



CK Reporter of the Week
Haley Deison, Arvada

An old favorite delights again

"A Christmas Carol" by Charles Dickens will be at the Stage Theatre in the Denver Performing Arts Center until December 24. I've seen this musical version of the story multiple times, including last year at the Stage Theatre, and they make it interesting because even though the story remains the same, they change it up just a bit each time, which keeps repeat audiences involved.

One of my favorite characters this year was Bob Cratchit because Brian Vaughn did an extraordinary job of showing thankfulness and being happy with what you get.

This is pretty impressive considering many of the actors from last year returned for the same roles this year.

In this classic Christmas show, Ebenezer Scrooge (*Sam Gregory*) used to have a partner named Marley who died many years ago.

Scrooge is a mean and rude man who never spends his money and yet never shares his money with others.

The show is about how he is haunted by a series of spirits that take him to different slices of time that are from his life.

Each spirit shows the impact that his life had or is currently having on people around him.

The result is that he learns some tough lessons about how he came to value money above everything else.

A key character in the story is Tiny Tim (*Lucas Turner*), a little kid who is really poor, has a leg brace, and yet is very joyful. He is the son of Bob Cratchit (*Brian Vaughn*) who works for Scrooge.

Tiny Tim will die if Scrooge doesn't give Bob Cratchit a raise.



photo/Adams-Viscom

The Ghost of Christmas Past (*Latoya Cameron*), the Ghost of Christmas Present (*Erick Pinnick*) and the Ghost of Christmas Yet To Come (*Darrell T. Joe*) all visit Scrooge in one night, Christmas Eve, in order to show him fragments of his life and show him what he's done in the past, what is happening in the present, and the consequences if he doesn't change in the future.

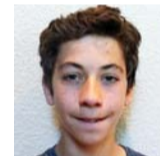
One of my favorite characters this year was Bob Cratchit because Brian Vaughn did an extraordinary job of showing thankfulness and being happy with what you get.

My favorite part of the show is that Scrooge is being pressured to change his ways. This is really hard to do

in real life.

I would recommend the show for everyone, though very young kids might be frightened by some scenes with extremely loud noises and jump scares.

For tickets or more information, go to <https://www.denvercenter.org/tickets-events/a-christmas-carol/>



By Ben Vanourek,
13, a CK Reporter
from Littleton

Heartwarming novel deserves a second look

"The Girl with More Than One Heart" by Laura Geringer Bass is an emotional book. This novel tugs at your heartstrings, makes you laugh, makes you cry, and makes you appreciate your life and family. It's a good read for 9 to 13, and the vocabulary is not very hard, which makes it a quick fun read for that age range.

Though this book is not in a series, I really hope, Laura Geringer Bass decides to continue with Briana and her story. I really enjoyed this book.

In this book Briana loses her father, and is left to take care of her brother Aaron and her mother.

Soon after Briana lost her father she discovered a second heart beating in her stomach.

