



CK Reporter of the Week  
Katherine Gagner, Boulder

## A look behind the scenes at Fox31

Let's take a sneak peak behind the scenes of the Denver local Fox News station!

Beyond the big media companies are the local stations, which are different from their parent networks that are nationally known for their cable channels.

At Fox31, they told me they care about the community deeply just as much as they love a good story.

First up on the tour, downstairs is the garage. Every reporter takes Fox News vehicles out on a story, never their own vehicle.

Some cars and trucks are marked with Fox News logos and others are unmarked for the more secretive situations.

They also have gigantic news trucks and vans, including "The Beast," a huge news vehicle that can move through 12 feet of snow.

Several floors above the garage are the staff's desks, near where all the action takes place.

There is a room where the reporters can see every big or small news event that is going on in the world every second of every day.

Each department within the news has a head executive manager. Those managers have their very own offices.

Every person, of course, shows leadership in their own way, but for the executives, their authority is official.

There's a sports section, and two news sets where the news programs take place, as well as a roof-top deck outside where they can shoot, too.

There are also multiple little editing rooms and technical spaces to help everything run smoothly.

People there either work the morning, noon, or night shift.

Each starts with a meeting where everyone plans out the stories and shares ideas. Sometimes ideas are rejected and other times accepted.

While I was touring the station, I had an opportunity to meet a reporter.

Zora Stephenson is three people in one: a photographer, a journalist or reporter, and an on-air talent.



Above, reporters at FoxNews can keep track of world events while working on their own stories (photo/Abigale Morris) At right, Zora Stephenson. (photo/FoxNews31)

She explained that it's really important to have the skills of writing in each field of journalism and for many different situations.

Stephenson emphasized that even something that seems as independent as journalism requires teamwork.

Working well as a team makes everyone a little bit more comfortable and is just better in the long run.

Stephenson also shared a little bit of her background.

She grew up in the D.C. area and later went on to school in North Carolina.

She said she really didn't have an interest in journalism until high school and college.

During that time she was playing basketball so, to connect her two interests, she decided to do sports journalism.

However, she then realized people were dying and people were still talking about touchdowns!

She immediately knew reporting on sports wasn't for her, although everyday sports is still a huge part of her life.

I asked her one of my favorite interview questions: "What makes you smile in the morning?"

She said "The fact I have the opportunity to make a difference every single day."



By Abigale Morris, 13, a CK Reporter from Aurora

## Island mythology makes for an exciting novel

Corinne La Mer used to have a normal life – she loved her father, had friends, and even grew the sweetest oranges on the island – until she learned she is half jumbie.

"Rise of the Jumbies," by Tracey Baptiste, is about Corinne, who lives on an island ruled by jumbies in the Caribbean.

In Caribbean folklore, jumbies are creatures that come out of the forest at night and cause trouble.

I had never heard of jumbies before, but apparently they are common mythical characters in the Caribbean that children learn about early in their lives.

The jumbies in the book are "douens" – baby spirits with backward feet who kidnap children, "soucouyants" – old women who can shed their skin and turn into a ball of fire, "La Diabless" – beautiful women with one normal foot and one cow's hoof, and "lagahoo" – creatures with chains around them that can take the form of a human or a werewolf.

Everyone starts avoiding Corinne when they learn that she is half jumbie.

They think she is just like the terrible things that lurk in the mahogany forest.

They don't care that she had saved everyone from Severine, the twiggy creature who is also ruler of the jumbies and Corinne's aunt.

The only people who still like Corinne are her father and her friends Bouki, Malik, and Dru.

Suddenly, children start disappearing into bodies of water.

Everyone thinks Corinne is causing all this to happen, but she knows just as little about it as they do. In an effort to find the missing children and clear her own name, she asks Mama D'Leau, the jumbie who rules the sea, for help.

Mama D'Leau agrees, but only if Corinne does her a favor.

With the help of her friends and four mermaids, Corinne travels across the ocean to find an opal for Mama D'Leau.

