



CK Reporter of the Week
Nandi Strieker, Antonito

Exhibit shows rare women's work

Paris in the 1860's was a hostile place for women artists.

During the age of Impressionism, countless women artists were under-credited and their work, forgotten by the competitive eyes of a male-dominated society.

It is in the new exhibit curated by the Denver Art Museum titled "Her Paris: Women Artists in the Age of Impressionism" that the masterpieces of these seemingly forgotten women are showcased and their intricate stories are brought to light.

Throughout the exhibit the curators encompassed all parts of the life of a woman artist from segregated schooling to family, and the 89 pieces of artwork are melded together to create a web of different tales of even more different women who faced adversity with a burning passion for art.

During the era, women were expected to be the mothers and the wives: tending to the households and being seen but not heard.

It was during this time of women's suppression that these artists rose against society and succeeded at something that was farfetched for women of the time.

Yet along the hard road to success there were many obstacles keeping women from showcasing their paintings.

Women were not allowed to attend art colleges and there were few academies willing to teach women.

Additionally, in order for a woman's art to be presented to the world she must have a man in her life to guide her work.

As result of societal expectation, many of the paintings presented in this exhibit highlight introspective topics, such as reading, since women were expected to stay inside and be homemakers.



"In the Studio" by Maria Bashkirtseff, 1881 Courtesy Denver Art Museum

"There was beauty elsewhere and the women were able to find it internally," said Angelica Daneo, one of the curators of the exhibit.

Moreover, there are few paintings of landscapes by these female artists as a result of the inappropriateness that tromping in the wild presented.

Lastly, while male artists were allowed the freedom of rowdiness, women were expected to stay modest at all times and were not allowed the same free expression as men.

Further evidence of the tyranny women faced is the fact that women were not allowed to gallivant around the streets of Paris alone and this limited their worldview, liberation, and experience.

But even in the face of inequality, these women prevailed.

It is from these oppressive conditions that these 37 women rose against the social, cultural, and artistic bonds placed upon them and created

masterpieces.

"Her Paris: Women Artists in the Age of Impressionism" is an inspiring and eye-opening exhibit and a timely reminder of the magnificence of art and the beautiful expression of silenced voices.

The exhibit will be at the Denver Art Museum through January 14. For more information, visit <http://denverartmuseum.org/>



By Clarise Reichley,
13, a CK Reporter
from Denver

Astronaut tells what it's like to live in space

Recently, The Tattered Cover Book Store welcomed Commander Scott Kelly to the Trinity United Methodist Church in downtown Denver, and about a thousand people attended the event.

Kelly is the American astronaut who spent one year in space.

Kelly answered the questions of Dr. Steve Lee, a Space Scientist from the Denver Museum of Nature and Science, and a few audience questions at the end.

Kelly has written two books. "My Journey to the Stars" is a kids' book, and "Endurance: A Year in Space, A Lifetime of Discovery" is his other, which just came out last week.

He was asked what the difference was between a Soyuz (a type of Russian spacecraft) and an American Space Shuttle.

Apparently, the Soyuz was not his favorite. It is loud, dark, and hot, fueled by liquid kerosene.

He said that taking off in the Soyuz is like going over Niagara Falls, on fire.

It is hot because the window is only 5 inches from your face, and there is 3,000 degree heat on the outside of the window while you are leaving the atmosphere.

Kelly went into space four times: Eight days on a

Space Shuttle, then 13 days on another Shuttle, and then on the International Space Station one time for 139 days, and another for 348 days.

This makes a total of over 500 days in space, the record for longest time in space, and most consecutive days in space achieved by an American astronaut.

Kelly claims that space food is not bad, but meals are a pain.

For example, you have to tape your spoon to the table.

Kelly also says that spacewalks are hard. "There are two types of fun, type 1 and type 2," he explained.

Type 1 is the kind of fun that is fun in the moment, like a roller coaster.

Type 2 is the type of fun that is fun when it's done, a relieved kind of fun looking back on what you just

did.

