

Mr. Slaptail's SECRET

By Judith Dresden, Barbara Tharp and Nancy Moreno Illustrated by T Lewis





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BioEdsm

Teacher Resources from the Center for Educational Outreach at Baylor College of Medicine

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The activities described in this book are intended for school-age children under direct supervision of adults. The authors and Baylor College of Medicine cannot be responsible for any accidents or injuries that may result from conduct of the activities, from not specifically following directions, or from ignoring cautions contained in the text.

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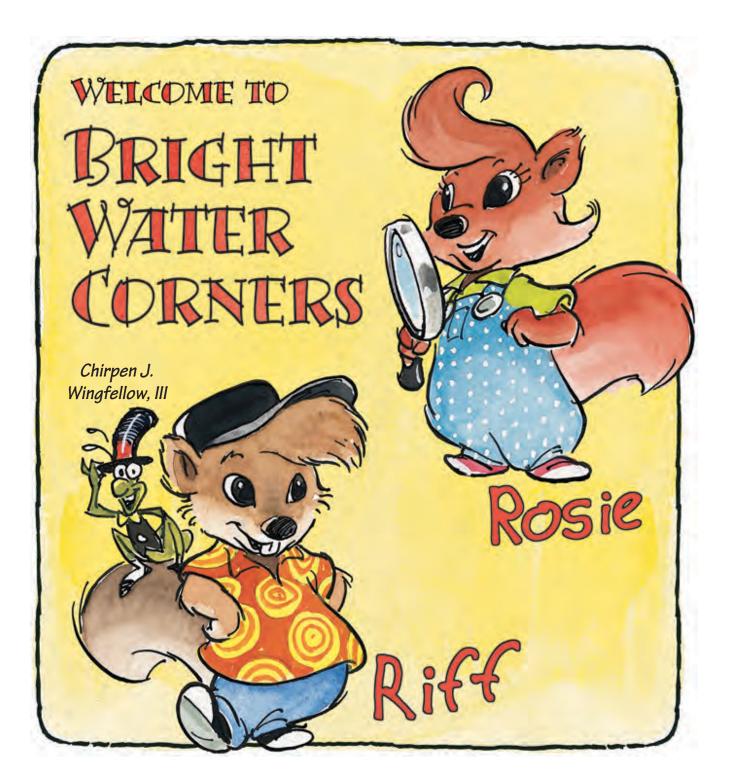


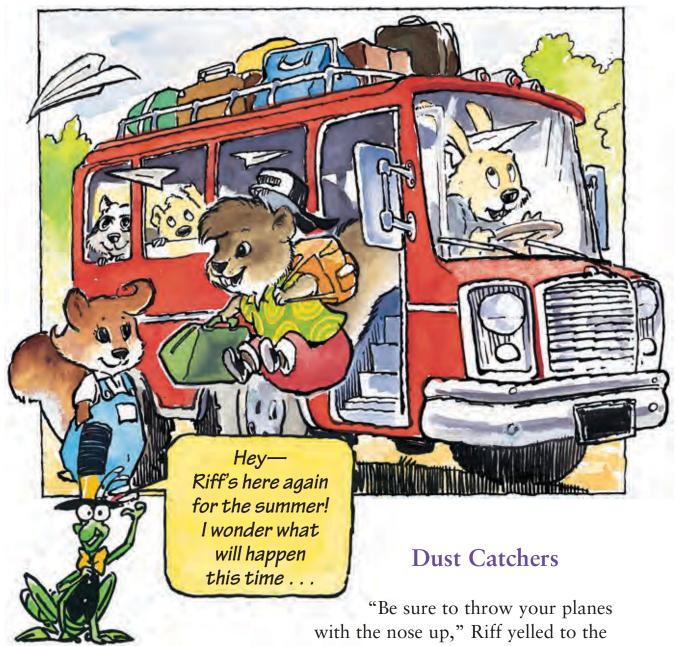
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passengers as he leaped from the bus.
"I'm here!" Riff hollered to his cousin, Rosie, who

was waiting for him at the bus stop.

"Same old Riff!" said Rosie. "I see you got everybody on the bus to make airplanes." Riff grinned and took off toward Rosie's house, tossing a paper plane as he ran. That night in the playroom, Rosie sorted astronaut cards and Riff played with one of his cousin's spaceships. Soon he set it back on the shelf, sat down and pulled some pieces of an old telephone from his bag. He blew dust off of them and said, "Let me show you all the cool stuff I brought!"

