



‘Endgame’ plays out perfectly

In 2008, Tony Stark fought his way out of a cave in the middle of nowhere, setting off a domino effect that got the Marvel Cinematic Universe where it is today.

Now?

It’s safe to say that the stakes have never been higher and the term “stranger than fiction” is no longer applicable.

Most of them have nothing to lose
and everything to gain, and the
ones that have something to lose?
They’ll protect it until their
dying breath.

“Avengers: Endgame” is the emotional end of a decade-long era and, despite its grand total three hour runtime, this movie is absolutely captivating from start to finish.

Thanos (*Josh Brolin*) did exactly what he said he was going to do: He wiped out 50% of all living creatures.

Five years later, Scott Lang, otherwise known as Ant-Man (*Paul Rudd*) turns up, and with him comes one last shot at fixing what had previously seemed irrevocably broken.

Is it a risk?

Absolutely.

Are the surviving Avengers willing to do it if it means getting everybody back?

Whatever it takes.

And because this is a Marvel film, this journey to restore the universe to its rightful order will be accompanied by graphics with incredibly lifelike precision.

If you thought the fight scenes in “Infinity War” couldn’t be topped, think again.

The final fight in “Endgame” makes the battle in Wakanda look like a couple of toddlers fighting over a stuffed animal.

“Avengers: Endgame” is a far cry from the usual superhero trope.

In the place of back to back wisecracks and seemingly effortless fight scenes comes a more human side to our heroes that hasn’t been seen before: vulnerable, hurt, and hopeless.



Everybody lost someone and moving on isn’t easy, especially for the people who feel they could’ve done something about it.

For the first time, the saviors feel just as helpless as the people they couldn’t save and it shows a completely different aspect of the seemingly infallible superheroes who are always there to save the day.

This extraordinary shift could not, of course, be accomplished without the phenomenal cast of actors, each and every one bringing their characters to life.

From the Marvel veterans such as Robert Downey Jr. (*Iron Man*) and Chris Evans (*Captain America*) to the newcomers like Brie Larson (*Captain Marvel*), they have taken their roles and turned them into the very people children have looked up to for generations.

Even the most compelling script would be nothing without great actors to drive it forward, and Marvel has done a great job at choosing the perfect ones to play the roles.

“Avengers: Endgame” is, in fact, the end of the Marvel Cinematic Universe as we know it.

In the fascinating end to over ten years of a suspenseful and breathtaking storyline, the characters that have fought and lived and loved next to one

another will have to mend fences and forge new alliances in the fight for their lives.

Most of them have nothing to lose and everything to gain, and the ones that have something to lose?

They’ll protect it until their dying breath.

“Avengers: Endgame” is the perfect bookend to the third phase of the Marvel Cinematic Universe.

It ties up all the loose plot ends with a satisfying conclusion, and is definitely worth the watch, however it should not be seen without at least a little background knowledge about previous MCU events.

You also might want to go use the restroom before you go in the cinema: Three hours is a long time to go without bathroom breaks, and you’re definitely not going to want to leave your seat.

“Endgame” is rated PG-13 for some swear words and violence.



By Maria Ciobanu,
14, a CK Reporter
from Denver

Strange novel offers dark, suspenseful fun

“Curse of the Werpenguins,” by Allan Woodrow, is about a boy named Humboldt.

He is a orphan with an unusual birthmark and dreams of getting adopted.

Once that happens, he goes to Bulgaria, and hears some disturbing things about his new parent.

He is greeted by a housekeeper named Frau Flagenfreuer.

She leads him to a room on a tall tower, above hundreds of barking penguins.

The next morning his greeted by a boy his age, who claims to be his new parent.

The boy shows Humboldt into his dining room, full of platters of raw fish. He starts eating them.

Each night, Humboldt hears barking penguins.