Space walks are a Type 2 fun.

Even falling asleep in space is hard, Kelly said.

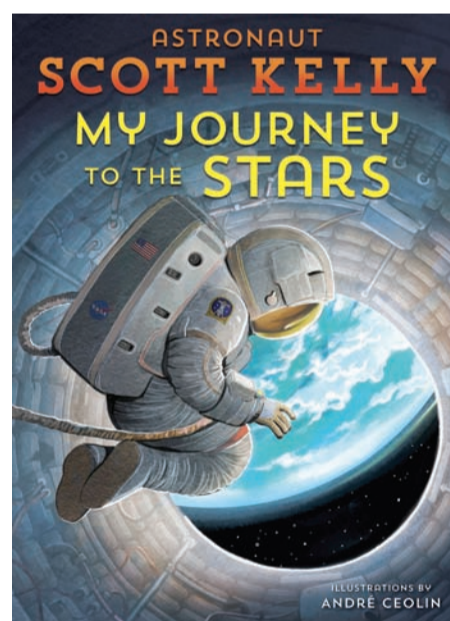
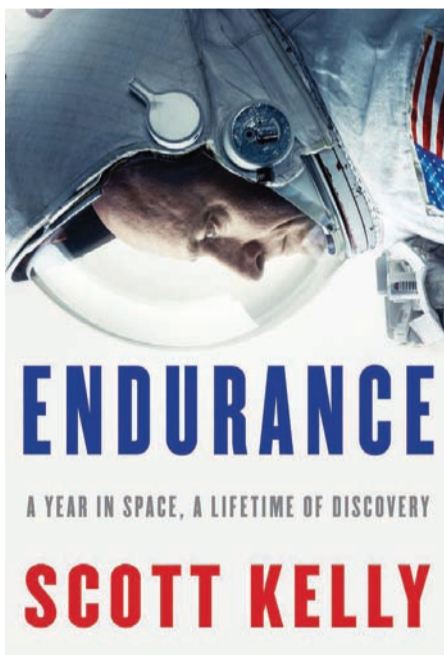
This is because, on land, it takes effort to stay upright and counteract gravity all day.

However, in space, there is no energy change between laying down and standing up, so you are less tired, which makes it harder to fall asleep.

Also, cosmic radiation hitting the retina in your eye can keep you up, because it makes splashes of light appear in your eyes even when they are closed.

This was an awesome experience, and if you ever see that he is doing another one of these events, then I think you should go.

It was an inspiring and humorous experience, and I wish that more than a thousand people could have experienced it.



By Jack Vanourek,
12, a CK Reporter
from Littleton



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.

Big castle fun for My Little Pony fans

"My Little Pony: The Movie" came out in theaters early in October, and there's a new toy based on two places in the film!

The "My Little Pony Canterlot and Sequestria Castle" is a great toy for girls to play with, even if they aren't into My Little Pony.

I don't play with My Little Pony toys or watch the show that much, but I still enjoyed playing with this toy set.

It might also help to watch the movie as well, because it helped me to understand the backstory of this toy.

The castle has two levels: the top is Canterlot, and the rest is Sequestria.

The light-up tower represents the entire kingdom and the part underneath Canterlot is the throne room. When the castle is all put together, it's huge – almost two and-a-half feet tall!

The set also comes with two figures: Queen Novo and Spike the Pufferfish.

Because of her body's color and slight transparency, I thought Queen Novo glowed in the dark, but unfortunately, after leaving her under a light for a while, I realized I was wrong.

With 38 pieces, the castle requires some time and patience to build! Most of it was easy to put together, but some of the pieces gave me some trouble.

The most difficult parts to assemble were the elevator and the place where Queen Novo's magic pearl is kept.

That piece didn't fit into its place because parts that went into the hole were too wide, so I had to bend them slightly in order for them to fit in their place.

Two places in Canterlot also didn't quite fit together.

