

## Dear Educator,

Before I was a speculative fiction writer, I got a bunch of degrees in engineering, worked for NASA, and was generally a Very Big Geek. I didn't just love the gadgets... the principles that created them seemed *magical* to me. Not because they were impossible to understand, but because they were *wondrous*. As an author, I want to use stories to transmit that love of science, math, and technology principles to the young minds who will grow up to use them. In *Faery Swap*, warrior faeries leave their Otherworld and come to Earth seeking the latest mathematical knowledge the humans have gained. They take this knowledge back to their realm, where it enhances their faery powers of dimensional magick.

### **In my story, knowledge is literally power.**

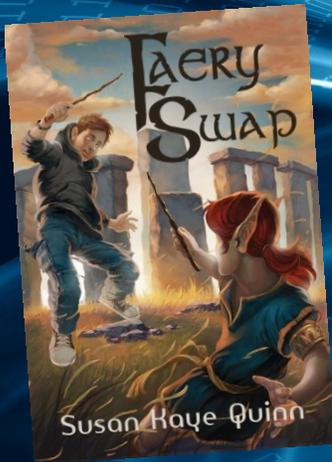
Stories are an ancient and sneaky way to drill deep into the minds of readers and deliver important knowledge and wisdom. In *Faery Swap*, math and science are key elements in both threatening and saving the two worlds, showing that the ethical use of knowledge is as important as the knowledge itself.

I hope that kids will see they each have an inner warrior faery who is capable of seeking knowledge and performing great deeds with it. Thanks for all you do to educate all our children!

**Susan Kaye Quinn**

Author of *Faery Swap* and other Speculative Fiction Tales

<http://www.susankayequinn.com/p/virtual-author-visit.html>



*Faery Swap* is a middle grade fantasy novel that encourages students to critically think about the importance of learning and knowledge. It aligns to Common Core reading, writing, and college readiness standards for Grades 3-6.

**Susan Kaye Quinn** writes speculative fiction for all ages, from kids to adults, has a Ph.D. in engineering, as well as a business card that says “Author and Rocket Scientist.” **Risa Cohen** teaches gifted education at a public elementary school and holds two master’s degrees, in education and education administration. Together, they designed an author visit video, activities, and a card-based Knowledge Seekers game to help kids make connections between literature and math and understand the power of knowledge.

## How to Use Faery Swap in the Classroom (and align with Common Core)

### ***Knowledge Seekers Role-Playing Game* [CCSS.ELA-Literacy.RL.5.7 and RL.6.7]**

Students are divided into groups representing different Faery Houses which try to convince the Human (teacher) to give them the mathematical knowledge they need to increase their faery powers.

### ***Discussion Questions* [CCSS.ELA-Literacy.RL.4.1, RL.4.4, RL5.1, RL.5.3, RL5.4, RL.5.6, RL.6.1, RL.6.3, RL.6.4, RL.6.6, WCCR1, RCCR1]**

A series of in-depth questions about the content of the story help students read closely to determine what the texts says and make logical inferences from it, and then write to convey ideas, concepts and information through analysis of the story.

### ***Cause and Effect* [CCSS.ELA-Literacy.RL.6.3]**

Identifying plot elements in the story and showing the cause and effect relationship of key events helps students describe how the plot unfolds in a series of events, as well as how the characters respond or changes as the story progresses toward a resolution.

### ***Character Analysis* [CCSS.ELA-Literacy.RL.5.1]**

Exploring the character arc of a major character helps students quote accurately from the text draw inferences from the