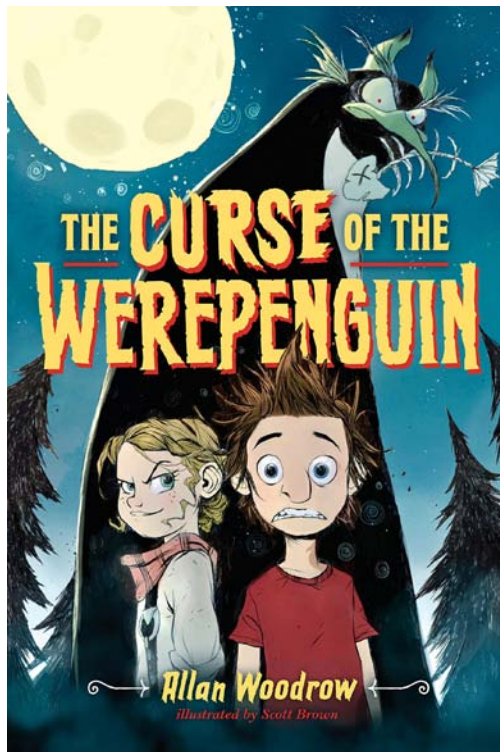
He always can hear what they are saying “Come to us!”

One night, he wanders outside.

Then, something unexpected happens.

I think this was a good book, though the middle was pretty boring. The end, however, was full of suspense!

The story was full of twists. It was creative and showed a lot of imagination.



The beginning caught my attention, because of his sad story.

This book I would recommend for 8-11 year olds. It is a little dark in some parts, and there are some hard words.

The story was full of twists.

It was creative and showed
a lot of imagination.

It might be a little boring for older kids, but I thought it was just my level.

What happens to Humboldt? Find out in “Curse of the Werpenguins!”



By Reese Ascoine,
9, a CK Reporter
from Golden

Youth Journalism Day

For Kids ages 8 to 14
Thursday, July 11, 2019 • 7:30 am to 5:00 pm
Metropolitan State University of Denver

Register today! Go to [ColoradoNIE.com](https://coloradonie.com) for more details and Registration form.

Call Dana at **303-954-3974** with questions.

[ColoradoNIE.com](https://coloradonie.com)



YOBOD choice combines reading, art

The 2019 Youth One Book, One Denver (YOBOD) summer reading program will start this June and continue until the beginning of the 2019-20 school year.

The program offers readers a range of activities based on a selected book; this year it's "The Cardboard Kingdom," a graphic novel by Chad Sell.

All the activities are cardboard-themed, as the book's title suggests, and can be done at home. They include making a robot hand, building cardboard furniture, and constructing a model city.

Most of the characters' stories are told through their dialogue, but a couple of the chapters are completely devoid of words.

"The Cardboard Kingdom" follows 19 kids as they team up to convert their houses into castles, cities, and jungles, and put them together to form the Cardboard Kingdom.

Everyone plays a different part in the Kingdom: Jack is the sorceress, Connie is the robot, Seth is the Gargoyle, Amanda is the mad scientist, and Sophie is the Big Banshee.

Each chapter of the book features a different character and how they formed their part of the kingdom.

To give the book more diversity, Sell collaborated with several other authors, and each chapter was written with a different partner.

The co-authors included parts of their own childhood experiences in the characters they created, so all of them have unique personalities and interests,



along with their own personal problems that they have to face.

Most of the characters' stories are told through their dialogue, but a couple of the chapters are completely devoid of words.

Even though they aren't any more detailed than the other chapters, I feel that they focus more on what is happening and help to put the reader into the character's shoes (*I also found it fun to try imagine what the characters were saying*).

The recommended age for the book is early- to mid-fourth grade, but I still found it enjoyable.

All of the characters were unique and had great design, with one small exception: Roy, one of the neighborhood bullies, looks and acts exactly like what you would expect a stereotypical bully to be like: he makes fun of the other kids at first, but later considers his actions and becomes their friend.

Despite this, his chapter was still different in a way, as it was written from his point of view.

I don't often read graphic novels, but "The Cardboard Kingdom" is a quick read and an excellent choice for the YOBOD program this year, and anyone can find something they can relate to in at least some of the characters.

