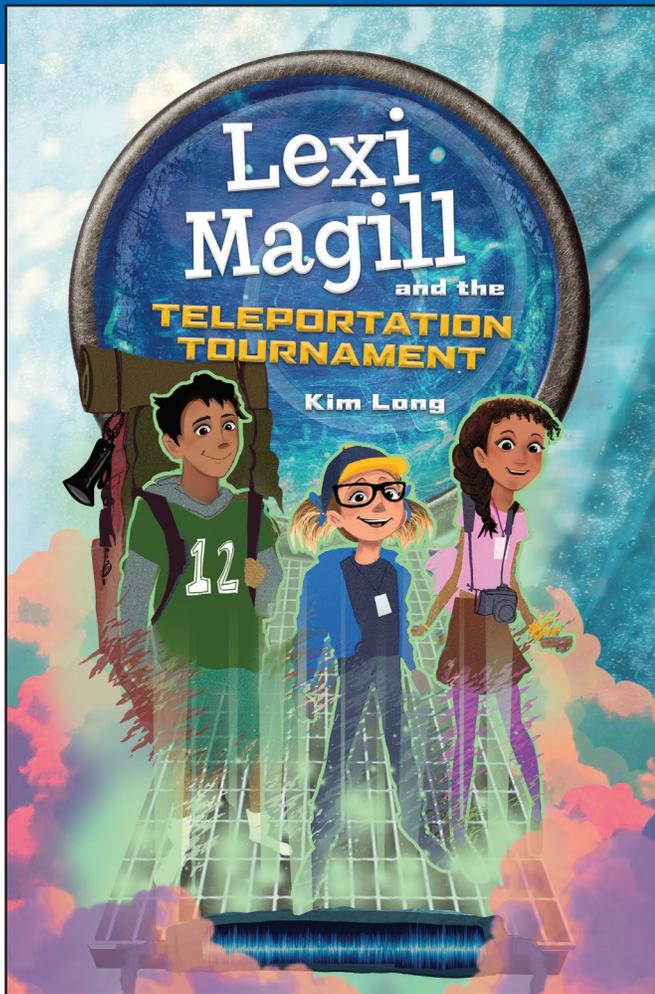


# CURRICULUM GUIDE

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## Lexi Magill and the TELEPORTATION TOURNAMENT

BY Kim Long

*With riddles to solve and messages to decode, this interactive and exciting novel will captivate middle-grade readers!*

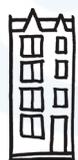
Twelve-year-old physics whiz Lexi Magill won't let anything stop her from winning Wisconsin's

Teleportation Tournament—the annual competition where teams teleport around the world solving STEAM puzzles. She needs the prize money to re-enroll in the science academy her parents can no longer afford. Added bonus: she'll be able to reconnect with her best friend Haley.

But Lexi's two teammates put a wrench in her plans. When one misreads a clue that lands the team in the wrong castle in Germany, and the other loses her teleportation medallion in Poland, Lexi wonders what she's gotten herself into. Struggling to keep her team under control as the race rages on, Lexi not only has to figure out how to get back on course (literally), but she must decide how far she's willing to go to win, and who her real friends are.

[kimlongauthor.com](http://kimlongauthor.com)

[runningpress.com/rpkids](http://runningpress.com/rpkids)



RP KIDS

The Common Core State Standards addressed by the discussion questions, activities, and worksheets in this guide are noted throughout. For more information on the Common Core, visit [corestandards.org](http://corestandards.org).

# DISCUSSION QUESTIONS

Unless otherwise noted, all discussion questions meet the following Common Core State Standards:

**CCSS.ELA-LITERACY.RL.3.1; CCSS.ELA-LITERACY.RL.4.1; CCSS.ELA-LITERACY.RL.5.1; CCSS.ELA-LITERACY.RL.6.1; CCSS.ELA-LITERACY.RL.7.1**