The platform with a part that spins on it didn't lock into place, and the top of the tiny pink windowsill didn't fit, either.

With both of those pieces, the parts that go into the notches were completely flat and had no way of staying in place. *(With the windowsill, I think the top part may have broken because the two other parts on it curved upward slightly so they fit.)*

There are two places in the throne room that Queen Novo is supposed to be able to ride on, either on the spiraling elevator or on the octopus.

The spiraling elevator works okay, but Queen Novo's head or tailfin get bumped by the other elevator. I didn't use the octopus for her, either, because I couldn't figure out how she gets on it.

The castle also comes with 31 accessories that all fall into different categories: Tea Party, Beach Fun, Makeup, Seafood Party, Treasure, and Bedtime.

There was one accessory – a flat orange shell – that I couldn't figure out which

category it was in. *(There were separate bags for each category, but I wasn't paying attention when I was opening them.)*

One piece in Beach Fun looks like a small wave. There is a place to put a pony figure on it and it has wheels on the bottom. On the box, it shows Queen Novo sitting on it, going down the slide in her throne room, but it didn't work out that well: The slide is too steep for the piece to go on alone and too dangerous for Queen Novo to ride.



My favorite part of the castle is the light-up tower.

It has three openable "pods" on the sides: the largest is pink, the middle one is green, and the smallest is blue.

The pink pod can hold Queen Novo perfectly, and the smallest can keep Spike, even though it's hard to get things to stay inside while it's opened.

The tower uses three AAA batteries that are installed at the bottom. There is a hole at the bottom of the platform for that, so the batteries can be installed without taking apart the castle.

At first, I couldn't figure out how to turn it on because there were no buttons on the tower, but then I realized the lights turn on when the pony statue at the top is turned.

There is a blue light under each of the pods on the tower. When the statue is

turned, the pods light up.

When the statue is turned three times, eventually the lights under the pods will start blinking, then they will go off.

Most of Spike's body is transparent, so when he's inside one of the pods when the lights are on, he looks like he's glowing.