"What did you—AAA-CHOO!—bring this time?" Rosie asked. Suddenly she began to sneeze, and she couldn't stop.

"What's making you sneeze so much?" asked Riff. "You're going to blow your cards away!"

"I think I'm allergic to you," Rosie answered.

"Allergic?! How can you be allergic to me?" Riff said.

"Well, I don't know, but I used to sneeze a lot before we got rid of



the dust catchers in this room. You make me feel the same way!" said Rosie.

"Dust catchers?"
Riff said. "Like what?"

"Like curtains and rugs and stuff that hold dust," Rosie answered. "I'm allergic to dust."

"Thanks a lot. Now you're calling me a dusty old rug!" Riff replied.

"Well, I just started sneezing when you brought in your dusty old stuff. You figure it out," Rosie said. "Get that junk out of here. Keep it in your own room!"

Riff wasn't ready to go to his room yet. How could Rosie think his prized possessions from home were junk? He'd show her all the

Tiny things in dust can make some people sneeze and have a runny nose. This is a kind of allergy. Allergies happen when the body reacts to something that usually is harmless, like pollen, molds, certain foods or insect stings. Looks like Rosie's allergic to something in here. Me, too! AAA-CHOO!

super things he could do with them! All she ever wanted to do was play with astronaut stuff.

Rosie sneezed again and blew her nose. "We need some fresh air," she muttered as she opened the window.

Out the Window

Riff dumped out the rest of his treasures and turned them over in his hands, one by one. There was his homemade flyer—his favorite. He tossed it gently in the air.

Uh-oh! There it went, gliding straight toward his cousin's head.

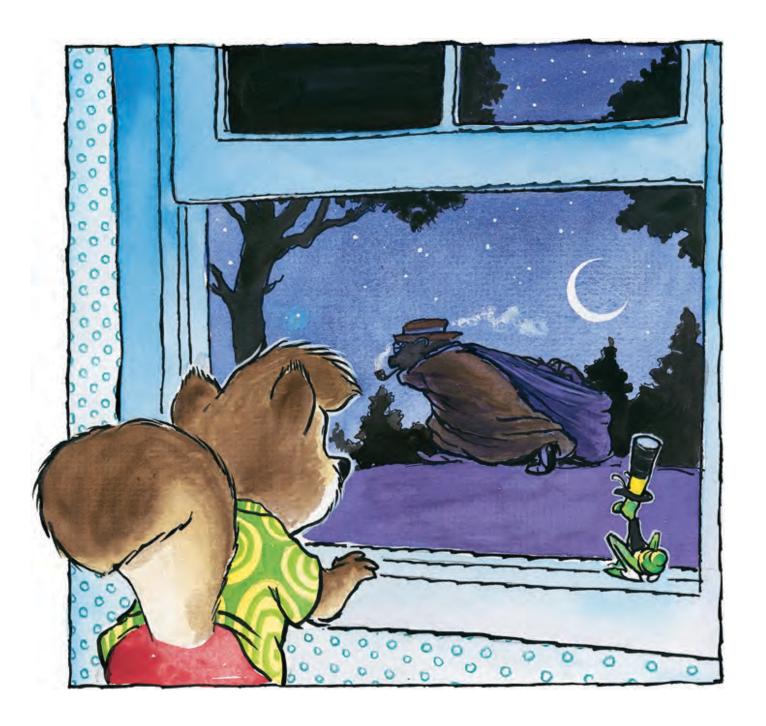


"Ouch! What's *this*?" Rosie yelled. She grabbed the metal tube from the floor and threw it. It soared through the window and out of sight.

