

Name: _____

Grade: _____

Date: _____

TECH IS MAGIC

QUESTIONS AND ANSWERS ACTIVITY

Think about what you've learned so far



1 What was your favorite part of the story? Why?

2 If you could build a robot to help you at home, what would it do?

3 What would the world be like if there were no internet at all?

4 What's the funniest or weirdest tech problem you've seen?

5 What other cool things can your body do that feel like superpowers?

6 If you could write code for anything, what would you want it to do?

7 What's a problem you'd like to solve using technology or creativity?

8 What's something cool you've made, drawn, built, or imagined lately?



Tech is Magic! Q&A Worksheet – Teacher Guide

Grades: 1–4

Duration: 30–45 minutes

Subjects: ELA, STEAM, Technology Literacy



Overview:

This worksheet is designed to accompany a read-aloud of Tech is Magic! Tech Tales for Curious Kids by Taylor Smith. The questions align with each page of the book, encouraging students to think critically about technology, connect personally to the content, and use their creativity.



Learning Objectives:

By completing this activity, students will:

- Demonstrate reading comprehension through discussion and reflection
- Identify basic concepts in technology and innovation
- Express their ideas creatively through writing or drawing
- Explore problem-solving through a STEAM lens

How to Use the Worksheet:

◆ Before Reading:

- Ask students: “What do you think technology is? Is it only computers, or could it be more?”
- Briefly explain that the book explores real tech facts that feel like magic.

◆ During Reading:

- Read the book aloud (or project the PDF if digital).
- Pause after each page to ask related questions orally, or let students jot down ideas in their worksheet.

◆ After Reading:

- Have students complete the Q&A worksheet independently or in small groups.
- Encourage them to draw pictures or diagrams with their answers if helpful.
- Share responses aloud or turn the activity into a class discussion.

Extension Ideas:

- STEAM Corner: Have students design their own robot, website homepage, or code-powered invention on paper or digitally.
- Writing Prompt: "Imagine you're a tech inventor—what problem would you solve?"
- Cross-Curricular: Link to science or tech standards by exploring how touchscreens, coding, or the internet work.

Materials Needed:

- Copy of Tech is Magic! (digital or printed)
- Printed Q&A worksheet
- Pencils, markers, or crayons (optional for creative responses)

Mini Lesson Plan: "Invent a Helper Bot!"

Objective:

Students will use imagination and problem-solving to design a robot (or "helper bot") that solves a real-world problem at home or school.

Learning Goals:

- Introduce the basics of technology and engineering thinking
- Encourage empathy by identifying everyday challenges
- Practice design thinking and creative drawing
- Develop oral or written communication skills by explaining their idea

 Time: 25–30 minutes

Materials:

- Paper
- Pencils, crayons, or markers
- (Optional) Printout of a "Helper Bot" template or outline

✂️ Instructions:

1. Warm-Up Question (5 min)
2. Ask:
 - What is a robot?
 - What do you wish you had help with every day?
3. Challenge (15 min)
4. Tell students:
5. Imagine a robot that could help with something you don't enjoy — like cleaning your room, doing homework, or organizing art supplies. Now design it!
6. On their paper, they will:
 - Draw their helper bot
 - Give it a name
 - Label the parts and describe what each part does
7. Share Out (5–10 min)
8. Invite students to share their invention with the class or family. They can explain:
 - What problem it solves
 - How it works
 - Why it's helpful

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✨ Extension Ideas:

- Have students build a prototype with blocks, Legos, or recycled materials
- Create a "Helper Bot Gallery Walk" for everyone to see each other's designs
- Turn it into a writing prompt: "A Day in the Life with My Helper Bot"

If you have ideas, classroom photos, or want to connect:

Contact:

taylorthecreatoratl@gmail.com

www.TheTTCAgency.com

TECH IS MAGIC

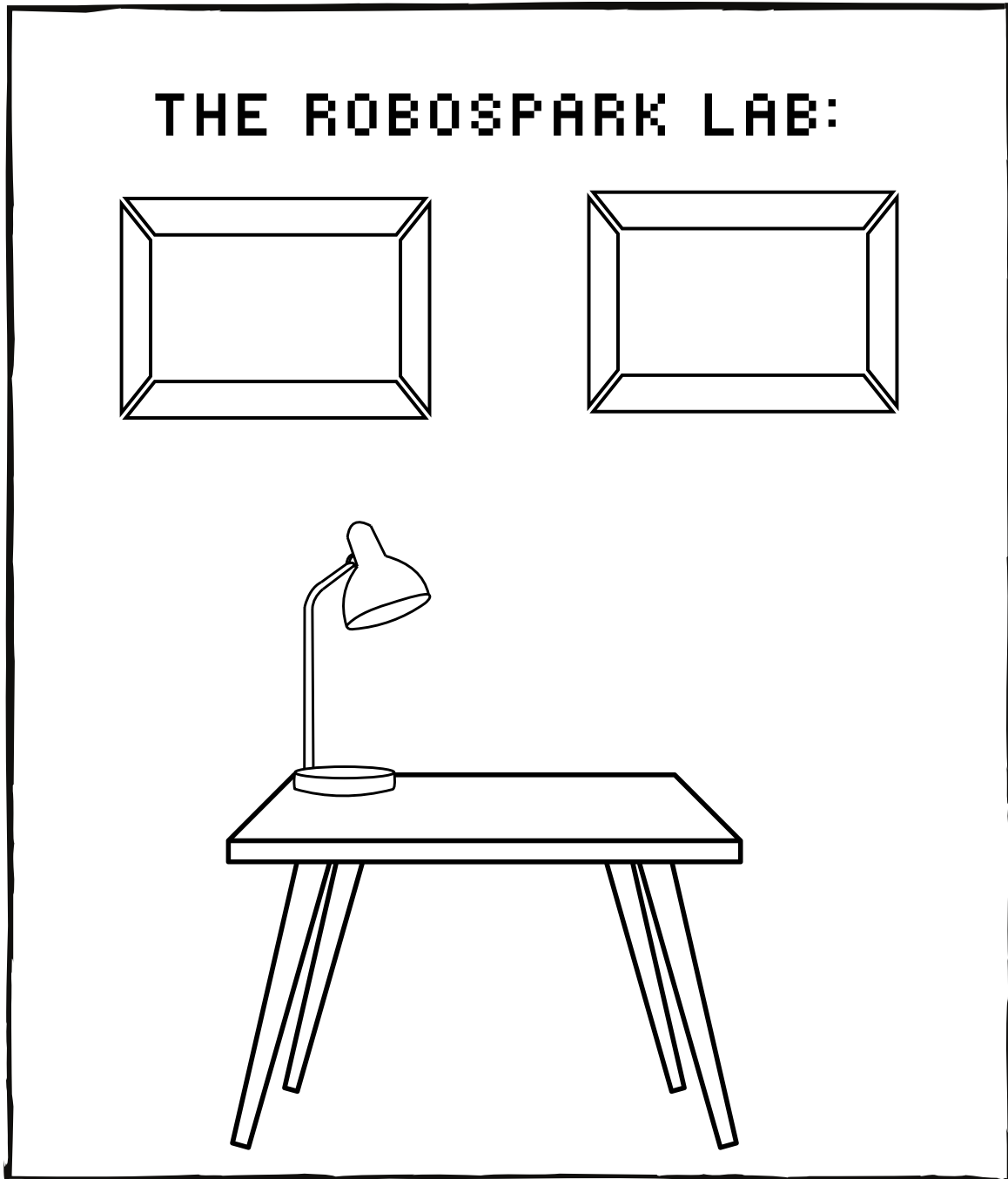
Coloring & Creativity Book

Explore, Imagine & Color the
World of Technology!

STEM fun through art & imagination
Inspire the next tech innovator!

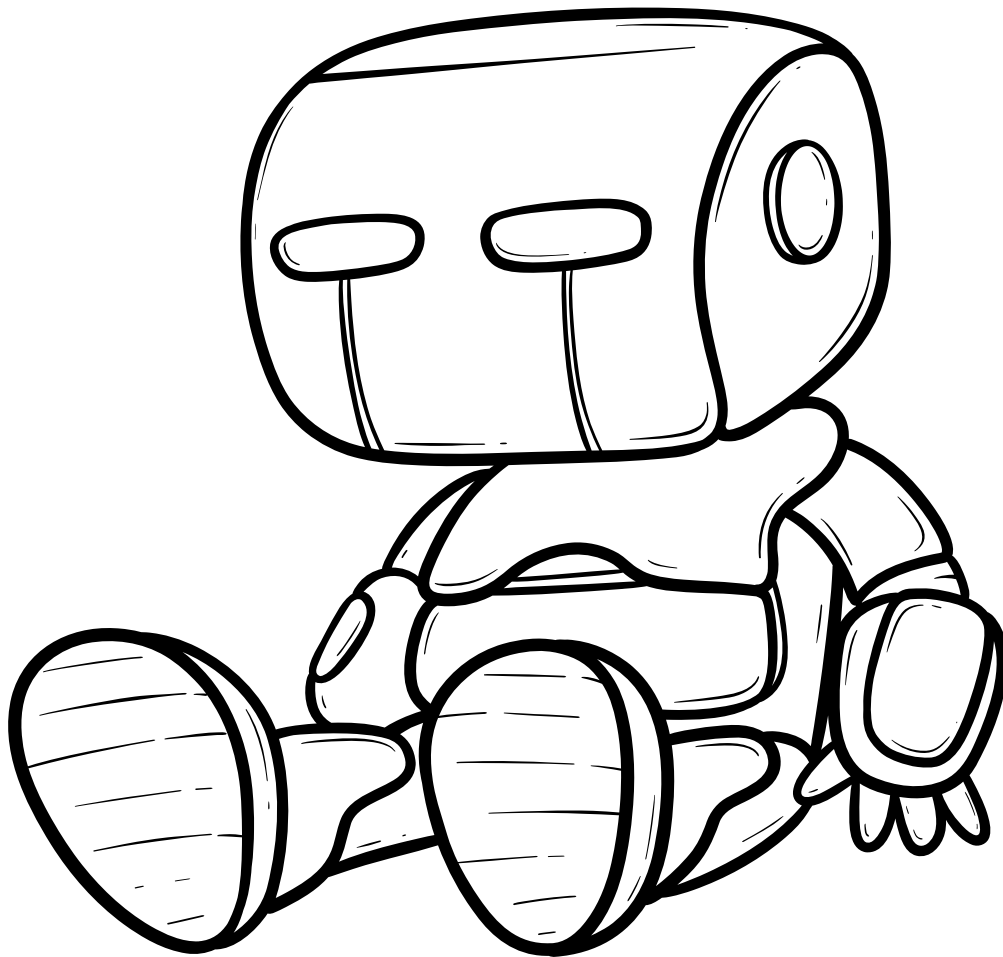
The RoboSpark Lab: Where curious minds build brilliant bots!

Color in your lab to make it truly yours! What's inside your secret lab?