- ⊙ At the beginning of the story, Lexi Magill, Wisconsin's top junior scientist, is experiencing the effects of her parents' major downsizing initiative. How has this change in Lexi's life affected her schooling and friendships?
- ⊙ Once she arrives at the Teleportation Tournament, Lexi runs into her friends from the science academy she once attended. Describe the interaction Lexi has with her best friend, Haley, when they meet at the start of the tournament. What signals indicate how the friendship between Lexi and Haley might have changed?
- ⊙ Lexi had to recruit two members from her new school to be a part of her tournament team, Team RAM. How does Lexi's team differ from the other teams in the tournament?
- ⊙ Lexi loves science but has an additional motive for wanting to participate in the Teleportation Tournament. What is the primary motivation for her team members, Ron and Mal, to compete?  
**CCSS.ELA-LITERACY.RL.3.3; CCSS.ELA-LITERACY.RL.4.3; CCSS.ELA-LITERACY.RL.5.3; CCSS.ELA-LITERACY.RL.6.3; CCSS.ELA-LITERACY.RL.7.3**
- ⊙ The Teleportation Tournament is a competition requiring knowledge and problem-solving skills. In order to win, teams also need to understand and follow the rules of the tournament. What are the rules that Dr. Harrison shares with the teams before they start?
- ⊙ Why do you think that Lexi is excited by the prospect of the additional prize for one lucky tournament participant that Dr. Vogt mentions in her opening remarks?  
**CCSS.ELA-LITERACY.RL.3.3; CCSS.ELA-LITERACY.RL.4.3; CCSS.ELA-LITERACY.RL.5.3; CCSS.ELA-LITERACY.RL.6.3; CCSS.ELA-LITERACY.RL.7.3**
- ⊙ There are nine destinations each team must visit and in order to arrive at each spot, the teams must solve clues. What difficulty does Lexi's team face when they try to solve the first clue in the tournament?
- ⊙ One of the clues leads the team to Florence, Italy. What is the unusual element of the clue that they are given under Leonardo Da Vinci's flying machine? What key word in the message helps them figure out how to read the clue? How does the unusual script relate to Da Vinci?

- ⊙ Lexi is in a leadership position on Team RAM as the tournament begins. How does she show her leadership skills when she helps the team solve Mal’s problem at the museum in Poland?
- ⊙ Lexi struggles to feel included at her new school while still longing for her life and friendships at the science academy. How does Lexi’s sense of belonging to a group change as the number of teams in the tournament narrows, and she finds herself in more intense competition with Haley’s team?  
**CCSS.ELA-LITERACY.RL.3.3; CCSS.ELA-LITERACY.RL.4.3; CCSS.ELA-LITERACY.RL.5.3; CCSS.ELA-LITERACY.RL.6.3; CCSS.ELA-LITERACY.RL.7.3**
- ⊙ Why do you think that the author includes the story element of Lexi’s potential Tel-Med deactivation? What does this add to the story?
- ⊙ Team RAM cleverly figures out which of the thirty-nine statues they need to visit in the Labyrinthe de Versailles to quickly solve the puzzle. How does Haley factor into the team’s attempt to solve this puzzle? What is your opinion of this character after this section of the story? Cite examples from the story to support your opinion.
- ⊙ In order to reach the Grace Hopper Memorial Bridge in South Carolina, Team RAM must convert coordinates for longitude and latitude of the destination into decimals. What is revealed about Lexi’s character as she rushes to calculate the equations? What is the result of her efforts and the effect on her team?
- ⊙ After Lexi’s error, she realizes that, “In trying to beat Haley, she had turned into Haley, letting her obsession with winning destroy true friendship.” What story events support Lexi’s realization about herself?  
**CCSS.ELA-LITERACY.RL.3.3; CCSS.ELA-LITERACY.RL.4.3; CCSS.ELA-LITERACY.RL.5.3; CCSS.ELA-LITERACY.RL.6.3; CCSS.ELA-LITERACY.RL.7.3**
- ⊙ Lexi, Mal, and Ron learn an important lesson about what it means to be a team when they are stranded in Tibet. How does Team RAM change from the beginning of the tournament to the time they spend in Tibet? How does Mal try to unify the team? **CCSS.ELA-LITERACY.RL.3.3; CCSS.ELA-LITERACY.RL.4.3; CCSS.ELA-LITERACY.RL.5.3; CCSS.ELA-LITERACY.RL.6.3; CCSS.ELA-LITERACY.RL.7.3**
- ⊙ Trust and communication are important parts of strong friendships. What story events occurred as Team RAM neared the end of the tournament that strengthened the friendship between Lexi, Mal, and Ron?
- ⊙ As the teams work to solve the clue at Fisk University, Lexi realizes that Haley has chosen winning over their friendship. Given how the Teleportation Tournament ends, how do you think Lexi and her team would define winning? Discuss what important lessons Lexi learns about teamwork and friendship through her tournament experience as part of Team RAM.  
**CCSS.ELA-LITERACY.RL.3.2; CCSS.ELA-LITERACY.RL.4.2; CCSS.ELA-LITERACY.RL.5.2; CCSS.ELA-LITERACY.RL.6.2; CCSS.ELA-LITERACY.RL.7.2**

# ACTIVITIES FOR STUDENTS

## Meet the Scientist

Several important scientists and inventors are mentioned as part of the clues in the Teleportation Tournament, including Marie Curie, Leonardo Da Vinci, Admiral Grace Murray Hopper, and Alan Turing. Choose one of these famous scientists to research; find out more about their discoveries and their importance. Include this information in a brief report about your selected scientist.