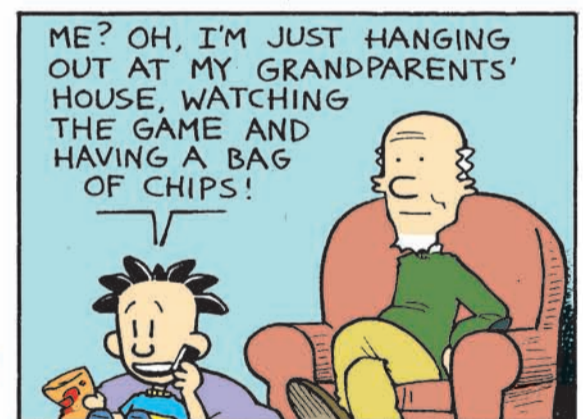
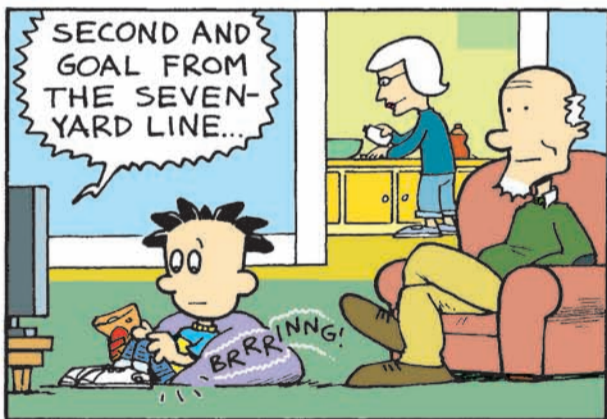
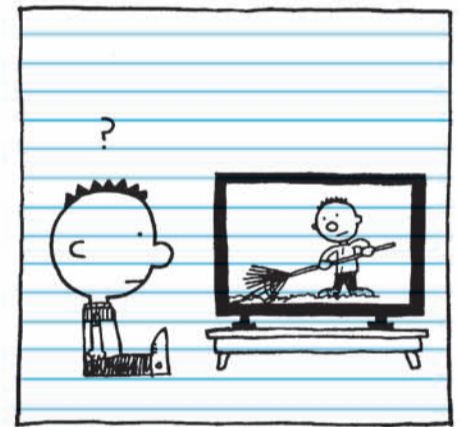
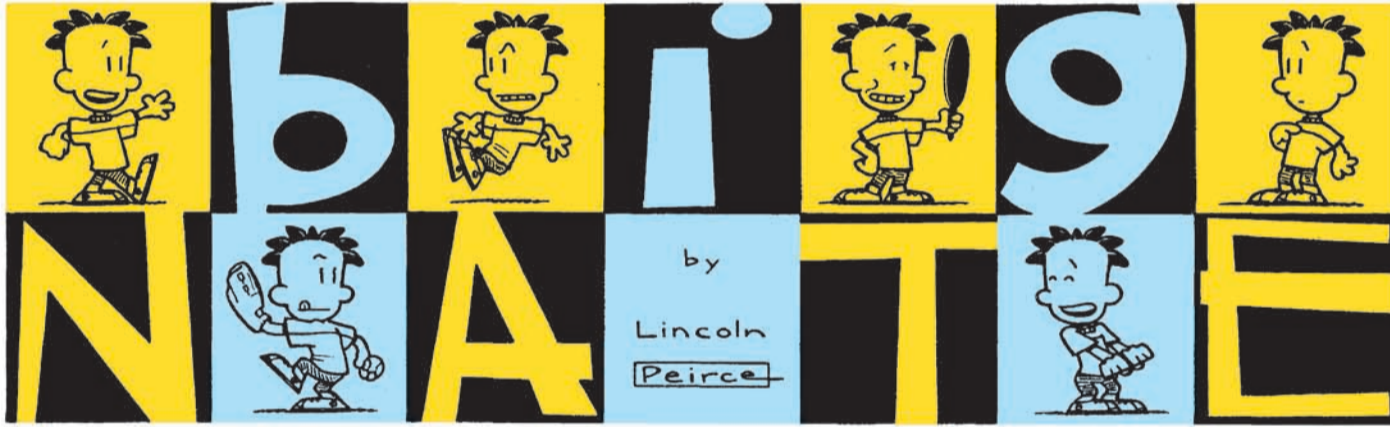
I've included a lot of details here, but overall, the "Canterlot and Sequestria Castle" is a great toy and is definitely something girls would love to play with.

If you don't have any other My Little Pony figures, you can also use other toys and small stuffed animals.

If you do have other pony toys, they would fit perfectly in this set.



By Nandi Strieker, 11, a CK Reporter from Antonito



Government approves new type of killer mosquito killers



After 20 years of research, science may have found a way to stop the spread of several diseases, including the zika virus and dengue.

Zika made headlines when Brazil hosted the World Cup and then the Olympics, and pregnant women feared the mosquito-borne disease that can cause serious birth defects.

Dengue is not as well known in the United States but is common

in many parts of the world and, while rarely fatal, can keep people from being able to work and to live normal lives.

The new innovation is a means of infecting mosquitoes with a bacteria that changes their genetic makeup slightly.

This change is just enough that, if a male mosquito carrying the bacteria mates with a wild female, her eggs will not hatch.

The plan, which was recently

approved by the Environmental Protection Agency, is to release these male mosquitoes in 20 states in which the type of mosquito that spreads zika, dengue and other diseases lives.

It's important that it only affects one type of mosquito. You wouldn't want to kill them all, because they are part of the food cycle.

But slowing the spread of these diseases would be a major health benefit.

photo/USDA

Thor's latest is fun but not Marvelous

In the most recent installations of the Marvel Cinematic Universe, certain key characters have been noticeably absent, and "Thor: Ragnarok" explores these characters, and the effect that events on Earth have had on them.

