

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)

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

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