🚀 Blast Off!

Classroom Guide

Curiosity is the fuel that launches every adventure

CASEL Competency:	Responsible Decision-Making
Grade Level:	Pre-K–2
Duration:	40–50 minutes
Category:	Adventure

Learning Objectives

- Discover that curiosity turns questions into adventures
- Learn the scientific cycle: build, test, fail, fix, try again
- Understand that problems in the middle of an adventure are puzzles, not disasters
- Practice creative problem-solving under pressure

© 2026 Enchantably | Free Teacher Resource | www.enchantably.com/teachers

Overview & Preparation

Key Vocabulary

Curiosity • Countdown • Astronaut • Galaxy • Asteroid • Mission • Problem-solve • Explore • Discover • Orbit

Materials Needed

- The personalized story
- Cardboard boxes and tubes
- Tape, markers, aluminum foil
- Paper and crayons
- Optional: colander for helmet, flashlight for stars

Before Reading

Connection Question

> *If you could fly anywhere in space, where would you go? What would you want to find out?*

Background Building

In this story, the hero looks up at the stars and asks: "What's UP there?" That one question launches everything. They build a rocket from a cardboard box, blast off through clouds, dodge asteroids, land on an alien planet, break something important, fix it with creativity, and return home seeing the ordinary world through extraordinary new eyes. The lesson? Curiosity is the greatest superpower.

During Reading — Pause Points

- **When the hero builds a rocket from cardboard and everyday materials** — A cardboard box became a spaceship! What could YOU build from things around you? Why is imagination so powerful?
- **When something breaks mid-mission and the hero must problem-solve** — Uh oh — something broke! But the hero isn't panicking — they're THINKING. What would YOU do to fix it?
- **When the hero returns home and sees the ordinary world differently** — The hero is back, but everything looks different now. The same backyard, the same sky — but they SEE more. What changed?

© 2026 Enchantably | Free Teacher Resource | www.enchantably.com/teachers

Discussion Questions

1. The hero's adventure started with one question: "What's up there?" What question would YOU ask that could start an adventure?

↳ How does asking "what if?" change ordinary moments?

2. When something broke during the mission, the hero fixed it creatively. Why are problems in the middle of an adventure actually the most important part?

↳ Think of a real astronaut — do things always go perfectly in space?

3. The hero built a rocket from a cardboard box. What does that tell us about the power of imagination?

↳ What's the most creative thing you've ever built from ordinary stuff?

4. After the adventure, the hero sees the backyard differently. How does exploring change the way you see regular things?

↳ What ordinary thing might look extraordinary if you looked more closely?

Facilitation Tips

Lean into the BUILD aspect. If you have time, let children actually construct something from recyclables. The tactile experience of building (and problem-solving when it collapses) mirrors the story perfectly.

Emotional Payoff

Curiosity transforms a question into an adventure, a cardboard box into a spaceship, and an ordinary backyard into a launchpad. The hero learns that problems aren't dead ends — they're the part of the story where you prove you're an explorer. Coming home, every star in the sky now feels personal.

© 2026 Enchantably | Free Teacher Resource | www.enchantably.com/teachers

After Reading Activities

Cardboard Rocket Build

Duration: 20 min | Materials: Cardboard boxes, tubes, tape, markers, foil, colanders

In small groups, build a spaceship from recyclables. Add a control panel, porthole, astronaut seats. When something doesn't work (it WILL fall), problem-solve as a team. Launch with a class countdown: TEN! NINE! EIGHT!

Mission Control Problem Cards

Duration: 10 min | Materials: Problem cards (pre-written), timer

Draw a problem card: "Your antenna broke!" "You're running low on fuel!" "An asteroid is heading your way!" In 60 seconds, brainstorm a solution. Share solutions. Celebrate creative thinking, not "right" answers.

Backyard Astronaut Journal

Duration: 10 min | Materials: Paper, crayons, magnifying glass

Look at something ordinary (a leaf, a rock, the sky) as if you've never seen it before. Draw it in your "explorer journal." Write: "I discovered _____ and it made me wonder _____." Practice seeing the extraordinary in the ordinary.

Writing Prompts

- Design your own spaceship. Label the parts. What does the "curiosity engine" look like?
- You just landed on a planet nobody has visited. Describe what you see, hear, and smell.
- Write a postcard home from space. What would you tell your family about what you found?

© 2026 Enchantably | Free Teacher Resource | www.enchantably.com/teachers

Home Connection

Family Letter

Dear Families,

Today we read "Blast Off!," about a child whose curiosity launched a space adventure. Your child built a rocket from cardboard, solved mid-mission problems creatively, and discovered that coming home from an adventure makes you see the ordinary world with extraordinary new eyes.

Here is how you can continue this learning at home:

- Build something together from recyclables — a spaceship, a robot, a time machine. Imagination is the only fuel needed
- Stargaze together and ask: "What do you wonder about up there?"
- Play "Mission Control": take turns giving each other problems to solve creatively

With warmth,
Your Child's Teacher

Related Books

- Roaring Rockets by Tony Mitton
- On the Launchpad by Michael Dahl
- Mousetronaut by Mark Kelly
- Ada Twist, Scientist by Andrea Beaty

© 2026 Enchantably | Free Teacher Resource | www.enchantably.com/teachers