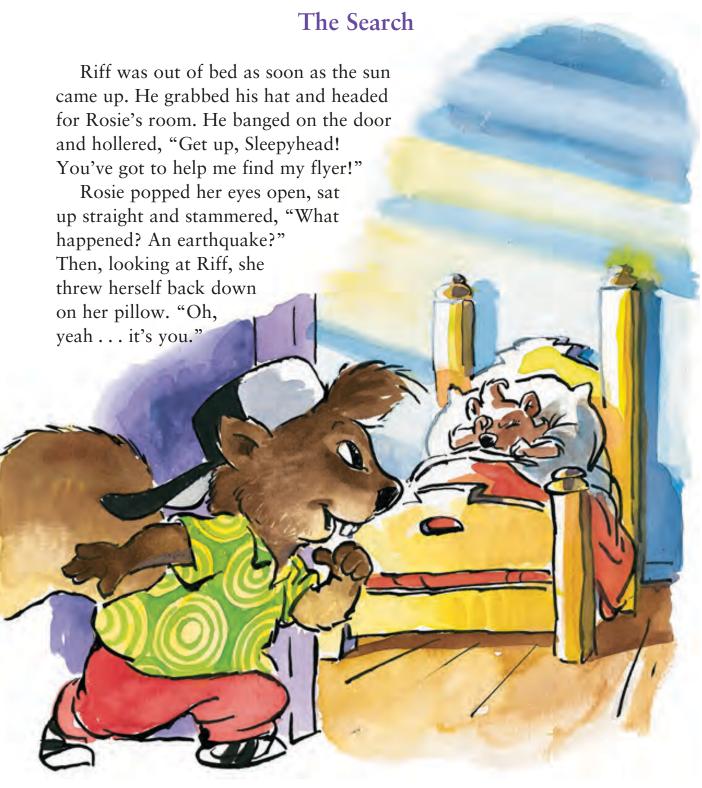
"You just threw my flyer out the window!" Riff yelled. "You'd better get it back!"

"What are you talking about? What flyer?" Rosie asked. "You hit me with a can! Who cares about an old can?"

"I care! It's my special flyer. Grandpa made it from a soda can, and it really does fly," said Riff. "I bet it went a mile. How will I ever find it?"



Riff ran to the window. He knew he couldn't hope to spot his flyer tonight—but he saw something moving down the road in the moonlight. "What's that guy dragging in such a big bag?" Riff said with a shiver. "He sure looks creepy!"





Ouch! That sun is bright! It even shows the dust in the air. Dust is everywhere. Here—look under my microscope at all these different things in dust. All of these can cause allergies in some people.



Over here is a tiny flake of dry skin.



The one with spikes is a pollen grain from a flower.

They searched the yard for Riff's flyer. "I know it isn't here," Riff said. "It must have gone farther, and it would have drifted to the left. Look," he said, pointing. "It has to be in that junkyard over there."



"How do you know it drifted to the left? And anyway, that's not a junkyard. That's Mr. Slaptail's house," said Rosie. "It's a mess. He never talks to anybody, and we aren't allowed to go into his yard."







"Get Off My Property!"

Suddenly there was a sharp, squeaky noise, and both cousins turned toward the house. The door opened slowly, letting out a mixture of odors—smoke, paint and other strange smells.

From the dark doorway a craggy voice demanded, "What are you doing here? What do you want?"

Riff stepped toward the house and said, "We're sorry. My flyer landed in your yard, and we just came to get it."

The old grump took the pipe out of his mouth and coughed. Finally he said, "Get off my property!"

"I really like your stuff," said Riff, boldly. "You must be Mr. Slaptail. I'm Riff. My cousin Rosie's house is just over there. I collect stuff, too. Do you make things with it?"

"Hrrumph...,"
Mr. Slaptail mumbled.
"What I do is my
business. What's this
'flyer' you say came
into my yard?"

Riff handed him the hollow can. "See? Here it is," he said.

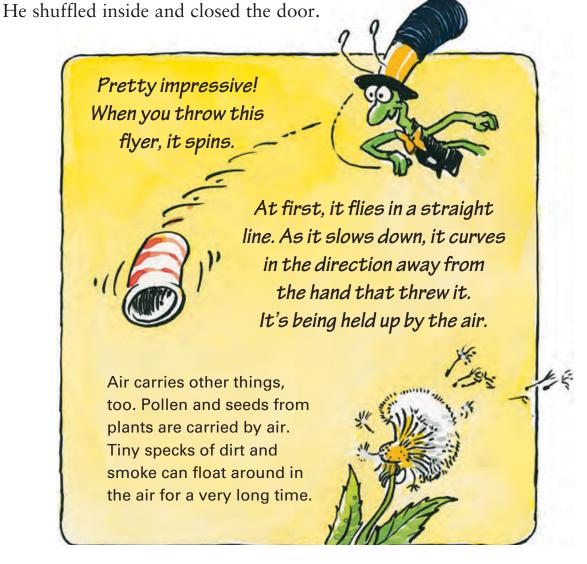
Mr. Slaptail said, "This is just a soda



can with no ends. Are you trying to trick me? Kids are always trying to get in here and make trouble." He threw the can down, and it didn't fly. It just hit the steps. "Flyer, indeed!" he said gruffly.

