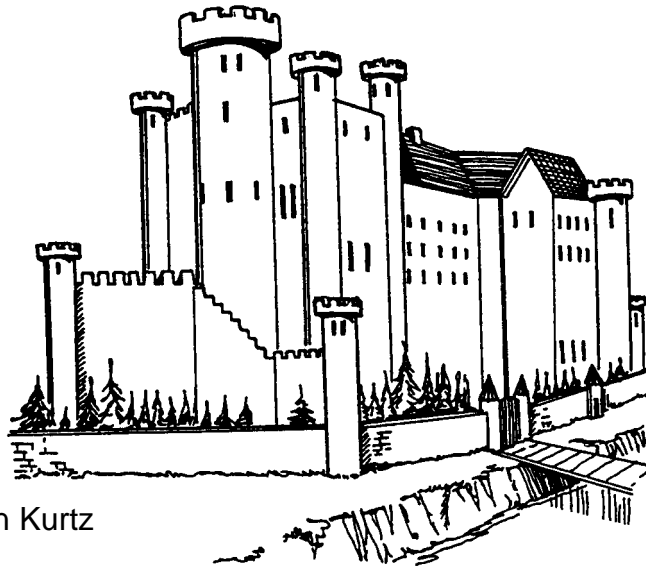


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You Want to Trade?

Collecting and trading baseball cards is not only a popular hobby, but also a rapidly growing business. A statistical survey indicates that there are nearly 15 million baseball card collectors in the United States. The collecting business includes not only the trading of cards, but also manufacturing collection supplies, publishing monthly pricing magazines, and operating hobby stores.

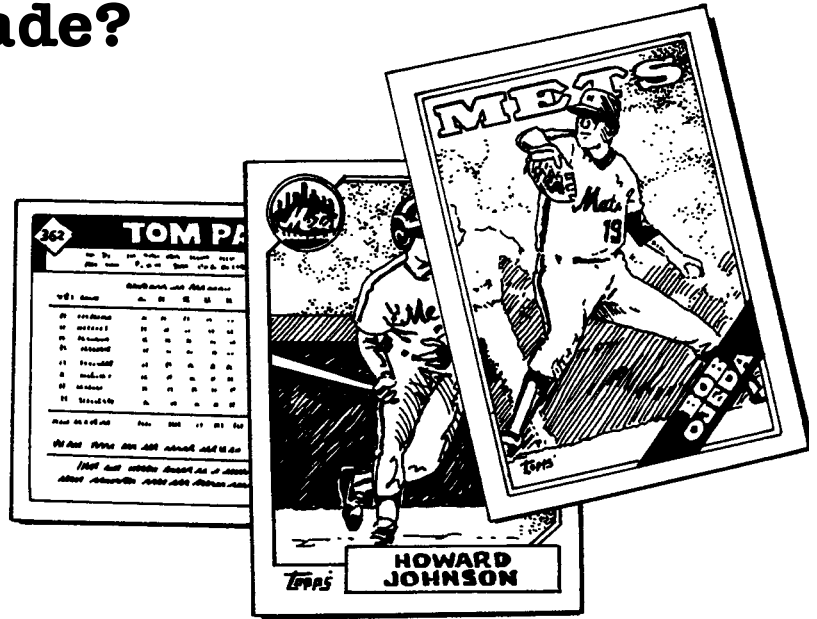
Baseball cards, first introduced in 1887, were inserted in tobacco packages. A few years later the 'Flying Dutchman', Honus Wagner of the Pittsburgh Pirates, threatened legal action against the tobacco industries. He insisted that his card be removed. Honus Wagner charged that tobacco industries might be encouraging children to buy their products in order to get the cards. Some collectors believe that Wagner objected because the tobacco industry wasn't sharing the profits from sales of the baseball card packages. Because of this legal controversy, nearly all of the cards from 1909-1911 were destroyed. If you happen to have one of Honus Wagner's cards, it could be worth as much as \$100 000 to \$500 000, depending on its condition.

Throughout the 1920s, players received financial contracts with the card-producing companies, and cards became available in biscuit and chewing gum packages.

The popular bubble gum cards were introduced in the 1930s when the Goudey Gum Company inserted thin pink sheets of gum in packages of baseball cards.

Card production in the 1940s was not as prolific because the scarcity of paper during the war limited production. Many of the cards made were recycled for the paper.

After the war, the Bowman company introduced cards and became the major



producer of collectible cards. Meanwhile Topps had entered the market and eventually bought out the Bowman company. In 1955, Bowman issued the last of its brown, woodgrain trimmed cards. The Topps company continued to be the major producer of cards throughout the 1960s and 70s.

During the 1980s, the Fleer and Donruss companies sued Topps for unfair practices. They claimed that Topps had players promise not to appear on other company's cards. Fleer and Donruss won the lawsuit and began issuing their own cards, but they were not allowed to include bubblegum. In 1991, Topps was forced to drop the gum from packages because of complaints that it tended to stain the cards.

