Torben Kuhlmann

EDISON

The Mystery of the Missing Mouse Treasure

North South

E D I S O N
The Mystery of the Missing Mouse Treasure

Two unlikely friends build a vessel capable of taking them to the bottom
of the ocean as they search to find a missing treasure . . .
The truth turns out to be far more amazing.

A discussion guide grades 3-5

BEFORE READING

Essential Questions:

What is a mystery?

Why do people read mysteries?

What are some examples of "mystery words" or suspenseful dialogue?

What are the "Elements of Mystery" in a piece of literature?

Elements of Mystery

Structure–the way the story is set up.
Most mysteries have an:

- **Introduction:** learn about the problem, meet characters,

- **Body of story:** someone is working to solve the mystery, clues

- **Conclusion:** mystery is solved, evidence

Characters: detectives

Setting: Location where the mystery takes place

Plot: Puzzle to solve, a secret, an event that is not explained, something that is missing

Clues: Hints that help the characters and the reader solve the mystery. Things people say of objects that are found

Distractions: Things that may lead the investigators or reader off the path, including clues that do not add up.

Create a Detective Log–
Write the Chapter #, what happened in the story and the clues for each chapter.

Think about it–

- What are the Elements of Mystery within the text?

- What is interesting about the plot and characters?

- Does the author tease about some further discovery?

- What questions do you strongly want answered as you read?

- How does Torben Kuhlmann structure *Edison*?

- How does the structure of the book contribute to the meaning and style?

- Does the plot contain dramatic potential? (Looming conflict, loss, discovery of something that will turn Edison Mouse's world upside down)

- What conflicts arise? Man vs man, man vs self, man vs nature, man vs fate, man vs sociey

- How do the characters respond to challenges?

- How does the Torben Kuhlmann create suspense?

- What information do you get from the illustrations that you do not from the words?

- How do the illustrations enhance the meaning and tone of the story?

- As you read the story, what famous figure in American history are you thinking about?

- How is the theme reflected through the characters behaviors and elements of the plot?

- What do the characters do, say and think to reveal themselves?

- Does the main character have thoughts that are repeated throughout the story?

- What does Edison Mouse learn?

How does author, Torben Kuhlmann use the Elements of Mystery in,
Edison—the Mystery of the Missing Mouse Treasure?

- A strong hook

- Active reader involvement in piecing together information

- Red herrings (distractions)

- Suspenseful dialogue

- Effective, descriptive mood and language

- Well—structured chapters

- A satisfying conclusion

Compare and contrast Edison Mouse and the Professor. Draw on specific details in the book to explain how the characters interact.

Analyze how specific illustrations; visual elements contribute to the meaning, tone, and beauty of the book.

Summarize the conclusion to the mystery of the missing treasure. How does Torben Kuhlmann use "personification" in the story?

Explain how Kuhlmann incorporates fiction and non—fiction to weave an informative tale.

Compare and contrast books written by Torben Kuhlmann; *Lindbergh*, *Armstrong* and *Edison* on their approaches to similar themes and topics.
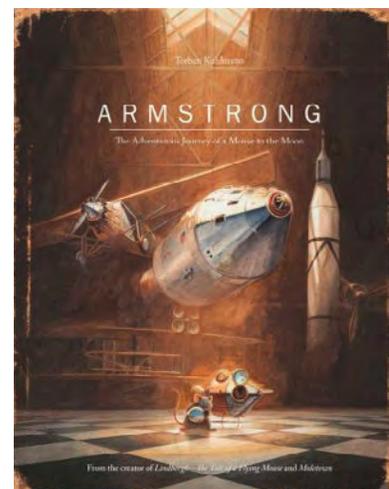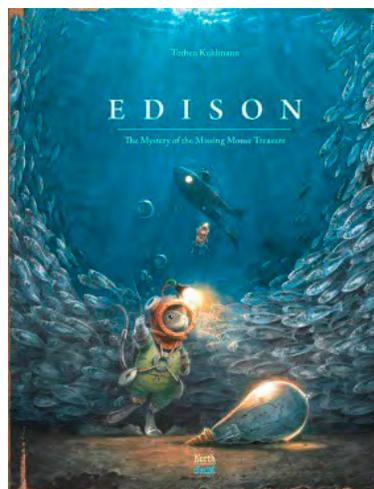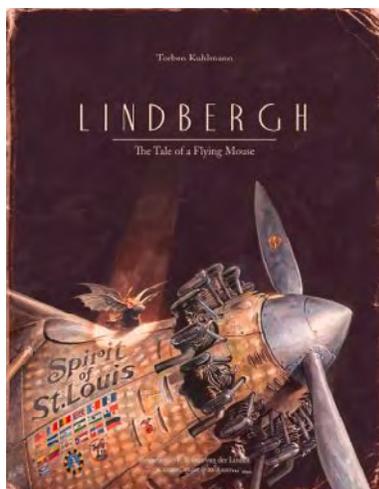
Essential Questions–