"But it really does fly, if you throw it right. It's amazing! Last night it flew all the way over here from Rosie's window," Riff explained. "Not bad, huh? Rosie threw it with her right hand, so it was spinning clockwise and curved to the left—right into your yard."

"You don't say!" said Mr. Slaptail. He almost smiled. "Hmmm . . . very interesting, very interesting," he mumbled.



Junk Collectors

Riff showed Rosie how his flyer worked as they left Slaptail's yard. He threw it, watched it fly into an empty lot, and ran to pick it up. There on the ground was a piece of hose and some pipe, and he picked them up, too. Then he found an old washtub. He kept picking up things and putting them in the tub, until it was so heavy that it took all his strength to drag it.





Finally Riff caught up with his cousin and said, "Look at this cool stuff! We can use it to make things."

"You're collecting trash," Rosie replied. "You're as bad as old Slaptail."

"Well, at least I don't sneak around in the dark like he does!" Riff said. "Last night I saw someone dragging a big, lumpy bag along the road. I think it was Slaptail, and it didn't look like just trash to me!"

"I told you, Mr. Slaptail is bad news. We're never going back over there!" Rosie warned.

"Well, I want to know what he had in that bag. Besides, I don't think he's so bad," Riff said.

"Yes, he is," Rosie answered. "He's weird! His eyes are all red, and he always smokes that stinky pipe. He lives in a junk pile, and he's an old grouch. Nobody even knows what he does!"

The Lungometer

Riff dropped his new junk in Rosie's backyard. "Hey! Some of this stuff is just what you need to make a lungometer," Riff said.

"A what?" Rosie exclaimed.

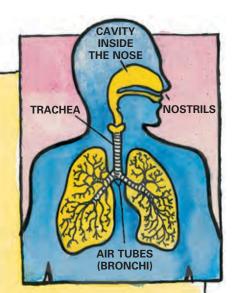
"A lungometer. We made them last year in Mrs. Warthog's class, to measure how much air we could blow out of our lungs. I could blow the most of anybody in the class," Riff said proudly.

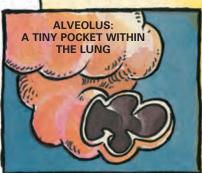
He rummaged through the junk and said, "Here's everything we need—a milk jug, a piece of hose and a big tub."





When you breathe in, air is pulled into your lungs. Inside the lungs, oxygen from the air passes into the blood and is sent to cells all around your body. Carbon dioxide is passed back into the air as you breathe out.





In these tiny pockets, oxygen enters the blood, and carbon dioxide is removed.

Air enters here. The passages inside the nose filter the air.



The amount of air you can blow out is called your vital lung capacity. When you breathe out, some air still is left in your lungs. The total amount of air your lungs can hold (your total lung capacity) can only be measured by doctors in a lab. Sometimes things like smoking or illness can make it hard for a person to blow out much air.

"See, you fill the tub and the jug with water, and you put one end of the hose into the jug, and you blow on the other end, and"

"But this stuff is trash," Rosie said. "What a crazy idea!"

"We just need to wash them first," said Riff, "and they'll work fine. The amount of water you force out of the jug shows how much air you can blow out of your lungs. Awesome, huh?"



"Yeah, it would be awesome if you really could make it work," Rosie answered.

Riff gave her a friendly punch on the shoulder and handed her the jug to wash. He cleaned the piece of hose and began to fill the tub with water. But out the water came, leaking all around the bottom of the tub and onto the ground.

"Oh, no ...," Riff cried, "this tub won't work!"

"Told you so," Rosie said, smiling. "Awesome—really awesome!"
"Wait a minute," Riff said. "I know—Mr. Slaptail has a washtub. I saw it by his front door. Let's go get it."

"No way!" Rosie answered. "We're *not* going back. We could get grounded for the summer—or worse!"

