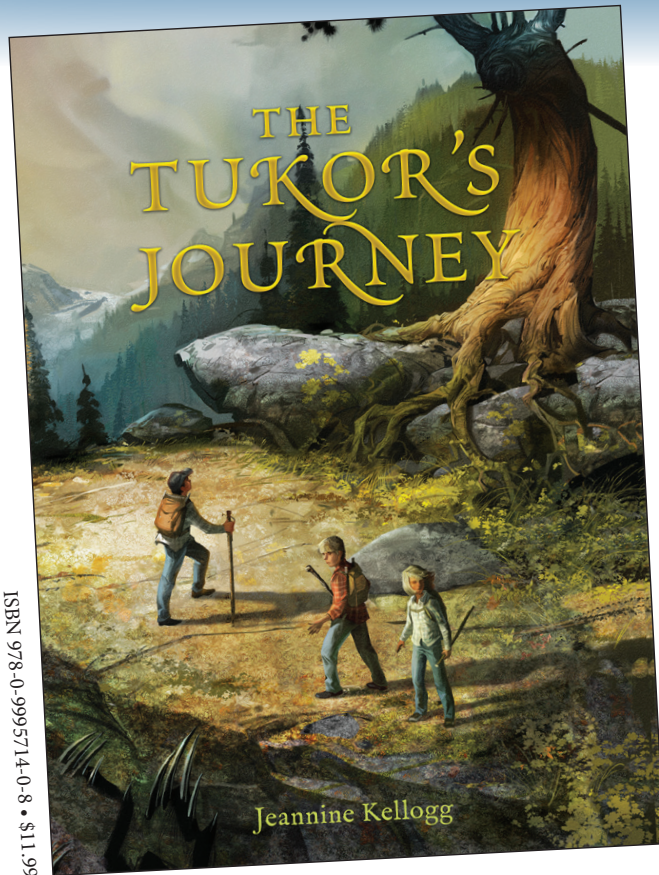


DISCUSSION GUIDE



THE TUKOR'S JOURNEY

BY Jeannine Kellogg

WITH ILLUSTRATIONS BY Jim Madsen

SIBLINGS MITCH, TONY, AND JOVI discover that mysterious creatures called Grezniks are close to achieving their mission: blowing up Earth and shattering Life to bits. Over the centuries, Grezniks have nearly succeeded many times. But each time, their efforts have been foiled by Tukors and their allies. Now, Grezniks are closer than ever before,

and no one knows if any Tukors are left in the world to stop them. Mitch, Tony, and Jovi are unexpectedly invited to help defeat the Grezniks, but will they have the courage to join the battle?

Jeannine Kellogg's epic fantasy spans the centuries as ancient Grezniks, the enemy of all Life on Earth, intersect with modern times and the lives of three siblings who discover their own powerful mission in battling the evil force of Grezniks.



Jessica Sauck Photography

Author Jeannine Kellogg loves a grand adventure and a great story. She has hiked in New Zealand, sea-kayaked above the Arctic Circle, and waded through rice fields in Thailand, yet she is certain that great inspiration is found not in distant adventures, but in the often-overlooked details of everyday life. Her first novel, *The Tukor's Journey*, began in a wind storm as Jeannine and her nephews dove deep into sheltered waters seeking sparkling blue stones only visible when sunlight broke through the clouds. Jeannine loves encouraging kids to seize life's wonderful adventures and take the lead in their own powerful journeys.

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The Common Core State Standards addressed by the discussion questions and activities in this guide are noted throughout. For more information on the Common Core, visit corestandards.org. Next Generation Science Standards are also listed where applicable. For more information on NGSS, visit nextgenscience.org. Lexile® Measure: 830

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DISCUSSION QUESTIONS / WRITING PROMPTS

The discussion questions that follow can be posed after reading *The Tukor's Journey*. Several also work as great writing prompts for students.

