

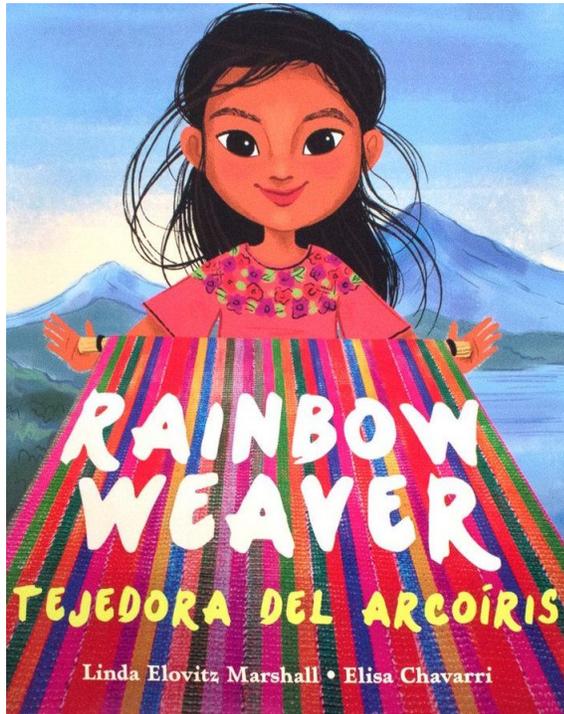
# KNOCK KNOCK RE-MAKE IT READING LIST



Knock Knock Children's Museum (KKCM) is a community spark for engaging, playful learning experiences that inspire and support lifelong learning. We strive to be inclusive by making every aspect of our museum relevant and accessible to all. We recognize that responsive interactions are critical for children and adults to achieve their fullest potential in the context of relationships that are built on trust and respect. We believe in the development of the whole child with the goal of increasing early literacy skills while expanding knowledge and raising interest in STEAM subjects and careers. Books are an important part to our museum, with the Story Tree Learning Zones, featuring a library of over 400 books. These books organized around the themes of each Learning Zone are used daily in our programs, to introduce field trips, to guide art and maker shop activities, for story times and for visitors to enjoy. KKCM is excited to work with The Conscious Kid Library, an organization that promotes multicultural literacy, anti-bias and empowerment through creating access to diverse children's books. Our goal is to make sure all visitors to our museum can see themselves and learn about the people, places, history and ideas that make up our diverse and wonderful world. Knock Knock's theme for April is "Re-Make It" so all of the books featured on this list involve re-making, whether it's weaving with used plastic bags, making musical instruments from trash, or transforming spaces, fashions, inventions or art.