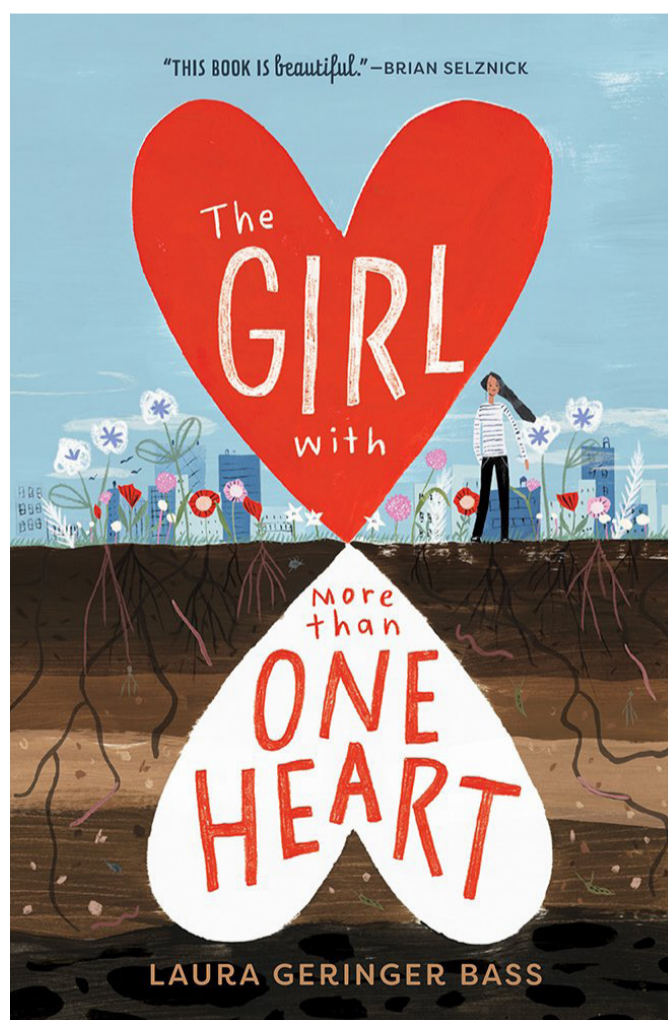
Briana's second heart tells her things like "find her", and also brings back memories from her past.

Throughout this book Briana struggles with jealousy towards another girl, anger towards her mother, and getting bullied by some extremely mean girls and boys in her class.

Whilst dealing with all of these things, Briana still has to deal with losing friends who just don't seem to understand the idea of family.

Through all of these emotionally challenging incidents, Briana still has her little brother, Aaron, to take care of.

Aaron is scared of the dark, is failing kindergarten in his teacher's eyes, and doesn't understand why his mom is not taking care of him and Briana.



Grandpa Ben is also an important character who takes care of Aaron one day a week, and is full of stories for Aaron and Briana.

Peter is Briana's best friend, and has been for as long as Briana can remember.

But Briana is worried Peter is slipping away, and into another girl's grasp of friendship.

"The Girl with More Than One Heart" is a book that will teach life lessons without anyone even knowing.

Briana's second heart helps her figure out lots of life keys, and keeps her going every day.

"The Girl with More Than One Heart" is a book that will teach life lessons without anyone even knowing.

This is truly a terrific book that anyone will enjoy and want to share with friends.



By Zoe Burks,
12, a CK Reporter
from Highlands Ranch

A holiday gift so good,
you'll jump for

ALL-NEW
FOR 2018!

JOY



\$44.95

plus tax & shipping



Just released!



Order online and save with flat-rate shipping

Denver2.PictorialBook.com

THE DENVER POST

Enjoy tension? This game is da bomb!

"Cut The Wire," by Yulu toys, is an addictive game to play with friends, family, and even just by yourself!

Cut The Wire's objective is to cut the winning wire, or cut the defuse wire, while staying away from the danger wire.

In one game, the little light-up screen on the front displays clues that you have to apply to your action, and which wire you should cut.

For example, if the screen displays a clue that says "Danger Wire Is" triangle, you need to cut anything but a wire with a triangle icon on the side.

If the screen says "Defuse Wire Is" red, cut a red wire, but make sure it is not a red triangle. Both clues can come up in the same round!

If you cut a losing wire, a siren noise will play, and when the defuse wire is cut an "Oh yeah!" sound is played.

The package includes a Cut The Wire device, one die, and a pair of wire clippers.

The wire clippers and the die can be attached on the back of the device with a plastic holder, for portable use.

The one thing that was problematic was the timed mode, which barely provided any time to cut the correct wire.

It didn't make much sense to me, and I would've preferred there only be the regular version.



On a random note, some people have tried to ban the game and Target has decided not to sell it because of the terrorism factor, but if you are fine with pretending to defuse a fake bomb, then go ahead!

