

Preliminary Reading List

General (Adult) Non-Fiction:

Environmental Protection Agency's Office of Sustainable Communities. "How Small Towns and Cities Can Use Local Assets to Rebuild Their Economies: Lessons from Successful Places," Washington, D.C. May 2015. Link: https://www.epa.gov/sites/default/files/2015-05/documents/competitive_advantage_051215_508_final.pdf

Report from the EPA featuring Bend, OR, Douglas, GA, Dubuque, IA, Emporia, KS, Mount Morris, NY, Paducah, KY, and Roanoke, VA.

Fenster, Julie M. *The Spirit of Invention: The Story of the Thinkers, Creators, and Dreamers Who Formed Our Nation*. Washington, D.C.: Smithsonian, 2009.

Gertner, Jon. *The Idea Factory: Bell Labs and the Great Age of American Innovation*. New York: Penguin, 2012.

Gladwell, Malcolm. *The Tipping Point: How Little Things Can Make A Big Difference*. Boston: Little, Brown, 2000.

Goreham, Gary. *Encyclopedia of Rural America: The Land and the People*. Millerton: Grey House Publishing, 2008.

Focusing on a variety of topics related to rural life, *Encyclopedia of Rural America* examines the countryside from a multi-disciplinary perspective.

Hintz, Eric S. *American Independent Inventors in an Era of Corporate R&D*. Cambridge: MIT Press, 2021.

Johnson, Steven. *Where Good Ideas Come From: The Natural History of Innovation*. New York: Riverhead Books, 2010.

Kirwin, Liza and Joan Lord. *Artists in Their Studios: Images from the Smithsonian's Archives of American Art*. New York: Collins Design, 2007.

Lemelson Center for the Study of Invention and Innovation, *Report on Places of Invention: The First Lemelson Institute* (Washington, D.C.: Lemelson Center for the Study of Invention and Innovation, 2007). <http://invention.si.edu/places-invention-lemelson-institute>. PDF version link: <https://invention.si.edu/sites/default/files/Lemelson-Institute-Places-of-Invention-report-2007.pdf>

Lupton, Ellen and Julia. *Design Your Life: The Pleasures and Perils of Everyday Things*. New York: St. Martin's Griffin, 2009.

Molella, Arthur. "What Makes an Innovative Lab or Work Space?" *American Heritage of Invention and Technology*, Spring 2010, 28-37.

Molella, Arthur and Joyce Bedi. *Inventing for the Environment*. Cambridge: MIT Press, 2014.

Oldenburg, Ray. *The Great Good Place: Cafes, Coffee Shops, Bookstores, Bars, Hair Salons, and Other Hangouts at the Heart of a Community*. 3rd ed. New York: Marlowe, 1999.

Pretzer, William, ed., *Working at Inventing: Thomas A. Edison and the Menlo Park Experience*. Baltimore: Johns Hopkins University Press, 2002.

Wisnioski, Matthew, Eric S. Hintz, and Marie Stettler Kleine. *Does America Need More Innovators?* Cambridge: MIT Press, 2019.

General (Adult) Fiction:

Campbell, Bonnie Jo. *American Salvage*. New York: W.W. Norton and Company, 2009.
Presents a collection of stories that feature rural and working-class characters trying to cope with life in post-industrial America.

Cash, Wiley. *The Last Ballad: A Novel*. New York: William Morrow, 2017.
Set in the Appalachian foothills in 1929, this story chronicles how a woman working in a textile mill fought for dignity and against injustice with the arrival of organizers.. Ella Mae Wiggins challenges the insular company town and the ways in which the company seeks to control the lives of the workers. Her experience transformed her family and community.

Other Useful Resources:

Rural Collaborative Network. Part of "Battelle for Kids," including "Partnership for 21st Century Skills." <http://www.battelleforkids.org>.

"Battelle for Kids (BFK) is a national, not-for-profit organization with the mission of realizing the power and promise of 21st century learning for every student. The Rural Collaborative Network is a network of educational institutions focusing on innovative approaches to essential rural education challenges, such as opportunity gaps, economic self-sufficiency, educator talent development, and learning for life and work."

Children's Reading List

This list is assembled to assist in developing local exhibitions, children's programs and compiling resources to complement the themes of **Spark!** Your most knowledgeable and closest source for the best and age appropriate titles, not to mention most current, children's books is the staff at your local library, bookstore, daycare centers and nursery schools. Help them to pull books and DVD's that reflect the topics in the exhibition. This list is not meant to be exhaustive or even all encompassing – it simply is to get you started. You will also find blogs, podcasts, parent chat groups and author interviews, etc. All titles are readily available unless otherwise specified. (Adult and Family Film List and many short film are inspired by the books for younger children).

Fiction

Judi Barrett and illustrated by Ron Barrett. *Cloudy and a Chance of Meatballs*. 1994.
Atheneum Books for Young Readers (ages 4–8).

An aspiring inventor named Flint Lockwood who develops, following a series of failed experiments, a machine that turns water in to food. Soon the machine begins a series of food storms. Flint must stop it in order to save the world. This book was inspiration to 2009 popular family computer-animated film (1 and 2) with the same title produced by Sony Pictures (See Film List). *Pickles to Pittsburgh* is a charming sequel to *Meatballs* also by the Barrett team. 1997.

Theodor Suess Geisel, Publication dates range from the 1950's until his death in 1991.
Penguin Random House. All ages.