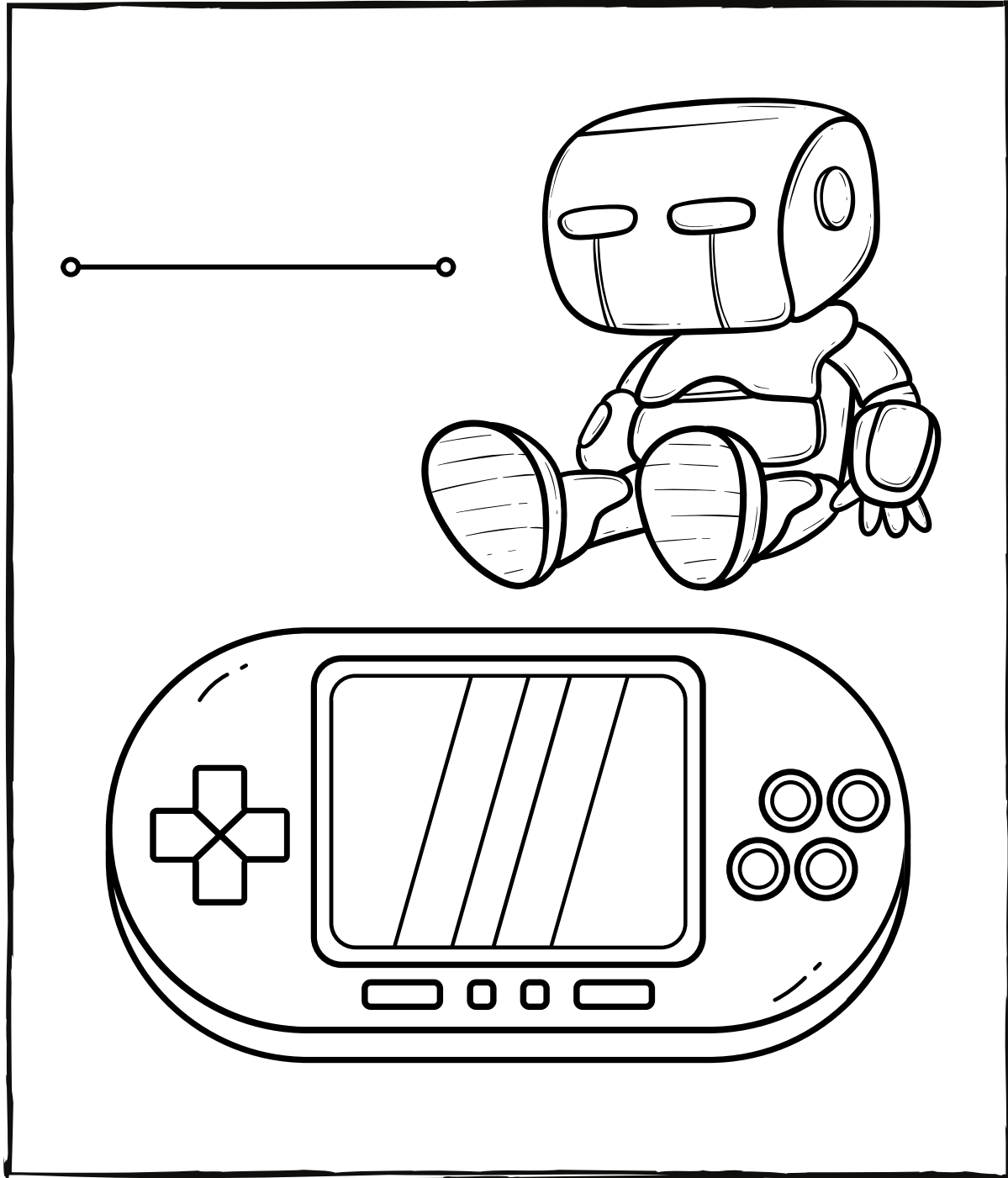
Meet Gigabot: A big, gentle bot with a giant brain

Color your robot, then draw their favorite gadget!



The ColorCore Console

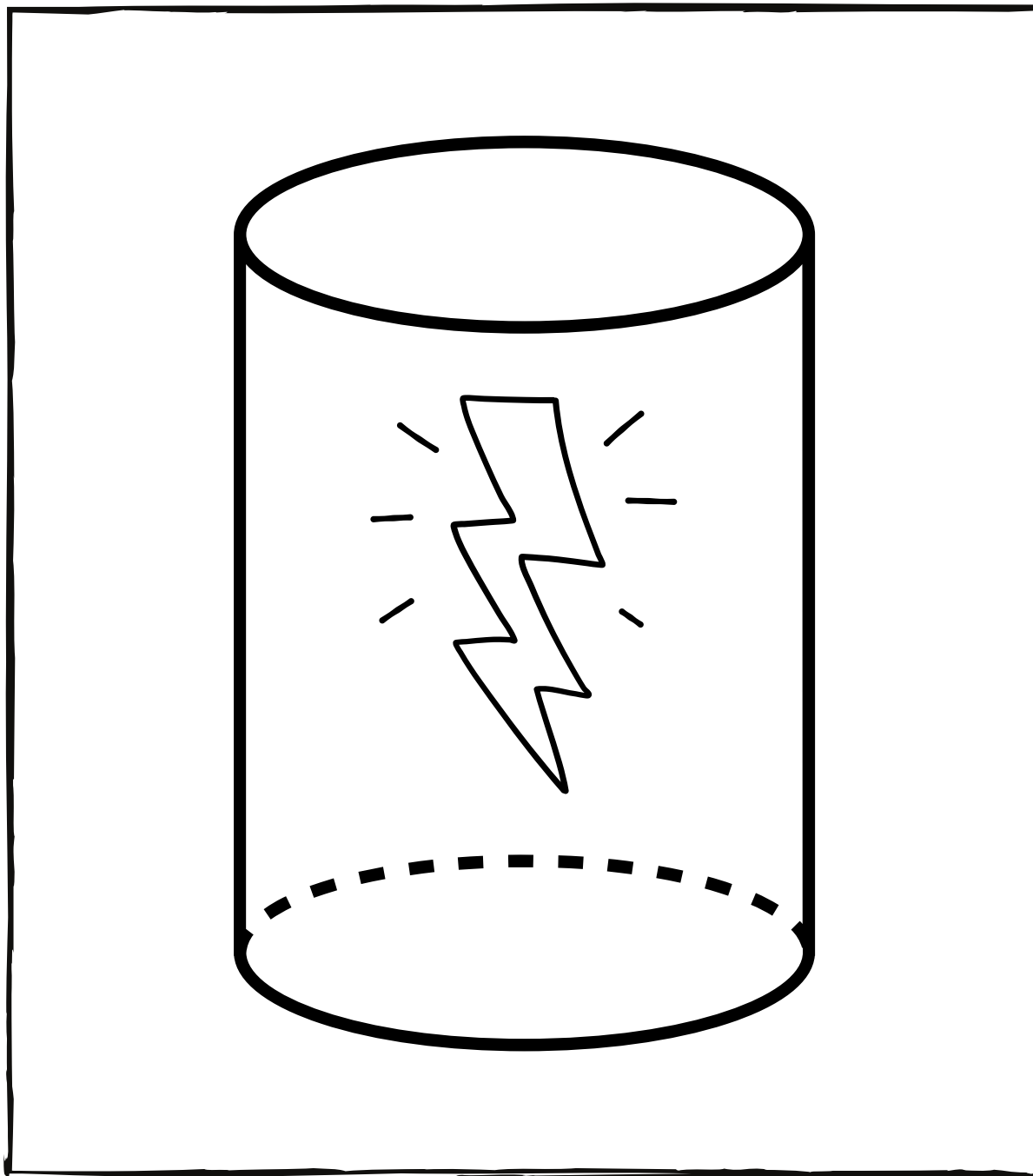
Color your device then write what special power your robot just unlocked!



