



CK Reporter of the Week
Kira Zizzo, Highlands Ranch

'Justice League' brings the Booyah

Nobody, not even the greatest of heroes, can save the world alone. Take it from someone who has spent his life watching Marvel movies, DC Comics' "Justice League" is a great film.

After the unexpected death of Superman (Henry Cavill) in "Batman vs. Superman: Dawn of Justice," five heroes, Batman (Ben Affleck), the Flash (Ezra Miller), Aquaman (Jason Momoa), Wonder Woman (Gal Gadot), and Cyborg (Ray Fisher) -- despite only having experience fighting alone, with two having barely noticed their super abilities and how they can truly be used and another never having fought with his hidden talents -- join together to form the almost invincible team called the Justice League (JL for short).

The story starts out with Superman's death being mourned throughout the world. Even though he mostly protected Metropolis City, the world could never be safe without the beloved hero.

And then it goes straight to the action: After Batman battles some bug thing, he teams up with Wonder Women, the other only JL member with fighting experience, to go find three other people with special abilities in order to protect the world and form this future gang of heroes.

As you might expect in any superhero movie, three cubes with unimaginable power have been given to three different groups of people, the Amazonians, the Atlanteans, and mankind, in hopes they will hide and protect the blocks at all costs after what happened last time they combined.

However, if this power falls into the wrong hands, unspeakable destruction can be the result, and not even the Justice League would be able to help.

"Justice League" is obviously an action film because, well, it's a superhero movie.

However, what I liked best about it was the comedy.

The Flash brings most of the jokes, with his hatred of brunch and his high blood sugar, he constantly brings up the wrong stuff at the wrong times, as when the JL

are grieving their loss in battle and the Flash says "Probably not the best time to bring up my blood sugar? Super hungry."

Another funny part was when he randomly brought up how he hates brunch and said it's just "a long line for lunch."

That's not to say Cyborg doesn't get his fair share of comedy: At the end, after fighting a vicious battle, Cyborg stated one word that would go down in history, "Booyah."

Why? I'll answer that question with another one: Who doesn't love a good "Booyah?"

The action in the film is great as well.

My favorite scenes were when Batman takes down a criminal in the classic way; locate, spot out, and attack.

Another good action scene is when the cube of almost unlimited power starts making noises because everyone is aiming their bows at the poor inanimate block.

An important detail in the making of "Justice League" is the special effects with animation.

I could tell the animators were hard at work with the stylus-to-tablet animating compared to something often used as a starting point for animated films, computer-generated imagery (CGI for short).

A few last tips:

First, you should stay for the credits. You'll love them if you have a sense of humor.

And second, I would recommend this film for anyone ages 8+, because there are probably too many swear words for anyone younger than that, though the concepts in "Justice League" are relatively easy to understand and the jokes will keep younger viewers hooked.



By Marcus Turner, 11, a CK Reporter from Aurora

With practice, patience, jewelry studio is fun



CharMinis Deluxe Jewelry Studio is a cute jewelry maker that requires more than a little patience.

This is a charm bracelet and necklace maker that comes with 100+ charm pieces, a jewelry tree with a glitter dome, a water bottle with brush, glaze pot and 6 nylon cords.

The charms are very cute and come in different colors and shapes, such as hearts, stars, butterflies and even food items like pie crusts and ice cream.

You can mix and match to get the charm you want and then you "glue" them together with water to make your charm!

The CharMinis Deluxe Jewelry Studio claims to make charms that easily fuse with water, but, even though this seems easy, it requires a lot of patience and practice.

The first problem I ran into was assembling the jewelry tree; it was hard to fit the pieces together, and I needed adult help to build it.

The next problem was that the company recommends holding the two charm pieces you are fusing together for 30 seconds, but I found that the pieces would slowly fall off unless you held it there for a little over a full minute.

After fusing the pieces together you add the jump ring to hang it on the jewelry tree or nylon cord.

This is where I ran into the most trouble.

The ring would slide off and it was very difficult to glue it onto a rounded surface.

The easiest and most fun part this toy set was getting to glitterize it.

To glitterize the charm you have to glaze the completed charm and put it into the "glitter dome"

After completing a few charms, though, it became much easier and way more fun.