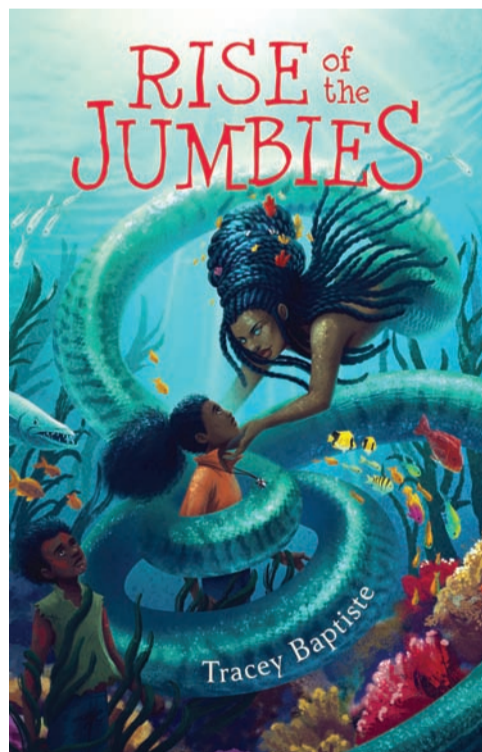
But will she be able to find the children and who's kidnapping them before it's too late?

"Rise of the Jumbies" is a very unusual book, but I really enjoyed it.

It had a lot of suspense in it and kept me wanting to read more.

I would recommend it for older kids, though, because there are some parts that can be hard for younger ones to understand and it sometimes has bloody scenes.

As this is the second book in the series, it might also be easier to understand what's happening in the story if you read the first book, "The Jumbies," before this one.



By Nandi Streiker, 11, a CK Reporter from Antonito

### Writing Is Cool!

ColoradoNIE.com 

### How Would You Like To Be A Real Reporter?



Apply to be a Colorado Kids reporter at ColoradoNIE.com or by emailing [dplewka@denverpost.com](mailto:dplewka@denverpost.com).

# Clever little robot fun for young coders

It can't cook for you or do your homework, but Cue is an exciting new robot toy from Wonder Workshop that can do amazing things.

It can respond to voice and touch, and can be programmed and customized the way you want, but you must have a smartphone and download an app to operate Cue.

Cue's design is similar to Dash – another robot that Wonder Workshop released in 2015 – but with a darker color scheme, unless you want a special edition white version that has black buttons.

Cue also comes with two pieces that can be put on the robot's ears or body. They are compatible with Lego and Bionicle sets and can be used to "accessorize" your robot.

A bit smaller than a soccer ball, Cue doesn't have arms or legs; it moves with three wheels on its bottom.

The two front wheels move forward and back, and the smaller back wheel allows Cue to turn easily in any direction.

It also has lights on its ears and chest that can change color.

Cue comes with a charger, but it's ready to use right out of the box. Unfortunately, the only hard part of using this robot is getting it out.

I really liked the box Cue came in and wanted to save it, but that was almost impossible. I wound up having to destroy the box to release the robot from its prison.

Next, you need to download the free app for Cue. The app is available in Google Play, iTunes, and Amazon Apps, and will work on newer phones or tablets that have Bluetooth, though it will not work for all devices.

There isn't a manual for Cue, but it tells you what you need to do to set up the app and choose an avatar.

There are four avatars you can choose from: Two male and two female, each with a different voice and personality. It's best to choose wisely and try the demo of each avatar because it costs 5 dollars to get another.

Now, you can start playing with your new robot!

The app has multiple features.

On the "Control" mode, you can drive Cue around using your device as a remote

control. You can drive your robot in any direction at different speeds. The controls are a bit complicated and require some practice.

You can also just have Cue follow your hand (I would recommend only using this feature in a large room because Cue might sense a wall and still drive into it) or let it explore the area on its own.

You could also make an obstacle course for your robot and see if it's clever enough to escape!

On the "Code" mode, you learn how to program your robot with tutorials that teach you how to program in different levels.

The tutorials aren't necessary, but they can be helpful at times.

You can also toggle between coding with blocks and using JavaScript at any time.

The "Create" mode is almost the same as "Code", but it only uses blocks and you can make Cue do multiple things at the same time. I found this mode much easier and used it a lot more.

You can also chat with Cue through the app.

This feature is like texting, but you can interact with the robot in real life as well.

You can tell Cue to change its lights to a different color (even colors like gold or turquoise), have it respond to you, ask it to tell you a joke, or just have a simple conversation.

Overall, Cue is a great toy, its only defect being the box.

It says it's for ages 11 and up, but I would recommend it for anyone ages 8 and up who are interested in coding.

There's always something new to discover with this robot; I don't think I've even seen everything it can do!