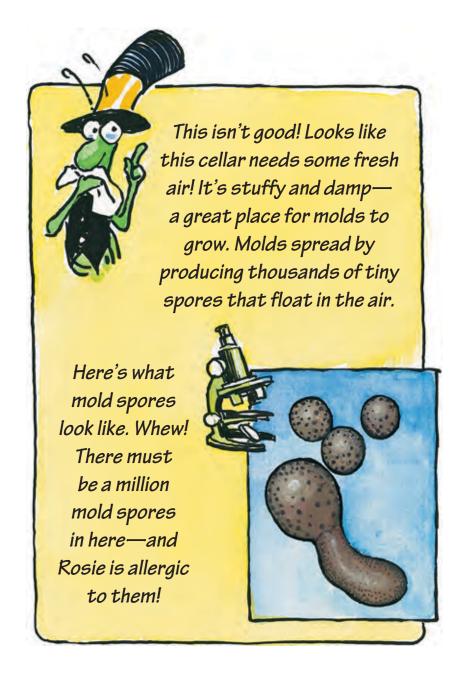
A Dark Discovery

Riff ran toward Mr. Slaptail's house, with Rosie yelling after him. As he dodged around an old tire, Riff's feet suddenly slipped out from under him. He found himself sliding into a deep, dark hole.

He landed at the bottom with a thud. "Help...," Riff cried. He heard a voice coming from above. "Riff," it said, "where are you?" It was Rosie.

"I'm down here!" he yelled back. "Watch out for the "
"Aaah! . . . ," Riff cried, as a body landed right on top of him.





"Rosie? I tried to warn you . . . ," Riff said in a raspy voice. He couldn't say more. He was coughing too much.

"Where are we? This place is disgusting! It's hard to breathe," Rosie said, and she began coughing, too.

"It smells terrible, wherever we are," Riff said. "I can't see much, but it looks like we're in a cellar. It must be old Slaptail's cellar!" Yes, he could smell that same

strange mix of odors, only stronger. What was going on in this place? Rosie started sneezing violently. "Riff, let's get out of here," she snuffled.

They looked through the dark room for a way out. As he turned around, Riff spotted some stairs. He started toward them, and suddenly—CRASH! He tripped over a stack of paint cans.

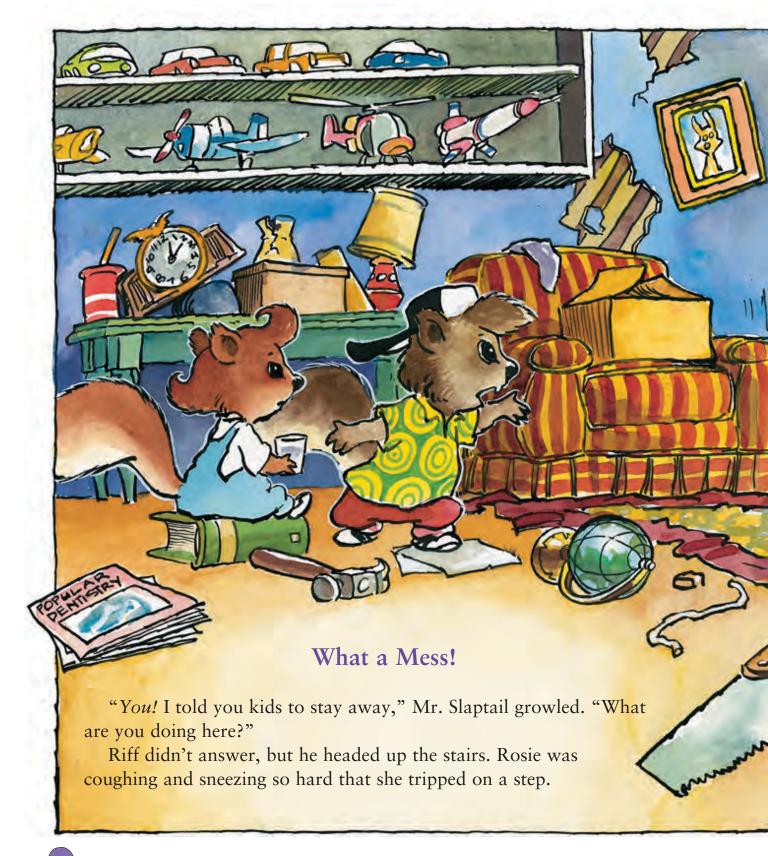
A door creaked open at the top of the rickety old steps. The light