Mission: Power Boost!

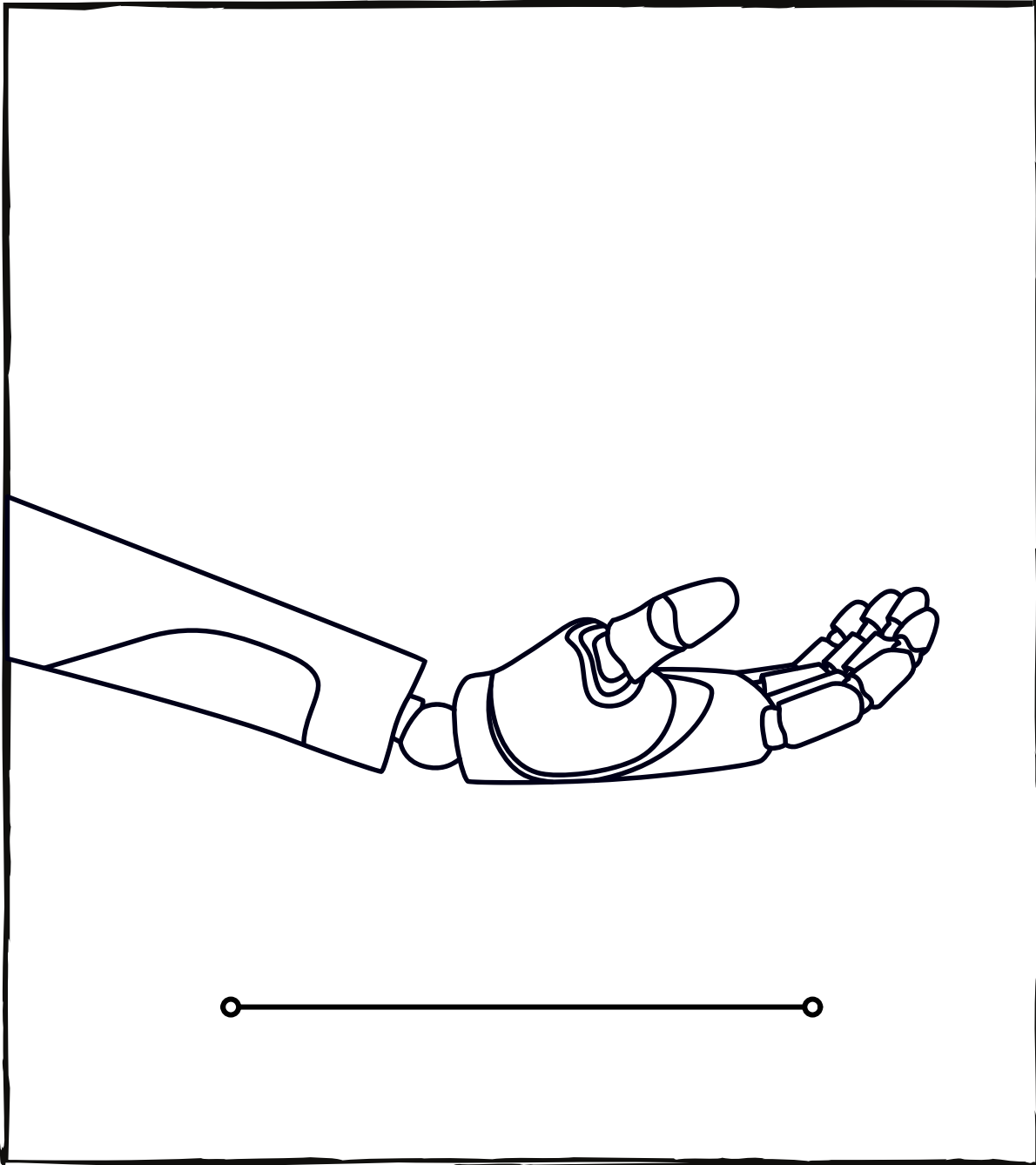
Color your robot's energy core using red, orange, and yellow.

What new superpower does it unlock?