The movie opens with a quickly foiled plot to kickstart Ragnarok, the end of the Asgard and the nine realms, after which it becomes clear to Thor (Chris Hemsworth) that he must seek out his father Odin (Anthony Hopkins) for help in resolving the issue.

When Odin dies, an even bigger issue is released: Hela, the goddess of death, who is then not actually very central to the rest of the movie.

"Thor: Ragnarok" is funny and engaging throughout, easily the best of the Thor movies, but much of its drama is sacrificed for humor.

Full of one liners that make the movie into almost a parody of earlier Thor movies, the film is easily a comedy, but seems to serve as little else.

Meandering in plot, the picture seems incapable of focusing on a central conflict, and villains and plot points that should be important to this film and the future Marvel productions are taken so lightly that it is hard to feel invested in the end conflict.

Still, you won't stop laughing.

The movie is maturely immature, full of crude and almost self-deprecating humor, with the comedy, rather than plot or action, at the forefront of the story.



Hemsworth displays a funny bone that seems alien to Thor's typically rather bland persona, and Tessa Thompson emerges as a rookie star as Valkyrie.

In fact, the characters portrayed alongside Thor are a major redeeming factor of the film, with both Thompson, and Tom Hiddleston as Loki attracting attention on stage.

For those looking for a typical superhero movie, I would recommend skipping this one, but it is a surprisingly light-hearted comedy, and is great for anyone just looking for something to laugh at.

The movie would be best suited for those already familiar with Marvel, as it's full of references to previous movies, and I would recommend that die-hard Marvel fans go, while keeping in mind that the movie is fueled almost entirely by its comedy.

I would also add that it is deserving of its PG-13 rating, and would caution against taking young children with on this one.

Overall, the feature was, while not actually a good movie in terms of plot, worth seeing if one is just looking for a laugh.



By Thandi Glick, 13, a CK Reporter from Denver

Great American Smokeout is Thursday

Thursday is the Great American Smokeout for 2017, a day when we focus on the health benefits of quitting smoking.

Smoking is way down from even a few decades ago. If you watch old movies, you'll see people smoking almost constantly.

Part of that is because it gave the actors something to do with their hands. But it was also true that people smoked a lot more back then.

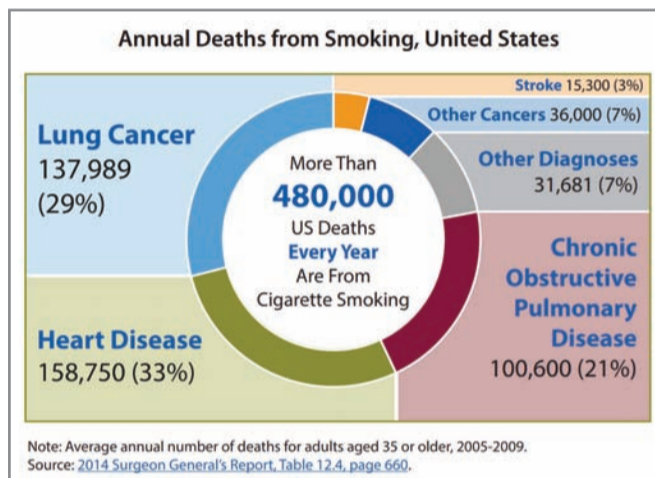
In 1958, over half of American men and about a quarter of American women over 18, were smokers. (Smoking in public was considered "unladylike," which may have been sexist, but may also have saved lives!)

Today, only about 20 percent of adults use tobacco in some form, but it is still a major health problem, and not just because of lung cancer: Heart disease and pulmonary disease plus other causes of death are a part of what smokers face.

For kids, the solution to the smoking problem is simple: Don't start.

It helps that a lot of young people have learned about the risks of smoking and think smoking is foolish and that it makes you smell bad.

But, just as they might drive too fast or take other risks, some kids will try



smoking thinking that "it won't happen to me."

And tobacco addiction certainly can happen to you.