"The Cardboard Kingdom" is available at area bookstores as well as at all branches of the Denver Public Library.

To learn more about how you, or a group you are part of, can participate in the Youth One Book One Denver program this summer, go to <http://www.artsandvenuesdenver.com/events-programs/youth-one-book-one-denver>

You can also download the free Activities Guide there as well as sign in to share projects, photos and videos you make as part of your participation in YOBOD.



By Nandi Strieker, 12, a CK Reporter from Antonito

Rider series adds a short story collection

"Alex Rider: Secret Weapon," by Anthony Horowitz, was a book unlike any other in the series.

Instead of being a single long story, this book is comprised of seven short stories that each have their own thrill and interesting points.

Some backstory: Alex Rider is a 14-year-old boy trained in multiple martial arts and other fighting skills. His parents passed away some time ago, so he was living with his uncle, Ian Rider.

Ian was a spy for the British intelligence agency M16.

Alex does not know this because Ian told everyone that he was an international banker to disguise the missions as business trips.

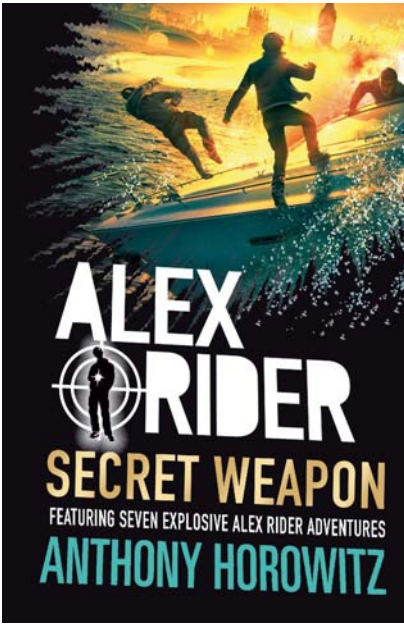
One day Ian was killed in a "car accident" but Alex decided to investigate after seeing some suspicious figures at the funeral.

He found the car in the junkyard shredded with bullet holes, and shortly later he was contacted by M16.

They wanted him.

Looking back, he saw that throughout his whole life, his uncle had been preparing him: The martial arts, the climbing, the wilderness survival. It all added up.

He didn't really have a choice and was sent on multiple successful and thrilling missions, each of which was their own book before, but



now Anthony Horowitz has made a short story compilation.

My favorite story was "Christmas At Gunpoint," a thrilling story about Christmas vacation at the fictional Gunpoint Ski Resort in Colorado.

The story follows two spies from the generation before Alex, one of whom is his uncle, in the kidnapping of a little girl, an important exchange, and Alex's first experience of action and the revelation of his uncle.

