



CK Reporter of the Week
Ashley Gaccetta, Longmont

Saturday, Girls will meet Science

This Saturday, at the Denver Museum of Nature and Science there will be a fun, temporary event going on: The "Girls and Science" program.

Throughout the day, there will be many different women from STEAM (Science, Technology, Engineering, Art, Mathematics) career fields, such as doctors, space scientists, biologists, environmentalists, and paleontologists.

Each woman will have her own clubhouse, a small station somewhere in the museum, where they will have an activity planned for the people who come.

Natalie Toth, a paleontologist at the DMNS, is one of the women who will have a clubhouse on March 3rd.

"My favorite part of science is having the sense of discovery and getting to find out new things every day" said Toth.

In her clubhouse, "Can You Dig It," whoever comes by



photos courtesy DMNS

will get to try and determine what is and isn't a fossil, so that they can also experience a sense of discovery.

Even though this is only a one-day event, many months of planning go into it.

Treloar Bower is one of the women who works on putting the whole event together.

"My favorite part of science is having the sense of discovery and getting to find out new things every day."

-- Natalie Toth, paleontologist

Bower said, "Putting together the 'Girls and Science' event is a lot like playing the whack-a-mole game at a carnival."

Her job involves getting all the vendors, and setting up the schedule for the day.

All of this can be a lot of work, but from how this event has gone in past years, it seems it's all worth it.

Even though this event is called 'Girls and Science,' boys and men are encouraged to come with their sisters, daughters and friends, because then they can see what women are doing and how much they can accomplish.

Toth said "I don't ever want girls to feel discouraged or to give up," and, by having boys and men come to the event they can see what women can do and help stop some of the bullying that sometimes happens when girls are told they "can't" do something.



This event was started to help introduce girls into things they might be interested in as a career and was inspired by a similar event at a Boston museum.

Since then, this annual program has been helping the community to learn more about STEAM and about what women are capable of.

If you are considering going, this event goes from 9 to 5 on Saturday, March 3, and is included in general admission to the museum.

For more information, go to <http://www.dmns.org/learn/families/family-events/girls-science/>



By Ariana Bates-Erich,
11, a CK Reporter
from Arvada

'Stomp!' helps you find the music in everything

From the derelict and seemingly harmony-less, directors Luke Cresswell and Steve McNicholas create music in "Stomp!" which had a short stopover at the Denver Center for the Performing Arts recently.

The promenade of percussion begins on a stage filled with what seems to be discarded rubbish.

After going to "Stomp!" there seemed to be music everywhere:

In the glass I drank water from and in the pen

Then, the eight performers slowly make their entrance, carrying nothing but common brooms.

All of a sudden, the subtle build-up of taps and clicks crescendos into rhythm-filled, wordless song.

This is Stomp!

The 105 minute show is achingly primal, inciting ancestral instincts to reawaken, with the avid drumming and other forms of creative percussion.

The set is a junkyard of overlooked musical instruments and what audience members interpret as simply a display of recycled oil barrels and street signs, is, in fact, a repurposed instrument.

Performers who come from all different walks of life use their hands, feet, and mouths to sculpt this breathing organism of song.

Through objects ranging from sinks to paint cans to lighters, the directors have choreographed dance and composed music from everything imaginable.



photo/Steve McNicholas

After going to "Stomp!" there seemed to be music everywhere: In the glass I drank water from and in the pen I used for writing.

"Stomp!" was wholly riveting and filled with inspiring energy.

Interspersed between the intense drumming and gentle tsk of matchbox percussion, there was comedic relief that was silly and created a humorous tone which shadowed the show.

There were several scenes that were somewhat monotonous and overdone, and the show contained no plot whatsoever and, although there was some appeal to the wordless nature of the performance, there were no character relationships developed or evolutions which occurred.

This was quite a small shortcoming in the whole grandness of the show, though.

"Stomp!" is highly entertaining and definitely a show to watch for in other cities, and to witness before you die.

The strength of the human body and the music which defines humanity is demonstrated in a lovely way through this performance.

"Stomp!" is a must-see!



By Clarise Reichley,
13, a CK Reporter
from Denver

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Series combines fantasy, action, mystery

The Library is a place filled with stories about big events in people's lives, many of them unfinished.

Agents working at the Library have to enter these stories and try to complete them – which is definitely not an easy task. Many of the agents don't survive to complete the story, leaving other agents to take their place.

"Black Moon Rising" by D.J. MacHale, the second book in "The Library" series, takes the reader to another mystery that has to be solved by an agent.

Like a detective, the agent finds clues that might explain how to solve the problem and complete the story.

It's a risky job. In Coppell Middle School, in a remote part of Massachusetts, strange things have started happening.

At first the occurrences just seemed like mild accidents, but they quickly started getting worse.

During a pep rally that was already going terribly, the bleachers collapsed without warning, bruising a group of students and giving another a broken leg; a windowpane fell from a four-story building into the courtyard, right in the middle of a group of kids; bottles of chemicals burst open for no apparent reason during a science class.

