
Mum and Dad go out for the evening: they think they've left their daughter in safe hands with robots designed to get her to bed! There's Cook-bot to make spaghetti for dinner, Clean-bot to do the washing-up, Wash-bot for bath time and Book-bot for a bedtime story. What could go wrong?

Sean Taylor has written more than 40 books. These include a collection of folktales from the Amazon called *The Great Snake*, and picture books such as *The World Champion of Staying Awake*, illustrated by Jimmy Liao. He lives in Bristol. **Ross Collins** is also the author/illustrator of *There's a Bear on My Chair*, shortlisted for the 2016 Kate Greenaway award, and winner of the 2016 Amnesty CILIP Honour award. He lives in Glasgow.

I know that robots can't cry, Bit Clean-bot looked close to tears.

Book-bot sat with a book on the bed, and smoke coming out of its ears.

Invent a robot for your house – what will it do and what will it look like?



***Professor Puffendorf's Secret Potions* Robin Tzannes &
Korky Paul OUP 978-0192727121**

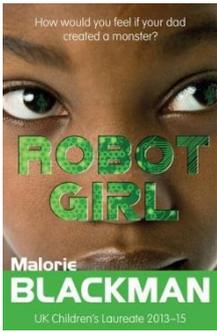
Professor Puffendorf is a world-class inventor who shares her laboratory with her guinea pig, Chip, and Enzo, her lazy assistant. One day Enzo opens her 'top secret' cabinet and finds potions promising to deliver anything from curly, luxuriant hair to a beautiful singing voice. These could make him rich but first he decides to test them on Chip. But his plan does not quite go as imagined...

Robin Tzannes lives in New York. As well as being an author she is a creative director in advertising and lives partly in Manhattan and partly on the Greek island of Kythera. **Kory Paul** has illustrated many children's books, including the Winnie the Witch series with Valerie Thomas. He divides his time between Oxford and Kythera where he first met Robin Tzannes.

Professor Puffendorf was the world's greatest scientist. You may have some of her inventions in your own home: perhaps Unburnable Toast, or a Banana-Matic, or maybe a Smell-o-Telephone.

Do some research with information books and on the Internet about women inventors. Make a list of them with details of their inventions and talk about what you think inspired them.

Fiction



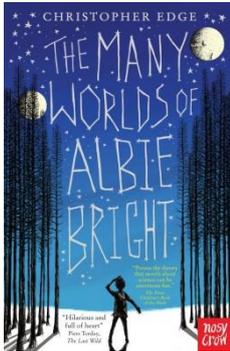
Robot Girl Malorie Blackman Barrington Stoke **978-1781124598**

A futuristic drama full of suspense: Claire is keen to find out what her dad has been working on in his lab, she thinks it must be something that will make him even more famous. But the big reveal isn't at all what she expected — what do you do when your dad has created a monster...? Particularly suitable for struggling, reluctant and dyslexic readers aged 8+

Malorie Blackman has won several awards for her books, including the FCBG Red House Children's Book Award. Her book *Pig-Heart Boy*, which was shortlisted for the Carnegie Medal, was adapted into a BAFTA-winning TV serial. In 2008, she was awarded an OBE for her services to Children's Literature and she was the Children's Laureate 2013-15.

I stared at Dad's latest project and felt horror bloom inside me. I couldn't help it. It was horrific. Like nothing I'd ever seen before. It was shorter than me and rounder – if it had had two more arms it could have been some kind of nasty, giant insect.

Draw pictures of Maisie and Claire. Label your drawings, describing the features on each – e.g. eyes, skin, brain – and how they work for each. Use clues from the story – e.g. Maisie: "I can think and analyse just like you can, but I can also dream, something you have never been able to do."



The Many Worlds of Albie Bright Christopher Edge Nosy Crow **978-0857636041**

When Albie's mum dies, it's natural he should wonder where she's gone. His parents are both scientists and they usually have all the answers. Dad mutters something about Albie's mum being alive and with them in a parallel universe. So Albie finds a box, his mum's computer and a rotting banana, and sends himself through time and space to find her.

Christopher Edge lives in Gloucestershire. His books include the *Penny Dreadful* series of historical mysteries and *How to Write Your Best Story Ever!*, a guide to creative writing for children aged 7+.