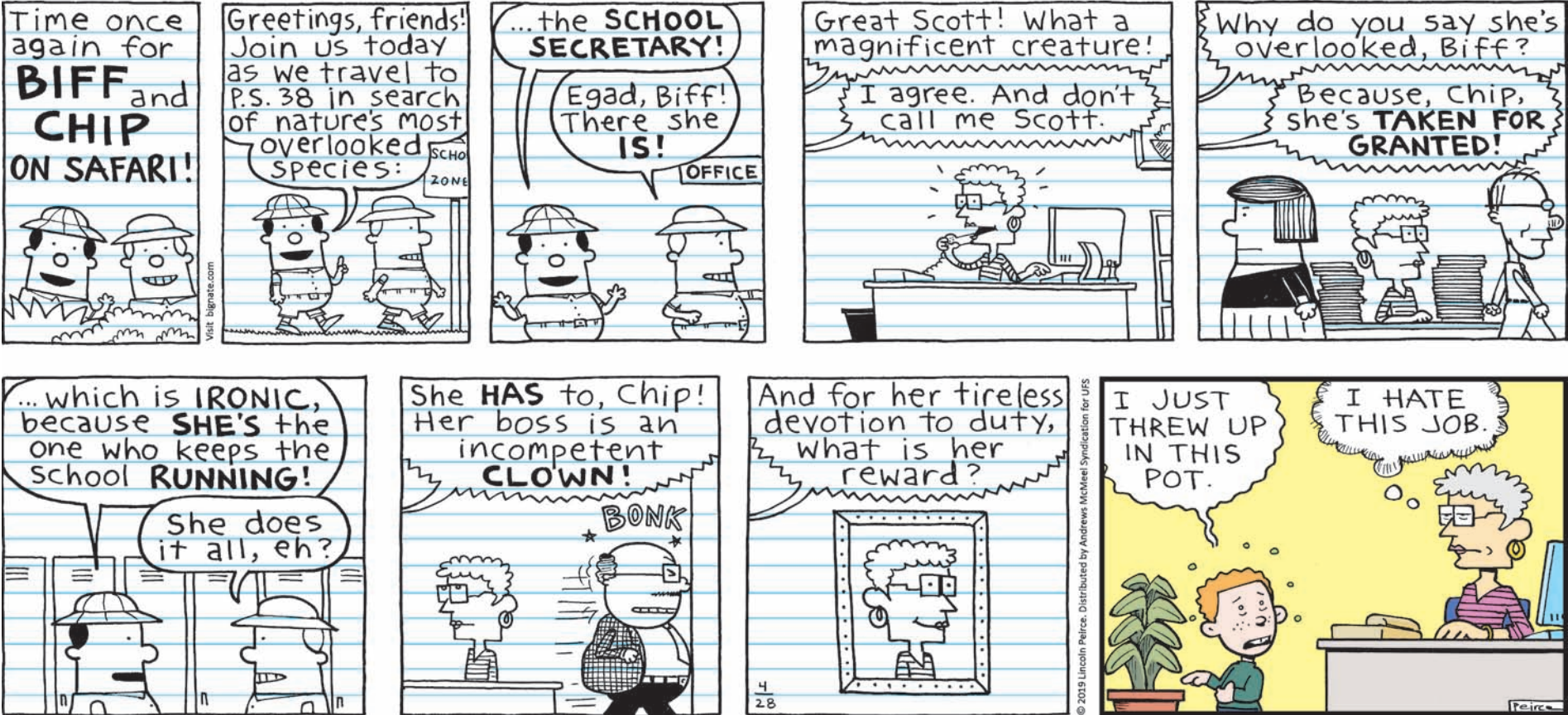
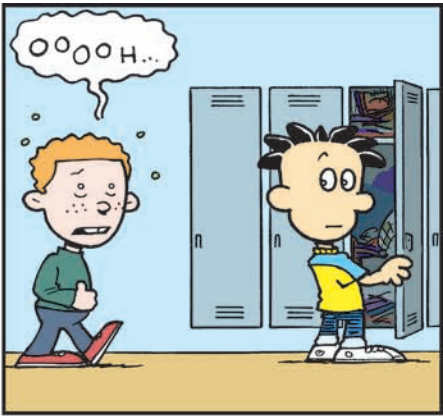
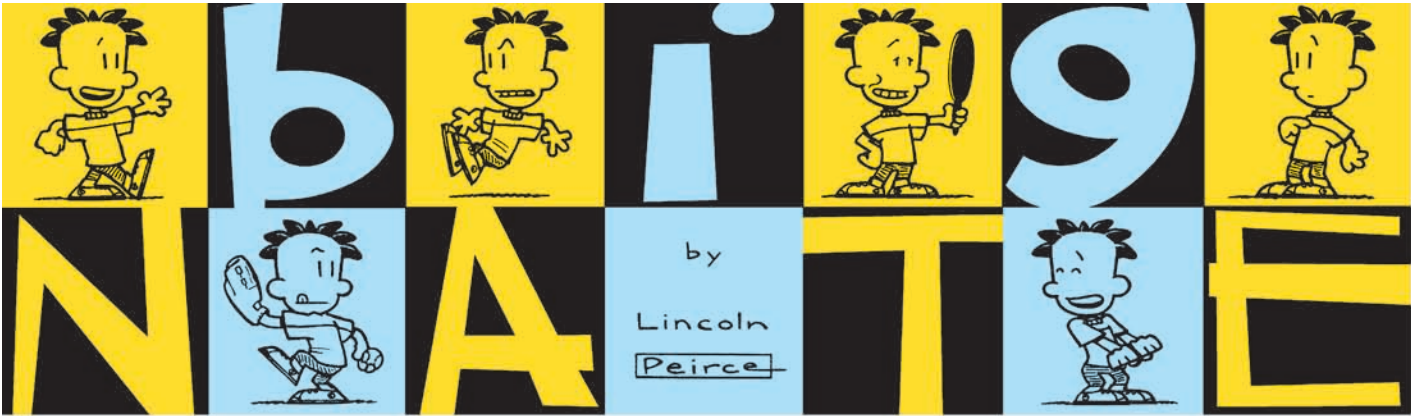
This is a really great book that I recommend everyone read, especially action fans. All of the books in the series are very good but this is my favorite, because there is less exposition and more action.