The Science Behind the Story

- How have inventions changed the world?

- How has it had a major impact on people's lives?

- What drives people to create something different?

- Why explore the unknown?

- How did Thomas Edison's inventions help people?

- How did Edison improve on the ideas of others?

- Do you believe it is fair to claim an invention as your own if it came from someone else's idea?

- In what ways did Thomas Edison's inventions impact society?

- How did his inventions affect the way people work and play?

- How did his inventions affect the way people communicate?

- Which of his inventions had the biggest impact on the world?

Using the book and other sources including the internet, create a PowerPoint presentation around 1 of the 3 statements.

1. People invent things to solve problems.

2. Success often involves qualities such as hard work, persistence, and commitment.

3. Inventions can have far-reaching effects.

Go back to the story. How do Edison Mouse and the Professor use the Scientific Method and the Engineering and Design Process to solve problems?

Steps in the Scientific Process

Step 1: Ask a question

Step 2: Do background research

Step 3: Construct a hypothesis-try to make an educated guess about step 1.

Step 4: Test your hypothesis by doing an experiment

Step 5: Analyze the data and draw a conclusion

Step 6: Share your results

Steps to the Engineering and Design Process

1. Define the Problem
2. Do Background Research
3. Specify Requirements
4. Brainstorm Solutions
5. Choose the Best Solution
6. Do Development Work
7. Build a Prototype
8. Test and Redesign

Define the Problem

↓

Do Background Research

↓

Specify Requirements

↓

Brainstorm, Evaluate and Choose Solution

↓

Develop and Prototype Solution

↓

Test Solution

↓ ↓

Solution Meets Requirements

Solution Meets Requirements Partially or Not at All

Based on results and data, make design changes, prototype, test again, and review new data.