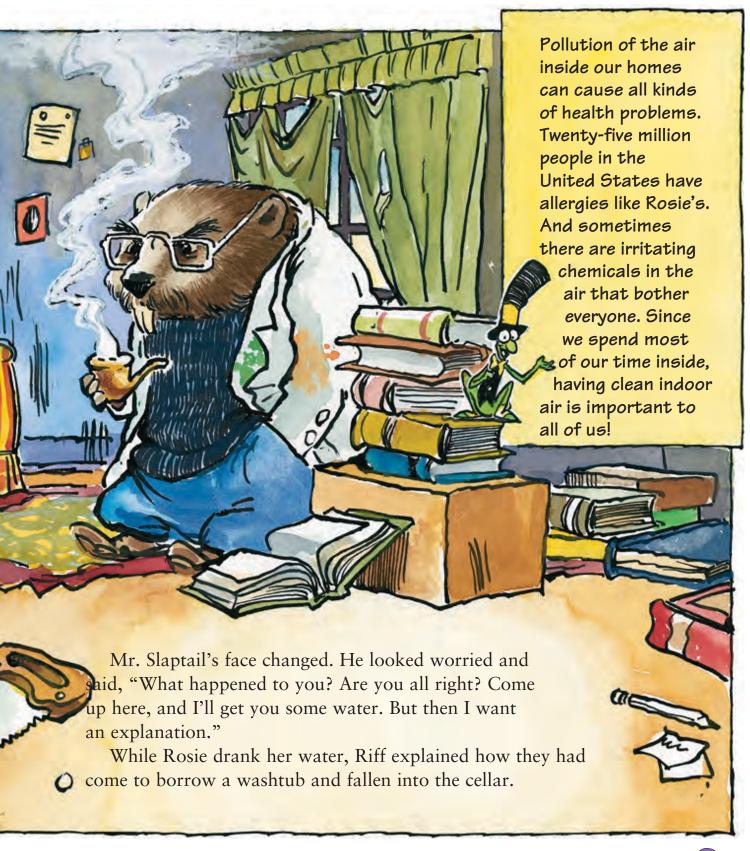


shining downward made strange shapes appear from the shadows. There were piles of stuff everywhere—things of all shapes and sizes, covered with dust and cobwebs.

A voice came from above. There stood old Slaptail, his pipe dangling from his mouth. "What's all the racket? Who's in my cellar?" he snarled.

Riff knew they were in double trouble. They had to get out of this polluted cellar, and now Mr. Slaptail thought they were trespassing.







Do you know how many air polluters there are in people's homes?

How about:

- Cigarette smoke
- Household cleaners
- Hair spray
- · Cooking smoke
- Pesticides
- · Dust
- New carpets and paints
- Chemicals like paint removers

I'll bet you can even think of some more!

Rosie sneezed again. She rubbed her eyes and wiped her dripping nose. "I think Rosie needs some fresh air," Riff said. "Something in your house is making her feel terrible!"

Riff and Rosie headed out the door. Mr. Slaptail followed.

Rosie said, "Mr. Slaptail, what's wrong with your house? It's so stuffy and smelly! It made me sick."

"Yeah, it made me feel bad too, and I don't even have allergies," Riff added. "Doesn't it make you sick?"

"Sick? I'm not

sick! I'm just old and tired," Mr. Slaptail said. "I can't see well, I can't hear well, and I can't even breathe very well. That's just the way it is."

Mr. Slaptail's Secret

"I don't think it has to be that way, Mr. Slaptail," Riff said. "I always thought a little mess wouldn't hurt anybody, but this is unhealthy!"



"This place just needs a little cleaning up, that's all," Rosie said. "What is all this, anyway?"

"I collect trash and recycle it to make toys," Mr. Slaptail said. "I use lots of glue and paint, and there's dust everywhere. I guess I haven't cleaned up for a long time. I seem to get out of breath when I...."

"Toys? What are the toys for?" Riff asked.

"I make model cars and planes and spaceships for youngsters who might not have any toys," Mr. Slaptail answered. "This year, I'm afraid I'm way behind schedule."

"Wow! Can I see your spaceships? I'm going to be an astronaut," said Rosie.

"Right now, you had better get home and take care of yourselves," Mr. Slaptail said. "Here, take the tub you wanted. You're welcome to come back—but use the front door next time!"







A Healthy Home

Riff got right to work that afternoon, drawing lines on the jug for his lungometer.

Rosie said to him, "I've got to tell my Mom that Mr. Slaptail isn't so mean after all. He sure could use some help, though."

Riff didn't answer.

"Riff," Rosie yelled, "can't you think of *anything* but making stuff? I want to talk about Mr. Slaptail. We should go back and help him clean up. Besides, I want to see his spaceships."

Riff finally paid attention to his cousin. "So do I," he answered, "and maybe we could help him finish those toys."

