

Martin Bridge

Activity Booklet



**7 Fun Ways
to Extend Your
Curriculum!**

Dear Friends,

With the overwhelming abundance of video games, television programs and social web sites, it's no wonder that so many boys aged 7 and up would feel more compelled to pick up a remote than a good book.

But there's something special about Martin Bridge that keeps the series flying off library shelves. A strong mix of fun, humor and realism will have even the most reluctant reader set aside the game console and engross themselves in Martin's adventures.

This highly praised, award-winning series follows your typical television-cartoon-superhero-worshipping boy and his daily slice of life adventures (and troubles!) that will have boys both laughing and relating. What sets Martin Bridge apart from most series is how author Jessica Scott Kerrin is able to truly think like an 8 year old boy and tap into those common experiences and interests.

Some of these universal boy interests can be found in this booklet. Packed with fun exercises, experiments and activities, every boy will enjoy drawing superheroes, sending secret messages, making gooey slime and more. The activities here are perfect to integrate and extend curriculum areas — from language arts, science, art and more — and an excellent way to get your kids hooked on this great series.

If you haven't been introduced to the world of Martin Bridge, both you and your kids are in for an exciting new treat!



Martin Bridge: On the Lookout! © 2005, Martin Bridge: Ready for Takeoff! © 2005, Martin Bridge: Blazing Ahead! © 2006, Martin Bridge: Out of Orbit! © 2007, Martin Bridge: Sound the Alarm! © 2007, Martin Bridge: In High Gear! © 2008, Martin Bridge: The Sky's the Limit © 2008. Written by Jessica Scott Kerrin and illustrated by Joseph Kelly. This LRM is available as a free download from www.kidscanpress.com.

IF I Had a Pet, I Would ...

In this activity, think of a pet that you would like to own and take care of. You can write about a pet that you already own, you can write about a pet you would like to own or you can create your own fantasy pet.

Once you have thought up a pet, complete the following statements about your pet:

My pet would be a _____

My pet's name would be _____

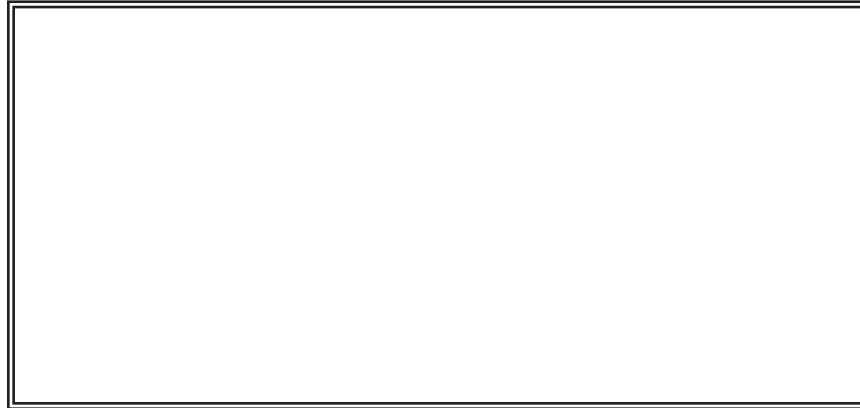
My pet would sleep/live _____

For exercise, my pet would _____

If I had questions about how to take care of my pet, I would ask _____

To take care of my pet, I would have to _____

In the box below, draw a picture of you with your pet.

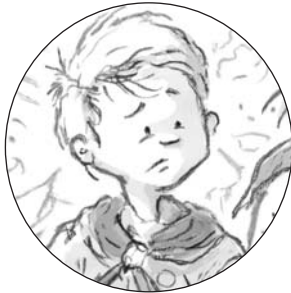


How Does Martin Feel?

Is Martin happy? Nervous? Sad? Angry? Bored? Once you have identified how Martin feels, write a sentence explaining why he feels that way.









Send Secret Signals

Martin taught the Junior Badgers how to send messages using International Morse code. You can do it, too! Each letter is made up of dots and dashes. For a dot, make a short blink with your flashlight. For a dash, make a long blink.