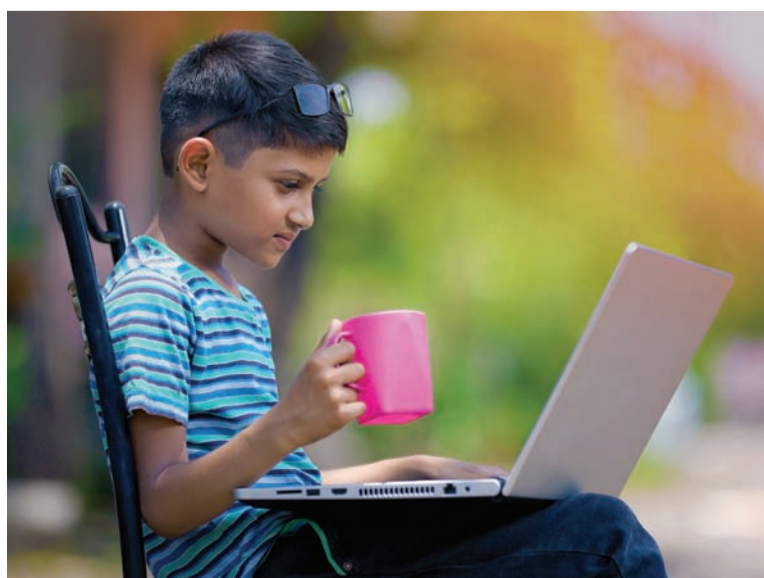
This toy is recommended for 6+, but it requires some patience so I'd say more like 10+.

Still, even though it had a few drawbacks, this was an enjoyable toy.

The CharMinis Deluxe Jewelry Studio claims to make charms that easily fuse with water, but, even though this seems easy, it requires a lot of patience and practice.



By Reese Hitzler, 13, a CK Reporter from Littleton



Writing Is Cool!

How Would You Like To Be A Real Reporter?

Find out about all the cool benefits when you apply to be a Colorado Kids reporter at ColoradoNIE.com or by emailing dplewka@denverpost.com.

Death rides the rails in a classic mystery



It's the middle of winter. The trains are usually empty, but world-renowned detective Hercule Poirot (*Kenneth Branagh*) can't seem to find a single sleeping car in the Istanbul-Calais coach of the Simplon-Orient Express.

Finally managing to find a place on the unusually crowded train, he settles himself in.

However, trouble arrives in the form of an avalanche, literally stopping the train in its tracks.

The situation intensifies as a passenger is discovered murdered, locked in his compartment.

As the clock ticks down, Hercule Poirot must solve the crime before events repeat themselves.

Maybe you've heard of it, maybe you haven't, but one of Agatha Christie's most famous novels is making its way to the screen a second time: "Murder on the Orient Express!"

Hercule Poirot, the famous detective from Christie's murder mysteries, is determined to enjoy some free time from his life as a private investigator, but an urgent case pulls him from his vacation in Istanbul.

He squeezes himself in on the unusually crowded Orient Express, and settles down, prepared to relax for the three days the train will take to make it to the destination.

His plans for overdue rest are once again stopped in their tracks as a wealthy businessman is murdered not long after the

train is caught in a snowdrift.

Poirot is enlisted to solve the case, and as the investigation unfolds it becomes apparent that nothing is as it seems...

The actors in *Murder on the Orient Express* are extremely talented, from Doctor Arbuthnot (*Leslie Odom Jr.*) to Mary Debenham (*Daisy Ridley*).

For the most part, the plot stays true to that of the original novel, however there are a few discrepancies near the end.

If you haven't read the book, you will likely not see the identity of the murderer coming until the very end.

Except for Doctor Arbuthnot's first conversation with one of his fellow passengers where the acting seems choppy and disengaged, the actors have done a stellar job with this movie.

With a captivating plot and exceptional actors, this movie is one definitely worth seeing!

It's rated PG-13 for small amounts of violence, but, while there is blood on screen, it is not too much for most teens and pre-teens to handle.



By Maria Ciobanu, 13, a CK Reporter from Denver

'Break Free' combines cooperation and stress

It's that time of year again: Do you want something for the whole family to bond over?

Try out the new "Break Free" game.

There are four pairs of handcuffs that you connect to each other, and either choose a green (*easy*), a yellow (*medium*) or a red (*hard*) puzzle to put in the handcuffs.

Grab a key, put it in the keyhole of the hand cuffs, then go!

Whoever gets loose first wins.

It's a great game to laugh and have a good time, but I should warn you that some people are better than others, so if you're a good puzzle person you might want to consider this game.