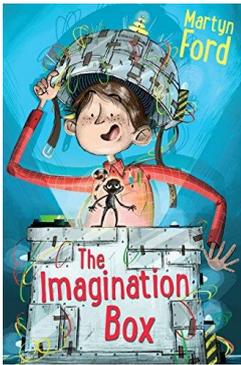
Experimenting on yourself can be a risky business. How can I be sure exactly what will happen to me when I close the lid of the box? I need to find a safe way to test the Quantum Banana Theory.

You have a box, a computer - and an orange. What will you invent with it??!

Also by Christopher Edge: **Twelve Minutes to Midnight 978-085730506**

Penelope Tredwell is the feisty thirteen-year-old orphan heiress of the bestselling magazine, *The Penny Dreadful*. Her tales of the macabre are gripping Victorian Britain, even if no one knows she's the real author. One day a letter from the governor of the Bedlam madhouse plunges her into a terrifying adventure. Meet Conan Doyle and H.G.Wells looking to write about secrets of the flying machine and a calculating machine the size of a thimble...

'As we stand on the brink of the 20th century, the challenge I lay down before you this evening, gentlemen, is for you to write and publish a story about the wonders of the new century that is to some.'



***The Imagination Box* Martyn Ford Faber
978-0571311651**

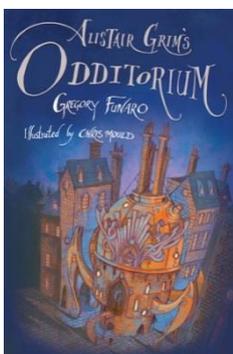
There is a box. Anything you imagine will appear inside. You have one go, one chance to create anything you want. What would you pick? That's the question ten-year-old Timothy Hart gets to answer after discovering The Imagination Box: the greatest toy on earth. This top-secret contraption transforms his life but when the box's inventor, Professor Eisenstone, goes missing, Tim knows he has to investigate. With the help of a talking finger monkey called Phil, he sets out to find the professor. To do this, he must face his darkest fears and discover the true potential of his own mind. This is the first in a new trilogy for readers aged 9+.

The machine rumbled into life, buzzing and clunking, hissing and vibrating, as it did its constructing. They watched the small blue light on the top of the imagination box return to flashing – signalling completion. Then the professor slid the lock open and pulled the lid back, while Tim tensely chewed his thumb.

***The Imagination Box: Beyond Infinity* 978-0571311675**

Tim can create anything he wants in his imagination box – toys, clothes, even the latest mobile phone. There's just **one rule**: the device must **never** leave his room...But Tim's not very good at following rules...

If you had an imagination box, what would you use it for?



***Alistair Grim's Odditorium* Gregory Funaro
& Chris Mould Alma Books 978-1846883828**

Twelve-year-old Grubb lives a hand-to-mouth existence in Victorian England, working as a chimney sweep under a cruel master. After an incident at an inn, he hides in the trunk of one of its guests, the enigmatic Alistair Grim, and is whisked away to his Odditorium, a wonderful flying house full of incredible mechanical features powered by an enigmatic substance called 'animus'. Apprenticed to Grim, Grubb settles into his new life and find a new family in the eccentric crew of the Odditorium, when suddenly his new world comes under

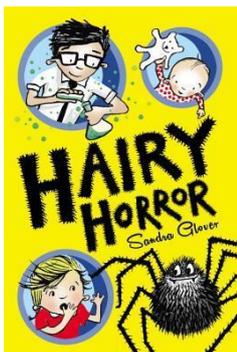
attack by the evil Prince Nightshade and he is propelled into a perilous quest.

A drama professor at East Carolina University, **Gregory Funaro** lives near Raleigh, North Carolina, where he is busy working on the next book in the Odditorium series.

Chris Mould has illustrated many children's books including Ian Ogilvie's *Measle Stubbs Adventures*, and is also the author and illustrator of the *Spindlewood* and *Something Wickedly Weird* series. He lives in Yorkshire.

MR ALISTAIR GRIM, DISTINGUISHED INVENTOR, FORTUNE HUNTER & PURVEYOR OF ANTIQUITIES PRESENTS A SENSATIONAL AND SPECTACULAR PREVIEW OF HIS MECHANICAL WONDER, THE ODDITORIUM!