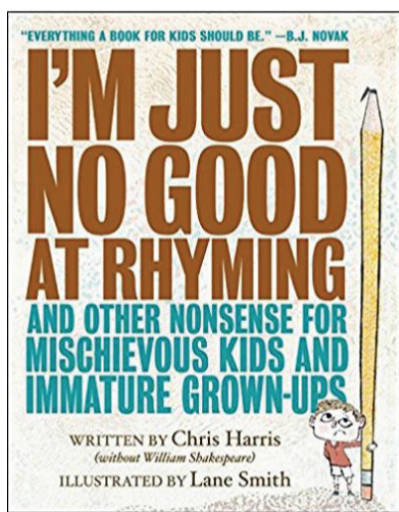
In most places, it costs about \$200, and in my opinion, is worth the price.

Cue is definitely a gift that will be enjoyed for a long time!



By Nandi Streiker, 11, a CK Reporter from Antonito

# Poetry for people who don't like poetry



Are you dumbfounded by Dickinson? Frazzled by Frost? Or perplexed by Poe?

Then you should read the witty, light-hearted poetry book "I'm Just No Good at Rhyming: And Other Nonsense for Mischievous Kids and Immature Grown-Ups" by Chris Harris.

In his new book, Harris constantly changes the rhythm of his poetry and often throws rhymes out the window.

Most of his poems involve some type of humor, such as my personal favorite, "The Unipede", which is about a centipede with only one leg.

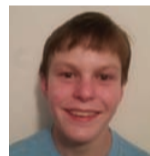
Some of his poems are very inventive, such as "The Infinity Poem", which is typed in a circle on the page and could indeed go on forever.

As a whole, the book plods along at a relaxed pace and is

worth rereading.

Even those who aren't fans of poetry will enjoy it, and a definite plus to the book are its whimsical illustrations by Lane Smith.

They are reminiscent of Richard Thompson's work and add character to the book. "I'm Just No Good at Rhyming" is worth adding to your shelf.



By Jonah Rupe, 13, a CK Reporter from Evergreen

# Big Nate



# Air pollution may harm the brains of 17 million babies



A report from UNICEF suggests that 17 million infants around the world – 12 million of them in Southern Asia – may risk poor brain development from toxic air.

Part of this has to do with the growth of cities and the larger number of people who live in urban areas.

Pollution in New Delhi, the capital of India, was so bad this past year that the mayor called it a

"gas chamber."

According to the report, babies less than a year old in India and other South Asian nations may be breathing air that is six times over healthy limits.

This can cause lower IQs, memory problems and poor learning in school, and most of this damage cannot be repaired later.

Besides lowering pollution, UNICEF suggests not locating

schools near factories and setting schedules so kids don't travel when pollution is worst.

UNICEF Executive Director Anthony Lake said, "Protecting children from air pollution not only benefits children. It is also benefits their societies – realized in reduced health care costs, increased productivity and a safer, cleaner environment for everyone."

(photo/Ashok Prabhakaran)

# Facebook develops Messenger for under-13s

Parents and others who would like to see kids spend less time on-line are not going to like this piece of news: Facebook has developed "Messenger Kids," a social medium for those too young for Facebook.

So far, it's only available for those with iOS devices. An Android version is still being developed, though, and will be available in a few months.

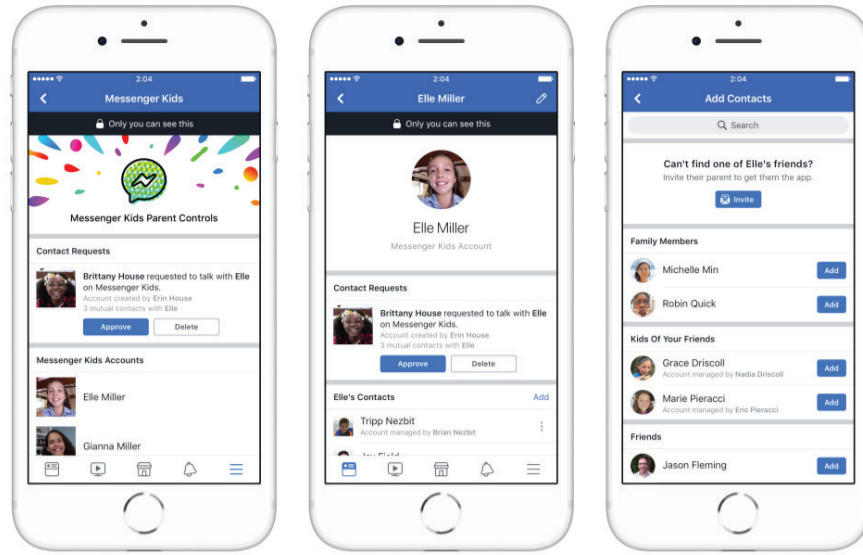
Messenger Kids won't have ads or let kids buy things on-line, but it will have a lot of fun things like frames and filters to make funny pictures of each other, and it will allow chatting by text or video.