This book has more fighting and other interesting scenes because it has seven plots, and, when you squeeze seven plots into a 336-page book, you don't have room for much other than the interesting parts.

Anthony Horowitz is a terrific author and did a great job on this latest book in the series.



By Jack Vanourek, 13, a CK Reporter from Littleton



Museum now offers virtual reality adventures

The Denver Museum of Nature and Science now has a virtual reality arcade. The VR arcade has two parts: a series of booths where you can play individual virtual reality games and a virtual reality ride called the Transporter. The arcade is a separate charge from the regular museum admission of \$19.95 for adults and \$14.95 for kids if you are not a member of the museum. To play the VR games you must be 10 or older. A ten-minute session on the VR games is \$8 for non-member adults and \$7 for members. Kids (*anyone under 18*) are \$7 for non-members and \$6 for members. The booths allow you to choose from a menu of 12 games. I played “Job Simulator,” “Hang Glider,” and “Plank Not Included.” When you first step in the booth, the VR attendant puts VR goggles over your eyes and gives you two handheld controllers. You control your character’s movements using the handheld controllers and your body. For example, in “Hang Glider” the attendant brings in a chair for you to sit on, then the game gives you the option of controlling your hang glider with either your head or handheld controllers. For all of the games it will feel a bit disorienting at first to move in virtual space, but you get used to it pretty quickly. Once I got the hang of it, I loved the experience of really feeling like I was in a different world. It helps to have good balance and a good grip on the tethered controller. The VR attendant told me that the most popular games are “Beatsaber,” “Job



photo/©Denver Museum of Nature & Science

Simulator” and “Pirate Trainer.” The VR Transporter looks like a roller coaster car, and moves a bit like one, too. In order to ride it, you must be more than 42 inches tall. When it is your turn on the VR Transporter, you sit down and buckle up while the attendant lowers a rollercoaster-like bar. As with the games, you are given a VR headset. There are two choices for a VR Transporter experience – under sea or space -- and, if you are in a group when you ride the VR, your group must agree on one option. Both modes are exhilarating; you really feel as though you are an astronaut or a submarine pilot. The VR Transporter has a 4-minute experience time and is also equipped with a emergency stop button for those who feel nauseous or just plain freaked out. For those with a tight schedule, it would make sense to avoid the VR arcade during its most popular times on weekend mornings and during school breaks. During these times, there will be a line for both the game booths and the Transporter. The VR arcade and Transporter were both worth the wait and a great experience. You should check it out!