For example, when I was playing with my little brother, he was on a hard puzzle whereas I was on a green, yet he still beat me!

It's kind of a pattern: When you get to try all the puzzles, all you have to do is figure it out and soon enough you'll be a pro in no time.

When playing you can either choose to be on teams of two or just play individually.

Either way it's a lot of fun, and I think any family would truly enjoy it. You can even connect to other people around the nation with the *#breakfreechallenge* on

Facebook, Instagram and YouTube!

Also when it comes to the three different levels, in each level each puzzle is different, making the game cause even more adrenaline and challenge.

When you win, you can get victory coins. There are four victory coins per level, just enough for each puzzle.

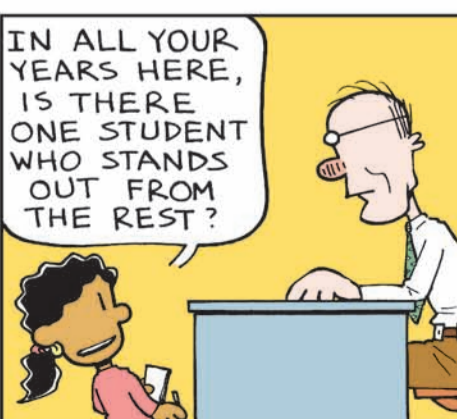
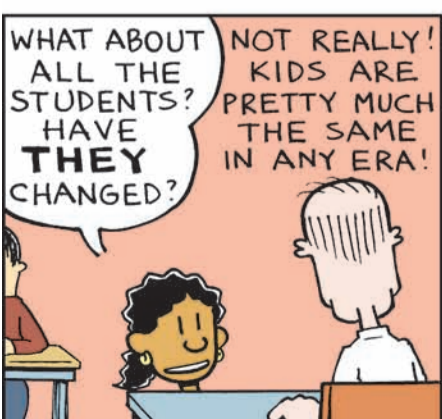
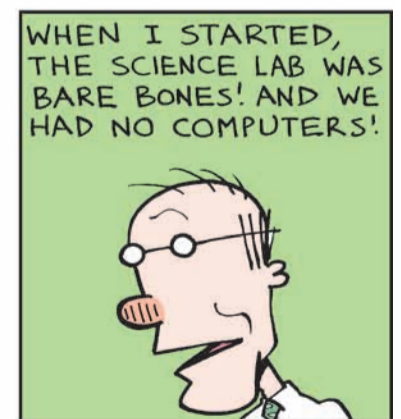
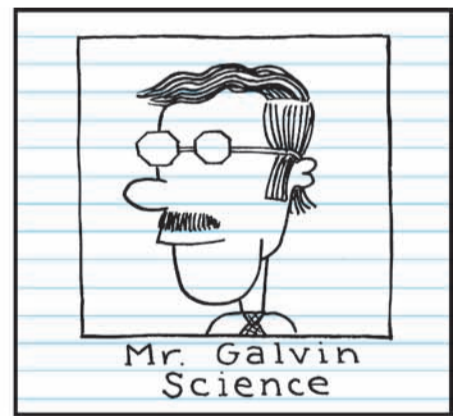
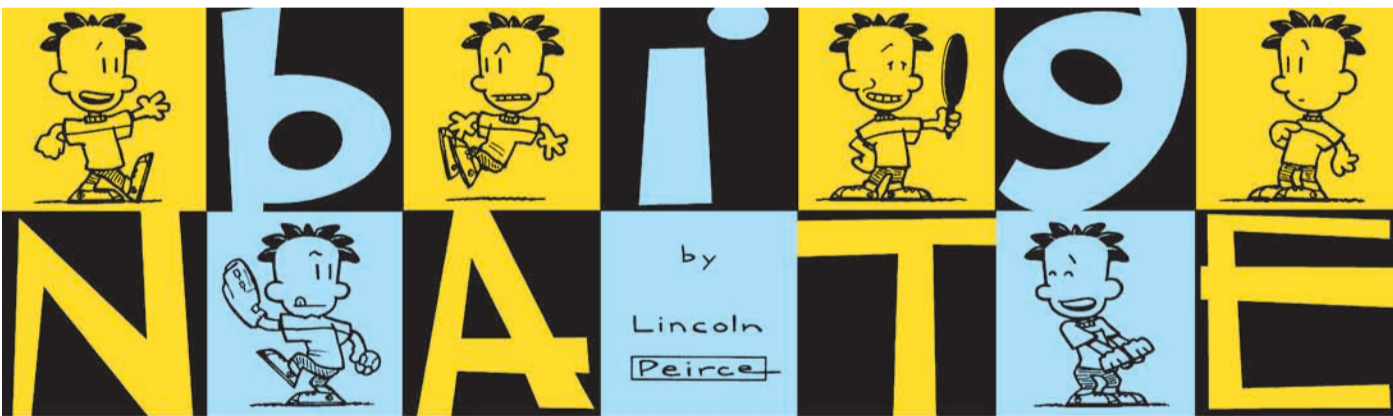
Now, the game says it is for 6 years old and up, but just a fair warning that sometimes the plastic hurts a little bit, so for those extra sensitive hands it might not be the game for you.