The rule up until now has been that you have to be at least 13 years old in order to have an account on Facebook or similar social media.

This is to protect kids from sharing too much information on-line and from people who might use social media to contact them for the wrong reasons.

Those who do allow kids to use their on-line products have to follow strict rules to make sure they're not violating federal laws designed to protect kids.

Most of these rules are about collecting information about kids that would be



normal for apps that serve an adult audience, like birth dates, addresses, phone numbers and other personal data.

Messenger Kids is within the rules and each account is set up by an adult, using the adult's Facebook account as the base.

The responsible adult will be the one who approves new contacts and, if one of your friends wants to be a friend with you on Messenger Kids, their parents will have to be Facebook friends with your parents.

Messenger Kids hopes to avoid the problems that YouTube has had with its kids' app.

That app was supposed to be kid-friendly but ended up with people posting dirty videos and other inappropriate content.

Messenger Kids says they will only share the kind of information that helps improve the program and, if parents cancel an account, they will wipe out all information.

But the app also faces criticism from people who are not particularly worried about on-line predators or too much information sharing but who simply think young kids should not have a lot of screen time and that it's important for them to live in the three dimensional world until their brains are more fully developed.

# Numbers, trivia and other football fan fun

In "The Football Fanbook" by Gary Gramling and Sports Illustrated Kids, they give you a pretty in-depth description of football moves, language, history, players, and teams.

For example did you know the Cleveland Browns are the only NFL team with no logo on their helmet?

Or that the Pittsburgh Steelers and the Philadelphia Eagles combined for a season during World War II, due to a lack of players?

Their nickname was the Steagles (*I'm not kidding*).

The book is divided into 7 chapters: "Know These Numbers," "Obscure Facts," "Skills to Master," "Think Like a Coach," "He Reminds Me of ...," "Team Tidbits," and "Talk the Talk."

There are a lot of pictures and graphics.

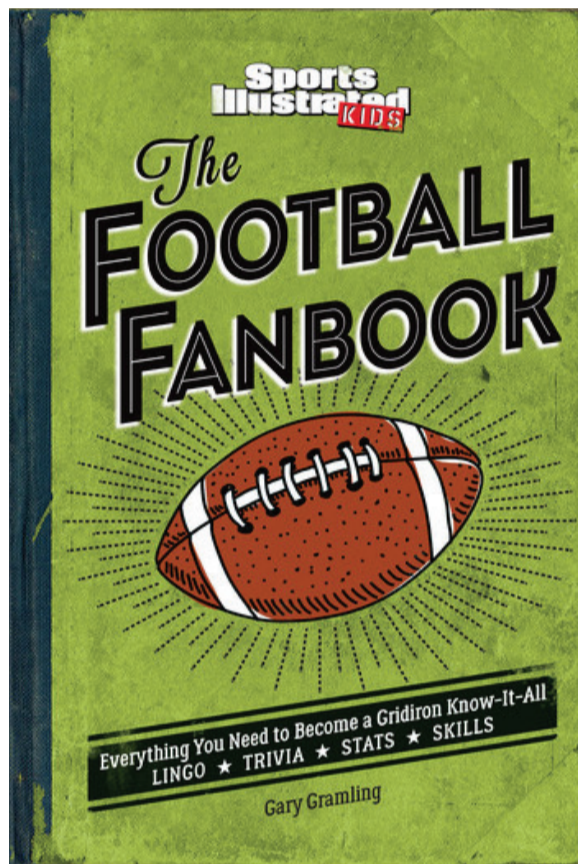
This book also compares players from the current teams to the old teams.

For instance, they compared Odell Beckham Jr., a current superstar for the NY Giants, to Jerry Rice, who played on the San Francisco 49ers and is in the football Hall of Fame.

My dad thinks that Jerry Rice is much better than Odell Beckham Jr. What do you think?

Did you know that one ticket to Super Bowl 50 cost \$2,950? Or that each Vince Lombardi trophy costs \$50,000?

That's \$5,000 less than 5 times the cost of the NHL Stanley



Cup, and the MLB Commissioner's Trophy only costs \$15,000.