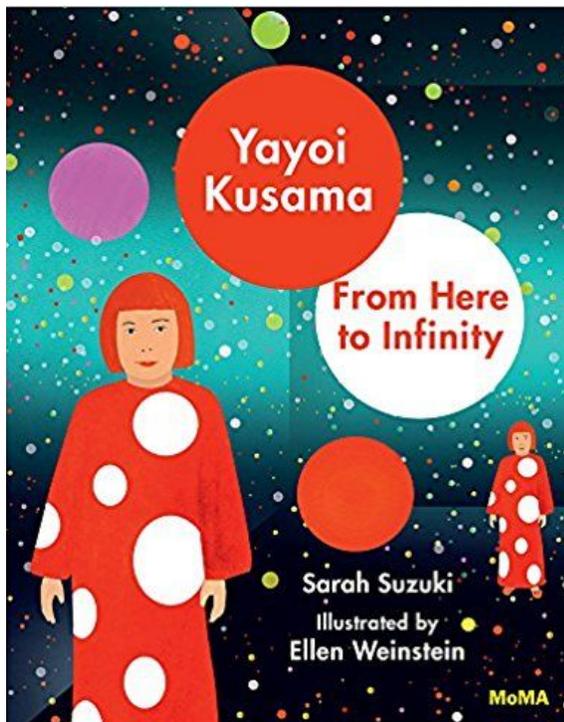


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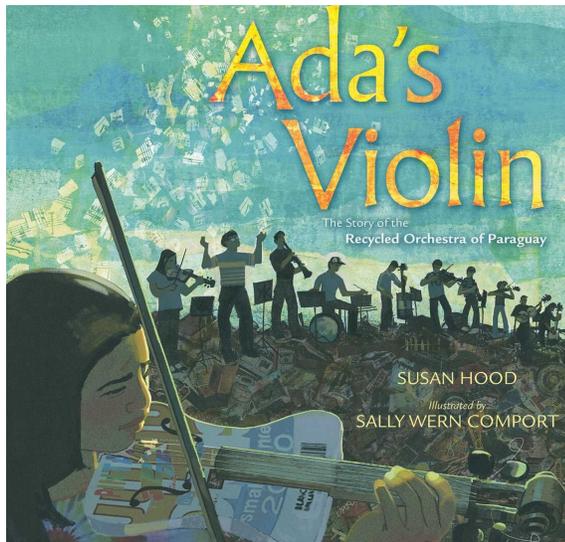
## RAINBOW WEAVER/TEJEDORA DEL ARCOÍRIS

*Linda Elovitz Marshall, Illustrated by Elisa Chavarri*  
Ixchel wants to follow in the long tradition of weaving on backstrap looms, just as her mother, grandmother, and most Mayan women have done for more than two thousand years. As she walks around her village, Ixchel finds it littered with colorful plastic bags. There is nowhere to put all the bags, so they just keep accumulating. Suddenly, Ixchel has an idea! She collects and washes the plastic bags. Then she cuts each bag into thin strips. Sitting at her loom, Ixchel weaves the plastic strips into a colorful fabric that looks like a beautiful rainbow, just like the weavings of Mayan women before her. Ages 5-8.



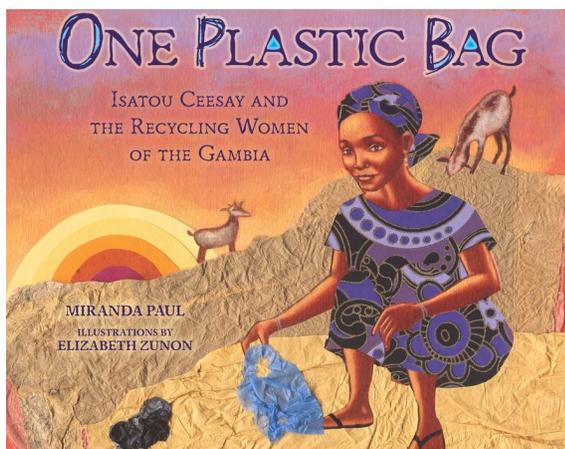
## YAYOI KUSAMA: FROM HERE TO INFINITY

*Sarah Suzuki, Illustrated by Ellen Weinstein*  
Growing up in Japan, Yayoi Kusama dreamed of becoming an artist. In the fields of her family's nurseries she drew flowers and plants and stones, imagining the world around her as streams and clusters and arrays of dots. After studying traditional painting in Japan, Kusama moved to New York City, where she quickly became famous for her paintings patterned with dots. Now eighty-nine years old and one of the most popular artists in the world, Kusama lives in Japan and still makes art every day. "Our earth is only one polka dot among a million stars in the cosmos," the artist has said. "Polka dots are a way to infinity." With reproductions of seven of Kusama's artworks, this colorful book tells the story of an artist who is covering the world in dots, from here to infinity. Ages 5-8.



## ADA'S VIOLIN: THE STORY OF THE RECYCLED ORCHESTRA OF PARAGUAY

*Susan Hood, Illustrated by Sally Wern Comport*  
 Ada Ríos grew up in Cateura, a small town in Paraguay built on a landfill. She dreamed of playing the violin, but with little money for anything but the bare essentials, it was never an option...until a music teacher named Favio Chávez arrived. He wanted to give the children of Cateura something special, so he made them instruments out of materials found in the trash. It was a crazy idea, but one that would leave Ada—and her town—forever changed. Now, the Recycled Orchestra plays venues around the world, spreading their message of hope and innovation. Ages 4-8.