There are also small parts, as you should know that it might be best for three and under to avoid the area where the game is being played.

I think this game would be the perfect gift for a family, whether it's teenagers or slightly younger kids, so maybe tell Santa to put a more cooperative present like this under the tree this year!



By Abigale Morris, 13, a CK Reporter from Aurora



Teen and YA novelists gather at Book Con

Tattered Cover Bookstore's annual Teen Book Con, was alive with excited teens and smiling authors.

This year, there were 24 authors from around the country, writing in genres from romance to adventure stories. Yet each of these authors has one thing in common: A passion for writing and their eagerness to discuss all the trials, tribulations and joys of being a writer.

The Teen Book Con began with a keynote introduction led by David Levithan, author of "You Know Me Well," Billy Merrell author of "Vanilla," and Bill Konigsberg author of "Honestly Ben."

These three authors discussed the metamorphosing literary scene, especially in regard to literature by and about homosexuality.

Both Levithan, Merrell, and Konigsberg write extensively about being gay and have seen much change take place over the last decades in reference to how gay people are seen and heard in society.

"So much has changed since 2008," recalled Levithan, who published his first novel nearly 14 years ago when writing about being gay was just emerging into the literary scene.

Merrell also remembered, "I spent a lot of my childhood practicing how to be 'normal'. And now, I find it very encouraging that you don't have to fit into a category, you can just be who you are."

Merrell published his first poem memoir at age 21 as a reflection of coming out.

Throughout the day there were four largely different panels that discussed topics such as love and loss, off the beaten path, have your gut wrenched, and adventure.

Each panel was full of stories, advice, and inspiration.

At one panel in particular, the authors went around discussing the oddest jobs that they had worked at, and Donna Cooner, author of "Worthy," said she had once written several episodes of "Barney and Friends," the acclaimed children's television series.

On another panel, authors discussed how they created and named characters speaking about the creative process of imagining a protagonist or antagonist for their books.

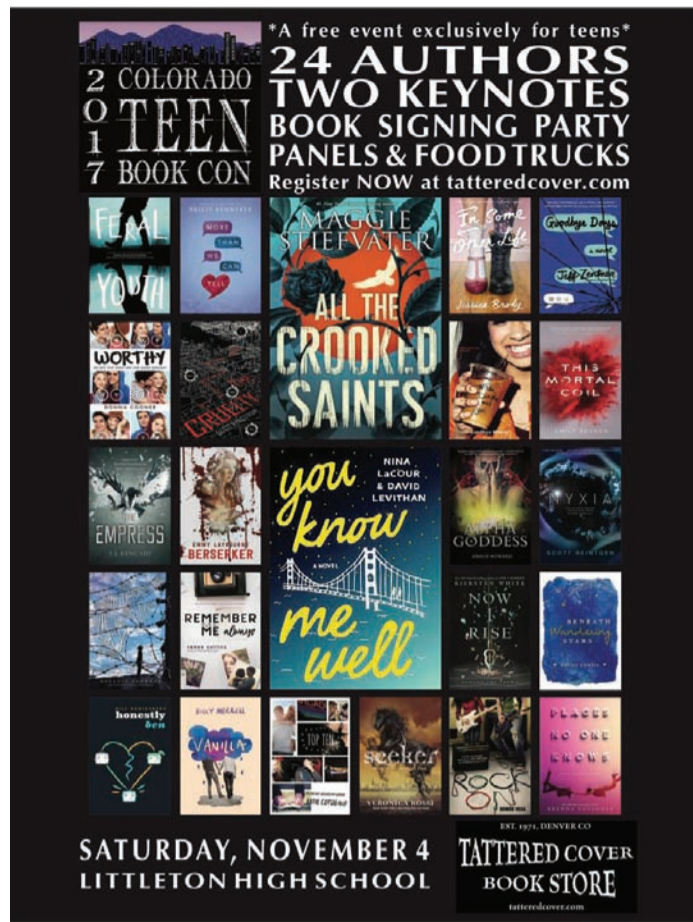
Jessica Brody, the author of "In Some Other Life," spoke about how she has made it a habit of collecting names to use for her characters.