Other football trivia included in the book is information about the Super Bowl and video football games.

The estimated amount of chips consumed during the Super Bowl is 11.2 million pounds, along with 15 million pizzas, 1.3 billion chicken wings, and 278 million avocados!

As far as video games go, the first Madden football video game took 4 years to build. Now there is a new edition every year, the latest being "Madden 18."

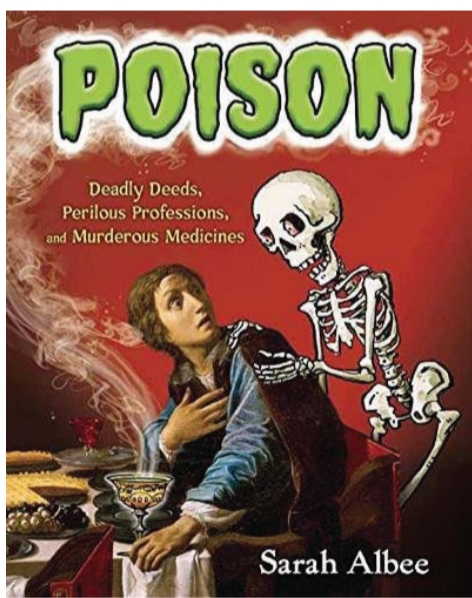
I would recommend this book for kids who have an interest in football already.

It is not really appropriate for kids who do not already know the basics about the game, but it does have a lot of interesting facts and pictures about football.



By Ben Vanourek, 11, a CK Reporter from Littleton

# The strangely entertaining world of poison



Sarah Albee manages to use bright colors and pictures to take the dark topic of poison and make it into a fun and "venom-enal" read with her new book "Poison."

Throughout the book, she talks about the many different types of poison, such as the ones found in the earth, like arsenic, to the ones we create, like rat poison.

From scheming spouses to conniving heirs to the throne, poison was a very popular weapon to quickly and quietly get rid of your enemies.

However, poison wasn't always used for evil motives.

Wish for a paler complexion?

The Victorian Era had just the trick!

In the nineteenth century, respectable Victorian women didn't want to wear makeup.

So, they nibbled on arsenic wafers, which gave them the perfect ghost-like look for their complexions.

The book is chock-full of interesting and crazy stories

about not only poison, but what people did with it.

If you like history, science, or just a good mystery, be sure to pick up "Poison" by Sarah Albee.

Sprinkled with humor (*although poison jokes t'aint funny*) Albee's book is one you won't be able to put down.

While it won't tell you how to extract poison from the earth or how to use toxins, it will provide you with engrossing and frightening details about some of Mother Nature's most dastardly creations.



By Kate Erickson, 14, a CK Reporter from Centennial

## Sudoku

	2				
		1			
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

**On this date in 1901, Guglielmo Marconi received the first Transatlantic radio signal, from Cornwall, Britain, to Newfoundland, so our answers this week will each begin with "R" for radio.**

1. Author of books about Percy Jackson, Magnus Chase and others.
2. Straight line from the center of a circle to its circumference
3. Comet, Cupid, Donner, Blitzen and their friends who play games
4. Denver resident known for her roles in movies like "Because of Winn-Dixie," "Charlie and the Chocolate Factory" and "Soul Surfer."
5. The list of rules that tells what you need to include in an assignment
6. The master of ceremonies in a circus
7. Otero County city known for the fruit, especially canteloupe, grown there
8. Ninth month of the Muslim calendar, it is a major event in Islam and is spent in prayer and fasting.
9. A French dish of stewed vegetables, or a Pixar movie set in a restaurant
10. Mexican beans that have been boiled and mashed and sometimes then fried.

(answers on Page Four)

# 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

Pollution and babies  
 Messenger Kids

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

# Ariadne and the Magic Thread

## Chapter Thirteen: Freed From The Tangle

*Our story so far: Theseus has promised not to be so bad tempered once they get to Athens, but now Ariadne's thread is caught on a rock.*

Somehow, the end of the thread had managed to get tangled in the rough surfaces of the stone Ariadne had been sitting on. She tugged at it, trying to get it free, but it was too snarled.

"Hang on, I'll cut it," Theseus said, drawing his sword from its sheath.

"It can't be cut," Ariadne said. She took the spool out of her bag and set it on the rock.

"Please rewind," she said, but it didn't move.