↓ ↓

Communicate Results
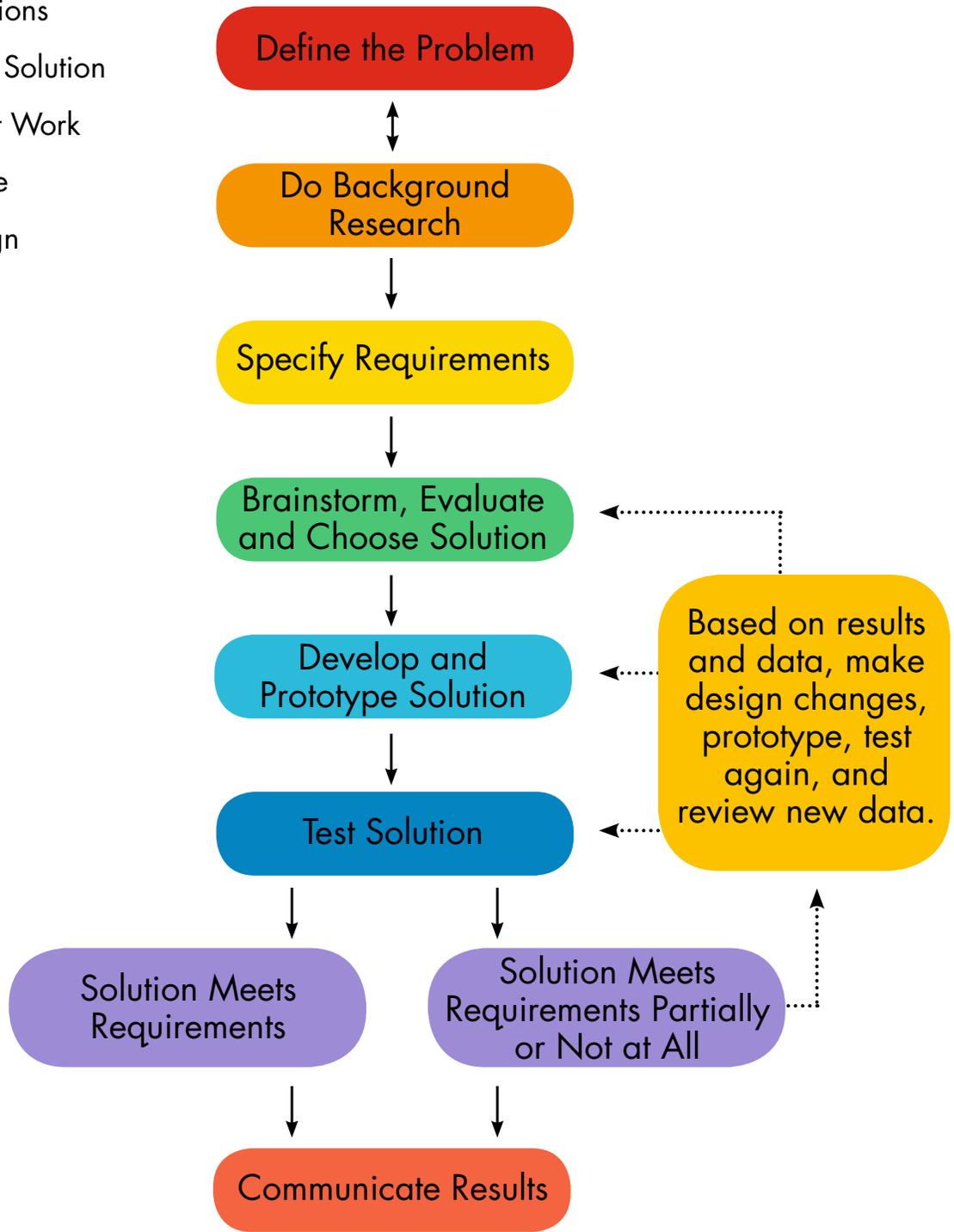
Guided Reading level R Grade Level Equivalent
4 Interest level-
grades 3-5