Dr. Suess, one of the most beloved authors and cartoonists for generations, offers many funny and whimsical titles (books and films) that reflect the exhibition themes of innovation for all ages. Suggested titles include: *Sneeches*, *Oh the Places You'll Go!* *Oh the Things you will Think!*

Laura Numeroff. *If you Give a Moose a Muffin*. 1991. Harper Collins. Ages 2-5. 32 pages.
"If you give a moose a muffin, he'll want jam to go with it". So begins the logical silliness as readers follow a young boy and his voracious visitor, the moose. The clever moose makes countless but related demands as incidental issues arise. Other silliness follows through in other of Numeroff's books such as *If You Give a Mouse a Cookie* and *If you Take a Mouse to the Movies*.

Richard Scarry. Golden Books.

Busytown is a very busy place, with lots of jobs for busy workers. In this series boys and girls (ages 0-3, also available as board books) can join Huckle Cat and Lowly Worm exploring busy people working in their community, at the airport, at a construction site and on a farm. Numerous titles to chose from most with companion films.

Laura Ingalls Wilder. *Little House on the Prairie*. Earliest Books: 1932-1943. Harper & Brothers. Ages First Little House Books 4-6, all others 8-12.

These books are a beloved series of American children's books based on the author's childhood adolescence in the American Midwest (Wisconsin, Kansas, Minnesota, South

Dakota and Missouri) between 1870 and 1894. The family's life is chronicled through the eyes of a young girl writing about the hardships, danger, the many communities they formed and sentimental family memories of growing upon the prairie. The stories were adopted for stage and screen, most successfully for television with and long run from 1974 to 1983. Programmers should be aware that there is criticism looking at the series with contemporary vision, specifically depictions of minorities, historical accuracy and issues regarding the US government and politics. All could lead to an interesting book discussion.

Jane Yolen. *Raising Yoder's Barn*. 1998. Ages 5-8.

After the barn and windmill burn on an Amish family's farm, Samuel Stulzfoot is summoned with plans for a new barn, and a strong community allegiance is shown in how quickly the neighbors respond in the aftermath of the destruction. Full-color illustrations by Bernie Fuchs.

Non-Fiction

Andrea Debbink. *Kitchen Chemistry: A Food Science Cookbook*. 2021. American Girl. Ages 8-12.

Do you dream of being an artist, chef or scientist? You should know that in the kitchen, you could be all three at once? The kitchen is a place where art meets science. Most food science uses chemistry—so once you understand a little chemistry, you'll be a better cook! This book features more than 30 delicious recipes; a fill-in-the-blank logbook to rate and review the recipes; and stories about chefs, inventors, and more.

Jason Linsey. *Big Science Experiments for Little Kids: A First Science Book for Ages 3-5*. 2021. Callisto Media. 2021.

Young children are naturally curious and love to explore the world around them. This book helps them explore their inquisitive side with fun, hands-on experiments that introduce them to STEAM. Also find: ***Big Chemistry Experiments and Big Engineering Experiments***.

David Mccauley. Harper Collins Publishers.

Mccauley is a writer and illustrator and explains things with research and whimsy. Books include ***Cathedral*** (1973) ***The Way Things Work*** (1988) ***The New Way Things Work*** (1998) ***Pyramid*** (1975) ***Mill*** (1983). He dissects a wide array of innovations and inventions over time explaining the history, engineering and architecture.

Oldrich Ruzick (writer) Alexandra Hetmerova (Illustrator). *How Things are Made* (Picture Book). Ages 6-10. 2016. Union Square Books. 36 pages.

How was this made? Children have always wanted to know the answer to this question—and this fun and eye-catching book provides answers. With six large gatefolds and 26 booklets, it's chock-full of fun facts that take kids through the life cycle of everyday objects like t-shirts, books, bread, chairs, and glassware.

EDUCATION

Andrea Scalzo Yi. *100 Easy STEAM Activities: Awesome Hands-on Projects for Aspiring Artists and Engineers.* 2019. Page Street Kids. Ages 6-9.

Spark curiosity with these fun games and creative projects to learn early concepts in Science, Technology, Engineering, Art and Math. Have fun learning ideas in chemistry, physics, computing, color-mixing and so much more, all while problem-solving and working together with friends. With projects that use common household items and require little adult supervision, *100 Easy STEAM Activities* is the ultimate resource for an amazing, creative day of learning.

Diane Taylor. *Gutsy Girls go for Science Engineers With *STEM Projects for Kids.* 2019. Nomad Press. Ages 8 – 11.

Here readers will meet female engineers who revolutionized the role of female engineers, including Kate Gleason, Emily Warren Roebling, Mary Jackson among others. Hands on STEM projects shine a light on the world of engineering for boys and girls while learning about women who changed the way things work.

DK Eyewitness Books. Penguin Random House.

DK Media is a publishing company specializing in fully illustrated reference books for children and adults on a variety of subjects from Sharks to Space to Energy.

DK Smithsonian. *Timelines of Everything.*

This is an imaginative way of illustrating for children 8 and up, linking disparate facts, events and telling in an easily digested.

Books for the Younger patrons/visitors

Margaret Wise Brown. Big Red Barn.

Suzanne Tanner Chitwood. Wake Up, Big Barn!

Linda Vera Gross. Great Grandma tells of Threshing Day.

Jan Romero. Carlos and the Squash Plant (Multi-Lingual).

Anne Shelby. Homeplace.