All discussion questions are aligned with the following standards:

CCSS.ELA-LITERACY.RL.5.1; CCSS.ELA-LITERACY.RL.6.1; CCSS.ELA-LITERACY.RL.7.1; CCSS.ELA-LITERACY.RL.8.1

- ✱ In the first section of the book, *The Story* gets lost. *The Story* documents the history of battling Grezniks and the many important missions of Tukors. Why is the history of what happened important to understand?
- ✱ Grezniks are not alive so they cannot be killed, and thus they never really die. But they can disappear forever. Name the four ways that Grezniks can disappear. Why do you think the author wrote Grezniks as almost ghost-like, without life? Even if people could find all the Grezniks and evaporate them all, the Eternal Commander or Proznia could make many more. They seemingly have an infinite supply. How does this make defeating them more complicated?
- ✱ Why does the Jatuh reject Skarb from its circle and never let Skarb participate in anything? In light of Skarb's exclusion from participating, why do you think that Skarb strives to be accepted? Both Skarb and Jatuh visit the powerful blue stone waters alone. Why do the two make different decisions at the water's edge? How do their different decisions affect what happens next for each of them? At what point in the story does Jatuh become threatened by Skarb?
- ✱ At the opening of the book, Grandpa Neil is a well-known and well-connected businessman. Mr. Etson subsequently discovers the corrupt underside of Grandpa Neil's business. How do Grandpa's crimes affect Mitch, Tony, and Jovi and their parents?
- ✱ Mitch, Tony, and Jovi move from Manhattan to a small town in Minnesota. Do you think that move was challenging for them? Did they have difficulty saying goodbye to friends and their life in New York City? Have you ever had to say goodbye to someone, and worried you might not see him or her again?
- ✱ At the end of chapter 39, Mitch, Tony, and Jovi are sitting in a magical tractor combine inside a big barn, and the doors ahead of them are open. A rain storm has just cleared. The beautiful blue sky calls them forward, but they are reluctant to go. Why do you think they are hesitant? Have you ever had the opportunity to do something you have always wanted to do, but when given the chance, get nervous?
- ✱ In chapter 45, Old Man introduces what it means to be a Tukor. A person is not born a Tukor—he or she has to choose to become one. Why do you think that being a Tukor involves a choice? Old Man tells the kids that being a Tukor is more of a journey than a single decision. What do you think he means by that?
- ✱ On their journey to find Old Man, the kids are attacked by many species of animals. They cannot understand why the animals are charging at them and forcing them to go in another direction. What did they later learn about all of those attacks? Do you ever feel frustrated by a series of obstacles or events that redirect you, or try to redirect you?
- ✱ Old Man shares a very important secret with the kids. Why are some secrets hard to keep? What happens if we share a secret that we were not supposed to tell? At one point, a character in the book says, "Secrets can be such lonely things." Do you think this is true?

ACTIVITIES FOR STUDENTS

ANIMAL FUN FACTS

While the Grezniks in *The Tukor's Journey* are fanciful, the other creatures in the novel are real. Choose one animal from this list to research:

red panda, snow monkey, black-faced spoonbill, Bosavi woolly rat, Steller's sea eagle, caribou, lemming, spectacled eider, Percheron, glyphis shark, blue-faced honeyeater, Haast eagle, muskox, Blakiston fish owl

Create an animal poster report to showcase your research that includes:

- a picture of the animal (drawn, or from a magazine or the Internet)
- a description of the animal, including size and any distinctive features
- a description of what the animal eats (its prey)
- a description of its habitat (where it lives)
- a description of its predators and how it protects itself
- any other interesting facts

CCSS.ELA-LITERACY.W.5.2; CCSS.ELA-LITERACY.W.6.2; CCSS.ELA-LITERACY.W.7.2; CCSS.ELA-LITERACY.W.8.2

HISTORY REVEALED

In the novel, Mitch, Tony, and Jovi fly over several historical sites, including several from the American Revolutionary War. Choose one of these historical sites to investigate: Valley Forge, The Paul Revere House, Old North Church, or Boston Harbor. Organize your research about the historical site into an informative report that includes reasons for the site's historical significance.