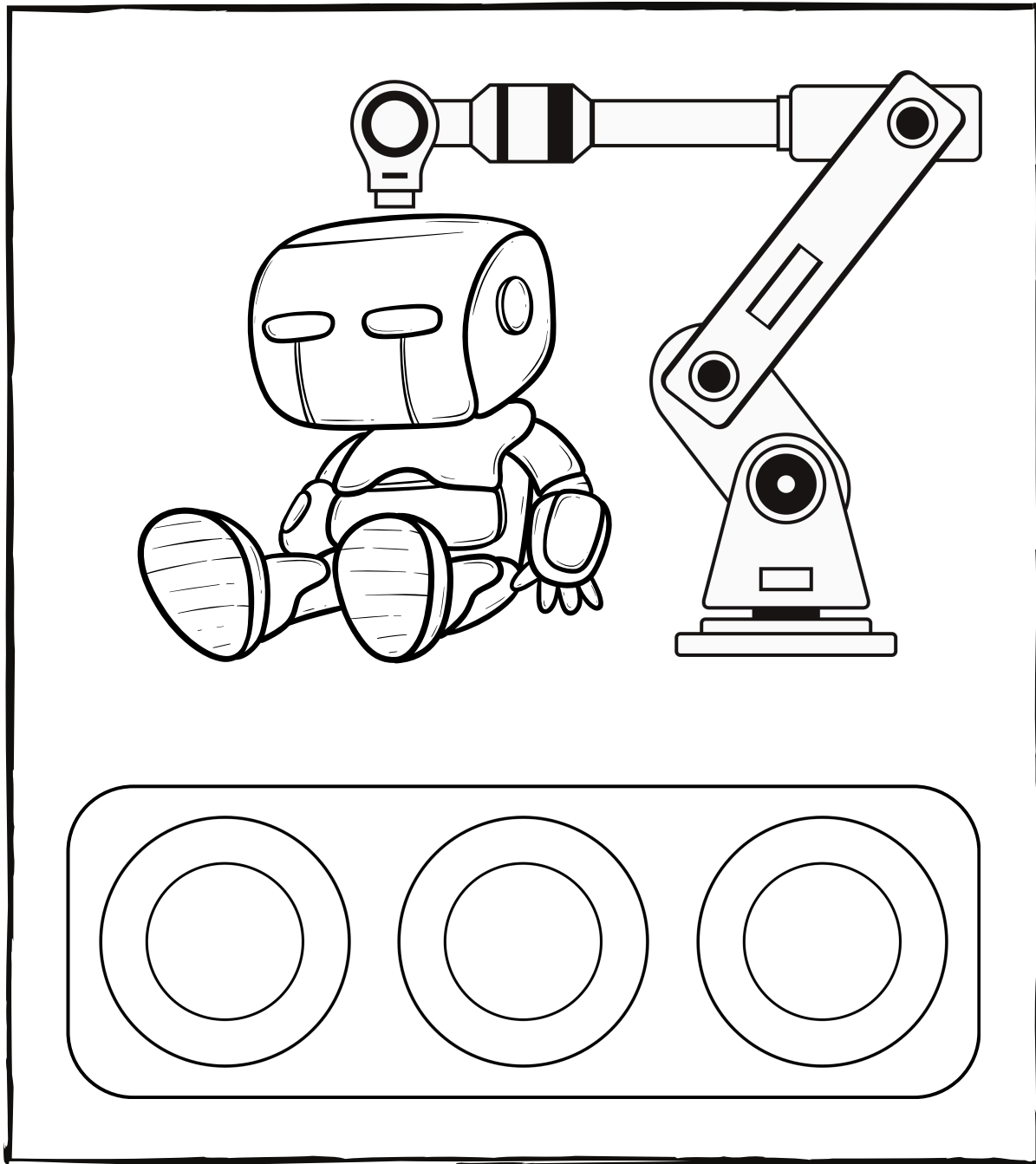
Add a Secret Tool!

Every robot needs a surprise gadget. Draw one in your robot's hand and give it a cool name.



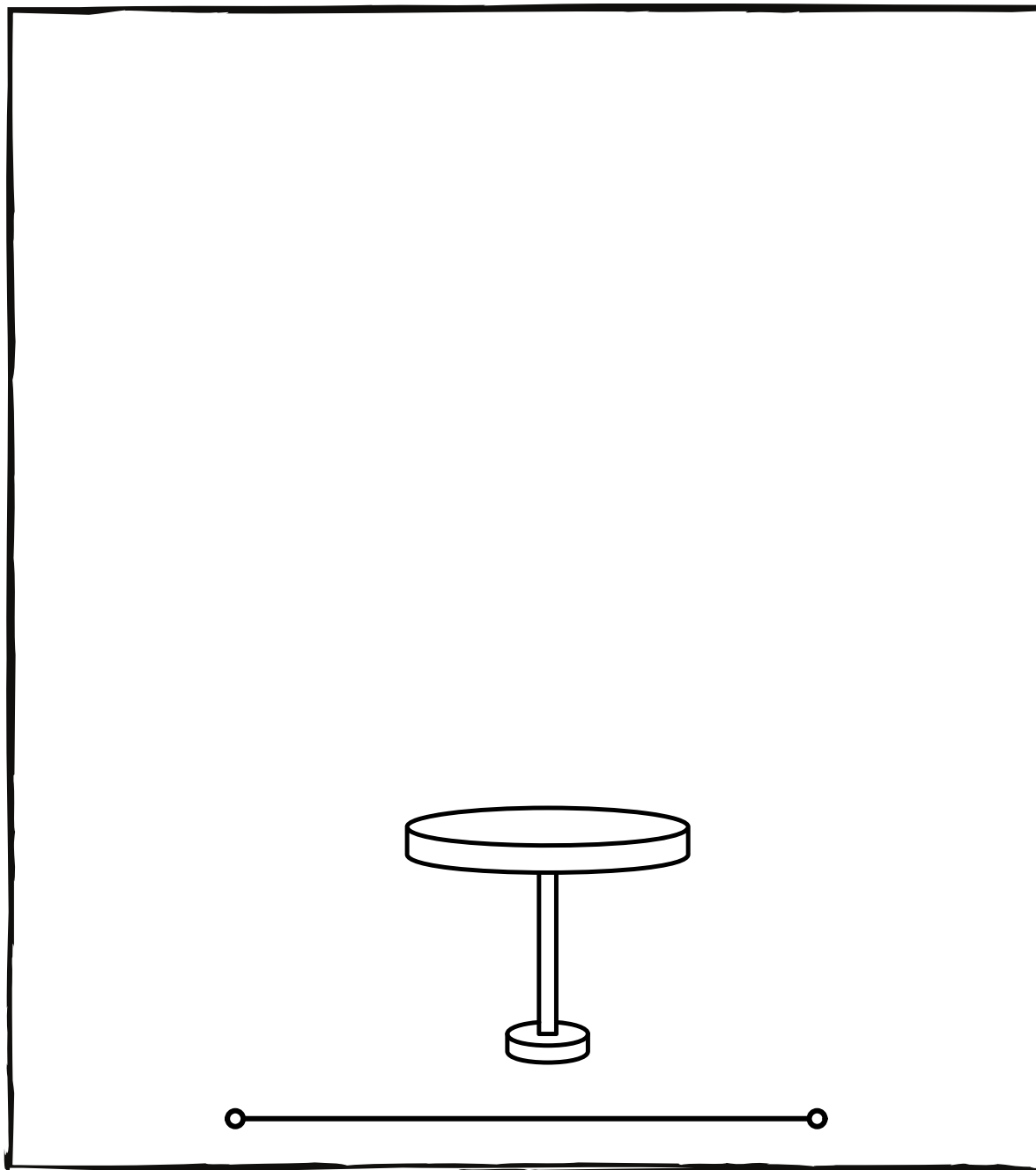
Customize the Control Panel

Design 3 buttons for your robot's chest screen. What do they each do?
(Hint: One can be for flying, one for invisibility, and one for dance mode!)



