



CK Reporter of the Week
Sydney Hoover, Denver

'Midway' tells true, harsh story

"Midway" tells the dramatic story of the first major US naval victory in WWII with wit, accuracy, and with the help of an outstanding cast.

Midway is an island in the Pacific Ocean near the Solomon Islands, and the location of this crucial battle between Japan and the United States.

Historically accurate, immersive, funny at the right points, and terribly sad and painful about war

As Lt. Richard Best (*Ed Skrein*) tells his wife in the movie, if Japan wins the battle, its military will gain possession of the west coast of the United States.

The movie actually begins before the Battle of Midway, when the United States is trying to maintain peace after Japan's 1937 invasion of Manchuria.

The futility of that effort is quickly revealed when the movie cuts to the bombing of Pearl Harbor on December 7, 1941.

The United States declares war on Japan, and the U.S. Navy becomes the most important fighting force in the war in the Pacific.

"Midway" portrays real historical figures from the Battle of Midway like Lt. Best, Naval Mechanic Bruno Gaido (*Nick Jonas*), and Naval Aviator C. Wade McCluskey (*Luke Evans*).

"Midway" is an excellent movie.

It is historically accurate, immersive, funny at the right points, and terribly sad and painful about war.

"Midway" accurately portrays the brutality of warfare, including a particularly difficult scene where an American pilot is crushed by his own ship after he crashes into the ocean.

But, yes, it is also funny, including Bruno Gaido's loud declaration of "Cigarette!" when asked by his Japanese captors for the name of his ship, or Admiral Nimitz's reaction to his promotion after Pearl Harbor: "I don't envy the new Admiral... it's me, isn't it?"

One part of "Midway" that seemed likely to be less accurate was its portrayal of Japanese soldiers. They were mostly reduced to screaming and shooting.



The Japanese leaders, like Admiral Yamamoto (*Etsushi Toyokawa*), however, are shown to have thoughtful moments and real emotions.

Admiral Yamamoto reminds his American counterpart at the 1937 peace talks that he is well aware of Japan's reliance on American oil and how that will make war very difficult for Japan.

"Midway" is rated PG-13 and does not seem appropriate for kids under 12.

There is too much graphic violence and cursing, although not as much as in other recent war movies like "Saving Private Ryan" and "Hacksaw Ridge."

A knowledge of WWII makes the movie more satisfying, but the movie explains everything and someone can fully enjoy it without any historical knowledge.



By Aidan Muldoon,
12, a CK Reporter
from Denver

Imperfect novel still tells a gripping tale

Tinn and Cole Burton have done something you probably haven't: Saved a bear cub from a swamp, and gone into a magical wood, without tools, alone.

You can follow their adventure in William Ritter's new novel, "The Changeling."

Even with hasty writing in some parts, the plot comes together very nicely.

Almost thirteen years ago a goblin sneaked into the quiet town of Endsborough to exchange a goblin for a human baby.

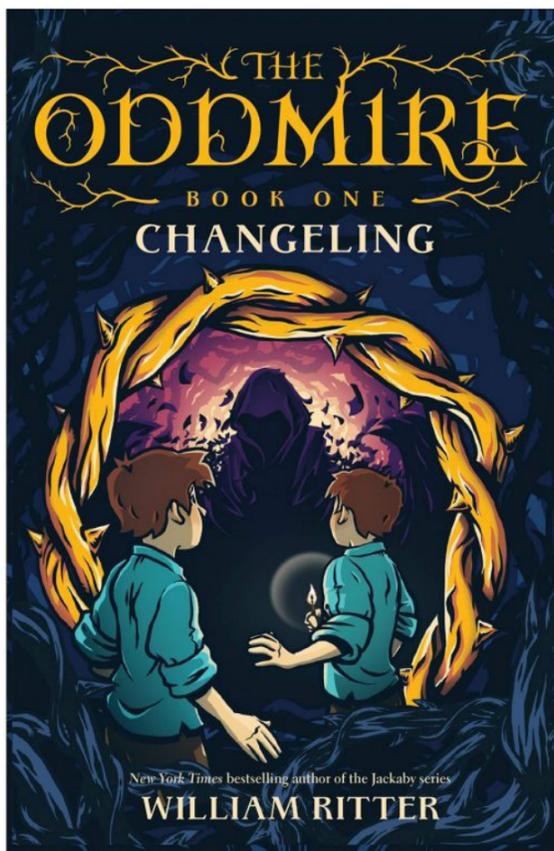
He almost succeeded, but was forced to flee.