Eighth grader Marcus O'Mara is an agent at the Library. Everett, the spirit librarian, sent him to Coppell Middle School to complete the story.

With the help of his two closest friends, Theo McLean and Annabella Lu, and

Ainsley Murcer, the eighth grade president at Coppell, Marcus looks for clues that might explain who – or what – is causing all the strange events to happen.

The Black Moon Circle, a group of witches, had been planning this attack for years. They had chosen a girl at the school to be their High Priestess – they had each given her part of their powers when she was a baby, and they started to show themselves once she turned 13.

The coven planned for her to attack the school during her own Halloween party. All of the students would be killed.

Marcus, Theo, Lu, and Ainsley all know what's going to happen.

But will they be able to stop the Black Moon Circle and finish Ainsley's story before it's too late?

"Black Moon Rising" is very exciting and is perfect for anyone who enjoys fantasy books or stories about witchcraft.

While I had not read the first book in the series that preceded this one, I still understood it easily, and I would recommend it for kids ages 10 and up.



By Nandi Strieker, 11, a CK Reporter from Antonito

Big Nate



Sudoku

	6		3		5
4			6		
		6			
				5	
1	3		2		
		2			3

Rules: Every row across, every column down and each of the six smaller boxes must contain numerals 1,2,3,4,5 and 6, one time and one time only.
The solution to this week's puzzle is on Page 3.



Brainteaser

On this date in 1801, Congress approved the founding of the District of Columbia so that the nation's capital would not be in any particular state. Our answers this week, then, will begin with "W" for "Washington, DC."

1. Tool used for tightening bolts
2. Marsupial very similar to a kangaroo but usually smaller
3. Cowboy in charge of the horses and mules
4. Author of "On the Shores of Silver Lake" and "These Happy Golden Years."
5. Remains in Jerusalem believed to be the wall of Solomon's Temple
6. Large gray hunting dog, named for the part of Germany it comes from
7. Major wheat-producing county in northeast Colorado, its seat is Akron
8. Dome-shaped building used as a seasonal home by many Native American tribes, there are three names for it that begin with "w." Just name one of them.
9. This tall rubber boot gets its name from a famous British general
10. Former slave who became the first president of what would be Tuskegee University and a very prominent civil rights leader.

(answers on Page Three)

Elon Musk begins work to create satellite-based Internet access

SpaceX lifted a large Spanish satellite into orbit last week, but founder Elon Musk allowed a pair of stowaways to also head into space.

The two small satellites, Microsat-2a and Microsat-2b, went into orbit to begin gathering data for a plan that Musk says could mean better, faster, less expensive Internet connections everywhere on Earth.

The idea is to have a few thousand small satellites in low-Earth orbit, providing connectivity that would not be limited to urban areas, and would bring a dependable signal to places with steep mountains and deep valleys that towers can't reach.

There are satellite connections now, but they can be undependable when the sky is cloudy and can

have delays while the signal goes into space and back. Musk expects Starlink's lower orbit to solve both problems.

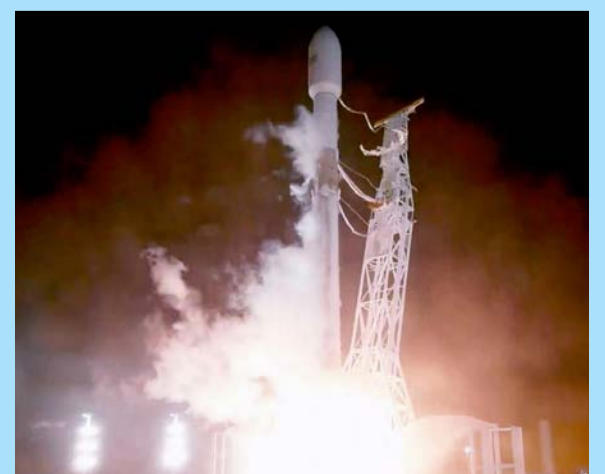
This "Starlink" system would mean that people even in the most rural areas of the world would have Internet access.

Starlink would also change the current system in which people outside major cities often have no choice of companies but must get access from their local cable company.

Musk admitted that the company has a lot more technical work to do before Starlink can go into business, but he set a goal of 2020 for some service.

And if you were wondering, yes, he re-used a rocket for last Thursday's launch.

photo/SpaceX



Beyond These Pages!

Hot Links to Cool Sites!

NASA's Space Place

<http://tinyurl.com/ckspace>

NIE Special Report

<http://tinyurl.com/ckniereport>

Headline Geography

<http://tinyurl.com/ckgeography>

Pulse of the Planet

<http://tinyurl.com/ckpulseplanet>

How to become a NextGen Reporter!

<http://tinyurl.com/colokidsreporter>



To read the sources for these stories

Girls and Science

Starlink

go to <http://www.tinyurl.com/ckstorylinks>

Sudoku Solution

2	6	1	3	4	5
4	5	3	6	2	1
5	1	6	4	3	2
3	2	4	1	5	6
1	3	5	2	6	4
6	4	2	5	1	3

Brainteaser Solution



(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!