A	• —	H	• • • •	N	— •	U	• • —
B	— • • •	I	• •	O	— — —	V	• • • —
C	— • — •	J	• — — —	P	• — — •	W	• — —
D	— • •	K	— • —	Q	— — • —	X	— • • •
E	•	L	• — • •	R	• — •	Y	— • — —
F	• • — •	M	— —	S	• • •	Z	— — • •
G	— — •	T	—				

Can you break the code and answer these questions?
Letters are separated by /; words are separated by //.

* What does Martin get in the woods?

• — // • • • / — — — / • — / — • — / • / • — •

* What does Alex say to Martin at the campfire?

— — • / — — — / — / — • — • / • • • • • / • —

* What does Martin like on his hot dogs?

— / • • • • • / • // • — — / — — — / • — • / — • — / • • •

Now send some secret signals of your own!

Answers: A soaker. Gotcha. The works.

Be a Pilot!

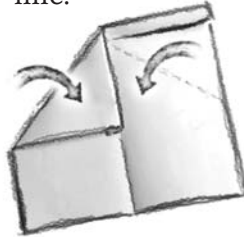
Bruce taught Martin how to make a paper airplane that really soars! You can make one, too. Just don't aim it at your friend, your pet or your grandmother's favorite vase!

1 Fold a 22 cm by 28 cm (8 1/2 in. by 11 in.) sheet of paper in half the long way. Open out and flatten.

2 Make a 1 cm (1/2 in.) fold along the top of the sheet. Then fold over and over six more times. This will make a thick, heavy front edge.



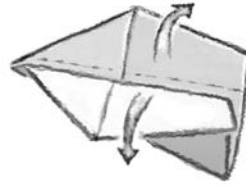
3 Fold the two corners of the front edge into the center fold line.



4 Fold in half along the center fold line and crease.

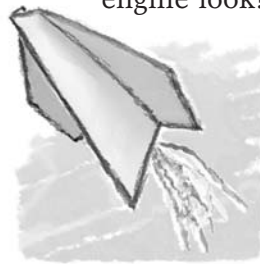


5 Fold each wing down from the center along the angled fold line.



6 Push the wings up into position.

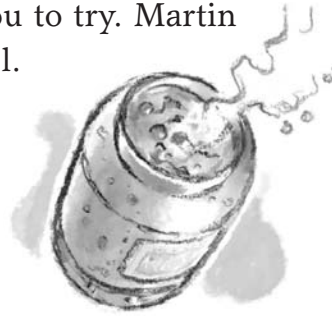
7 Glue short bits of blue wool along the tail edge for that roaring jet engine look!



Make Martin's Slime

Alex won't reveal the formula for his horror-movie slime. But here's a recipe for you to try. Martin saw it on the all-science channel.

- * 15 green gummy bears
- * 1 300 mL (14 oz.) can
 sweetened condensed milk
- * 15 mL (1 tbsp.) cornstarch
- * green and blue food coloring



Ask an adult to help you use the stove.

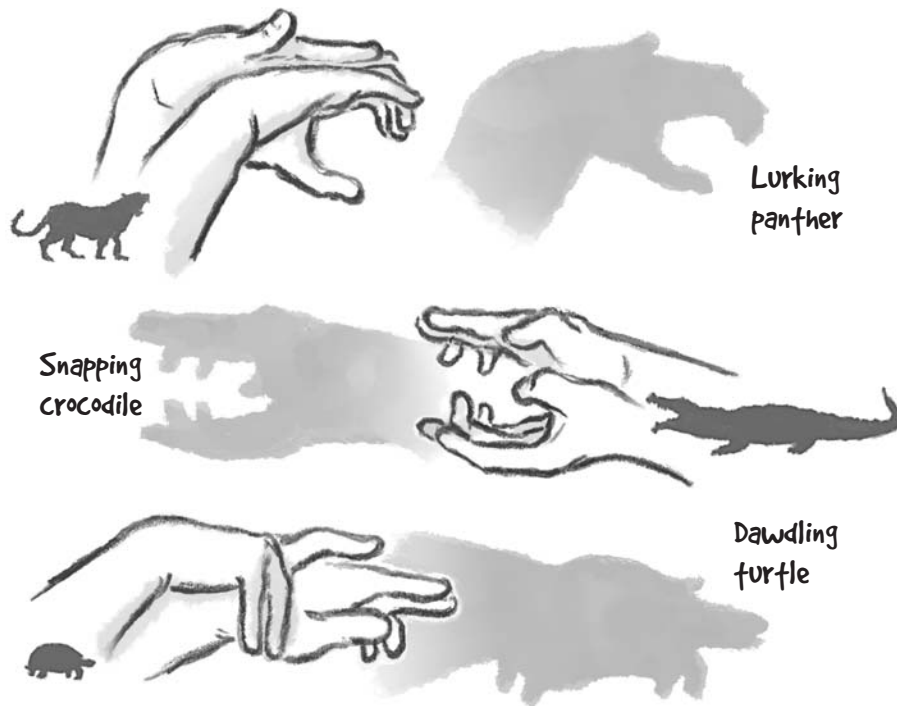
Chop gummy bears into relish-sized pieces. Set aside. Pour milk into a saucepan. Stir in cornstarch. Heat on very low, stirring constantly, until slime thickens slightly (about 10 minutes). Remove from heat. Add food coloring until desired shade of green is reached: 10–20 drops of green and 5–15 drops of blue. Stir well. Let cool. Add gummy bears. The slime will get thick and stretchy as it cools.

