

# Keara's Kite

## A Guide for Teachers and Parents



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### THEMES

Culture & Tradition

STEAM

Family & Friends

Social & Emotional Learning

### SUB-THEMES

Creativity & Problem-Solving

# Story Discussion Guide

- Discover how kites are linked to cultural traditions around the world.
- Understand basic concepts of flight and why some materials or shapes fly better than others
- Appreciate how creativity and resilience help solve problems.
- Reflect on how traditions can be shared and adapted using local resources.
- Be inspired to explore STEAM learning through simple, everyday materials.

## Lesson plan

This story can be used in classrooms to connect culture, science, and characterbuilding. Children will investigate kite designs, experiment with materials, and learn about global traditions linked to kite flying.

## Learning Outcome

### Before Reading:

- Have you ever flown a kite? What did it look like?
- Why do you think people in different countries fly kites?
- What do you think makes a kite fly?

### During Reading :

- How do you think Keara is feeling when she sees others flying kites?
- What materials does she choose? Why?
- What happens when her first kite doesn't work?

### After Reading-

- Why do you think some of Keara's kites didn't fly?
- What helped her finally succeed?
- Can you think of a time you made something yourself instead of buying it?

## Activities:

- Make Your Own Kite (Art + Science): Design and test homemade kites.
- Fly Around the World (Culture): Explore kite traditions in Japan, India, Brazil, and Indonesia.
- Wind Test Challenge (Science): Test which materials and shapes fly best.
- Character Reflection (SEL): Write/draw a time you used creativity to solve a problem

## Expected Outcomes

Children will gain a deeper appreciation of cultural traditions, understand the principles of flight in a hands-on way, and feel empowered to innovate with limited resources. The story reinforces the belief that with imagination and persistence, even the sky is not the limit.

## Applicable SDGs

- SDG 4: Quality Education
- SDG 9: Industry, Innovation, and Infrastructure
- SDG 10: Reduced Inequalities

## SDG Explanation

- SDG 4: The story fosters curiosity, problem-solving, and foundational science learning through storytelling.
- SDG 9: Keara's innovation and hands-on design promote a spirit of experimentation and early engineering thinking.
- SDG 10: It highlights the challenges faced by children with fewer resources and shows how determination can help overcome inequality.

## 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.