To end the day, the award-winning author of "The Wolves of Mercy Falls" and "The Raven Cycle," Maggie Stiefvater, told theatrical stories of the inspiration behind her newest novel, "All The Crooked Saints."

She spoke of her love of cars and widespread travel, as well as her years of competitive bagpiping.

As the finale of the Con, she grabbed one of her traveling bagpipes and serenaded the audience in the tale-weaving mourn of the instrument.

The Teen Book Con was packed with the prospect of opportunity and full to the brim with inspiration, riveting the new generation of writers to pick up their own pens and tell the stories inside their heads.



By Clarise Reichley, 13, a CK Reporter from Denver

We asked you, you told us:

Thanksgiving is a family gathering for most readers

We don't often have to stick the letters outside of two categories on our graph, but CK readers who answered our question were only very slightly divided about how to celebrate, not whether they would.

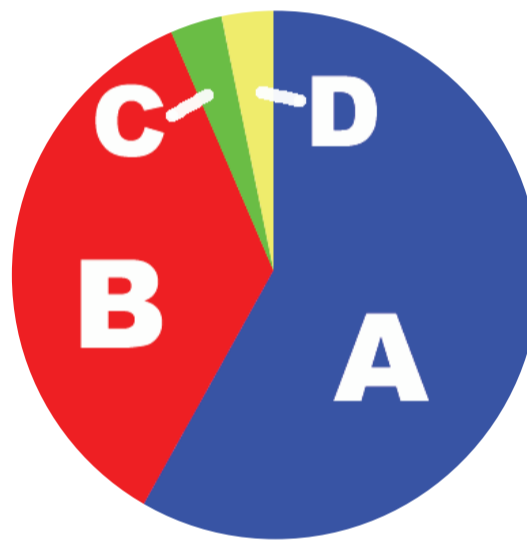
More than half said their Thanksgiving dinner brings friends and family to the table, while more than a third said it is primarily a family gathering in their home.

That didn't leave many who go to a restaurant or let the day pass uncelebrated.

Here's what we asked you, and what you told us:

What is Thanksgiving dinner like for you?

- A. Lots of family and friends gather for dinner. 58%
- B. A big dinner for my own family. 35%



- C. We go out to a restaurant 3%
- D. We don't do a whole lot. 3%

Now here's our next question:

What does your December holiday break look like?

- A. I'll be on the road.
- B. Family time at home.
- C. Folks have to work. I'll just be hanging out.
- D. Nobody tells me anything.

To answer this question, go to <http://nextgen.yourhub.com>

Soft-ammo guns pack speed, surprising power



Dart Zone's new "Ballistix OPS Powerball" is a shotgun-style gun, similar to the Nerf Rival series.

It has a pump load and shoots approximately 100 feet per second. It has 8 ball rounds that are similar to the Nerf Rival series ammunition as well.

In fact, the ammo is interchangeable as I used it in both the Ballistix Ops and the Nerf guns without any problems.

Adventure Force Light Command Motorized Blaster has a full auto shot. It shoots at 80 feet per second. It uses darts that are interchangeable with Nerf darts.

I had no problems shooting the gun, although

figuring out how to load it was a bit complicated.

The clip needs to be snapped open in order to load it. The instructions do show you that you need to break it apart but it took me a little time to understand where and how.

The Ballistix OPS gun has a higher speed shot but the Light Command Blaster is fully automatic.

This means that the Light Command Blaster will shoot 20 darts from a clip in a faster amount of time than the Ballistix OPS can shoot 8 balls.

The Adventure Force Gun is motorized. The Ballistix OPS has a pump that you have to be a little strong to use as you need to pump it hard to build up pressure.

This means the Adventure Force Gun will be easier for younger kids to use.

The foam balls hurt more than the foam darts because they travel at a higher speed.

This explains the extra hard pump action that the Ballistix OPS needed to shoot.

If you are playing with younger kids, I do not recommend the ball shooting guns because they hurt more, even if they are used to playing with Nerf guns.