CCSS.ELA-LITERACY.W.5.2; CCSS.ELA-LITERACY.W.6.2; CCSS.ELA-LITERACY.W.7.2; CCSS.ELA-LITERACY.W.8.2

BUILD A FLYING MACHINE

The kids in the novel make use of a powerful tractor that transports them across the country in a matter of minutes. Imagine that you are the designer of a flying machine. Take this STEM challenge to utilize the principles of flight and create a unique flying machine from everyday materials. Research the following principles of flight so that you can incorporate them into your design: LIFT (caused by air moving over wings); WEIGHT or GRAVITY (the force pulling toward the Earth's surface); THRUST (the force moving an object forward); and DRAG (the force working against thrust). Gather materials to use in the design of your flying machine. Suggested materials: balloons, straws, popsicle sticks, rubber bands, masking tape, clear tape, plastic knives, paper cups, cardstock, and construction paper. Draw a diagram of your flying machine and label each part. Construct your machine based on your diagram. Experiment with your machine to see how far it will fly. If necessary, make modifications to it to help it fly farther. Record the flight trials and measurements of the distances of each flight. **NGSS: MS-PS2-5**

AMAZING PLACES

The adventure in *The Tukor's Journey* spans across the continents and focuses on several significant locations throughout the world. Design a travel brochure for one of the following locations described in the book:

Central Park, New York, NY

USS *Arizona* Memorial, Pearl Harbor, HI

Serpentine Hot Springs, Bering Land Bridge National Preserve, AK

Kigluaik Mountains, AK

Chŏngchŏn River, North Korea

Chukchi Sea, Arctic Ocean

White Water Terraces, Yunnan Province, China

Mount Bosavi Crater, Papua New Guinea

Select one site and conduct research to find out important facts and details about it. Use this information to create a travel brochure that will attract tourists to your selected location. Use persuasive language to "sell" your location to visitors. Include clipart or colored illustrations depicting the site.

CCSS.ELA-LITERACY.RI.5.1; CCSS.ELA-LITERACY.RI.6.1; CCSS.ELA-LITERACY.RI.7.1; CCSS.ELA-LITERACY.RI.8.1;

CCSS.ELA-LITERACY.W.5.1; CCSS.ELA-LITERACY.W.6.1; CCSS.ELA-LITERACY.W.7.1; CCSS.ELA-LITERACY.W.8.1

NAME: _____

WONDERFUL WORDS

An author's selection of words in telling a story helps to create rich and detailed images in a reader's mind. *The Tukor's Journey* is chock full of such vivid vocabulary. Select ten words from the word list drawn from the novel. List the words in alphabetical order, identify the part of speech for each, write a definition for each word, and create a meaningful sentence for each word.

WORD LIST

satchel • blustery • rappel • effusive • mortified • frantic • gait • snappiness • elusive • scamp • ricochet • picturesque • debris • quench • remnant • beseech • resent • crevasse • scamp • silo

Word	Part of speech	Definition	Sentence

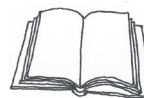
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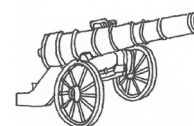
WRITING IN CODE

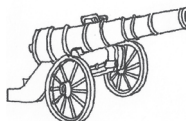
Dating back centuries, people have had the need to communicate secretly. In *The Tukor's Journey*, the blueprints for the powerful tractor are written in code to ensure that its design and construction remains a secret. The first portion of the code is based on symbols in place of words. Can you decode the message below using the secret key? Write your own message in the same code and have a friend solve it. If any of the symbol names are unfamiliar to you, be sure to look them up before you draw your secret message!

Secret Key

- | | |
|-------------------------|-------------------------|
| A - a wooden paddle | U - a plumeria flower |
| B - a puppy | V - a heart-shaped rock |
| C - a left hand | W - a carrot |
| D - a crescent moon | X - a sea turtle |
| E - an open book | Y - a wedding cake |
| F - a spotted square | Z - a ballet shoe |
| G - a baby's cradle | |
| H - a lit candle | o - a cross |
| I - a figure-eight knot | 1 - a medieval ship |
| J - a quarter note | 2 - a codfish |
| K - an anchor | 3 - a gecko's foot |
| L - a teacup | 4 - an elephant's eye |
| M - a chicken | 5 - a balalaika |
| N - a penny-farthing | 6 - a boomerang |
| O - a hummingbird | 7 - a church steeple |
| P - a birch bark canoe | 8 - a dessert fork |
| Q - a broken clock | 9 - a worn-out boot |
| R - a Civil War cannon | |
| S - a peregrine head | |
| T - a bowler hat | |







NAME: _____

A LARGE NUMBER OF GREZNIKS!

