

# ZAMASAMA PRESENTS

A Guide for Teachers and Parents

## Beti's Bulldozer

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## THEMES

Innovation and creativity in rural settings

Girls in STEM

Local knowledge and observation

Island culture and traditions

Determination and problem-solving

# LEARNING OUTCOME

Children will:

- Understand that creativity and innovation exist in all environments—not just cities.
- Appreciate how observing surroundings and thinking critically can lead to solutions.
- Learn about life on remote islands and explore unique flora, fauna, and traditions.
- Be encouraged to dream big, regardless of location or gender.

## LESSON PLAN

The story invites children to think about who gets seen as “innovators” and how ideas can come from anyone, anywhere. It blends cultural exploration with themes of gender equality, inclusion, and local wisdom.

### Discussion Questions

#### Before Reading:

- Have you ever seen a big construction machine like a bulldozer? What did it make you feel?
- What kind of job would you like to do when you grow up?

#### During Reading:

- How does Beti react when she sees the bulldozer?
- What challenges does she face from the adults?
- What makes her idea successful?

#### After Reading:

- Why do you think Beti’s solution worked?
- What qualities helped Beti succeed?
- Can children have good ideas even if they’re not “experts”?
- How can we help everyone have a chance to share ideas—whatever their age.

## LESSON PLAN

### Activities:

- **Map and Culture Quest:** Locate Beti's island on a map. Research the flora, fauna, and culture of the region (e.g., cuscus, traditional woven bags like the nolen).
- **STEM Role Models Poster:** Create a poster featuring girls from rural areas or underrepresented communities who've pursued engineering, science, or innovation.
- **Invent Like Beti:** Challenge students to identify a problem in their school or neighborhood and come up with a creative solution. They can present their ideas to the class.
- **Culture Meets Creativity:** Write or draw how your own cultural traditions inspire creativity or new ideas.

## RELEVANT ZAMASAMA STORIES

- [The Village Illuminator](#)
- [Luftan and Monsters](#)
- [The Electronic Waste Hero](#)
- [A Tiny Seed](#)

## RELEVANT SDGS

Applicable SDGs:

- SDG 4 – Quality Education
- SDG 5 – Gender Equality
- SDG 9: Industry, Innovation and Infrastructure
- SDG 10 – Reduced Inequalities

## SDG Explanation

- SDG 3: The story promotes emotional well-being and support systems for children
- SDG 4: Promotes inclusive education and emotional well-being at school.
- SDG 5: Empowers girls like Nabila to become changemakers.
- SDG 9: Illustrates the value of innovation in infrastructure from local minds.
- SDG 10: Encourages support for children who face bullying or exclusion.

## EXPECTED OUTCOMES

Children will:

- See value in ideas from all corners of the world.
- Celebrate diversity in geography, appearance, tradition, and beliefs.
- Be inspired by Beti's courage and creativity.
- Develop pride in their own ideas and dreams.



## ABOUT ZAMASAMA

Zamasama is a nonprofit platform that brings together stories from around the world to help children discover that beneath our differences—of culture, language, or belief—we share the same hopes, joys, and dreams.

Today's children are tomorrow's citizens, and the responsibility of building a more peaceful, tolerant, and empathetic world lies with them.

That's why it's vital to instill these values early—through stories that help them rise above the biases they inherit, and see diversity as a strength that unites us all.