The darts move more slowly and hurt less.

The balls are more accurate on target. The foam darts travel in arcs, but the balls shoot straight at its



target.

I personally preferred the Ballistix OPS gun, because I have been fiddling with Nerf guns for years and am always excited for a new, powerful gun for playing against my brothers.



By Jack Vanourek, 12, a CK Reporter from Littleton

Chronic Wasting Disease turns up in more western deer



As hunting season draws to a close in most Western states, the testing of deer at tagging stations has revealed an unhappy fact:

Chronic Wasting Disease continues to spread, particularly among mule deer.

CWD is a serious enough problem among deer, elk and moose that hunters are required to have the animals they shoot tested, and reports are coming in of finding

the disease spreading in Montana, Wyoming and other areas.

It's not that it was unknown in those states, but there are now reports from places that hadn't had it before and it's clear that the contagious nerve disease is becoming more common.

CWD is named for the fact that it makes its victims waste away, becoming lazy and clumsy until they eventually die.

Experts disagree on how much

the disease threatens humans, but a study in Canada suggests that hunters should not eat the meat of any animals that test positive for the disease.

That may sound like a problem only for hunters, but that may be because only dead animals can be tested for the disease, so that hunting season is when we get a good look at how it is spreading.

But, with or without hunters, deer remain threatened. photo/USFWS

'Discovery' comes up with a good VR viewer

Obviously, many of us can't go to the moon or swim with sharks in the ocean or see ancient artifacts and haunted castles.

But with the Discovery Kids VR Goggles, you can get a little closer. For just \$21.53 (on Amazon, \$14.49 at Target), you can escape to any time period, any place, and any adventure. Simply choose a video, slide your phone in, strap the goggles to your head and you are somewhere different.

Travel under the sea, without oxygen.

Land on the moon, without a rocket.

Explore the Himalayas, in your living room!

The goggles work with many apps including Google Cardboard, Youtube 360, and Discovery VR.

The content in the Discovery VR app works the best with the goggles and is the least blurry. It's also the most fun.

The app features "Everest Rescue," "Shark Week," and more, including haunted and traveler series.

The Discovery Kids VR Goggles are plastic, with an easy to use slider to place your phone in.

It also has adjustable lenses for maximum focus, padding around the eyes, and a comfortable strap that wraps around your head so you can explore without having to hold the goggles to your eyes.

Compared to other VR goggles such as Google cardboard, this one definitely is better.

They are durable, comfortable, and easy to use.

Other products do not allow you to access other content on other apps, and are not as sturdy.

I would give this product four out of five stars because some videos were blurry and hard to focus on.

Kids (and adults) 8 and up would enjoy this, especially because there is something for everyone and the goggles are so easy to use.

If you are looking for an easy, inexpensive, kid and user friendly pair of VR goggles, then the Discovery Kids VR Goggles are the perfect gift or toy to have fun and learn more with through an exciting and visually stunning virtual reality experience.



By Grace McClung, 13, a CK Reporter from Denver

397 years ago, the Pilgrims agreed to agree

The Pilgrims were hardly the first Europeans to settle in what is now the United States:

When they arrived at Plymouth in 1620, there were already settlements in Virginia, Florida and what is now the Southwestern US, and, besides that, there were Europeans living in Canada and the Caribbean.

But today is the anniversary of an event that has made the Pilgrim settlement important in American history: The signing of the Mayflower Compact.

Unlike the Puritans who came later and founded the Massachusetts Bay Colony, those who came to Plymouth were not all of the same religion.

Some were members of a religion coming to set up their own society in the New World, but others were simply people who wanted a fresh start and a bit of adventure.

The religious people were referred to as "Saints" and the adventurers were known as "Strangers," but they were altogether called "Pilgrims."

And these Pilgrims who had sailed on the Mayflower got a little more adventure than any of them wanted.

After 66 days at sea, they found themselves at Cape Cod, which was not where they had permission from the king to settle.

However, they didn't have enough supplies left to sail down past the Hudson River to the English lands of Virginia where they were supposed to build their new colony.



They had no choice but to find a place nearby and begin their colony without the king's permission.

The problem was that, while they could send the Mayflower back to apply for permission, they needed to get along in the meantime.

If they'd all been the same religion, that would have been easy: Just let the minister be in charge.

But they weren't, and the Strangers did not want to be bossed around by the leader of the Saints.