By Aidan Muldoon, 11, a CK Reporter from Denver

Malawi begins use of new malaria vaccine



This Kenyan child was among the first to try the new vaccine, now being used in Malawi. (AP Photo/Karel Prinsloo)

Malaria is one of the world’s most widespread and difficult diseases to treat, and it must be treated. Nearly half a million people die of malaria each year, most of them young babies whose little bodies can-

not fight off the disease. One of the difficult parts of preventing malaria is that it is spread by mosquitoes, and so is common in tropical areas, often in remote areas that are difficult for medical staff to get to. But even in cities, use of mosquito netting is only partially effective, since it only takes one infected mosquito to inject the parasite that causes malaria. And that is the second difficulty: Unlike many other diseases, malaria is caused by a parasite, not a virus or bacterium, making it harder to develop a vaccine to prevent it. But researchers have come up with a vaccine. It is far from perfect and can only prevent malaria in about a third of the people who are vaccinated with it. However, a third is a big improvement, and, a few years after experimental trials, the government of Malawi has begun a program to vaccinate children against malaria. Since there is no way to know if a child is one of the lucky one-third for whom the vaccine will work, it will

still mean hanging mosquito netting and trying to control the type of mosquito that carries the parasite. There are a number of research programs that work to eliminate that species of mosquito, but they remain highly experimental and have not yet been put into action. Meanwhile, the government of Malawi has decided that an imperfect vaccine that can save one-third of its children from this deadly disease is worth trying.



Sudoku

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



Brainteaser

- Gal Gadot turns 34 today, so our answers this week will begin with “W.”**
- The film role for which Gal Gadot is most famous.
 - He was sworn in as president on this date in 1789 in our new, temporary national capital of New York City.
 - Long-tusked cousin of seals and sea lions
 - Green, spicy, horseradish-like paste served, along with pickled ginger, with sushi and sashimi.
 - Crafter who uses a loom to make cloth.
 - The breastbone of a bird, especially a chicken or turkey, since that’s where most people are likely to find one. (Also a brand of salad dressing.)
 - Author of “Stuart Little” and “Charlotte’s Web.”
 - Northwest suburb of Denver, not to be confused with the dog show or the famous abbey in London.
 - A marsupial similar to a kangaroo, though generally smaller.
 - A portable clothes closet which just might let you into Narnia.
- (answers on Page Four)

Garbage War? Philippines losing patience with Canadian trash

Philippine President Rodrigo Duterte is known for fiery speeches and tough policies. He is not known for being particularly patient. And Duterte has apparently lost patience with a problem the Philippines and Canada have been quarreling over for about five years: Garbage. The Philippines have received more than 100 large containers of Canadian garbage. They don’t want it, they can’t use it and they want the Canadians to take it back. Last week, Duterte even threatened to go to war with Canada over the problem. Nobody really expects that to happen, but Duterte is demanding that Canada take back its trash.

The problem is that it wasn’t supposed to be trash. It was supposed to be recyclable plastic, but the company that collected it and shipped it to the Philippines for processing did not enforce rules. The result is that a lot of garbage, some of it pretty disgusting, got mixed in with the plastic. Now it can’t be recycled and the Canadian government is not having any luck in getting the company that made this deal to fix the problem. It sounds funny to talk about two countries going to war over garbage, but it brings up an important point: When you put out your plastics, cardboard, glass, paper and other recyclables, follow the rules. Make war on waste, not each other. photo/Correogsk



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 CK Reporter!

tinyurl.com/COkidsReporter



To read the sources for these stories

Malawi Fights Malaria

The Garbage War

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

The Crown and the Colliers

Chapter Seven -- Behind the Tall Door

Our story so far: Siegfried has been sent back to the lodge with a message for the Queen. After promising not to escape, Gabe, Jed and Rupert have been permitted to wander around the camp. Jed and Gabe are examining a house with a Tall door.

Gabe and Jed looked at the Tall doorway. "Maybe they hold meetings inside when the weather is bad," Gabe suggested.

Jed shook his head. "So what if they do? Why would it have a Tall door?"

"If it's a public building, it would have to," Gabe responded, and Jed looked at him for a moment.

"Or else what?" he asked, and started laughing.

"Do you think a building inspector is going to trek up into the mountains, ride straight into the middle of a Short rebel camp and start measuring doors?"

Gabe chuckled at himself. "Okay, okay. I wasn't thinking."

"This is a puzzle piece I want to look at closer," Jed started towards the door.

"You'd better be careful," Gabe warned.