He put down the milk jug and scratched his head. "I'm afraid there's so much to clean up, we can't do it by ourselves," Riff said. "We'll need help. Hey—do you think your neighbors would pitch in?"

"I bet they'd do it," Rosie replied. "Everybody would like to get rid of that mess!"







The Results are In

All through the summer, Riff and Rosie went to make toys with Mr. Slaptail. He had stopped smoking his old pipe, and the air in his house didn't bother them any more. Mr. Slaptail didn't cough or wheeze so much. He even stood straighter and moved faster than before.

"Here, Rosie, hold the jug upright while Mr. Slaptail blows," Riff said. "I want to finish these flyers before I leave for home."

Mr. Slaptail took a deep breath and blew hard into the hose. "This lungometer of yours is great!" he said. "Just look at how much I blew out this time!"

Riff was still painting a flyer when Rosie picked up Riff's bags and hollered, "Come on—your bus is here!"



"Bye...," Riff called as he dropped his brush and ran for the door. "Whoa," said Mr. Slaptail, grabbing Riff by the sleeve. "Slow down, son. I want to thank you for your help this summer. Here—take this plane along to remind you to come back."

"Wow! Thanks!" Riff exclaimed, tucking the model plane under his arm. "I'll be back. Rosie and I are making a big spaceship next year!"

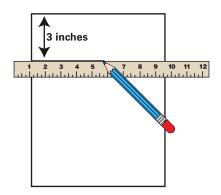


How to Make a Paper Flyer

Materials: 8½-in. x 11-in. piece of paper, pencil or pen, colored pencils, crayons or markers, ruler and clear tape.

Procedure

- 1. Lay the paper in front of you vertically on the table.
- 2. Use the ruler and a pencil to draw a line across the paper, three inches from the top.



3. Fold the bottom edge of the paper up to the pencil line and crease

Top edge flat

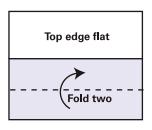
Fold one

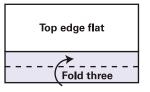
the paper on the fold.

4. Fold the bottom edge of the paper up to the pencil line a second time and

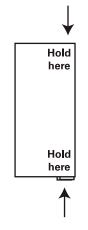
cil line a second time and
crease the paper on the fold.

- 5. Fold the bottom edge of the paper up to the pencil line a third time and crease the paper on the fold.
- 6. You should have a piece of paper with a thick band of folded paper at the bottom. The thick band should be about 1 inch tall.
- 7. Flip the paper over. Hold the thick band of folded paper together so that it stays







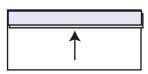


"closed." Carefully rub the entire sheet of paper against the edge of a table.

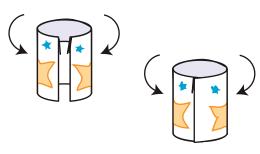
Do this several times. This will strengthen the creases on the folded band. It also will give the whole sheet of paper a slight curve.



8. Lay the paper down so that the thick band is face down on the table. Use colored pencils, crayons or markers to decorate the side that is facing you.



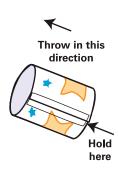
 Stand the paper up vertically with the thick band at the top. The thick band should be facing you. Bring the edges of the paper together to form a cylinder.
 Gently slide one band inside of the other band.



11. Tape the seam shut.



To sail your flyer, hold it at the bottom, between your thumb and fingers with the "band" end facing away from you. Throw it overhead, like a football.



With adult help, flyers may be made from cans that have a metal rim on one end (for example, soft drink, tennis ball or potato chip cans). Use a can opener or scissors to remove both ends of the can, but leave the top rim in place. Smooth any sharp edges with sandpaper or cover the edges with masking tape. Throw the flyer overhead with the rim (heavier side) facing forward.