When he returned to take the human child, he could not tell the difference, and so he ran back to his homeland, The Wild Wood, without the baby.

Tinn and Cole are raised as human twins, blissfully unaware that one of them is a changeling.

However, the veil is lifted when both their mother and the goblin that brought one of them to their home announce that one of them is a changeling, but they don't know which one.

After receiving the unbelievable news, the boys go



out into The Wild Wood for answers.

Almost as soon as they get to The Wild Wood, they run into a girl named Fable, who decides to join them on their quest.

Ritter's writing is generally admirable. However, there are a couple spots that I had to reread to fully understand what was happening, and where it felt that the writing was done in a hurry.

However, even with hasty writing in some parts, the plot comes together very nicely.

In most cases, you can vividly see the characters and their actions.

The plot and the descriptions, for the most part, are outstanding.

However, because of some confusing parts I rate this book an eight and a half out of ten and recommend it for ages nine to fifteen.

Still, "The Changeling" is a great read and will keep your mind occupied for a good amount of time.



By Jerry Krim,
11, a CK Reporter
from Denver

WRITING IS Fun!

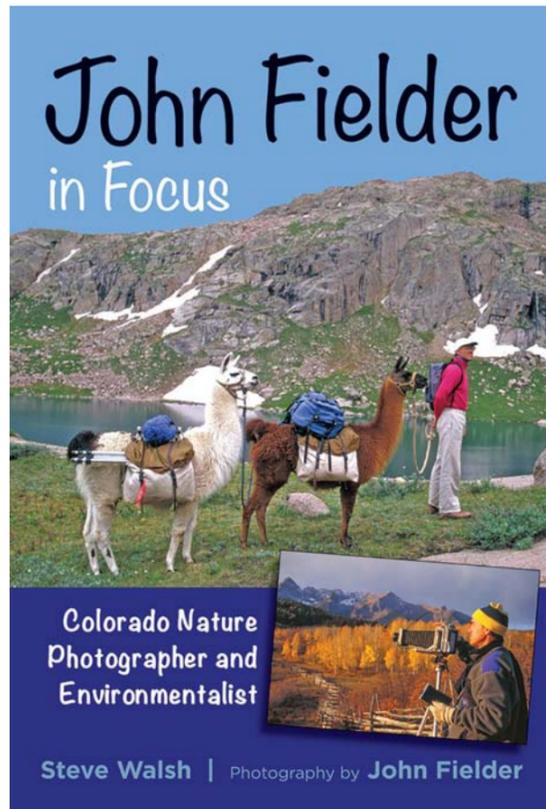
How Would You Like To Be A Real Reporter?

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.

ColoradoNIE.com 



Biography aimed at young photographers



John Fielder: In Focus," written by Steve Walsh, shares many stories, pictures, tips, and lessons -- not to mention photographs -- from the greatly renowned Colorado photographer, John Fielder.

The book covers every aspect of Fielder's life from birth to the current day, including his upbringing and the three main roles he is passionate about: the "Family Man", the photographer, and the environmentalist.

Fielder's main goal was to inform young readers about his story and to spread his message about preserving nature for future generations.

If you are a fan of biographies, great photographs, or the environment, then this book is definitely for you!

I liked how this book was organized, as it made it easy to imagine examples of John Fielder's life in my head. I also enjoyed how he discussed both his successes and failures, because both are important in life.