Grezniks new to Earth are not given a name; instead they are assigned a number based on their order of arrival. The very first Greznik was Number 1, Eternal Commander. The second Greznik to arrive was assigned Number 2, and so on. By the time Skarb arrived hundreds of centuries later, its assigned number was so large that it was expressed with exponentials:

401^5 or 401 to the 5th power

$401 \times 401 \times 401 \times 401 \times 401 = 10,368,641,602,001$

That is a BIG number!

Try your hand at calculating the following exponentials.

CCSS.MATH.CONTENT.6.EE.A.2.C; CCSS.MATH.CONTENT.8.EE.A.1; CCSS.MATH.CONTENT.8.EE.A.3

EXAMPLE: $5^3 = 5 \times 5 \times 5 = 125$

1. $3^4 =$ _____

2. $4^3 =$ _____

3. $5^5 =$ _____

4. $100^2 =$ _____

5. $6^3 =$ _____

6. $20^3 =$ _____

7. $4^4 =$ _____

8. $100^3 =$ _____

9. $7^2 =$ _____

10. $5^4 =$ _____

'X' MARKS THE SPOT

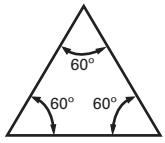
Mitch, Tony, and Jovi have to navigate unknown territory in search of the secret blue stone mine. The trio creates a triangle by marking three vertices on a map. They then calculate the centroid of the triangle to identify the location of the blue stone mine. Try your hand at creating a triangle using cities on the map of Alaska. Locate the following cities on the map: Bethel, Fairbanks, and Glennallen. Mark each city as a vertex of a triangle. Draw lines between the vertices.

CCSS.MATH.CONTENT.6.G.A.3; CCSS.MATH.CONTENT.7.G.A.2

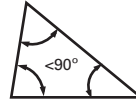


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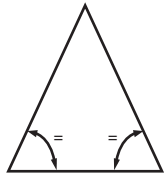
USEFUL INFORMATION: There are special names given to triangles based on the number of equal sides and also based on what type of angle is in each triangle.



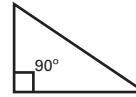
EQUILATERAL TRIANGLE
Three equal sides
Three equal angles. Each one is 60°



ACUTE TRIANGLE
All angles are less than 90°



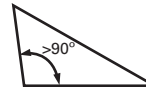
ISOSCELES TRIANGLE
Two equal sides
Two equal angles



RIGHT TRIANGLE
Has a right angle (90°)



SCALED TRIANGLE
No equal sides
No equal angles



OBTUSE TRIANGLE
Has an angle more than 90°

What type of triangle did you create on your map of Alaska?

Draw lines from each corner or vertex of the triangle to the midpoint of the opposite side. Where those three lines meet is the gravitational center or centroid of your triangle. What city is located nearest to the centroid of your triangle?

The adventures in *The Tukor's Journey* introduce the three kids to the concepts of the speed of sound, a sonic boom, musical pitch, and GPS coordinates. Choose one of these to research. Write a short description about the topic you chose.

NAME: _____

MATH AND FARMING

Uncle Tobias makes a fatal error when he neglects to water his sister's basil farm during a long, hot, dry spell. Faced with having to replace all of the dead basil plants, Tobias has to calculate how many plants he'll need to refill the basil fields. If each basil plant requires one square foot to grow, how many plants will be needed for each field? Remember that to calculate the area of a square or rectangle, you multiply the length by the width. Assume that the fields below are broken into square feet. How many basil plants are needed to fill each field? Show your equations. **CCSS.MATH.CONTENT.6.G.A.1; CCSS.MATH.CONTENT.7.G.B.6**