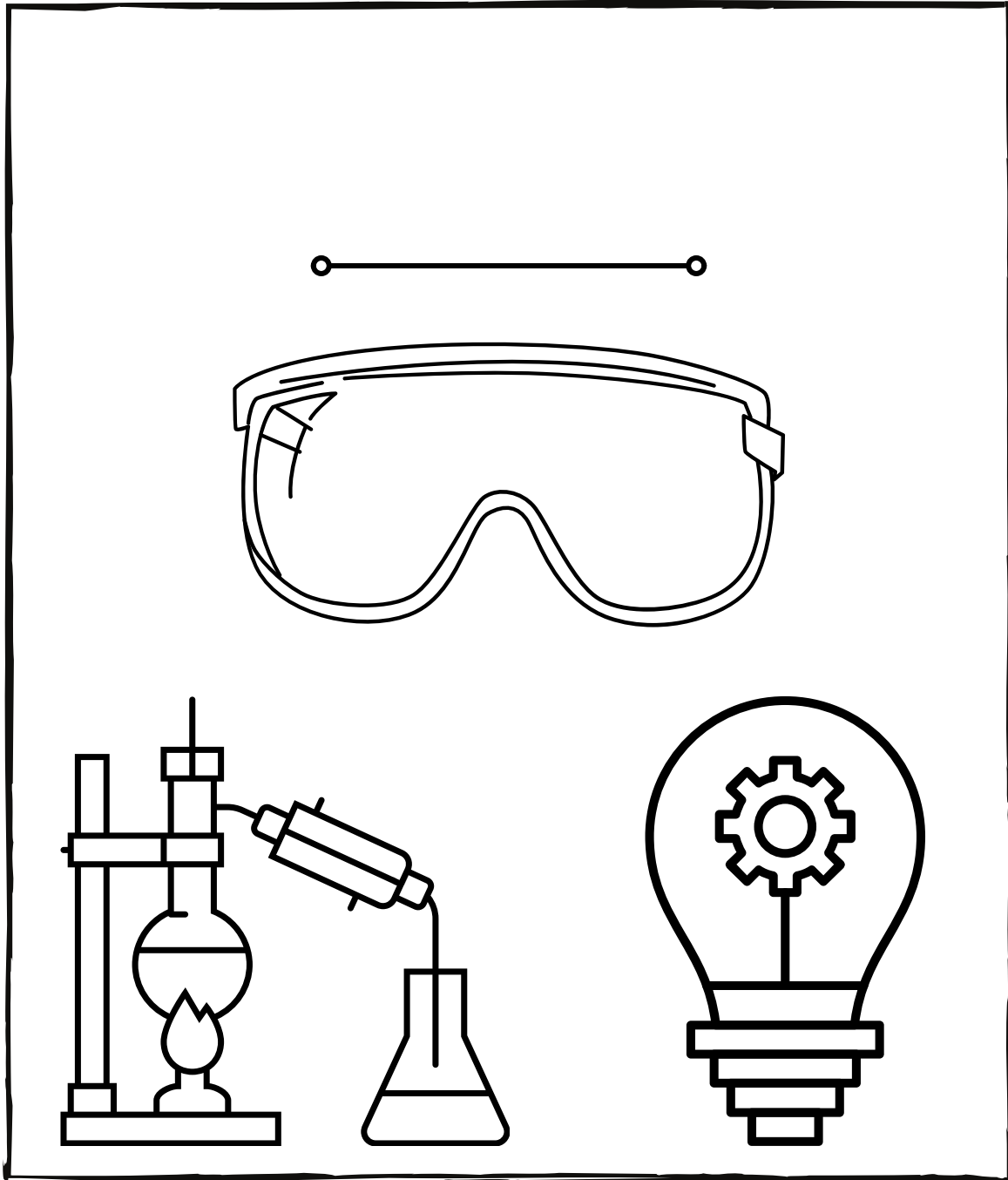
Invent a Sidekick!

Draw your robot's mini helper! What's their name and special skill?



Upgrade Your Robot. Mission: Power Boost!

Color your tools then write what special power your robot just unlocked!



UNLOCK THE MAGIC

Tech Hunt Challenge

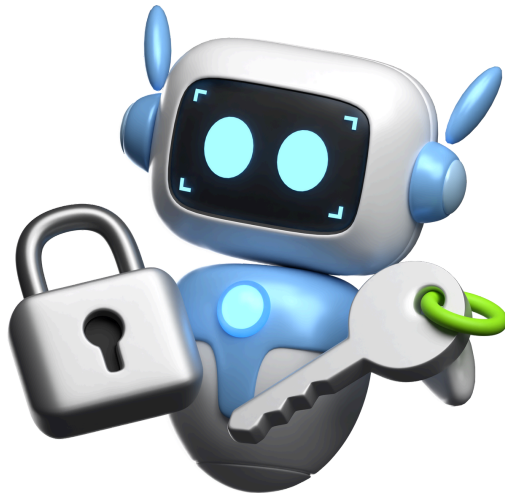
A Scavenger Hunt for
Curious Kids

Find the Magic of Everyday Tech

“Unlock the Magic”

Get ready to explore the
techy wonders hiding all
around your home.

Grab a grown-up, your sharp
eyes, and your imagination.
Let's go!

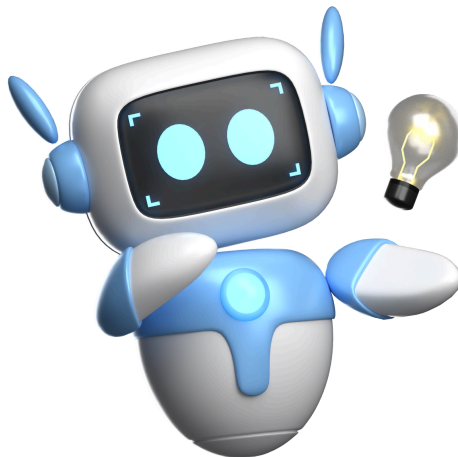


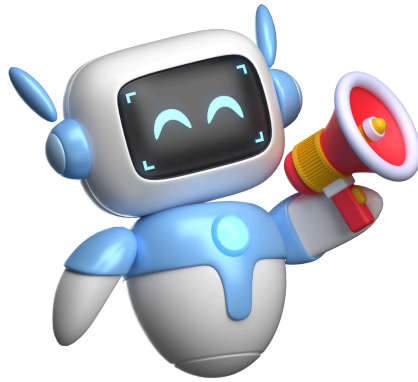
“Unlock the Magic”

Clue 1: Zoom, Zoom
Who Cleans the Room?