The Pilgrims discussed the situation and agreed that they needed to cooperate with each other or their new colony would be ended before it began.

So the men of the group -- women had no voting rights in those days -- got together and agreed to agree.

They signed a "compact," which means a type of contract or agreement, that didn't say exactly how everything would be organized but was a promise to get along and to work for the good of their new colony.

This is called a "social contract," and, whether you sign one or not, you're probably part of several "social contracts" in your family, in your classroom and in clubs or teams you are a part of. It's an agreement to be fair and generous with each other.

The idea that people could simply agree to cooperate and get along without a king or other ruler making them behave was a new idea, and the Pilgrim's decision to sign the Mayflower Compact is something we can all be grateful for on Thursday.

Sudoku

4	2				5
5			4		
	1	2			
				3	1
		5			
				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 5.



Brainteaser

It was King James I of England who gave the Pilgrims permission to settle in the New World, so we will show our thankfulness for his making Thanksgiving possible by beginning all our answers this week with "J."

- Meat that has been cut into thin strips and dried to preserve it for snacking.
- Missouri's capital
- Small canid similar to a coyote but found in North Africa and the Middle East
- Roman god with two faces, one to see the past, one to see the future
- He became President when John F. Kennedy was assassinated.
- This word for "extra large size" comes from the name of a famous elephant who was part of the Barnum and Bailey Circus.
- This nation is called "The Land of the Rising Sun"
- A tool you would use to raise up part of a car so you could change a flat tire
- Jamaican-style cooking for meat that includes spices similar to barbecue
- Sedgewick County town in the very northeastern corner of Colorado.

(answers on Page Five)

Ancient shark with 300 teeth caught off coast of Portugal



Researchers working on a European Union project to help fishermen stop catching unwanted species of fish caught something you indeed might not want to pull up into your boat.

It was a five-foot frilled shark, a strange "living fossil" that dates back to the Cretaceous Period some 80 million years ago.

The creature is not unknown -- this photo is of a stuffed specimen in a French museum -- but it's rare that anyone catches one because they stay in very deep water.

The shark off Portugal was about 2,300 feet below the surface, and they can go twice that deep in their natural habitat of the Atlantic Ocean and the Pacific around Japan, Australia and New Zealand.

You'll note that this dinosaur-era shark has rows

of sharp, curved teeth: That's 25 rows and a total of about 300 teeth, which are perfect for snagging the squid and octopi that make up most of its diet, together with an occasional fellow shark that wanders into its path.

The frilled shark gets its name from its unusual gills, which are, indeed, frilled and stick out farther from its head than most fish.

It's also different than more modern sharks in that, like a snake, it can swallow larger prey whole.

Like most sharks, the frilled shark is ovoviviparous, which means its fertilized eggs stay inside the mother until they hatch, but the frilled shark is unusual: It can take 42 months for the babies to hatch and emerge into the ocean, each with a face that only a mother could love.

photo/ Citron

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

Chronic Wasting Disease

Mayflower Compact

Friiled Shark

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

Ariadne and the Magic Thread

Chapter Ten: Escape

Our story so far: Deep in the darkness of the Labyrinth, Theseus and the Minotaur have done battle, and one of them now lies dead. But which one?

Ariadne's heart beat swiftly and she felt dizzy with fear.

But then, in the total darkness and silence of the Labyrinth, she began to smile, and to laugh, for she realized something: The thread was not tugging on her wrist.

The thread, which had yanked her down the passageway as soon as the Minotaur appeared and the fight began, was hanging slack.

There was no danger.

"Please," said Ariadne softly, and then she caught her breath with a shiver, and her face flushed warm as if her body had been shut down for those long moments alone.

"Please," she whispered, "take me to Theseus!"

And the thread let loose her wrist, twined itself back between her thumb and forefinger, and snaked its way swiftly through the dark maze.

When she turned the corner, a dim white glow of moonlight came through the skylight at the far end of the passageway. Just at her feet, she could make out two dim shapes lying on the sandy floor.

The smaller shape stirred and sat up, and Ariadne dropped to one knee and helped him.

"Are you hurt?" she asked, and felt a stickiness on his arm. "Is that ..."

"Mine," Theseus nodded. "He got my shoulder a little. It's nothing. But he threw me against the wall and about smashed all my ribs."

He stood, rotated his arms and took a deep breath, putting a hand on his chest to feel his bruised ribcage. He walked over to the still body of the monster and drew out his sword.