1. wrench 2. wallaby (or wallaroo) 3. wrangler 4. (Laura Ingalls) Wilder 5. Wailing Wall 6. Weimaraner 7. Washington 8. wigwam, wikiup or wetu 9. Wellington (wellie) 10. (Booker T.) Washington

Hooch

Chapter Eight – The Waiting Room

Our story so far: Kenny and his uncle George were working at a party for gangsters, but, when they got home, learned that Uncle Raymond has been shot and is in the hospital.



The customs guys had a trap set at the bend in Chazy," Paul shouted over the noise of his old Ford as they drove towards Champlain Valley Hospital.

"They stayed hidden until the lookout car went through and then they threw up a road block and stopped a half-dozen cars packed to the gills with hooch."

He stopped for a moment to shift as they turned off onto the Military Turnpike.

"All the bootleggers just bailed out of their cars and ran off through the brush in the dark. I guess Raymond went after one group and he came around a bunch of pine trees and one of them had stopped. The guy shot three times. One shot missed him, another grazed his arm and he got hit pretty square with the third one.

"They took him to the hospital in one of the bootlegger cars, a big Packard that went like lightning and really held the road. They just dumped the bottles out on the side of the road and laid him in the back. One of the cops following behind stopped at our place to let us know. We phoned Irène and Martin and then came over to the farm. Hélène and the kids have gone to the hospital with your parents."

"How is he?" George asked, and Paul shrugged in the dim moonlight.

"I don't know," he replied. "Hélène called about half an hour ago to say he was still alive, but they didn't know anything yet. He's bad hurt."

They drove in silence the rest of the way.

There was a State Trooper and a customs officer at the door when they arrived at the hospital.

"Any word?" Paul asked, but they shook their heads.

"Did you catch the guys?" George asked, but neither man answered.

When they came into the waiting room, Mémé burst into tears and hugged first George, then Kenny.

Paul went over to the corner where little Marie-Claire was helping her mother and Irène keep the other children quiet.

Pépé sat staring at the floor until George put a hand on his shoulder, and then, without looking up, he said, in French, "To come home from France for this! To come home for this!"

Mémé still had her arm around Kenny. Her grip tightened as she heard Pépé's words, and Kenny knew they were also thinking of his father, their eldest son, Dennis, who had not come home from France.

And Kenny thought about Raymond, the little brother who had helped to carry Dennis to the field hospital that day, and who had gone back to the trenches, survived the rest of the war and then came home from France and took responsibility for his brother's son.

Kenny walked away from the others.

He stood with his back against the wall and slid down slowly until he was sitting on the tile floor, his arms across his knees, hiding his face while he thought hard about his father, and his uncle, and himself.

It was two more hours before the doctor came out to see them.

They crowded around him, Hélène translating his words quietly for Mémé.

"We've done what we can for now," he said. "We were able to remove the bullet from his upper chest. The other went through the flesh of his arm and there were no splinters that we could see. He lost a lot of blood and there is always a risk, but they were both clean wounds."

"He will live? He will be all right?" Pépé asked in English.

The doctor shrugged, turning up his hands. "We can hope," he said. "If there is no infection, no fever, he will be likely to recover. The next few days will tell."

Mémé asked a question and Hélène repeated it in English. "Will he be the same?"

The doctor didn't quite answer. "For now, let's be grateful he's doing as well as he is. He's a strong man, but he was hurt very badly. We'll see how the next few days go."

Mémé turned her face into Hélène's shoulder and wept, and Pépé also began to cry, putting his arm around Mémé but then leaning also into Hélène, who held them both as they wept their relief, and their remaining fear.

"Can we see him?" Irène asked, but the doctor shook his head.

"He won't be awake for some time," he said. "Why don't you go home and get some sleep? You should be able to see him in the morning."

The doctor left and the family began to gather themselves and their things.

Mémé refused to leave, but ordered Irène and Hélène to take their children home. Three of the littlest were asleep, and Martin and Paul had already hoisted two of them up.

"Papa, you go," George said. "I'll stay with Maman. I can translate for her."

"I speak good enough English and the nuns speak French," Pépé said. "Take Kenny to help with the milking and we'll see you in the morning. Go."

George looked around and saw that Irène was about to wake her middle child, Jean-Paul.

"I'll take him," he said, and lifted the five-year-old gently to his shoulder. "I'll bring him down to the car," he said, and the others went ahead, down the hallway to the stairs.

As George shifted the sleeping boy, he leaned over to Kenny. "At least we know it wasn't Eddie," he said.

"So what?" Kenny demanded. "What difference does that make?"

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Executive Editor: Dana Plewka
dplewka@denverpost.com
CK Editor: Mike Peterson
coloradokidseditor@gmail.com
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Denver Post Educational Services
101 W. Colfax Ave.
Denver CO 80202
(303) 954-3974
(800) 336-7678

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