Next Generation Science Standards for-Edison

4–PS3-Energy

4–PS4–Waves and Their Applications in Technologies for Information Transfer

4–ESS2-2 Earth's Systems

3–5-ETS1–1 Engineering Design
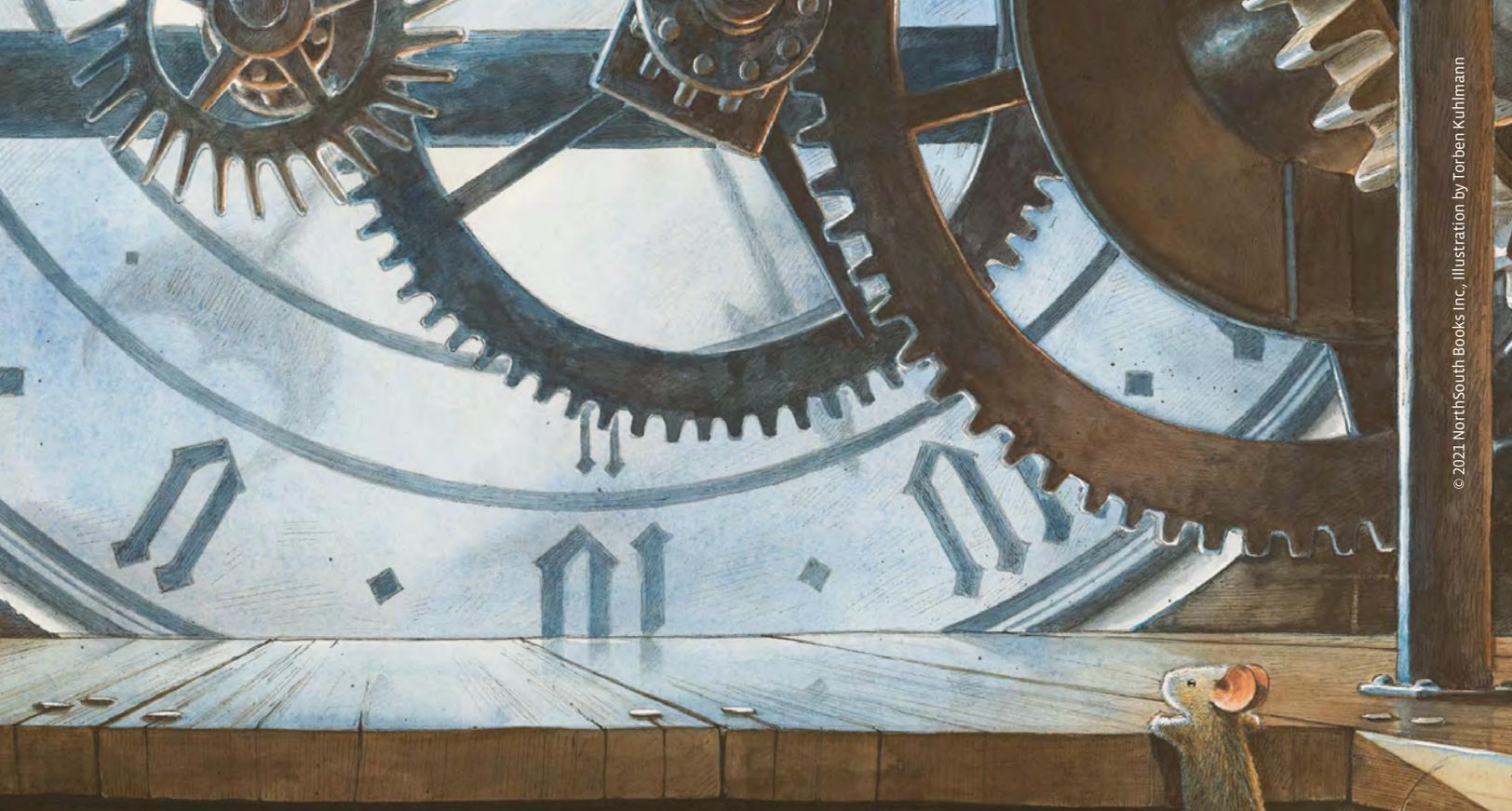
Time is Relative!

Award-winning author-illustrator Torben Kuhlmann's brilliant new book bends time and imagination. The Mouse Adventures are a global phenomenon, selling over one million copies worldwide!
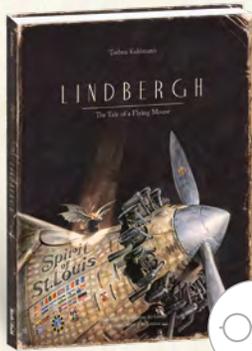
LINDBERGH

The Tale of a Flying Mouse

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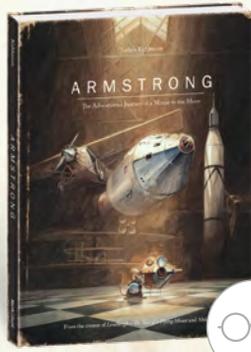
ARMSTRONG

The Adventurous Journey of a Mouse to the Moon

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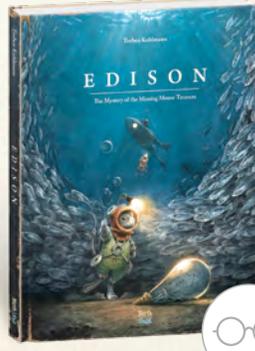
EDISON

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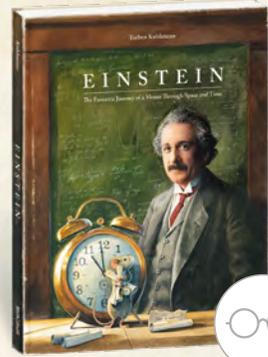
EINSTEIN

The Fantastic Journey of a Mouse Through Space and Time

ISBN: 978-0-7358-4444-5

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128 pages / ages 8-12

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