Your first mission: Find something that
might zoom around the house and
gobble up dust like a robot in disguise!

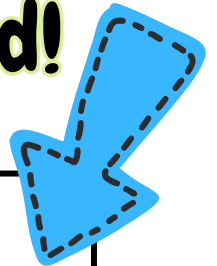
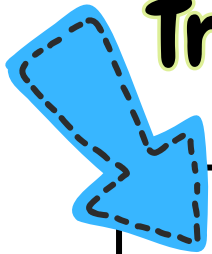
(Hint: It's round, low to the ground, and
might be hiding near the couch!)



☐

Found: Robot vacuum or cleaning tool

Try drawing what you found!

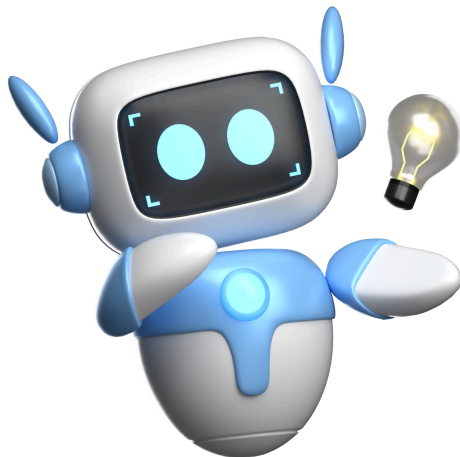
A large empty rectangular box with a black border, intended for drawing the found object.

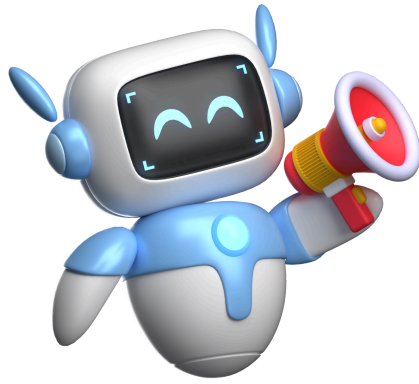
“Unlock the Magic”

Clue 2: Hello, Invisible String!

Find a gadget that connects to the internet - the big invisible web that ties everything together.

(Hint: You might be using it to play games, watch shows, or do homework!)



☐

Found: Tablet, phone, or computer

Try drawing what you found!

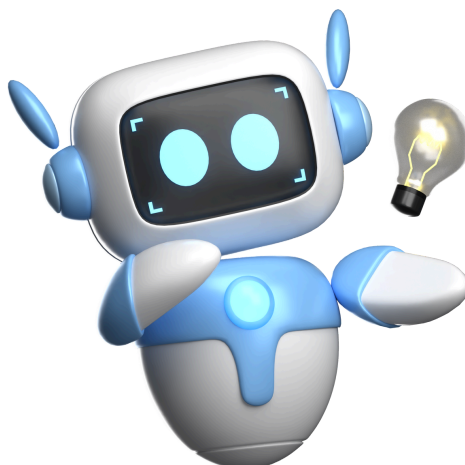
A large empty rectangular box with a black border, intended for drawing. It is flanked by two blue dashed arrows pointing towards it from the top corners.

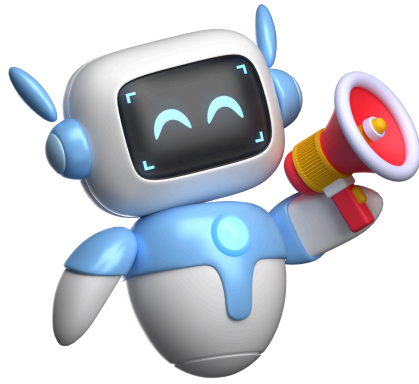
“Unlock the Magic”

Clue 3: Is There a Bug in the System?

Find something with buttons or a screen... and check to make sure there are no actual bugs inside!

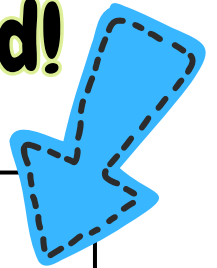
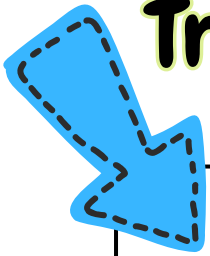
(Hint: If something ever “glitches,” it could be a techy bug!)





Found: Keyboard, remote, or
game controller

Try drawing what you found!

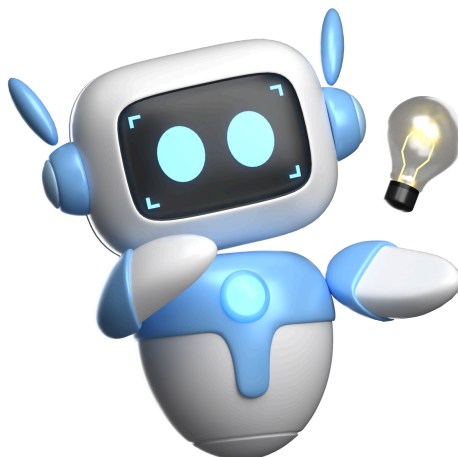
A large empty rectangular box with a black border, intended for drawing.

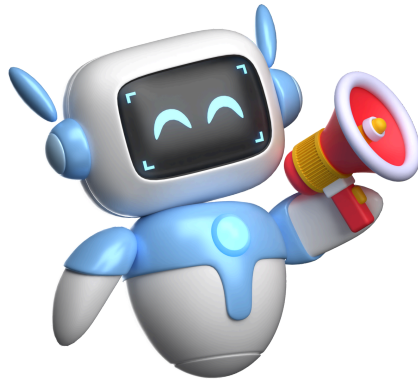
“Unlock the Magic”

Clue 4: Super Fingers Activate!

Find a screen that reacts when you touch it. Can you give it a gentle tap or swipe and make it respond?