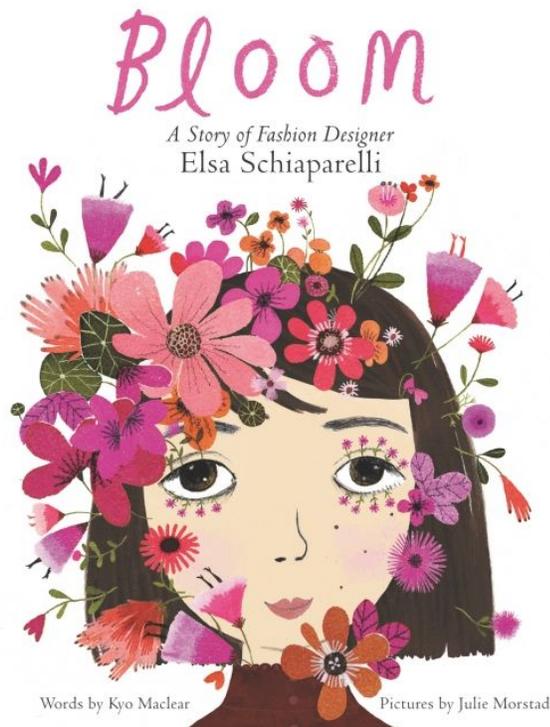


## ONE PLASTIC BAG: ISATOU CEESAY AND THE RECYCLING WOMEN OF THE GAMBIA

*Miranda Paul, Illustrated by Elizabeth Zunon*  
 Plastic bags are cheap and easy to use. But what happens when a bag breaks or is no longer needed? In Njau, Gambia, the bags accumulated in ugly heaps alongside roads. Water pooled in them, bringing mosquitoes and disease. They killed livestock that tried to eat them. Something had to change. Isatou Ceesay was that change. She found a way to recycle the bags and transform her community. This inspirational true story shows how one person's actions really can make a difference in our world. Ages 5-9.

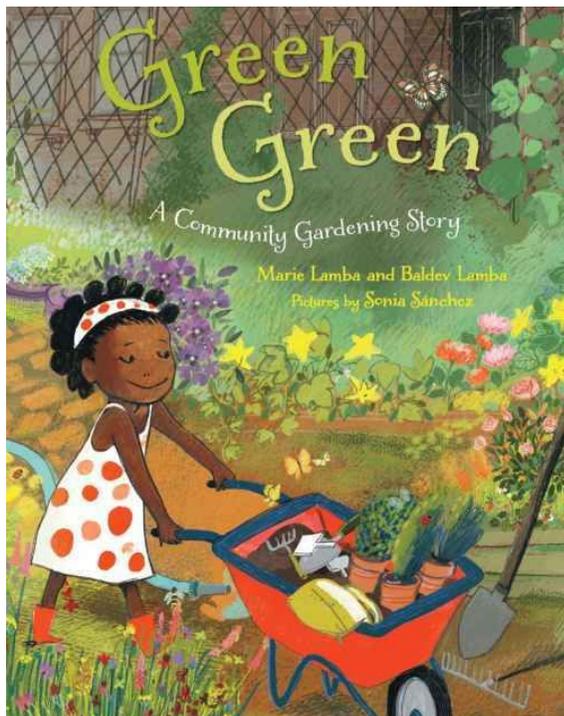


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## BLOOM: A STORY OF FASHION DESIGNER ELSA SCHIAPARELLI

*Kyo Maclear, Illustrated by Julie Morstead*  
As a young girl in Rome, Elsa Schiaparelli (1890–1973) felt “brutta” (ugly) and searched all around her for beauty. Seeing the colors of Rome’s flower market one day, young Elsa tried to plant seeds in her ears and nose, hoping to blossom like a flower. All she got was sick, but from that moment, she discovered her own wild imagination. In the 1920 and '30s, influenced by her friends in the surrealist art movement, Schiaparelli created a vast collection of unique fashion designs—hats shaped like shoes, a dress adorned with lobsters, gloves with fingernails, a dress with drawers and so many more. She mixed her own bold colors and invented her own signature shades, including shocking pink. This stunning picture book biography follows Schiaparelli’s life from birth and childhood to height of success. Ages 4-8.