Glossary

allergy (*AL-ur-jee*) - A bad reaction to something such as a food, an animal's fur, or a chemical. Someone with an allergy might have trouble breathing, start sneezing or get a rash; allergic (*al-UR-jik*) - Having an allergy.

alveolus (al-VEE-uh-luhs) - A tiny pocket in the lungs where oxygen enters the bloodstream and carbon dioxide leaves the bloodstream.

carbon dioxide (*KAHR-buhn dy-AHK-syd*) - A gas made up of carbon and oxygen. You cannot see or smell it. It is given off when living things breathe and when things burn or decay.

dust mite (*DUHST myt*) - A microscopic animal that eats tiny flakes of skin and other things in dust. Mites are related to ticks and spiders.

lungs (*luhngz*) - Two spongy, bag-like organs located in the chest of humans and many other animals with backbones. During breathing, the lungs take in air, absorb oxygen and give off carbon dioxide.

lung capacity (*LUHNG kuh-PAS-uh-tee*) - The largest amount or volume of air held by the lungs. **Vital** (*VY-tuhl*) **lung capacity** is the amount of air a person is able to blow out. **Total lung capacity** includes air that remains in the lungs after a person breathes or blows air out.

mold (*mold*) - A fuzzy growth on damp or rotting surfaces. Relatives of molds include mushrooms, yeasts and toadstools.

oxygen (*AHK-sih-juhn*) - An invisible, odorless gas that is needed by almost all living things. During breathing, air is taken into the lungs and oxygen is absorbed into the bloodstream. Oxygen also is needed to make things burn.



pesticide (*PEHS-tuh-syd*) - A chemical used to kill pests, especially weeds and unwanted insects.

poison (*POY-zuhn*) - A harmful substance that causes sickness or death when swallowed, breathed or absorbed through the skin; **poisonous** (*POY-zuhn-uhs*) - Containing poison.

pollen (*PAHL-uhn*) - Tiny grains, made by flowering or cone-bearing plants, that are needed to produce seeds. They are carried to other plants by wind, water, and animals such as insects.

pollute (*puh-LOOT*) - To spoil the air, water or soil by adding harmful substances.

spore (*spor*) - A tiny cell that can grow into a new individual. Spores are produced by some bacteria, fungi, algae (seaweed and its relatives), and non-flowering plants.

The authors of this story are Judith Dresden, Barbara Tharp and Nancy Moreno. Ms. Tharp and Dr. Moreno are members of the Center for Educational Outreach (CEO) at Baylor College of Medicine (BCM) in Houston, Texas. Ms. Dresden was a team member in the CEO while this story was being developed. The team worked together for several years on science education projects involving teachers and students from kindergarten through college and graduate school.

- Judith Dresden, M.S., originally from New York and New England, formerly conducted educational research and evaluation for public and private schools, specializing in language arts. Editorial work with a publishing company also led to her interest in writing and editing stories and science activities for young students. As a BCM faculty member, she served as director of the BrainLink project, which brings the complex concepts of neuroscience within the grasp of children. Other activities involved promoting minority student access to careers in science and the health sciences.
- Barbara Tharp, M.S., originally from California and Oklahoma, once worked for the FBI in Washington, D.C., and later was an economic analyst for an oil company. More recently, she has followed her primary interest of working with children, serving as an elementary school teacher and specializing in her favorite subjects, science and math. Currently, she serves as a full-time faculty member at BCM. In addition to creating instructional materials, she directs science and math teacher enhancement programs with classroom teachers from Houston and throughout the U.S.
- Nancy Moreno, Ph.D., originally from Wisconsin and Michigan, is a biologist with a specialization in botany. She studied and classified neotropical plants in Mexico before completing her doctoral degree. Her current interests focus on the involvement of scientists in the education of students and teachers. She designs curricula, conducts workshops for teachers on creative methods for teaching science and using technology, and is involved in science education at all levels. BCM's My Health My World project, which she directs, builds upon her special interests in ecology and environmental issues.

The illustrator, T Lewis, was born in Texas but has traveled extensively, living in such exotic locales as Africa, Switzerland and Alaska, and now makes his home in Washington State. His illustrations were first used in the CEO educational storybook, *Skullduggery*, as part of the BrainLink project. In all, Lewis illustrated 10 storybooks for the CEO, including *Trouble at Tsavo*, *The Cookie Crumbles*, *Danger at Rocky River*, *Mr. Slaptail's Secret*, *Mystery of the Muddled Marsh*, *Mr. Slaptail's Curious Contraption*, *The Mysterious Marching Vegetables*, *Tillena Lou's Day in the Sun* and *Tillena Lou's Big Adventure*.

Lewis co-authors and illustrates the nationally syndicated comic strip, "Over the Hedge," which served as the basis for several books, a video game and the 2006 DreamWorks SKG movie, "Over the Hedge." While his broad range of professional artwork has appeared in many formats, he is especially fond of creating illustrations for children and has illustrated more than 20 storybooks. In 1999, he won the National Cartoonists Society Rueben Award for book illustration.



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