The word 'odditorium' means 'a shop for oddities or oddments (broken parts or parts of once complete sets). Do you know of any odditorium shops? Ripley's Odditorium was a famous attraction in London – see if you can find out more about it.



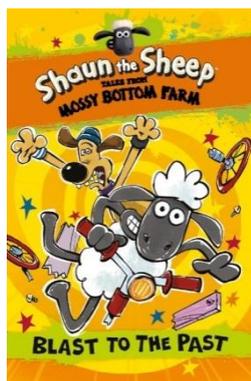
***Hairy Horror* Sandra Glover & Kate Grove Andersen 978-1783440337**

Anna loves her new home, but if there's one thing she doesn't like, it's the scary basement her step-brother, Hal, lives in. Hal is a genius, and one day Anna discovers the top secret special project he's been working on: an enormous hairy spider called Tula!

Anna is absolutely terrified – can she ever learn to live with a ginormous monster tarantula lurking in the house?

Sandra Glover's books include *The Nowhere Boy* and *Message from Mia*. She lives in Cumbria. Kate Grove lives in London and has also illustrated Tom Avery's *My Brother's Shadow*.

'You used a growth hormone,' said Mum. 'You mean like a human growth hormone?' 'Sort of,' said Hal. 'Anyway, it worked!' '....bit the size isn't really important' Hal said, as though a cat-sized tarantula was perfectly fine. 'It's what she can do that's amazing...'



***Shaun the Sheep: Blast to the Past* Martin Howard & Andy Janes Walker 978-1406366235**

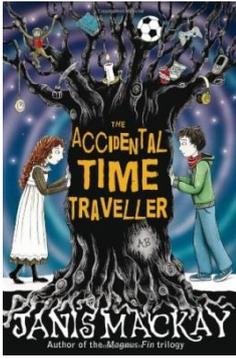
When the Flock's go-kart spins out of control and crashes, Mossy Bottom Farm has changed. The Farmer is much younger, the pigs are wearing nappies, and the cockerel is just a baby. It's clear to Shaun the Sheep that Bitzer and the Flock have travelled back in time! The young Farmer doesn't know much about farming, and the farm is a mess. Can the animals teach the Farmer his job and then find a way to return to their own time? A mind-bending addition to the hilarious *Tales of Mossy Bottom Farm* series.

Martin Howard is the author of many humour titles for both adults and children, including the *Bad Dog's Diary* series and *The Wickedest Witch*, the first book in the *Witches At War!* series.

As he drew, he bleated quietly. It was really very simple: the MOSSY BOTTOM FLYER had been travelling at exactly the right speed to enter a space-time vortex, which had carried it – and all its passengers – back into the past.

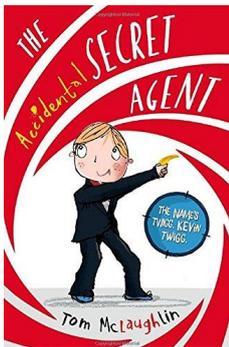
Has the Flock really got a time machine?! Can you think of some more stories about time machines and travelling in time? Have a look at these two Chatterbooks packs: [Time-travellers](#) & [Timelines and Time Travel](#)

And another time travel story:



***The Accidental Time Traveller* Janis Mackay Kelpies 978-0863159541**

One ordinary day, Saul is on his way to the corner shop when a girl appears suddenly in the middle of the road. She doesn't understand traffic, or the things in shops, and she's wearing a long dress with ruffled sleeves. Her name is Agatha Black – she is from 1812, and Saul needs to find a way to get her back there. With help from his mates he tries to work out how to make time travel happen. **Janis MacKay** lives in the far north of Scotland. She also writes the *Magnus Fin* series.

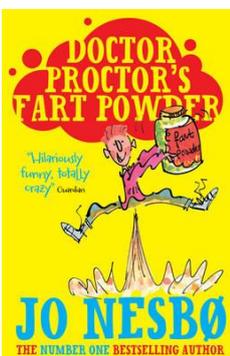


***The Accidental Secret Agent* Tom McLaughlin OUP 978-0192744395**

The secret service has mistaken a 13-year-old boy called Kevin for a secret agent. (So much for an 'intelligence' agency...). This was the sort of kid that would zip wire across a building and end up falling head first into a fountain with his bum on show, so imagine what happened when he was allowed access to the amazing sort of spy gadgets that James Bond would use! But now he takes on the most dangerous mission in the history of the secret service...