"Get us out of here," he said. "We've got to get down to the ship and out to sea as quickly as we can!"

"Come on," Ariadne said, and let him lean on her as they followed the thread back out.

They came at last to the entrance, and Ariadne stopped by the spool.

"Thank you," she said, watched it rewind, then picked it up and replaced it in her bag.

"Now, let me see," she said, and turned Theseus so the light from the remaining torch by the gate shone on his shoulder.

"It's not into the muscle," she said.

"It's fine," Theseus assured her. "Let's get the others and keep moving."

They had only taken a few steps towards the prison when the doors opened and Laodamus came out with the other hostages. The men who had found swords and spears spread out across the square, staying to the outside of the group and looking around them.

"Which way?" Theseus asked Ariadne, and she pointed toward the beach road. Soon the group was jogging through the darkened streets of Knossos towards their ship, Theseus in the lead and Laodamus taking up the rear.

When they reached the point where the road passed above the rocky beach, Theseus held up his hand for the hostages to gather around him.

"Tydeus," Theseus whispered to one of the men who had taken a spear. "Go back up the road a bit, then slip down to the water's edge and walk along as if you were out late spear-fishing. When the guards challenge you, argue with them just a little and let your Greek accent get their interest. We'll come up from the other direction so we can let the crew know we're there just before we strike."

"Do you need ..." Ariadne began, but Theseus cut her off.

"We need you to stay here and be quiet and do what you're told!" he snapped.

Tydeus started up the road and the remaining Athenian men started working their way through the rocks towards the beach.

Korinna came over to Ariadne.

"He gets impatient when he's under stress," she remarked quietly.

"It was my fault," Ariadne replied. "I shouldn't be bothering him. Obviously, he's planned this out and he knows what he's doing."

Korinna looked at her for a moment in the moonlight. "Well, you do live here, after all," she said. She and Ariadne walked to the edge of the road, where the other women were crouching behind the rocks to watch the beach below.

The scene was much as it had been when Ariadne had come to get the sword, but with one important difference: The steering oar had been repaired and was lying next to the mast in the bottom of the ship. The vessel was ready for sea.

The Greek sailors were sitting around the fires in the fenced area, except for the two who had faked the quarrel. They were off by themselves with two guards standing nearby to prevent more trouble.

The women could see Theseus and the men moving from rock to rock, drawing closer to the gravel beach, staying in the shadows cast by the campfires.

"Are they all like Laodamus?" Ariadne whispered.

Korinna nodded. "Athletes and soldiers," she said. "Theseus chose mostly boxers and wrestlers, because we weren't sure they'd have any weapons, and of course he had to pick the youngest-looking of the champions. Tydeus, who went down the beach? He has several children, but looks like a child himself. And Dardanus, the one with the scar over his eyebrow, is even older; he volunteered because, in four more years, his son would be right age to become a hostage."

Ariadne thought a moment. "Is he really a charcoal-burner?" she asked.

"We didn't know you," Korinna said. "We just knew you would be at the dock when the ship landed, and that you could find your way through the Labyrinth. We needed your help."

"So Theseus lied to me?" Ariadne asked.

"Of course he did," Korinna answered. "Watch! Tydeus is coming!"

She nodded in the direction of the beach, where a lone man could be seen in the moonlight, walking at the water's edge.

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For a teaching guide, go to <http://tinyurl.com/ckserial>



Sudoku Solution

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

Brainteaser Solution



(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!

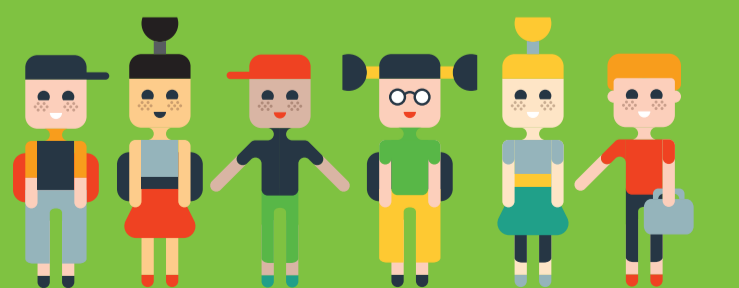
1. jerky 2. Jefferson City 3. jackal 4. Janus 5. (Lyndon) Johnson
6. Jumbo 7. Japan 8. jack 9. jerk 10. Julesburg

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