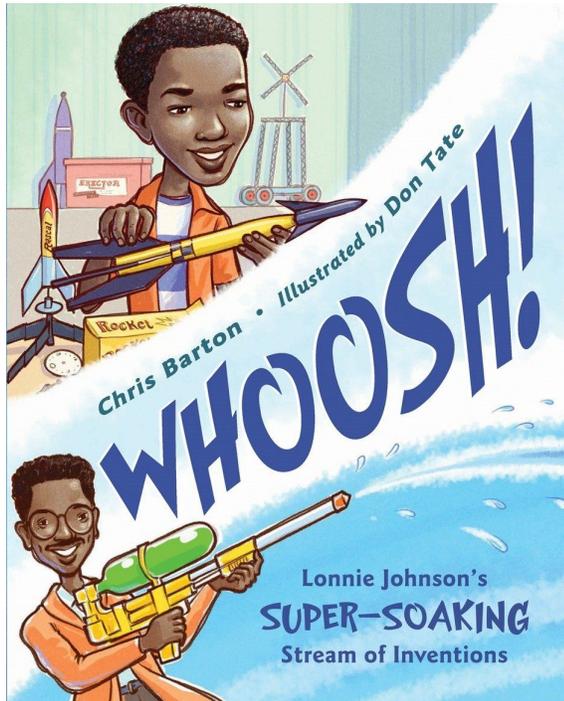


## GREEN GREEN: A COMMUNITY GARDENING STORY

*Marie Lamba and Baldev Lamba, Illustrated by Sonia Sanchez*  
Green grass is wide and fresh and clean for a family to play in, and brown dirt is perfect for digging a garden. But when gray buildings start to rise up and a whole city builds, can there be any room for green space? The neighborhood children think so, and they inspire the community to join together and build a garden for everyone to share in the middle of the city. Ages 2-5.



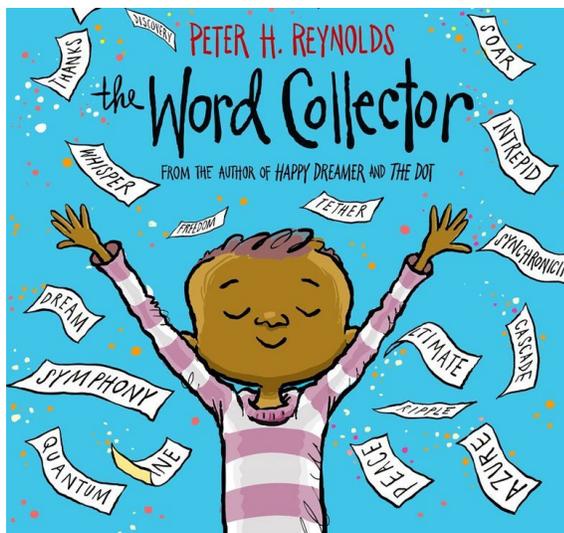
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## WHOOSH! LONNIE JOHNSON'S SUPER-SOAKING STREAM OF INVENTIONS

*Chris Barton, Illustrated by Don Tate*

You know the Super Soaker. It's one of top twenty toys of all time. And it was invented entirely by accident. Trying to create a new cooling system for refrigerators and air conditioners, impressive inventor Lonnie Johnson instead created the mechanics for the iconic toy. A love for rockets, robots, inventions, and a mind for creativity began early in Lonnie Johnson's life. Growing up in a house full of brothers and sisters, persistence and a passion for problem solving became the cornerstone for a career as an engineer and his work with NASA. But it is his invention of the Super Soaker water gun that has made his most memorable splash with kids and adults. Ages 4-8.