The game can be played with up to 10 people, and, as the company says, is suitable for ages six and up, though it has a stressful air to it, which may overwhelm little kids.

Keep in mind, the anxiousness is more exciting than anything else, so kids up to the age of adults will likely think of this game as a family favorite.

"Cut The Wire" is more centered around interests than age, so if you are interested in a fast-paced activity for the whole family, this one is for you.



By Talia Schanman, 11, a CK Reporter from Cherry Hills Village

Can you outwit a calculating cat criminal?

"Cat Crimes," by ThinkFun, requires logic.

When I got Cat Crimes, I expected it to be a fun board game. It is actually a logic-based, one person game you'll either love or give away.

Cat Crimes comes with six little cut-out cats. The board is a rug with pictures showing you the object before one of the cats ruins it.

It is actually a logic-based, one-person game you'll either love or give away.

The first step to playing Cat Crimes is to take out the deck of cards. Each card has the crime committed by one of the cats.

Next, you put the token showing the ruined object on the normal object.

The card provides clues to where all of the cats are.

Once the cats are in the correct spot, you check to see if you have found the guilty cat.

The one sitting closest to the crime is the guilty one.

The instructions were very clear.

They have cat bios inside them that "help" you solve the mystery, though they are really only helpful if you don't know the breed or hair type.

They have cards from beginner to expert, and, as you go up, the questions get harder.

The cards will say stuff like, "Put Mr. Mittens next to the catnip."

The only problem is that there are two of each cat toys (i.e. catnip, bell ball, and yarn).

That makes it very hard to get the locations right. You have to use the process of elimination to find the culprit.

This game is great for logic lovers.

It is definitely not for younger kids because it is too difficult.

For kids who are looking for a challenge, however, this is a great toy.



By Lizzie Intriago, 10, a CK Reporter from Aurora

Big Nate



Is snorting eels latest monk seal fad?

The news is often full of stories about those crazy kids and their crazy fads, but a youngster in Hawaii was recently photographed participating in the craziest fad yet: He had an eel stuck up his nose.

The youngster was a monk seal, and this photo from the Hawaiian Monk Seal Research Program went viral on Facebook.

It's not the first time researchers have come across young monk

seals with eels in their nostrils, the group reported.

Two years before, they had found a similar situation, which had a happy ending for the seal, though not for the eel.

(Warning: Here comes the yuck part.)

In that case, four inches of eel were sticking out of the young seal's nose, but, when a vet pulled it out, it turned out to be two feet long!

Researchers suspect that the problem happens when the seals are rooting around in the sand for food and the panicked eel chooses the wrong hole to hide in.

While they are happy to help the young seals get rid of their nasal bling, keeping track of monk seals is serious business for these researchers: The Hawaiian monk seal is endangered and there are believed to only be 632 adults left in the wild.

photo/HMSRP

Captivating fantasy set in the world of the past

"Sweep" by Jonathan Auxier is a novel set in London in the 1800s.

It follows the story of the child chimney sweepers who were forced to risk life and limb for poor pay and terrible living conditions.

Nan Sparrow is a chimney sweep working under Mr. Crudd, and she works every day just so that he can look good and take the credit.

Under Crudd, she has become smart, brave, and lucky.

(A)n anyone who loves historical fiction or fantasy is bound to like this novel.

She has beaten the odds time and time again, but one day her luck runs out. Caught in a chimney fire with seemingly no way out, Nan thinks she is done for.

When she wakes up almost unharmed, she discovers something that just might provide a way out from under the thumb of her master, and a way into the hearts of all of London.

The creature that saved her is somehow connected to her old master, the Sweep, who took care of her and showed her how to be kind.

When the Sweep went missing, Nan was left with nothing but his hat and a strange piece of glowing char that always seemed to be warm.

Now that little ashy block has grown, and its name is Charlie.

I enjoyed this book a lot.

"Sweep" is based on real historical events, but an almost mystical air is added in, with creatures and enchantments enriching the story.

