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A girl worries that she doesn't have an idea for a new invention. When her neighbor's cat sneaks outside, she discovers there's a problem that needs to be solved right outside her home.

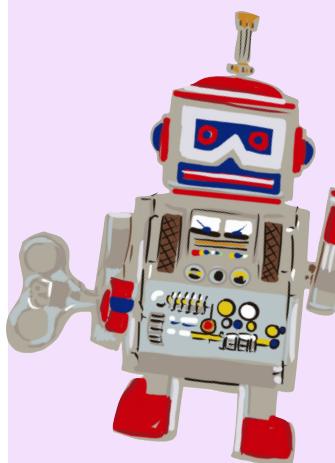
Ages: 3 to 8 years

ATOS Reading Level:
2.8

Lexile: 550L

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The Most Magnificent Idea

What would you do if your idea machine stopped working?

What is STEAM? Learning through Science, Technology, Engineering, the Arts, and Mathematics. Through STEAM, children problem solve, innovate, create, and collaborate.

STEAM Topics in this Book: engineering, design, tinkering, perseverance

Activities To Do Together:

The Most Magnificent Idea provides a reminder that people may feel frustrated when new ideas don't come to them immediately. It's important for children to persevere when they encounter challenges and have strategies they can rely upon.

Before reading the book:

- Look at the pictures in the story before you begin reading the book. What emotions do you think the girl feels?
- Ask your child:
 - What does an inventor do?
 - What might be challenging for an inventor?

While reading the book:

- The girl is frustrated because a new idea doesn't come to her. What do you think will happen?
- What problem do you notice in the story that needs a solution?

When you have finished reading the book:

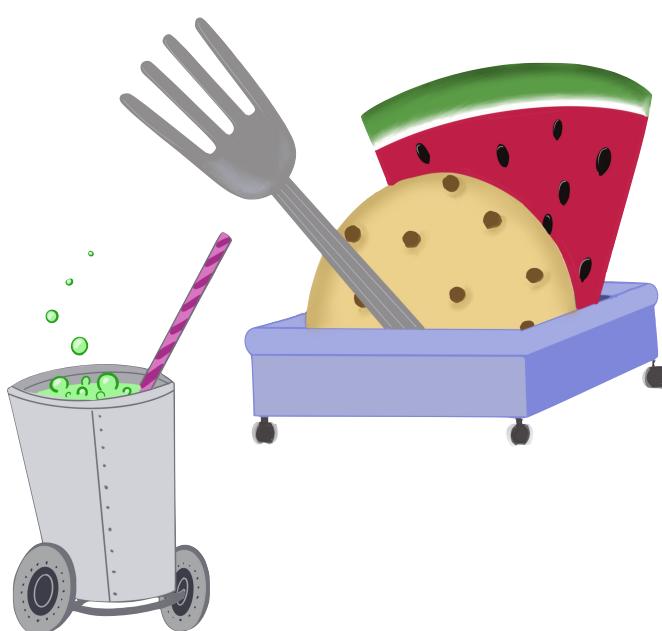
- Take a walk and consider what inventions might improve your neighborhood.
- Encourage your child to think of a new use for a common object. For example, they might fill a plastic water bottle with pebbles to create a percussion instrument.
- Talk together about what your child does when they feel frustrated. What do they think would help, for example:
 - Take a short break
 - Move around - stretch, jump
 - Have a snack

Questions for STEAM Thinking:

1. Have you ever had a hard time coming up with an idea? What did you do?
2. What would you tell the girl in the story when she started to feel frustrated?
3. Were you surprised when the girl came up with an invention that helped her neighbor and her cat? Why or why not?
4. Do you think it is important to observe before you invent? Why or why not? What else do you think is important before you begin?
5. If you were trying to come up with a new idea or create a new invention, what are some strategies you would use?
6. What invention would you like to create? Why would you create it?

Early Math Project Resources:

Visit [The Most Magnificent Idea](http://countplayexplore.org/book/the-most-magnificent-idea) (countplayexplore.org/book/the-most-magnificent-idea) to find activities and related California Learning Foundations, Mathematics Standards provided by the California Department of Education, and/or Next Generation Science Standards for this book.

**Vocabulary**

STEAM words found in the story: build, builders, discover, explore, float, grow, idea, machine, researches, solar-heated, swing,

Related STEAM words: contraption, design, gadget, inventor, persevere, test

Words to build reading comprehension: activities, agrees, assistant, barely, brain, brainstorm, buggy, cartwheels, creations, dangly, dizzy, enough, entire, eventually, force, heartily, helpful, inspiration, magnificent, missing, mobile, noisy, plugs, realizes, regular, single, soggy, stroll, supplies, thingamajigs, trusts, whirling, workshop

Related Books: *If I Built a Car* by Chris Van Dusen; *Mazie's Amazing Machines* by Sheryl Haft; *The Most Magnificent Thing* by Ashley Spires; *The Thing Lou Couldn't Do* by Ashley Spires

Click this link to the [World Catalog](http://www.worldcat.org) or bit.ly/4pU9ZX4 to find *The Most Magnificent Idea* in the public library.