"I promised not to try to escape," Jed reminded him. "I didn't promise not to poke around. Come on." He pushed the door open.

They found themselves looking into a plain, undecorated room that held a chair, a table, a dresser and a bed. A carpet covered the dirt floor.

The bed, chair and table were clearly made for a Tall.

A young woman was standing at the table, folding clothes and putting them into a wicker suitcase. "Would you like to come in?" she asked.

She was Tall, nearly as tall as Jed, with the fine features and fair complexion of a Tall, but her hair was black instead of blonde.

"What are you doing here?" Jed asked her.

"Packing."

"But why are you here?" He persisted.

She looked around the room. "I live here."

"But you are a Tall," he said, and she looked around the room again, then leaned to peer towards the doorway as if looking for spies.

"Shhh!" she put a finger to her lips. "I haven't told them!" She laughed at his frustration. "I've lived with these people since my parents died. I was very young when they took me in."

"Was your hair always black?" Gabe asked. "I mean, I'm sorry, I meant ..."

"You want to know if I dye my blonde hair black in order to look like the others?" she asked.

"No. My grandmother was Short. I never knew her, but I have been told her hair was this color, only thick, like yours."

But Jed had not yet received the answer he wanted. "What do you do here? You're not a collier?"

"No," she said. "I'm with the council. There are four of us who travel with them. One is the clerk, whom you saw at the meeting. There are two men who help with the moving, set up our camp, tend our donkeys and so forth. I do the cooking and some of those sorts of tasks."

"You're the cook," Jed nodded. "I see. But why were they all in here when we arrived?"

"They came to tell me we'd be moving," she said, gesturing to the suitcase. "In fact, I think they're ... yes, looking for you now."

As she spoke, two council members appeared in the doorway. Jed and Gabe went back outside, to where Rupert and the rest of the council were standing. The two workmen the young woman had described were leading a string of donkeys, each of which carried packs. A moment later, the girl came out of the house, and one of the men ducked inside to bring out her suitcase, which he loaded on to a donkey.

The group moved through the camp, with the colliers and their wives standing quietly as they passed. Some would nod slightly to various council members and it was not an unfriendly crowd, but there was no cheering or anything said, and, as they began to walk up the path over the hill, Gabe could hear the chink of mauls and wedges as the work of splitting and stacking wood began again.

When they reached the top of the hill, Jed paused and looked back, then gave Gabe a quick tap on the arm, gesturing with his chin. Gabe turned to see that the large house had already been dismantled and not a trace of it remained in the colliers' camp.

They went down the hill to the river and waded through the icy water to where the wagon and its horses, together with Prince Rupert's horse, remained.

"Should we blindfold the prisoners?" one of the workers asked, and Kurt paused for a moment before answering.

"No, don't bother," he said. "They've pledged not to escape. We'll trust them unless they give us reason not to."

The donkeys had forded the river and their packs were taken off and put into the wagon so that the council members could ride them. The young woman climbed up on the wagon box next to one of the workers, and the prisoners were told to get up in the back.

"You mind if I ask you a question about Shorts?" Jed asked quietly, as the wagon began to jolt along a narrow trail that followed the river upstream.

"No, I suppose not," Gabe said, also keeping his voice down. "What?"

"I was just wondering if asking questions makes them hungry?"

"Hungry?"

"Yeah. Do Shorts get hungry when they hear somebody ask a question?"

Gabe looked at him suspiciously. "Not that I know of. Why?"

"It just seemed strange to me," Jed said, "that when that guy asked if we should be blindfolded, all the council members looked over at the cook."

Text copyright 2004, Mike Peterson -- Illustrations copyright 2004, Clio Chiang

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

Sudoku Solution

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

Brainteaser Solution



(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!

1. Wonder Woman 2. (George) Washington 3. walrus 4. wasabi
5. weaver 6. wishbone 7. (E.B.) White 8. Westminster 9. wallaby
10. wardrobe

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.

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

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

Stories without bylines were written by the editor.



ColoradoNIE.com