I really liked how the pacing started out slower than most novels, and changed pace depending on what was happening to the characters.

The plot twists around repeatedly, and you don't really see how the story will end until you turn the final corner.

The characters weren't very relatable, but they are endearing and you can learn a lot from them.

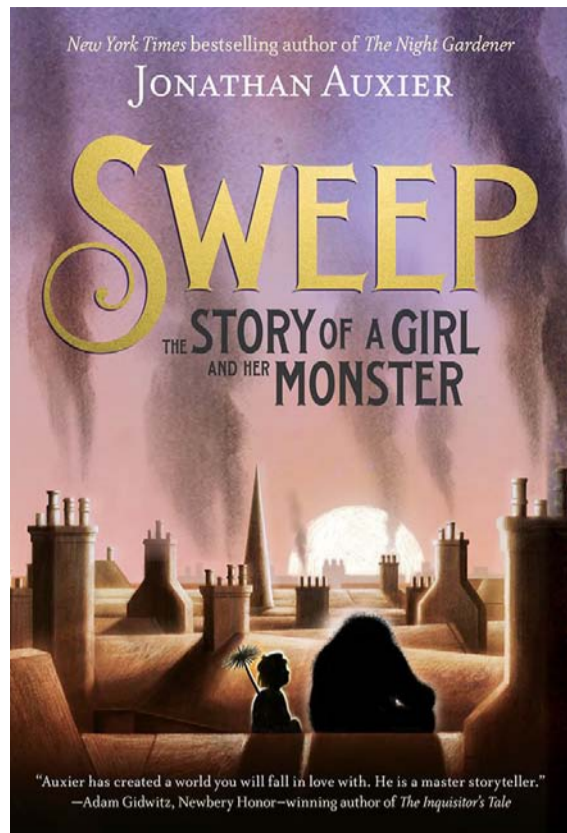
In-depth description and beautiful dialogue throws you into the story, connecting you emotionally with the characters and their cause. I cried at the ending.

Though the setting and plot are a little dark, the message is very calm and serene.

I encourage all kids ages eleven and up to read this, and anyone who loves historical fiction or fantasy is bound to like this novel.

While I would love it if "Sweep" had a sequel coming, I don't think there's going to be one: The end of the story wraps up all the loose ends, and you're not left wondering "Oh, what happened to them?"

This is Jonathan Auxier's fifth book.



By Sylvia Goodman, 13, a CK Reporter from Centennial

National Grieving and the American Flag

Flags around the nation were lowered to half-staff when former President George H.W. Bush died early this month.

It's a sign of mourning that requires that the President or the governor of a state call for the move, according to the U.S. Flag Code.

The Flag Code is a set of rules that advise people on how the American flag should be treated and displayed.

The rules are rarely enforced. They're there to help people make decisions, and we rely on respect for the flag to make them obey it.

Many of the rules in the Code have long since been forgotten. For instance, the flag is not supposed to be used on clothing or in advertisements, but flag shirts are popular and many businesses put the flag in their ads.

The Flag Code also says that the American flag

should not be left up at night unless it is lighted, and that it should be taken in when it rains, and you will see many, many examples that show this rule is no longer followed.

But most people still take the rules about flying the flag at half-staff seriously.

The flag should always be raised briskly but lowered slowly, and in the military, the bugle calls for raising and lowering the flag are also brisk and slow to fit the mood of the action. When the flag is to be at half-staff, it should first be raised briskly, and then lowered slowly to the halfway point.

And a quick language lesson: On a ship or naval base, the proper term is "half-mast."

But on land, you may use "half-mast" or "half-staff," since there are masts on land as well as on ships.