Tom McLaughlin was a political cartoonist and has also worked in animation. His other children's books are *The Diabolical Mr Tiddles* and *The Accidental Prime Minister*. Tom lives in Devon

'...put on this suit...made to measure, top spec Italian cloth...also bulletproof. It's what's known as an intelligent design. It protects you even if you can't protect yourself...the suit has an on-board computer with a 'Wearable, Artificial, Lifesaving Intelligence' system installed, or WALLI for short.' **Kevin's spy suit is also voice-activated, with a ROFL chip, and has rocket shoes! Talk about what you think 'intelligent design' means here.**

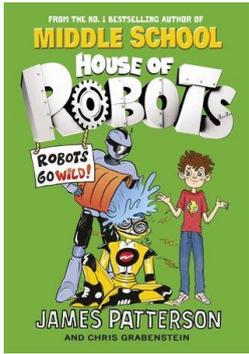


***Dr Proctor's Fart Powder* Jo Nesbo Simon & Schuster 978-1471121241**

Doctor Proctor has created a super-strength fart powder that can propel people into outer space! Helped by Nilly and Lisa, Doctor Proctor's Fart Powder is ready to go worldwide! But ruthless twins Truls and Trym are determined to get the powder for themselves. Their plot sparks a fart-filled adventure involving fireworks, prison, and an escaped anaconda.

Jo Nesbø is a Norwegian author. He has sold over 20 million copies of his novels and his *Doctor Proctor* series has been translated into more than 35 languages.

'...a light-green powder, with a label in big letters that read 'DR PROCTOR'S LIGHT- GREEN POWDER!' and underneath, in slightly smaller letters, 'A bright idea that may make the world a little more fun.' **This is Dr Proctor's phosphorescent powder that makes you glow. Can you think of some more bright ideas which could make the world a little more fun?!**



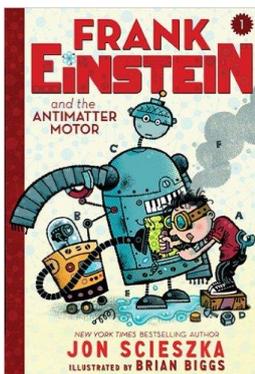
Middle School: House of Robots- Robots Go Wild!
James Patterson & Chris Grabenstein Young Arrow
978-0099568322

Sammy Hayes-Rodriguez and his 'bro-bot' E are making new friends every day as E works as his bedridden sister Maddie's school proxy. But disaster strikes when E malfunctions just in time to be upstaged by the super-cool new robot on the block – and loses his ability to help Maddie. Now it's up to Sammy to figure out what's wrong with E and save his family!

James Patterson has written the *Middle School* series, *Kenny Wright: Superhero*, *I Funny*, *Treasure Hunters*, and the *Daniel X* series. He lives in Florida.

Our whole house is filled with whirring, whizzing, rumbling, rambling robots. Mom's not exactly a mad scientist, but she comes pretty close...Even my closet and chest-of-drawers are semi-robotic...The closet, which is linked to outdoor weather-reporting devices, knows what shirt, sweater or hoodie I should wear. It's also equipped with a pants sniffer and can fling me my cleanest pair of jeans.

Yet more fun and brilliant invention ideas to inspire you – as in all the great books in this pack!



Frank Einstein and the Antimatter Motor
Jon Scieszka & Brian Biggs Amulet Books
978-1419715068

Frank Einstein loves to tinker, build and take things apart. He loves to observe, hypothesise, experiment and invent. He is a kid genius who creates household contraptions that are part science, part imagination and definitely unusual. After an uneventful experiment with a garage-lab artificially intelligent RoboBug, a lightning storm and a flash of electricity, Frank's inventions—the robots Klink and Klank—suddenly come to life. They then help him to perfect his Dark Energy Drive ...that is until Frank's arch nemesis, T. Edison, steals

Klink and Klank for his evil doomsday plan! Using real science Jon Scieszka has created a unique world of adventure and science fiction.

