



OLIVER, THE SPACESHIP, AND ME

LYNN ROWE REED

GRADES
K-3

About the Book

Friendship proves to be as complicated as rocket science in this zany process book with art that's out of this world. It covers all the steps in designing and building a machine, then launches into a whimsical fantasy.

SUGGESTED CLASSROOM ACTIVITIES

Language Arts

Questions for Discussion—Students can discuss or write about the meaning of friendship. Why did Carter finally decide to take Oliver on his spaceship ride even though he had many other choices? Have you ever had the experience of being angry at a friend and then deciding that the friendship was very important? Describe it, and describe why you changed your mind.

Playing with Language: Why did the author select these names for Carter's helpers: Uncle Drew the engineer, Mr. Cutler the metal worker, Ms. Joiner the welder, Mr. Waters the plumber, Mr. Sparks the electrician, and Aunt Tracey the artist. Students can try to think of similar fitting names for other occupations.

Literature

Fiction vs. Nonfiction—With the help of several professionals, Carter has “an actual

flying spaceship” built in a relatively short time. Is this really possible? Students can compare this work of fiction with nonfiction books about the building of spacecraft. They can locate nonfiction books about space in the 629.4 section of their library.

Careers—Carter gets help from an engineer, a metal worker, a welder, a plumber, an electrician, and an artist to build his spaceship. Students can research these careers and others related to space. They can find information in nonfiction books, reference books, and online.

Art

The illustrations in the book combine painting with photographs of actual objects. Student can create similar illustrations using photos cut out of magazines that can be glued to pictures they have drawn or painted. They can choose to illustrate scenes from this story or others they have enjoyed.

Online Resources

spaceplace.nasa.gov/en/kids

Presents **games and projects about space and technology.**

mgs-mager.gsfc.nasa.gov/Kids/Careers.html

Presents a list of the wide variety of **careers related to aerospace** beyond being an astronaut.

pbskids.org/cyberchase/games/perimeterarea/perimeterarea.html

Provides a virtual geoboard where kids can move lines around to design a (cyber)spaceship.

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Classroom Activities prepared by Sandy Schuckett, school library consultant.