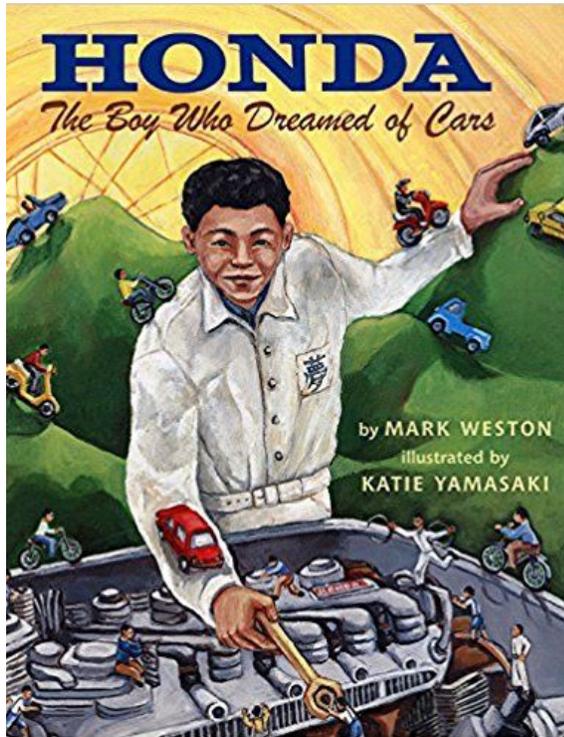
## THE WORD COLLECTOR

*Peter H. Reynolds*

Jerome discovers the magic of the words all around him—short and sweet words, two-syllable treats, and multisyllable words that sound like little songs. Words that connect, transform, and empower. A celebration of finding your own words—and the impact you can have when you share them with the world. Ages 4-8.



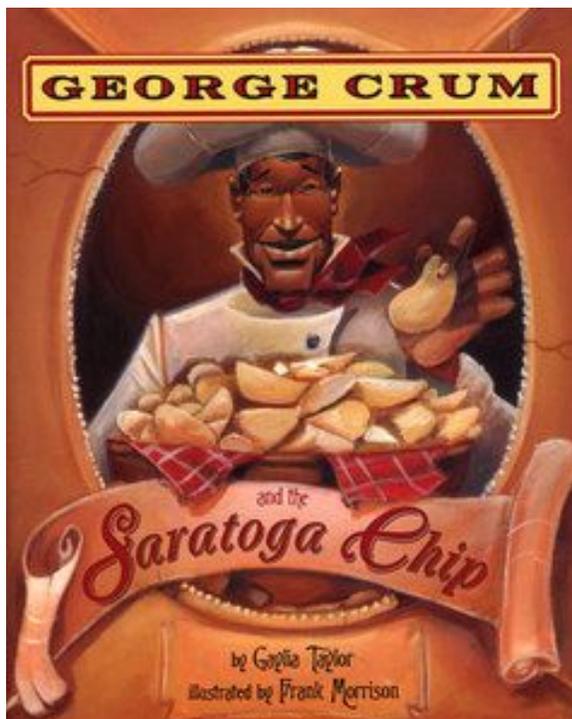
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## HONDA: THE BOY WHO DREAMED OF CARS

*Mark Weston, Illustrated by Katie Yamasaki*

One day in 1914 when Soichiro Honda was seven years old, an astonishing, moving dust cloud appeared in his small Japanese town. The cause was a leaky, noisy automobile—the first the boy had ever seen. At that moment Honda fell in love with cars, and a dream took hold. He would one day make them himself. It took Honda many years to reach his goal. Along the way he became an expert mechanic and manufacturer of car parts. After World War II he developed a motorized bicycle, the forerunner of his innovative motorcycles. Eventually Honda began manufacturing cars, first race cars and then consumer cars. Constantly seeking ways to make his products better than his competitors', Honda grew into a global industry leader. Ages 6-11.



## GEORGE CRUM AND THE SARATOGA CHIP

*Gaylia Taylor, Illustrated by Frank Morrison*

Growing up in the 1830s in Saratoga Springs, New York, isn't easy for George Crum. Picked on at school because of the color of his skin, George escapes into his favorite pastimes—hunting and fishing. Soon George learns to cook too, and as a young man he lands a job as chef at the fancy Moon's Lake House. George loves his work, except for the fussy customers, who are always complaining. One hot day George's patience boils over, and he cooks up a potato dish so unique it changes his life forever. A spirited story of the invention of the potato chip—one of America's favorite snack foods. Ages 6-10.