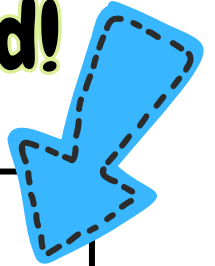
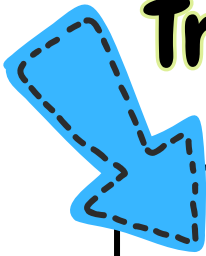
(Hint: It works like magic... from your fingertips!)



☐

Found: Touchscreen device

Try drawing what you found!

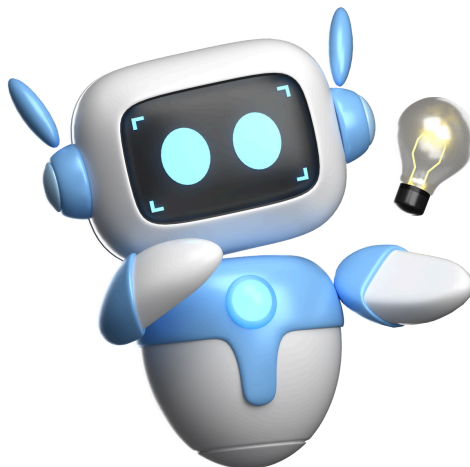
A large empty rectangular box with a black border, intended for drawing the found device.

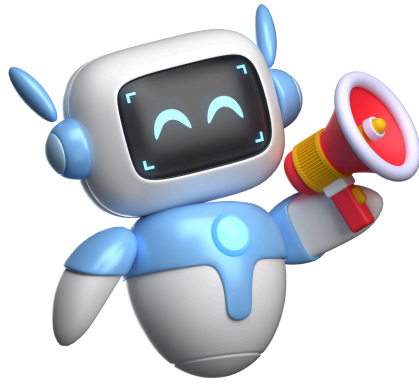
“Unlock the Magic”

Clue 5: Travel Back to the First
Website

Find a book, paper, or screen that
tells stories - just like the first-ever
website did back in 1991!

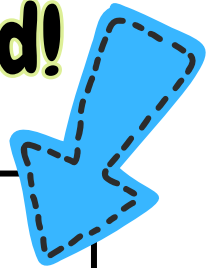
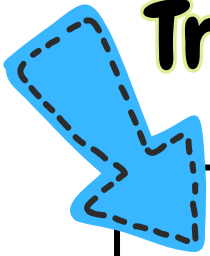
(Hint: What are you reading
right now?)



☐

Found: This book, another book,
or a webpage

Try drawing what you found!

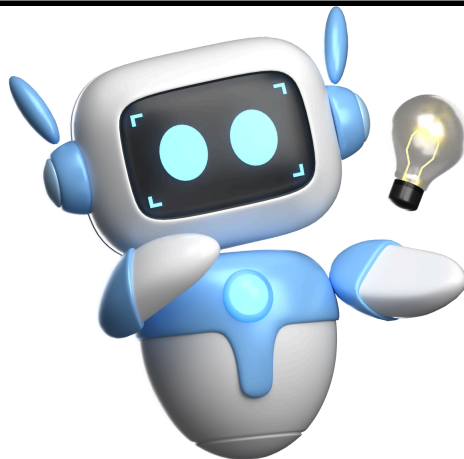
A large empty rectangular box with a black border, intended for drawing.

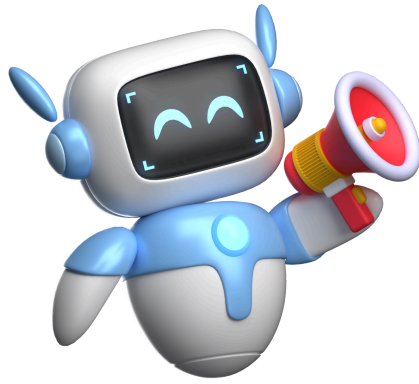
“Unlock the Magic”

Clue 6: Code Breaker Zone

Find something that follows instructions perfectly every time. It might beep, flash, or respond to commands.

(Hint: It might be a robot toy, smart speaker, or game!)



☐

Found: Smart device or toy

Try drawing what you found!

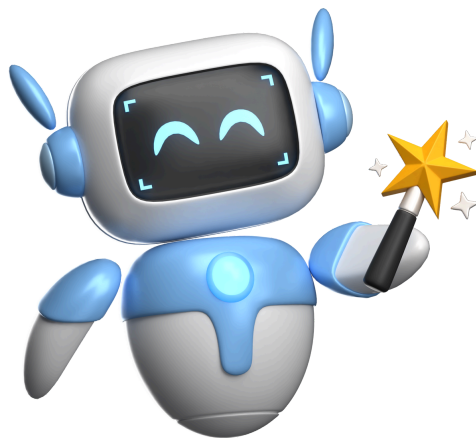
A large empty rectangular box with a black border, intended for drawing. Two blue dashed arrows point towards the top corners of the box from the outside.

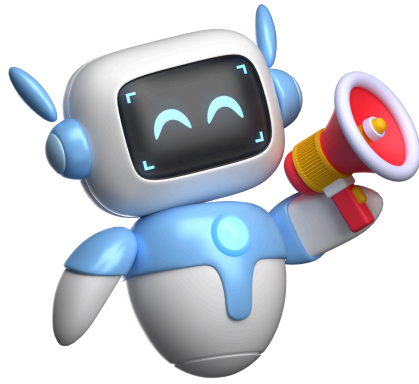
“Unlock the Magic”

Clue 7: You Are the Magic!

Last challenge! Find a mirror and
look at the future tech star staring
back at you.

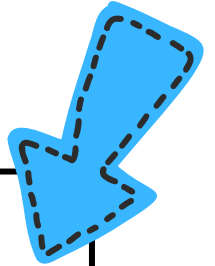
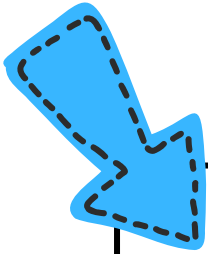
(Hint: It's YOU!)



☐

Found: Mirror or selfie camera

Try drawing yourself!

A large empty rectangular box with a black border, intended for drawing a self-portrait.

Mission Complete!

You've completed the Tech Is
Magic scavenger hunt!

You're officially a
Junior Tech Explorer.

Now... what amazing invention
will YOU dream up next?



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