Jon Scieszka writes picture books (*The True Story of the Three Little Pigs!* And *The Stinky Cheese Man*) and chapter books (the *Time Warp Trio* series). He set up the literacy initiative *Guys Read*.

Brian Biggs has illustrated books by Garth Nix, Cynthia Rylant, and Katherine Applegate, and is the writer and illustrator of the *Everything Goes* series.

"A robot that will be able to think, learn, and become smarter and smarter. It just needs this lightning power to come alive."

***Frank Einstein and the Electro-Finger* 978-1419716669**
***Frank Einstein and the Brain Turbo* 978-1419719240**

Check out the detailed scientific explanations and activities at the end of these books.

Inventions and Discoveries

More reading

AUTHOR	TITLE	PUBLISHER	ISBN
PICTURE BOOKS			
Sheena Dempsey	<i>Bye Bye Baby Brother!</i>	Walker	978-1406352535
John Fardell	<i>Jeremiah Jellyfish Flies High</i>	Andersen	978-1849391474
Max Velthuijs	<i>Frog is Frog</i>	Andersen	978-1783441419
Sam Zuppari	<i>The Nowhere Box</i>	Walker	978-1406355482
FICTION			
David Almond & Oliver Jeffers	<i>The Boy Who Swam With Piranhas</i>	Walker	978-1406337464
R.J.Anderson	<i>A Pocket Full of Murder</i>	Orchard	978-1408338933
Matt Brown	<i>Compton Valance: The Most Powerful Boy in the Universe</i>	Usborne	978-1409567776
Frank Cottrell Boyce	<i>Chitty Chitty Bang Bang Flies Again</i>	Macmillan	978-0330544191
Matt Brown & Lizzie Finlay	<i>Compton Valance: Revenge of the Fancy Pants Time Pirate</i>	Usborne	978-1474906487
Philip Caveney	<i>Night on Terror Island</i>	Andersen	978-1849392709
John Chambers	<i>Seven Deadly Finns</i>	Walker	978-1406350081
Brianne Farley	<i>Secret Tree Fort</i>	Walker	978-1406367232
Jo Franklin	<i>Help! I'm an Alien</i>	Troika Books	978-1909991293
Sam Gayton	<i>Lilliput</i>	Andersen	978-1849397483
Andy Griffiths & Terry Denton	<i>The Thirteen-Storey Treehouse</i>	Macmillan	978-1447279785
Anthony Horowitz	<i>Granny</i>	Walker	978-1406361674
Norman Hunter	<i>The Incredible Adventures of Professor Branestawm</i>	Red Fox	978-1862307360
Ross MacKenzie	<i>The Nowhere Emporium</i>	Kelpies	978-1782501251
Alice Provensen	<i>The Glorious Flight: with Louis Bleriot Across the Channel</i>	Puffin	978-0140507294
Brian Selznik	<i>The Invention of Hugo Cabret</i>	Scholastic	978-1407103488
Francesca Simon & Tony Ross	<i>Horrid Henry and the Mega-Mean Time Machine</i>	Orion	978-1842550694
Russell Stannard	<i>The Time and Space of Uncle Albert</i>	Faber	978-0571226153
John Yeoman & Quentin Blake	<i>Up with Birds</i>	Andersen	978-1849396516
Karen Ballard & Rosie Dickins	<i>Leonardo Da Vinci</i>	Usborne	978-0746074428
NON-FICTION			
Katie Daynes & Adam Larkum	<i>The Story of Toilets, Telephones and Other Useful Inventions</i>	Usborne	978-0746062210
Lisa Swerling & Ralph Lazar	<i>How Nearly Everything Was Invented by the Brainwaves</i>	DK	978-1405329781

Wordsearch answer

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

Answers: Who invented what?

Leonardo Da Vinci: Designs for flying machines

Levi Strauss: Blue jeans

Melitta Bentz: Coffee filter

Johannes Gutenberg: Printing press

John Logie Baird: Television

Laszlo Biro: the biro

Alexander Graham Bell: Telephone

Samuel Morse: Morse code

Will Kellogg: Cornflakes

Answers: Guess the invention

1. toothbrush
2. zip fastener
3. shower
4. corkscrew
5. spectacles
6. toaster
7. aqualung
8. post-it note