In an interview, he explained that the book contains three main messages: (1) you can be whoever you want to be; (2) environmentalism is critical; and (3) you

should enjoy life no matter how hard it may get.

Fielder makes these topics clear in the book because his life has been centered around these principles.

Both in the book and as a part of this interview, he provided younger readers tips for nature photography, for example, (1) you learn by trial and error, (2) you can't photograph what you can't see, and finally, (3) leaving no trace on the land where you are working is important.

These tips are important, he said, because he has learned these lessons all throughout the span of his career, and not just from photography workshops.

"John Fielder: In Focus" is a very descriptive book depicting a Colorado icon's life and career, as well as presenting excellent tips for young photographers.

In addition, the book also encourages young readers to follow their dreams, because as John Fielder believes, "life is truly amazing."



By Margaux Dempsey, 13, a CK Reporter from Arvada

I enjoyed how he discussed both his successes and failures, because both are important in life.

Well-paced story keeps readers reading

Magical, exciting, and full of twists!

"The Bootlace Magician," by Cassie Beasley, is the second in what we're told is just a two-book series (*I'm rooting for another one, though*) called "Circus Mirandus."

It stars a young boy named Micah, who has to figure out his magical powers in a whirlwind of a circus.

I would say more, but almost everything is a spoiler of the first book; there are too many twists for that.

Beasley does a great job of making everything not make sense and not fit together until the very end.

This is one of those novels that, at the beginning, you read slowly, but after you get halfway through, becomes hard to put down, with everything leading seamlessly into mini-climaxes that slowly snowball up to the final climax.

The novel is not without faults: The passing of time in the story is fast and a bit confusing, continuously changing so it's always unclear even the general time of year it is.

Also, she kind of skips over certain details, which, for instance, made me think that an animal's name was some very important and unclear event, and she uses the exact same situation numerous times, which gets a bit old.

Furthermore, almost everyone is just kind of overly good.

None of them seemed to have had a rough backstory or even a few character flaws, and, when they did, they really laid them thick. It kind of made the whole thing feel artificial.

It made the whole thing a bit less engaging, too, seeing how perfect the characters are.

But beyond that lack of clarity, different plot devices, and 'gray area' characters, it is a good story.

It gives you a connection to the characters and really makes you feel for them, which is always good.

And as I mentioned earlier, it has an exciting plot that really moves everything along.

Beasley creates a great amount of anticipation with unexplained moments that happen throughout, and that you have to wait for a hundred pages to finally be addressed.

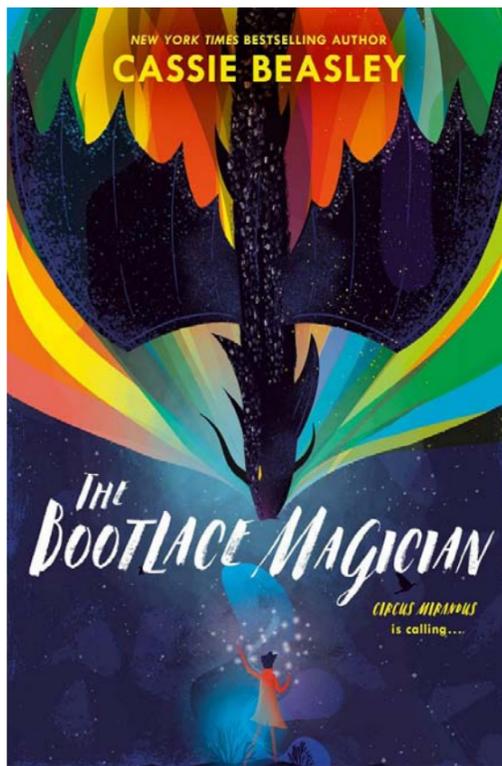
There is also this internal clock ticking throughout the entire thing really driving the novel along. It literally starts from Page One of the prologue and goes all the way to the last page of the epilogue.

And Beasley does a great job of making everything not make sense and not fit together until the very end, at which point it all starts to click.