The flag shall be flown at half-staff 30 days from the death of the President or a former President; 10 days from the day of death of the Vice President, the Chief Justice or a retired Chief Justice of the United States, or the Speaker of the House of Representatives; from the day of death until interment of an Associate Justice of the Supreme Court, a Secretary of an executive or military department, a former Vice President, or the Governor of a State, territory, or possession; and on the day of death and the following day for a Member of Congress.

lowered slowly, and in the military, the bugle calls for raising and lowering the flag are also brisk and slow to fit the mood of the action. When the flag is to be at half-staff, it should first be raised briskly, and then lowered slowly to the halfway point.

AP Photo/Manuel Balce Ceneta



Sudoku

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



Brainteaser

The United Nations International Children's Emergency Fund (UNICEF) was founded on this date in 1946 to provide emergency aid and health care to kids around the world, so our answers this week with begin with "C" for "Children."

1. Our state flower
2. The gait of a horse that is faster than a trot but slower than a gallop
3. He will become King of England after Elizabeth
4. Where a caterpillar lives while changing into a butterfly
5. A type of Afro-Caribbean music that formed the roots of ska and reggae
6. Holstein, Jersey, Guernsey, Whiteface, Longhorn and Angus are all breeds of this.
7. Author whose "Artemis Fowl" book series is about to be released as a movie.
8. Island nation whose capital is Havana
9. In the Bible, he killed his brother Abel.
10. More technically correct term for the 17-year locust (*since it isn't really a locust*).

(answers on Page Four)

Researchers challenge gorillas with puzzles. Gorillas learn to cheat.

Researchers at "Gorilla Game Lab," a project of the University of Bristol and the Bristol Zoological Society in England, designed a wall-mounted game with two things in mind:

One was to find a way to test the problem-solving abilities of gorillas.

Another was to find ways to let the apes amuse themselves and keep their minds active while in captivity.

They accomplished some of both goals, but perhaps not quite as they had expected.

They designed a game module with a Go-Pro camera built in so that they could record the gorilla's faces as they worked out the various puzzles.

The main puzzle had a vertical maze with holes in the Plexiglass front, so that the gorilla could poke through the holes with a stick to move a peanut through the maze and get a treat when it fell out at the end.

The game was quite a success, and they were pleased to see that it wasn't just attractive to one or two gorillas: Most of the gorillas in the zoo's troupe took time to come over to the game module and give it a try.

But the gorillas turned out to be smarter than the researchers expected.

Once they learned how the game worked, they learned to cheat by putting their mouths over the opening at the end to suck out the peanut. photo/Dozyg



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

Monk seals and eels

Flag etiquette

Gorillas learn to cheat

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

Au Pays d'en Haut (To the High Country)

Chapter Four – Up the Ottawa

Our story so far: Antoine and Marcel find themselves in a large canoe with eight other voyageurs, and Marcel's friend Jean Baptiste steering from the stern and singing as they leave the docks at Lachine.

Jean Baptiste had a strong, clear voice that led the voyageurs in his canoe as they sang and drove their paddles into the water in time with the songs.

Over the next few days, Antoine was grateful that he knew many of the songs. Besides helping set a paddling rhythm, they also helped pass the time.

Some of the songs he had learned from his father, and there were even some he had heard his mother singing softly around the house.

But he quickly learned that the versions of the songs the voyageurs sang included verses that his father never sang at home, and words that his mother never sang, or said, at all, ever.

He had no time to think about that as they pulled away from Lachine: It was quite enough for him to sing along when he knew the words, and to keep his paddle going along with the other *milieux* as the five giant canoes of the brigade went up the river at the southern end of Montreal and struck out across Lac St. Louis.

He knew the first stop would come soon; his father had given him two coins to drop in the box at the little church of Ste. Anne de Bellevue.

McAndrew, the bourgeois, stood at the edge of the lawn with three of the clerks, including the one from Antoine's canoe, Campbell, who spoke French badly, with a strong accent.

The fourth clerk was French himself and joined the voyageurs in making their donations and sitting on the grass while the priest said Mass for them.