**CCSS.ELA-LITERACY.W.3.2; CCSS.ELA-LITERACY.W.4.2; CCSS.ELA-LITERACY.W.5.2; CCSS.ELA-LITERACY.W.6.2; CCSS.ELA-LITERACY.W.7.2**

## Future Problem Solving

All stories start with a spark of an idea. In the Acknowledgements at the end of the book, author Kim Long says that the inspiration for *Lexi Magill and the Teleportation Tournament* came from a time that she was stuck in traffic and wished she could teleport home. What is a problem or a nuisance in your life that could be solved by a futuristic invention? Could you use a machine to help with homework or with cleaning up your room? Use this idea to spark your own creative story about how to solve a problem with a clever device. **CCSS.ELA-LITERACY.W.3.3; CCSS.ELA-LITERACY.W.4.3;**

**CCSS.ELA-LITERACY.W.5.3; CCSS.ELA-LITERACY.W.6.3; CCSS.ELA-LITERACY.W.7.3**

## Cipher Statements

Codes and ciphers are forms of secret communication. Ciphers rearrange letters or use substitutes to disguise a message. Team RAM faces a challenge where all its members must use their skills to solve word searches, word scrambles, and ciphers as part of the clue to send them to Fisk University. Work with a partner to create a number cipher where A=1, B=2, C=3 and so on. Write three statements about Lexi Magill and her adventures in the Teleportation Tournament using your number cipher. Exchange your ciphers with another partnership to solve.

## Knowledge v. Imagination

The ciphers that Ron solves in the story focus on quotes from great scientific minds. One quote that he decodes comes from Albert Einstein: “The true sign of intelligence is not knowledge but imagination.” Think about the role knowledge and imagination play in Team RAM’s efforts to solve the puzzles in the Teleportation Tournament. What is your opinion about Einstein’s statement? Write an opinion piece that describes your point of view concerning knowledge versus imagination. Use examples from the story to support your opinion. **CCSS.ELA-LITERACY.W.3.1;**

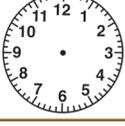
**CCSS.ELA-LITERACY.W.4.1; CCSS.ELA-LITERACY.W.5.1; CCSS.ELA-LITERACY.W.6.1; CCSS.ELA-LITERACY.W.7.1**

The discussion questions, activities, and worksheets in this guide were created by Leigh Courtney, Ph.D. She teaches in the Global Education program at a public elementary school in San Diego, California. She holds both master’s and doctoral degrees in education, with an emphasis on curriculum and instruction.

Name: \_\_\_\_\_

# IN THE ZONE

One of the rules of the Teleportation Tournament is that the competition stops promptly at 10 PM each day. This becomes tricky when Team RAM travels to more than one time zone. Luckily, Lexi had prepared a Time-Zone Cheat Sheet that correlates times in their home time zone in Wisconsin with times in several other countries. Imagine that you are part of a team competing in the Teleportation Tournament. Calculate the difference in time between your home time zone and the time zones in competition destinations. Show your times in both digital and analog form. [CCSS.MATH.CONTENT.3.MD.A.1](#)

| YOUR HOME TIME | ANALOG FORM   | DESTINATION TIME          | ANALOG FORM   |
|----------------|---|---------------------------|---|
| 9:00 AM        |    | Germany                   |    |
| 11:00 PM       |    | Italy                     |    |
| 10:00 AM       |    | Poland                    |    |
| 8:30 PM        |   | France                    |   |
| 5:00 PM        |  | England                   |  |
| 1:30 PM        |  | South Carolina, USA       |  |
| 11:15 AM       |  | Nashville, Tennessee, USA |  |
| 6:00 PM        |  | Wisconsin, USA            |  |
| 2:00 PM        |  | Tibet                     |  |
| 8:20 AM        |  | Sydney, Australia         |  |

# MAKING CONNECTIONS

Readers make sense of stories by connecting what they know to what they read. Even though *Lexi Magill and the Teleportation Tournament* takes place in a future time when teleportation is possible, the characters and friendships in this story could exist in today's world. Think about how you can connect your life experiences to the events and characters in the novel. Use this information to complete each sentence starter.