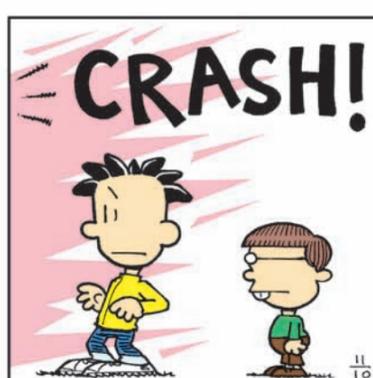
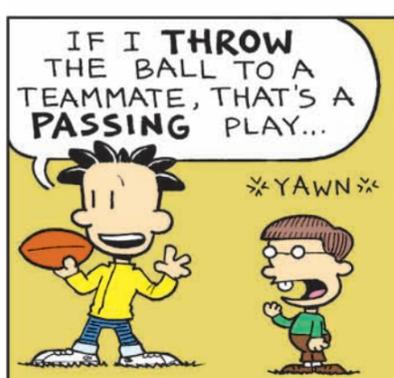
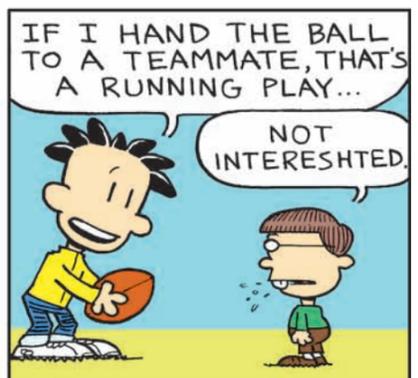
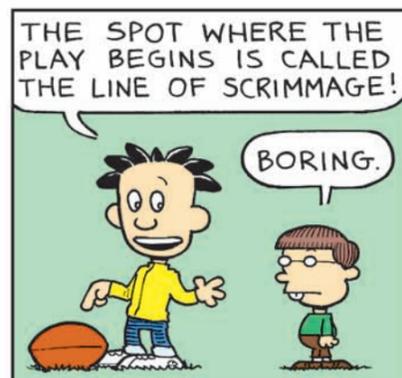
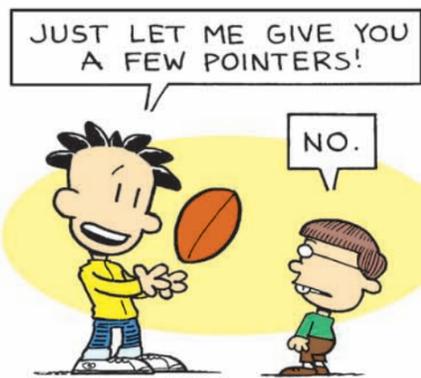
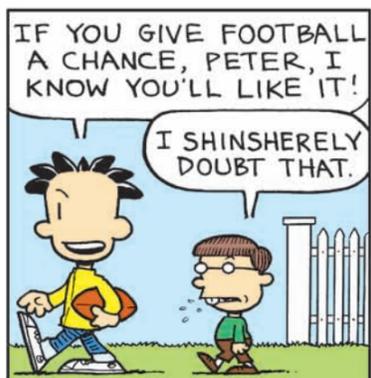
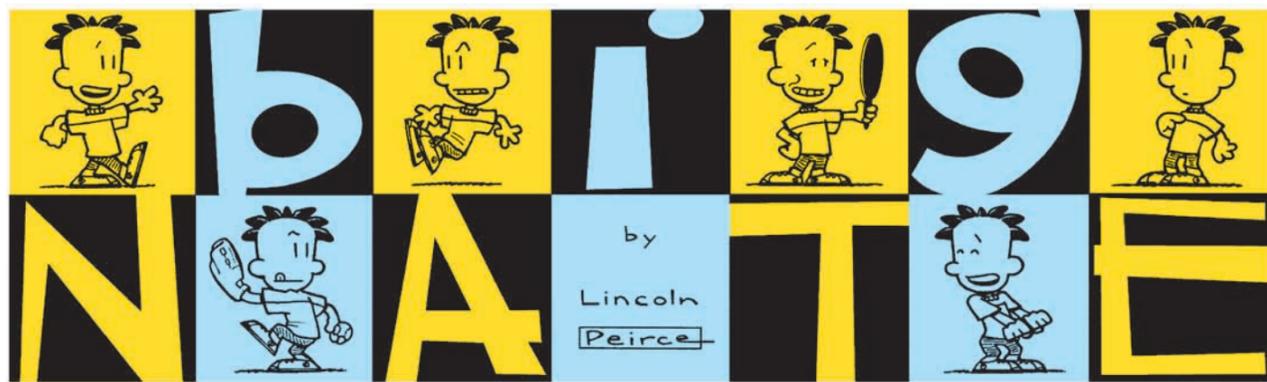
Things like that -- those underlying things that slowly build up and up just right before the main aspects of the plot do -- are a great way to make a good book!