Later, as the voyageurs walked back to their canoes and prepared to start up the Ottawa River, everything seemed strangely silent compared to the loud parties of the previous night, the shouts and cheering of their farewells, and the laughter and singing as they paddled up the river and across the lake.

Antoine, however, understood the quietness. He had been excited ever since he left St. Sulpice the day before, walking down to Lachine and reporting to the North West Company.

He had seen more people in the last day than he had ever seen in one place, or perhaps at all.

He had met Marcel and Jean Baptiste, and this morning he was starting out on what would be the greatest adventure of his life.

But as he had sat on the grass and heard the familiar words of the Mass, he calmed down, and he began to think of home, where today would be the same as always, but without him.

By now, his father had put the cows out to pasture and his little brother, Jean Paul, was doing the chores Antoine had always done.

Maman was probably baking bread and perhaps she would make butter, now that it was spring and the cows were beginning to give milk once more.

And when Sunday came, his family would walk to church with the Gauthiers. The adults would walk together, and the boys, Jean Paul and Maurice, would lag behind.

But Louise would walk to church alone, and Antoine would not see a church again until next fall, when he came back downriver home.

That is, if he didn't stay *au pays d'en haut* for the winter.

And, for the first time, Antoine wasn't sure he wanted to.

But then, as they moved away from the shore, Jean Baptiste broke their solemn mood with a merry song about knights who wanted to know if their wine was good.

Antoine didn't know the song, but he quickly realized he and the others had only to repeat what Jean Baptiste sang and add "*oui oui oui*" and "*non non non*":

Chevaliers de la table ronde,

Goûtons voir si le vin est bon.

Chevaliers de la table ronde,

Goûtons voir si le vin est bon.

Goûtons voir, oui oui oui,

Goûtons voir, non non non,

Goûtons voir si le vin est bon

(Knights of the round table,

Taste and see if the wine is good.

Knights of the round table,

Taste and see if the wine is good.

Taste and see, yes yes yes

Taste and see, no no no,

Taste and see if the wine is good)

When they reached the mouth of the Ottawa River, they stopped for a breakfast of cold, thick pease porridge and a piece of salt pork, but then returned to the boats and put their backs, and their voices, into their work once more.

Later in the day, they paused in midstream while the clerk handed out pieces of salt pork that were passed from hand to hand until everyone had one. Then the paddles started up again and it was up to each man to eat his lunch without falling out of rhythm with the others.

Finally, when the sun had gone down but the sky was still a fading grey through the tiny budding leaves of the overhanging trees, the bourgeois called out from the first canoe and they all turned in to shore for the night.

They hoisted the bundles from the canoes and piled them on shore, then lifted the bark vessels carefully out of the water to avoid banging them on the rocks or dragging them through the sand. They turned the canoes over as a shelter to sleep under, and the clerks ordered the new men to gather firewood.

As he collected fallen branches in the deepening darkness, Antoine wondered if the more experienced men's shoulders and backs were as stiff and sore as his.

And he wondered if he'd even be able to lift his paddle when morning came.

Text c. 2014, Mike Peterson – Illustrations c. 2014, Dylan Meconis

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

Sudoku Solution

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

Brainteaser Solution

(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!



1. Columbine 2. canter 3. (Prince) Charles 4. cocoon 5. calypso
6. cattle 7. (Eoin) Colfer 8. Cuba 9. Cain 10. cicada

ColoradoKids

is produced by
Denver Post Educational Services
Executive Editor: Dana Plewka
dplewka@denverpost.com
CK Editor: Mike Peterson
coloradokidseditor@gmail.com
We welcome your comments.

eEditions of the Post are
free of charge for classroom use.
Contact us for information on all
our programs.

Denver Post Educational Services
5990 Washington St.
Denver CO 80216
(303) 954-3974
(800) 336-7678

For tools to extend the learning in this feature,
look under "Youth Content" at:
www.ColoradoNIE.com

Stories without bylines were written by the editor.



ColoradoNIE.com