1. This story reminds me of \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

2. I felt like Lexi, Mal, or Ron when I \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

3. This story made me feel \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

4. This story made me think about \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5. Haley's treatment of Team RAM in the maze reminds me of \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_

# WHERE IN THE WORLD...?

Thanks to teleportation, Team RAM visits several locations all over the world in a single holiday weekend. Use an atlas to label the map of Europe and the map of the United States with the tournament destination locations visited by Team RAM. On the maps, number the locations in the order in which the team visited each stop. **CCSS.ELA-LITERACY.RI.3.7; CCSS.ELA-LITERACY.RI.4.7; CCSS.ELA-LITERACY.RI.5.7; CCSS.ELA-LITERACY.RI.6.7; CCSS.ELA-LITERACY.RI.7.7**

Team RAM's teleportation stops:

**Paris, France**

**Charleston, South Carolina**

**Madison, Wisconsin**

**Florence, Italy**

**Kraków, Poland**

**Manchester, England**

**Milwaukee, Wisconsin**

**Füssen, Germany**

**Nashville, Tennessee**  
(home of Fisk University)

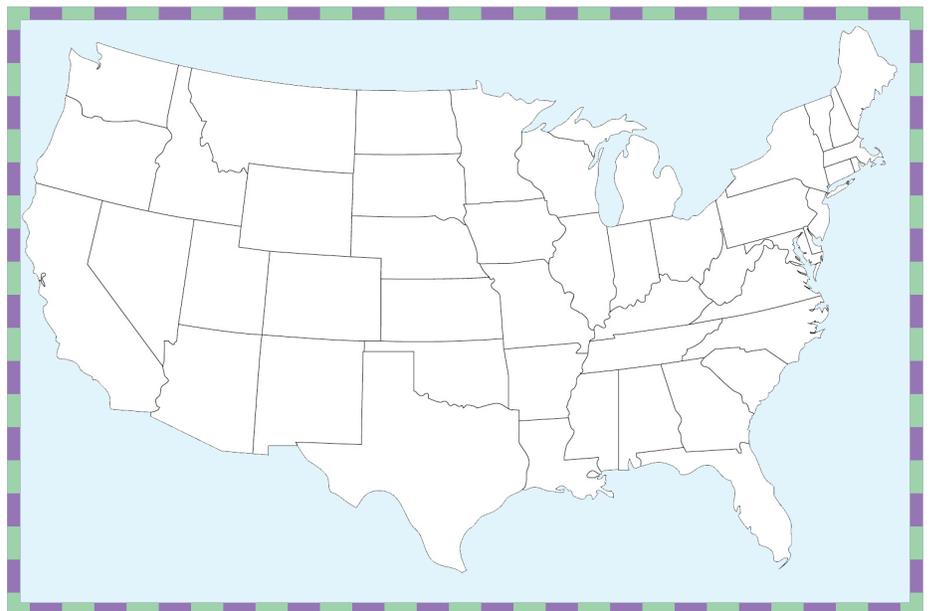


From which stop did the tournament start and end?

\_\_\_\_\_

## **BONUS QUESTION:**

What city or country did TeamRAM teleport to by mistake?



Name: \_\_\_\_\_

# WORD SEARCH **Women in STEM**

How quickly can you find the famous women of science, technology, engineering, and mathematics hidden in the puzzle below?

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

**ADA LOVELACE**  
**EUGENIE CLARK**  
**GRACE HOPPER**

**JANE GOODALL**  
**KATHERINE JOHNSON**  
**MARIA SIBYLLA MERIAN**  
**MARIE CURIE**

**MARY LEAKEY**  
**NANCY GRACE ROMAN**  
**SALLY RIDE**

Are the accomplishments of any of these women unfamiliar to you? Look them up!

# WORD SCRAMBLE

## World Languages

Unscramble the letters to reveal six world languages.

AMNERG

|  |   |  |  |  |  |
|--|---|--|--|--|--|
|  | ○ |  |  |  |  |
|--|---|--|--|--|--|

NIIATAL

|  |   |  |  |  |  |  |
|--|---|--|--|--|--|--|
|  | ○ |  |  |  |  |  |
|--|---|--|--|--|--|--|

NFEHRC

|  |   |  |  |  |  |
|--|---|--|--|--|--|
|  | ○ |  |  |  |  |
|--|---|--|--|--|--|

SILPOH

|  |   |   |  |  |  |
|--|---|---|--|--|--|
|  | ○ | ○ |  |  |  |
|--|---|---|--|--|--|

ICNEEHS

|  |  |  |  |  |  |   |
|--|--|--|--|--|--|---|
|  |  |  |  |  |  | ○ |
|--|--|--|--|--|--|---|

HANPISS

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|--|---|--|--|--|--|--|
|  | ○ |  |  |  |  |  |
|--|---|--|--|--|--|--|



### BONUS!

Take the letters that appear in the circles and unscramble them to complete this statement:

Speaking multiple languages can be a real asset when you

|  |  |  |  |  |  |  |   |   |
|--|--|--|--|--|--|--|---|---|
|  |  |  |  |  |  |  | T | ! |
|--|--|--|--|--|--|--|---|---|