There's another reason to pay attention to smoking during the Great American Smokeout: If people you love smoke, you may want them to quit.

How do you do that?

First, remember that it really is an addiction. For most smokers, it's not just a matter of deciding to stop. It can be very difficult.

Don't nag and don't try to make them feel guilty, but be honest: Tell them you worry about their health and you're afraid they will get sick and maybe even die from smoking. Tell them you love and need them.

If they tell you to mind your own business, don't get in a fight over it. Getting people angry rarely helps.

But a good conversation can plant the seed and get them thinking about quitting. Many, many smokers want to quit and perhaps your friendly, polite encouragement will help them make that decision.

If they want to quit, one way to start is to stop smoking in the house and in the car. That makes them think before they light up, and cut back on their smoking.

For more tips, see the links for this article at ColoradoNIE.com

Sudoku

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

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 1889, Reporter Nellie Bly began her trip to prove technology had made Jules Verne's 1873 novel possible and you really could go "Around the World in 80 Days," so our answers will begin with "B." (She made it in 72 days!)

1. The capital of Belgium, it's also where those sprouts come from.
2. This 1982 sci-fi film is now out in theaters in a new version starring Ryan Gosling.
3. A large woodwind instrument, it plays the role of the Grandfather in "Peter and the Wolf."
4. The study of plants
5. This numbering system only has two digits, 1 and 0, and is used by computers.
6. Ancient kingdom between the Tigris and Euphrates rivers, it is familiar to Bible readers because the Israelites were held captive there in about 500 BC
7. Author of "Peter Pan," his name sounds like that of the author of "Peter and the Starcatchers," but is spelled differently.
8. These brothers built a famous trading post and fort in Otero County in 1833.
9. Snoopy is this breed of dog
10. The nation once known as East Pakistan.

(answers on Page Four)

You can help name the target of NASA's New Horizons' next flyby

NASA's New Horizons probe may have launched just about the time you did.

It took off January 19, 2006 and flew by Jupiter to give us a close look at that planet a year later, then headed out to Pluto.

It took until the summer of 2015 to reach that far edge of our solar system, and New Horizons took advantage of being there: It spent six months sending back images and data to Earth.

Now New Horizons is headed out to the edge of the Kuiper Belt, and it has its next target picked out: A small, frozen body at the edge of the belt with the official name of "(486958) 2014 MU69."

That's not exactly a catchy name, and even shortening it to MU69 doesn't help all that much.

So NASA is inviting the public to give this little space object a nickname.

Alan Stern, New Horizons principal investigator from Southwest Research Institute in Boulder, says, "We're excited for the public to help us pick a nickname for our target that captures the excitement of the flyby and awe and inspiration of exploring this new and record-distant body in space."

To find out how to be part of this fun contest, go to <http://frontierworlds.seti.org>

image/NASA



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

Killer Mosquito Killers

Great American Smokeout

Name the New Target

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

Ariadne and the Magic Thread

Chapter Nine: The Minotaur!

Our story so far: Theseus is ready to do battle with the Minotaur, but suddenly Ariadne's thread doesn't seem to be working!

"Do something!" Theseus hissed.

Ariadne looked down at the unmoving spool. "I don't know what's wrong with it," she said.

"Fix it!" he insisted. "We don't have time for anything else to go wrong!"

"I don't understand why it didn't work," she started to say, but then stopped. "Wait! I think I know! It wouldn't take you to the Minotaur because ..."

"I don't care! We wasted too much time with that jailer!" Theseus snapped. "Can you make it work or not?"

"Yes." Ariadne addressed the thread one more time. "Please take us to the Minotaur."

The spool began to quiver and vibrate, then spun as the thread shot out into the Labyrinth. "Don't touch it," Ariadne cautioned him. "Let me put my hand on it, and you stay just in front of me. And you'd better take a torch."

"If we have a torch, he'll be able to see us coming," Theseus said.