All around, this book is engaging and good for its target audience of 9 to 12-year-olds.

"The Bootlace Magician" is full of wonder, mystique, and maybe, just maybe, a hint of magic, all tied up with a pretty bootlace.



By Thatcher Mulholland, 13, a CK Reporter from Broomfield



Game is a different way to 'play school'

The Trapper Keeper Game is a fun game for your whole family to enjoy.

"The Trapper Keeper Game" is based on the real Trapper Keepers from the 1980s, the notebook-folders that students used to keep their papers in order.

The game includes a mini replica of the original Trapper Keeper to hold all the supplies, the 81 School Paper Cards, 11 Bell Cards, 5 folders, 1 Teacher's Pet Marker, 1 Score Pad, 1 pencil and the instructions.

I think the hardest part of this game is learning how to play.

My mom had to read the instructions for us, and show us how to play, but, after the instructions were over with, the game came pretty easily.

To set up the game, you have to lay out nine piles of cards, all upside down, three in each row.

Then, turn all the top cards over so you can see what the top cards look like.

Elect the Teacher's Pet, and give them the marker, an apple.

They will shuffle the bell cards and lay out only six. (If there is a five-player game, the Teacher's Pet will deal out five bell cards.)

Once the school day begins, the Teacher's Pet will turn the first card in the bell stack over for all the players to see.

Whatever the pattern is on the cards, that's the way that all the players must collect their cards.



The player can pick any cards as long as they're in the order shown on the card. All the cards have individual points, and some have to be paired with another card to work.

Others give you good points, unless you have the most in which they will count as zero points.

You store all your cards in a Trapper Keeper folder, based on the doodles.

If the card has a lot of blue doodles, you put it in blue.

If it has a lot of red, you put it in red.

This actually requires more strategy than I thought, because you have to grade each of the doodles individually.

This game was a little tricky at first, especially in the scoring part of the game, but it was actually fun once you learned how to play.

Soon, my entire family was having fun.

This is a fun family game because your parents may remember the things from the 80s, and the kids will be intrigued on what a

Trapper Keeper actually is.

As hard as it was to learn, this game was worth it because I know I'll play it again.



By Lizzie Intriago, 11, a CK Reporter from Aurora

Ancient Mexicans dug traps for mammoths

Workmen excavating for a landfill in Tultepec, north of Mexico City, came across mammoth fossils that halted their work so archaeologists could examine the site.

What they found was a very different kind of excavation that changes our theories on how ancient people were able to hunt mammoths 15,000 years ago.

Artists have painted pictures of hunters surrounding the giant beasts, a concept that not only should include some badly injured men but doesn't explain why the mammoths didn't just run away from their attackers.

Other theories have been that the hunters waited for mammoths to wander into swamps and get bogged down in the mud.

But what was discovered in Tultepec was a much more clever and well-planned system: A pair of mammoth traps in the form of holes about six feet deep and 80 feet across, filled with the bones of animals that had fallen into them and been killed and butchered.