"Well, never mind, then," Theseus said. "Just leave it here. There aren't any Labyrinths in Athens anyway. Besides, you'll always be safe when you're with me."

Ariadne looked at the spool, sitting on the rock. Theseus had taken a few steps away and was waiting for her at the edge of the clearing.

"It's getting dark," he said. "Come on."

"No," Ariadne looked back at him, and her eyes brimmed with tears. "I can't."

"What are you saying?" Theseus said. "You're going to stay here? In the middle of the woods on some island?"

Ariadne reached down and tugged at the thread once again, but it did not budge. "I'm sorry," she said softly.

He stepped towards her and took her wrist.

"Come on, don't be silly," he said, pulling her towards him.

"No!" she shouted, and pulled free from him. "I said I'm not coming!"

"Fine!" he shouted back. "But I've got a boatload of people down there who *do* trust me and who *do* care about me and we're leaving for Athens at dawn! So you can sit up here and play with your little spool all you want, but don't think we're going to wait for you!"

And he stormed away, slashing the bushes from his path with the sword he still held in his hand.

Ariadne sat back down on the rock, holding the thread between her thumb and forefinger. She could hear Theseus crashing through the brush as he stormed his way back down to the beach, and then the woods grew silent.

Overhead, she saw the stars beginning to appear in the evening sky, framed in the branches of the trees that ringed the clearing. Ariadne lay down on the rock and watched the stars and planets until she had fallen asleep, still clutching the thread.

The song of a bird awoke her.

The sun was just coming up, the sky was rosy pink and a small bird was in a berry bush on the hillside, singing a trilling, piping greeting to the day.

Ariadne sat up, and, as she did, the thread in her hand came with her. It was no longer snagged on the rock!

"Please, rewind!" she said. The spool vibrated to life and the thread quickly rewound itself. Ariadne grabbed the spool, stuffed it quickly into her shoulder bag and ran towards the beach.

She had only gone a little way, however, when she came to a place with a clear view of the sea. Halfway to the horizon, she saw a Greek ship, its black sail full-bellied with the morning breeze, moving smoothly and steadily away from the island of Naxos.

Ariadne raced the rest of the way. Would they see her? Would they come back if she waved and called out?

By the time she reached the water's edge, the ship was farther out, and all she could see from the beach was the sail above the horizon, and then nothing.

Above the high water mark, where the sand was loose and dry, she found Korinna's blue scarf, rolled up around a small water jug, a loaf of flat Greek bread and a small bottle of Minoan skin lotion.

Ariadne gathered them up. She put the scarf over her head and put the lotion and the bread into her bag. She saw the spool inside, and took it out, then sat down on the sand, the jug of water beside her, the thread on the ground in front of her.

"You did this," she said to it. "You wanted me to stay. Now what am I going to do?"

In reply, the spool vibrated, sending out sprays of sand as the thread shot out across the beach and into the woods.

Ariadne stood, picking up the water jug and taking the thread between thumb and forefinger. It went into the woods along the river, then snaked between some bushes and up the mountainside.

Ariadne followed, scrambling on the rocky, sandy soil until at last she went around a boulder. The thread ended at the mouth of a small cave, just tall enough for her to duck down and go inside.

Years of moving through the Labyrinth every day made it easy for Ariadne to see in the dim light that came from outside. The floor was flat, the ceiling twice her height, the cave the size of her bedroom at home.

Perhaps it had once been a smugglers' hiding place. Perhaps an over-loaded trader had used it to store some of his cargo. But the dust showed that it had been many years since the tall clay jars had been left there.

Ariadne's study of the merchant trade made it easy for her to read the seals, some of lead and some of wax, on each of the jars. The marks were from Crete, from Syria, from Egypt, from Lydia, from Thessaly, and from Tyre. Olives, barley meal, salt, oil, honey, dried fish and everything else she could think to ask for was there in jars, waiting for her.

Ariadne walked to the mouth of the cave, where the thread still trailed along the way back down to the beach, and the spool, and the wide, wide sea.

But she did not pick it up and follow it yet. There would be time, she knew, and the spool would wait for her there.

There would be time to cry, and time to think, and nobody to tell her how.

*text copyright 2003, Mike Peterson -- illustrations copyright 2003, Marina Tay*

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. Rick Riordan 2. radius 3. reindeer 4. (AnnaSophia) Robb 5. rubric  
 6. ringmaster 7. Rocky Ford 8. Ramadan 9. ratatouille 10. refritos

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