"If we don't have a torch, you won't be able to see him at all," she reminded him. Theseus reached to take one of the torches from the brackets on either side of the entrance.

Ariadne took the thread between her thumb and finger, then put her other hand in the middle of Theseus's back so she could walk behind him and direct him through the maze by gentle pressure. They started into the Labyrinth.

"You see, the thread won't work for anybody but me," she said. "So it wouldn't work when I asked it to take just you. And it never, ever leads me into danger, so it also wouldn't work when I asked it to take just me. I had to ask it to take both of us, so I'd be the one going, but I wouldn't be in danger, you see?"

"Yeah, yeah. Now, shh!" he said.

Ariadne stared at his back for a moment.

"You do understand," she remarked, "he's not going to run away and hide from us."

Theseus stopped and turned around.

"I know that!" he said. "But let's not give him too much warning, either, okay?"

They moved silently through the maze, passing through open spaces where, instead of sunlight, there was now only dark skies and twinkling stars. The cool night air flowed down through the skylights, but, even so, the smell of the monster became stronger and stronger.

Theseus halted suddenly, then turned and handed the torch to Ariadne.

"Next open space, we stop," he whispered, raising the sword in front of his face. They continued forward.

Ariadne held the thread in one hand and the torch in the other.

Theseus stayed just a step ahead, and now she could hear other sounds, too: Deep breathing that almost sounded like snoring.

It was not snoring, however. It was the sound of a great beast, sniffing the air, and she could also hear an angry grumbling, coming from deep within a massive chest, and the sound of movement, of great hooves in the sand, ahead of them and coming closer.

They turned a corner and Ariadne could see a skylight, dimly showing at the end of the passage. But suddenly the thread jerked itself out of her hand, wrapped itself around her wrist and pulled her backwards.

"Theseus!" she called, and he half-turned, but then the Minotaur appeared from a side passage and, with a cry that was half-bellow and half-roar, charged towards them and slapped the sword out of Theseus's hand.

The sword clanged against the wall, and Theseus started to dive for it, but the Minotaur stepped in the way.

Theseus crouched like a wrestler and began to circle, trying to make the beast move away from the sword, but the Minotaur did not fall for the trick. Instead, he began to move slowly towards Theseus, his great bull's nostrils flaring, his muscled arms in motion, reaching for the human who had dared invade his home.

Meanwhile, the thread was pulling, slowly dragging Ariadne back down the passageway. "Take the torch!" she cried, stretching forward to hand it to Theseus, just before she was dragged out of his reach.

The last she saw, he was swinging the flaming torch back and forth in the narrow passageway as the Minotaur continued to move towards him. Then the thread had pulled her around a corner into darkness.

"Stop!" Ariadne shouted, but the thread continued to draw her towards the entrance, out of the maze, away from the terrible fight.

"No! Please don't!" she cried, trying desperately to pull against it. "Please! Don't leave him there alone, please!"

The thread stopped, but it did not loosen its grip on her arm, and it did not allow her to move forward.

For a few minutes, she could see a glow ahead of her, but suddenly, all was pitch blackness, and she saw nothing at all. The torch had gone out.

Ariadne heard the sound of scrambling and flesh clashing against flesh as Theseus and the Minotaur fought in the dark maze.

Then she heard the sound of metal on rock! Theseus must have been able to grab the sword, but, if so, he had hit the wall, not the Minotaur!

And then a bellow of rage from the beast. Was it pain? Or the fury of the kill?

Suddenly the Labyrinth was silent. The thread loosened its grip slightly, holding Ariadne's wrist more gently, but holding it still.

Deep within the dark maze, she knew, someone lay dead.

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

Sudoku Solution

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

Brainteaser Solution

(see Page Three)

10 right - Wow!

7 right - Great!

5 right - Good

3 right - See you next time!

1. Brussels 2. Blade Runner 3. bassoon 4. botany 5. binary 6. Babylon
7. (J.M.) Barrie 8. Bent 9. beagle 10. Bangladesh

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