But it's not quite that simple: The evidence suggests that the pits were dug in specific places, certain distances apart.

Then the people would shout, wave branches and torches, to drive the mammoths towards these traps, in a drive similar to the way later groups of people on the Northern Plains would drive buffalo towards cliffs.

Once the mammoths had tumbled into the pits, they were unable to readily escape the hunters who gathered on the rims.

This is one of the earliest examples of planned use of traps, though Japanese hunters used a similar method for capturing smaller animals.

There's more technology involved, as well. The style of butchering suggests that some bones were taken out first and used to help cut up the rest of the animal.

Archaeologists even found a skeleton that had been set up in a corner and bore scars from earlier battles. They suspect this was a well-known mammoth, honored out of respect for its bravery.



Remains of a mammoth lie in a trap. Note that the original trap was about six feet deep; This excavation is much deeper because it has been covered over for 15,000 years.

(AP Photo/Meliton Tapia)



Sudoku

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

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

Women's rights activist Elizabeth Cady Stanton was born on this date in 1815, so our answers this week will begin with "F" for "Feminism," the belief that women are equal to men and they both deserve the same rights.

1. What folk musicians call a violin
2. Colorado county named for a Western explorer; Cañon City is its seat
3. Author of the "Ranger's Apprentice" series of novels
4. TV show featuring Stewie Griffin and his dog Brian
5. Helsinki is its capital
6. Grilled meat, usually with onions and peppers, loosely wrapped in a tortilla
7. Inventor of bifocal glasses, lightning rods and a type of wood stove
8. When a runningback accidentally drops the football
9. A blue one turns Pinocchio into a real boy, a sugar-plum one dances in the Nutcracker and a naughty one is Peter Pan's best friend
10. German girl who died in a concentration camp in World War II but whose diary has inspired readers ever since.

(answers on Page Four)

Screen time may limit young kids' brains

Toddlers enjoy playing on computers, tablets and smartphones, and it does keep them occupied and out from under foot.

But a new study in the Journal of the American Medical Association suggests that too much screen time can cause a problem in brain development that harms small children's abilities in both speaking and in literacy.

The study followed children 3 to 5 years old, tracking the time they spent on-line or playing games on computers, including whether they were playing alone or had an adult talking to them about what they were seeing and doing.

The study found that children who spent more time on screens had a different level of what researchers call "white matter" in the brain. White matter is a type of nerve network associated with language and communication.

Researchers agreed that this study simply points to a problem and is not absolute proof.

But they also agreed that it provides additional reasons for further study, and for parents to pay attention to the amount of time their toddlers spend sitting with electronics instead of getting exercise or playing with three-dimensional toys like blocks and stuffed animals.

photo/Kalamazoo Public Library



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!

<http://tinyurl.com/COkidsReporter>



To read the sources for these stories

Teen Suicide Essay Contest

Mexican Mammoth Trap

Screen Time and Baby Brains

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

Sudoku Solution

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

Brainteaser Solution



(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!

1. fiddle 2. Fremont 3. (John) Flanagan 4. Family Guy 5. Finland
6. fajita 7. (Benjamin) Franklin 8. fumble 9. fairies 10. Anne Frank

Correction

The review of "Best Friends" in last week's CK had the wrong byline. It was written by Sydney Hoover.

We apologize to her for the editing error.

Hidden Treasures

Things we think you wouldn't want to miss.

Help others: Enter this essay contest

Suicide is the leading cause of death in teens and children in Colorado. It's sad and it's scary and it doesn't seem like it could be true, but this chart from the Colorado Department of Health tells the facts:

While automobile accidents are a very close second, even they are not as large a threat to young people in Colorado as suicide.

Between 2015 and 2017, there were 533 suicides by individuals between the ages of 10 and 24 years old, up from 340 deaths between 2003 and 2005.

The Denver Post is conducting a special program to find out why this has become such a problem, and, as part of that effort, the newsroom is holding an essay contest for writers under 18.

They want to hear from young people, in 750 words or less, about how this crisis is affecting your life, personally or as a young person in Colorado.