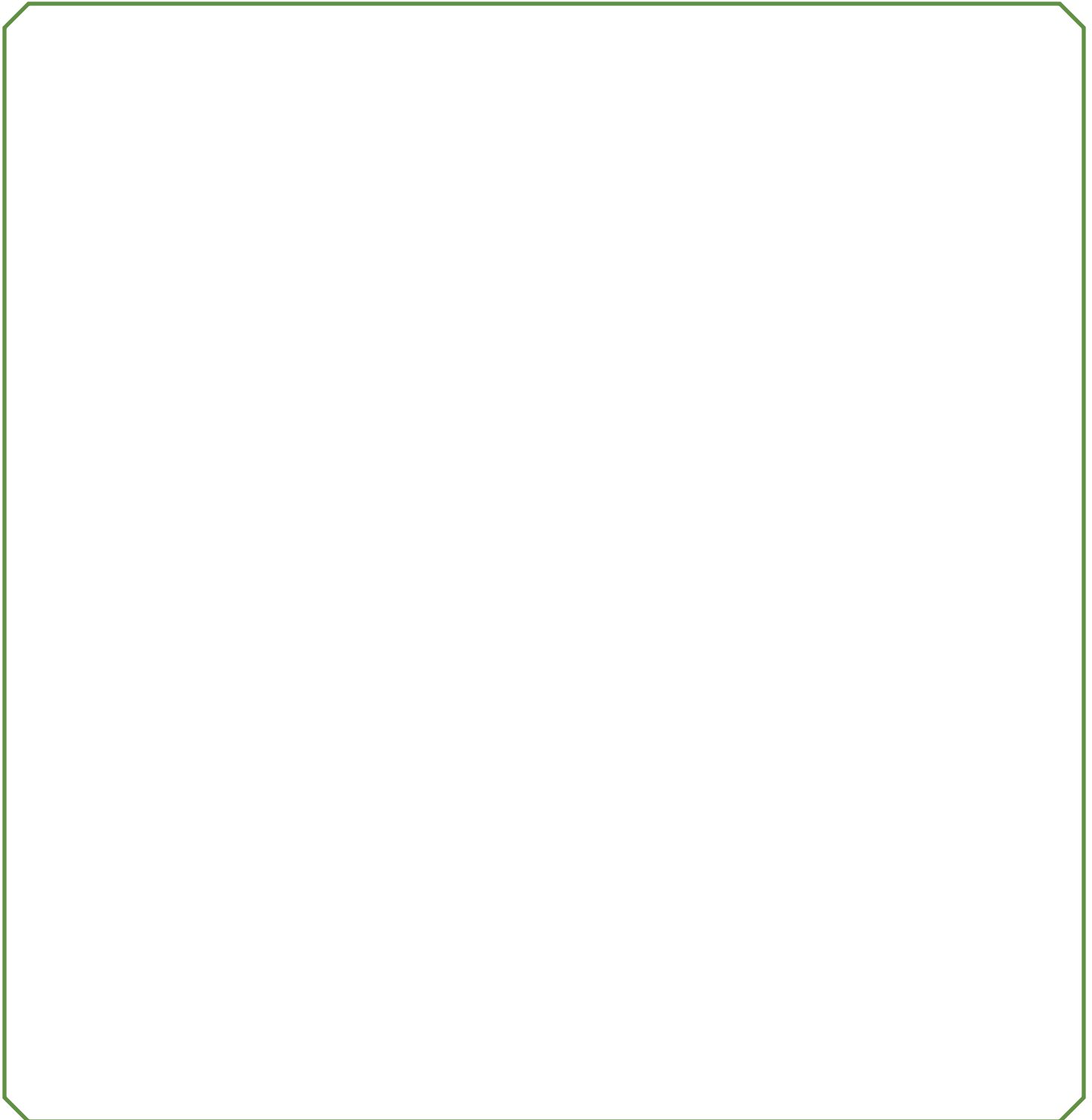




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IMAGINING A GREZNIK

In Chapter 1, Red Panda describes the characteristics of a Greznik. Old Man adds further details in Chapter 45. Other characteristics are revealed as the story progresses. Grezniks can change their shape and color, and they can even alter the texture of their hair. Recall a scene from the book, and draw how you imagined the Greznik in that scene.

A large, empty rectangular box with a green border, intended for drawing a Greznik. The box has slightly rounded corners and is designed to provide a space for a student to draw their imagination of a Greznik based on the text provided.