When no one is looking, scoop a spoonful into your right palm. Now go find someone to shake hands with, Camp Kitchywahoo-style.

This slime is sticky! When you're done, scrape it into the garbage.

Scare Yourself!

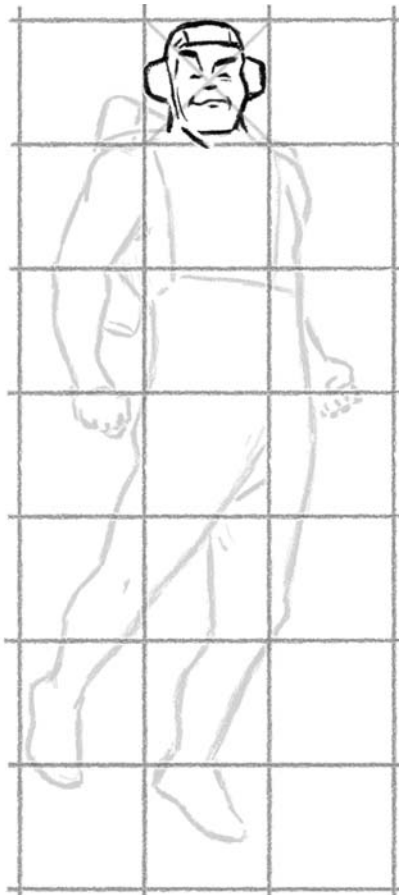
Stuart showed Martin a hand shadow sure to make Stuart's mom scream! Now Martin has come up with two scary hand shadows of his own. To try them, all you need are a small lamp (take off the shade) and a light-colored wall for a screen. Remember to stand between the lamp and the wall. And when you're done scaring yourself, make Martin's favorite animal.



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Draw Zip Rideout!

Spyder Mapleson showed Martin's class how to draw their favorite superhero. Here are some tips to help you make Zip Rideout fly!



1. Draw a grid of squares, 3 squares wide and 7 high. Use graph paper to help you, or trace this grid.

2. Now you can draw Zip's face. Take your time, and put your lines in the top middle square, like this:



3. His flight helmet goes here.





4. Draw his jacket next.
Watch which square
you're in and where
your lines begin and
end!

5. Now add his pants, and
you're almost in orbit!



6. Now draw his hands, feet and rocket booster.



7. Add some shading and his badge of honor and get ready to fly!

Everyone Loves Martin Bridge

“A pitch perfect chapter book that confronts its hero with three very real-world ethical dilemmas every elementary student will recognize.”

School Library Journal, June 2006

“Realistic, everyday situations, likable characters and simple stories written in rich language with solid dialogue and humor will make this a series with endless variations, and readers will eagerly anticipate every new installment.”

Kirkus Reviews, July 2006



“Martin continues to be such a believable character that it’s almost as if author Kerrin is channeling a real boy.”

*Horn Book Magazine,
June 2007*

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About the Author

Jessica Scott Kerrin first started writing when she won an award for creative writing in third grade. Unfortunately, her name was spelled wrong on the trophy, which was funny since spelling counted. She lives in Halifax, Nova Scotia.



About the Illustrator

One of Joseph Kelly's earliest memories is drawing robots (ludicrously large ones, stomping on houses) in his first-grade classroom. He lives in California.