The essay can be in any form: An actual essay or poetry or however you can best express what you know and feel about suicide itself or how the lives of young people may be making them more likely to harm themselves.

Suicide is a difficult subject. It doesn't just have one cause and it doesn't have one answer.

You can learn more by Googling "Colorado Department of Health" and "youth suicide." That search will not only bring up resources you can use to study the topic, but helpful websites in case you or a friend need a helping hand and a friendly voice.

We've chosen some particularly useful resources that you'll find hotlinked in our regular "Read the Sources" yellow box on this page.

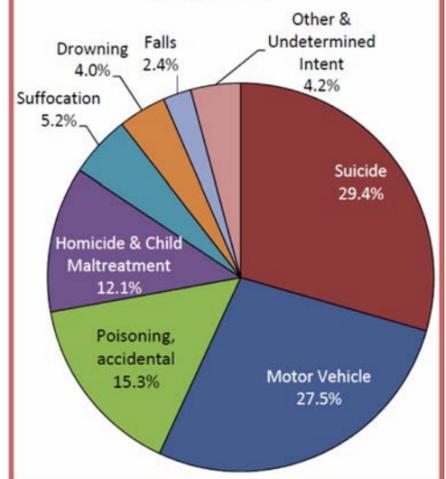
You'll also find the complete rules for the Post's essay contest and more about the project at <https://dpo.st/2Cmqohk>

The essay contest deadline is November 30. Entries will be judged by Denver Post news staff.

The winning piece will be printed in The Denver Post newspaper. The top three pieces will be posted on The Denver Post website. All three winners will have the opportunity to spend a day with a reporter.

And if you are feeling like you need help, or have a friend you think needs help, remember that you can always call Colorado Crisis Services at 844-493-8255. They care and they'll listen.

Figure 1. Leading Causes of Injury- or Violence-Related Death, 0-24 Year-Olds, Colorado Residents, 2009-2011.^{1,3}



CK Calendar

Wednesday, November 13

Shannon Messenger, New York Times and USA TODAY bestselling author of the award-winning middle grade series Keeper of the Lost Cities will present and sign "Legacy," #8 in the series, at Trinity United Methodist Church, 7 pm.

Saturday, November 16

Games Day at Bookies Bookstore, 10 am to 1 pm. Representatives of various game companies will be there and you'll get to try a variety of games. Details: <https://thebookies.com>

Friday, November 22

Opening night for the Arvada Center for the Arts and Humanities' production of "A Christmas Carol, the Musical," which will run through December 22. For tickets and scheduling information, go to <https://arvadacenter.org/a-christmas-carol-the-musical-2019>

Friday, November 22

"Frozen II" opens at area movie theaters. Watch for our review in Colorado Kids!

Thanksgiving Break, November 25-27

The Denver Art Museum will be closed Thanksgiving Day, but otherwise celebrates the break with Create-n-Takes, the Paint Studio and First Light Family Space available daily. On Saturday and Sunday, stop by to see weekend artist demonstrations from noon to 3 p.m. in the studio. All break week activities are included in general admission, which is free for kids 18 and younger.

Friday, November 29

Blossoms of Light opens at the Denver Botanic Gardens. The Gardens' signature event for over three decades, this annual holiday lights extravaganza transforms the York Street location into a twinkling winter wonderland. New features include a 360-degree immersive light experience, along with favorites. Runs through Jan 3, tickets required. For details, go to <https://www.botanicgardens.org/events/special-events/blossoms-light>

Saturday, November 30

Opening night of Colorado Ballet's 59th annual production of Tchaikovsky's "The Nutcracker," with 26 performances through December 29 at the Ellie Caulkins Opera House, with live music featuring the Colorado Ballet Orchestra. For schedule information and ticketing, visit <https://www.coloradoballet.org/>

ColoradoKids

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look under "Youth Content" at:
www.ColoradoNIE.com

Stories without bylines were written by the editor.



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