The days of storing rubber-banded cards in shoeboxes are over. Today's collectors want mint condition cards. Collectors want pictures that are well focused, centred, and have bright images. Valuable cards are placed under two sheets of hard, clear plastic to avoid the bending or tearing of corners and edges. Speaking of valuable cards, you wouldn't happen to have Michael Jordan's baseball card with his number 45 on it, would you?



You Want to Trade?

Refer to the article and record the significant events that occurred during each of the decades charted below.

1900s	
1910s	
1920s	
1930s	
1940s	
1950s	
1960s-70s	
1980s	
1990s	

Extension: Organise a collectors' fair in your classroom. Graph the variety of collections represented.



Counting Down

Mike Mullane, mission specialist for the space shuttle Atlantis, has practised his assignment countless times on a simulator in Houston. The NASA team is depending on him to use a robot arm to grab a satellite in space and lift it into cargo bay. Excitement and fear mount as he and the other astronauts wait for liftoff!

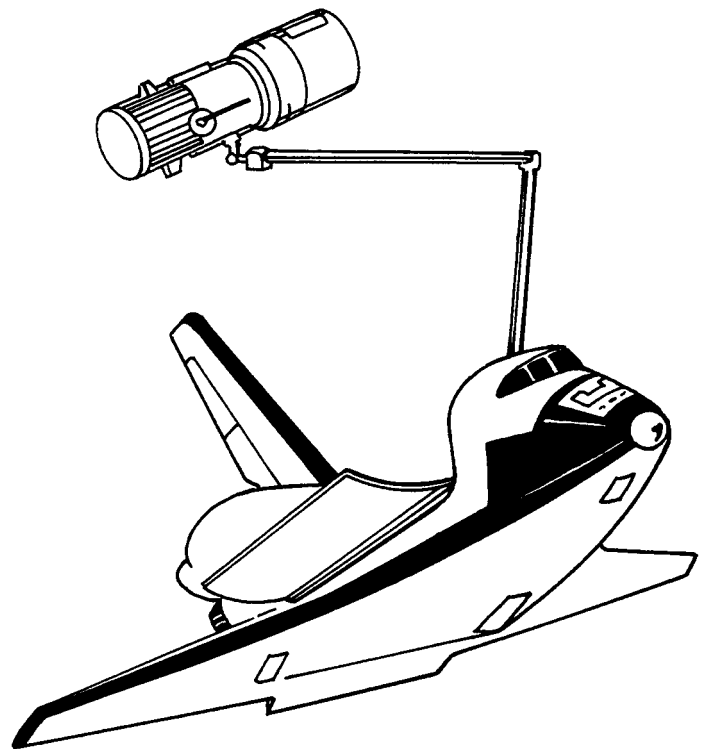
“T-minus ten seconds. Start the main engines.”

“T-minus nine...” Astronaut Mullane sits behind the pilot in the cockpit of the space shuttle. He attempts to get comfortable, but that is not possible! The seats are flat plates of heavy steel with only thin cushions on them. Because the shuttle is on its tail waiting for lift-off, the astronauts have actually been lying on their backs against this hard surface for four hours while waiting for weather clearance.

“Eight...seven...” Added to Mike’s discomfort are forty kilograms of equipment wrapped around his body: long underwear, pressure suit, helmet, gloves, boots, oxygen bottles, parachute, life raft, survival harness, and (believe it or not) a wet nappy! Because the astronauts may not use the shuttle toilet while waiting for launch, a nappy is their only solution. Straps that go over his shoulders, around his waist and between his legs secure him tightly to his seat.

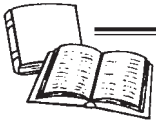
“Six...” When the three liquid-fuelled engines ignite, the cockpit is filled with a rumbling noise, as well as vibrations. Mike has to concentrate on the instruments. The tension escalates as they mentally prepare for lift-off.

“Five... four... three...” Atlantis’ computers verify that the engines are working properly. They can be turned off immediately if a



malfunction is indicated. One previous shuttle crew aborted safely at four seconds when a computer recognised a problem.

“Two... one ... lift-off!” The solid-fuelled rocket boosters on the sides of the shuttle ignite, and the shuttle blasts off! Because the engines are so powerful, a force three times as strong as gravity pushes Mike backward into his seat, and he feels like he weighs an extra hundred and fifty kilograms. In two minutes the boosters fall off and parachute to Earth. Soon the shuttle begins its 28 200 kph orbit around the Earth. Mike and his fellow astronauts are well on their way to a successful mission!



Counting Down

Working with a partner, role play an interview with Mike Mullane for a television talk show. Using the information from 'Counting Down', write some questions that you would ask and some probable responses.

Questions

Answers

Extension: Millions of dollars are spent annually to send astronauts into outer space to explore and to perform experiments. Plan a debate discussing the pros and cons of space travel and exploration.