



# THE YOUNG INVENTORS GUILD

Bringing History, Science, and Imagination to Life  
with  
Eden Unger Bowditch





## About the Author

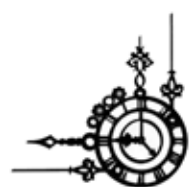
Eden Unger Bowditch has been writing since she was very small. She wrote while attaining her undergraduate degree from the University of California, Berkeley, and she wrote songs as a member of the band Enormous.

Eden has been a journalist, as well as a welder, and an editor. She has written stories and plays and shopping lists and screenplays and dreams and poems—and also books about her longtime Baltimore home, like *Growing Up in Baltimore* and *Druid Hill Park: The Historic Heart of Baltimore*. She also co-wrote *The Daughter-in-Law's Survival Guide: Everything You Need to Know About Relating to Your Mother-in-Law*.



When her son expressed disappointment in the impossibility of the magic found in young adult novels, Eden became driven to tell a story about science—the kind of magic that's all around, and the kind people can actually do. The result, *The Atomic Weight of Secrets* or *The Arrival of the Mysterious Men in Black*, the beginning of her *Young Inventors Guild* trilogy, is her first young adult novel. *The Ravens of Solemano* or *The Order of the Mysterious Men in Black*, the second of the series, will be available September 24th 2013.

Eden grew up in Chicago, and later lived both in Los Angeles and in Paris. She now lives with her family (husband and three children) in Cairo, Egypt. But that's another story entirely . . .





# Before your Author Visit

VISITING AUTHOR  
Eden Unger Bowditch  
THE YOUNG INVENTORS GUILD TRILOGY

Having a visiting author read to and engage a group can be a very rewarding event, but it takes planning to do it as well as possible. The following tips are suggested to ensure that educators are able to make the most of a visit.

Most importantly, everyone (including the kids) should know about the guest BEFORE the visit. Reading the complete book is not necessary to enjoy the activities presented, but having knowledge of the book, as well as its content and characters, will lend to a richer learning experience.

**Planning Ahead-** Bulk quantities of discounted books are available in advance direct from the publisher. Be sure the book is in the library (<http://bancroftpress.com/contact-us/>) and download any materials in advance. The Young Inventors Guild has a kid-friendly website (<http://younginventorsguild.com/>) with invention themed games to get young readers excited about the series and the science behind it.

**Heads Up-** With advance knowledge of the visit, coordinators and hosts can make the most of book materials. Cross Curriculum activities that incorporate literature, history, cultural studies, and science are a great choice and can be done in single afternoon. The author, Eden Unger Bowditch, has done writing, research, and science projects, all in one visit! Suggested activities include:

- Book Review
- Discussion of Historic Characters
- Discussion of Real Science in the book
- Incorporation of Art through Diagrams, Color and Light Studies
- Interview the Author

**Book Flair-** Costumed events are great fun for kids and adults. Welcoming the Mysterious Men in Black into your midst is a terrific way to bring the characters from the story to life!

And remember: THE MORE EXCITED YOU ARE, THE MORE EXCITED THE KIDS ARE. This gives the best result for everyone involved!

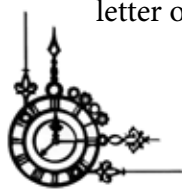
## For the Author

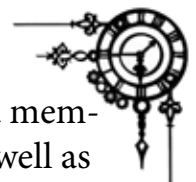
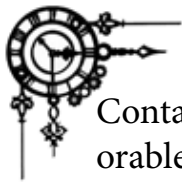
Before the visit, take some time to collect information that would be helpful to the author. Beneficial information packages may include:

- Information about the audience age groups
- A map of the area around the event location
- Availability of Supplies and Materials (including computers, AV equipment, specific supplies for activities)

## For Everyone

Direct communication with the author is strongly recommended! Please send directions, contact information, a letter of confirmation and agreed honorarium to: [younginventorsguild@gmail.com](mailto:younginventorsguild@gmail.com)





Contacting the author in advance and building a rapport can be instrumental in creating a memorable, educational day for everyone. The author may have others tips and suggestions, as well as new ideas to add.

## On the day of the visit:

Please feed your author! It is always nice to provide lunch and/or snacks for your visiting author. The author is likely not familiar with your area and will have a difficult time procuring meals during a full day of talks and presentations.

Setting up a luncheon or meet and greet with a few of the most motivated fans can be a special treat or an aid in fundraising for the event.

Please help with the in-house equipment. If you have computers set out for the presentation, please have someone there who can help if there are any glitches. If carrying things around is necessary, please have some strong volunteers to help.

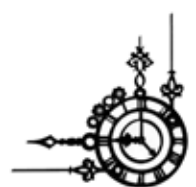
Have the host or coordinator on hand. It is important to be able to reach the audience and if there are any issues, it is important for the host to take control.

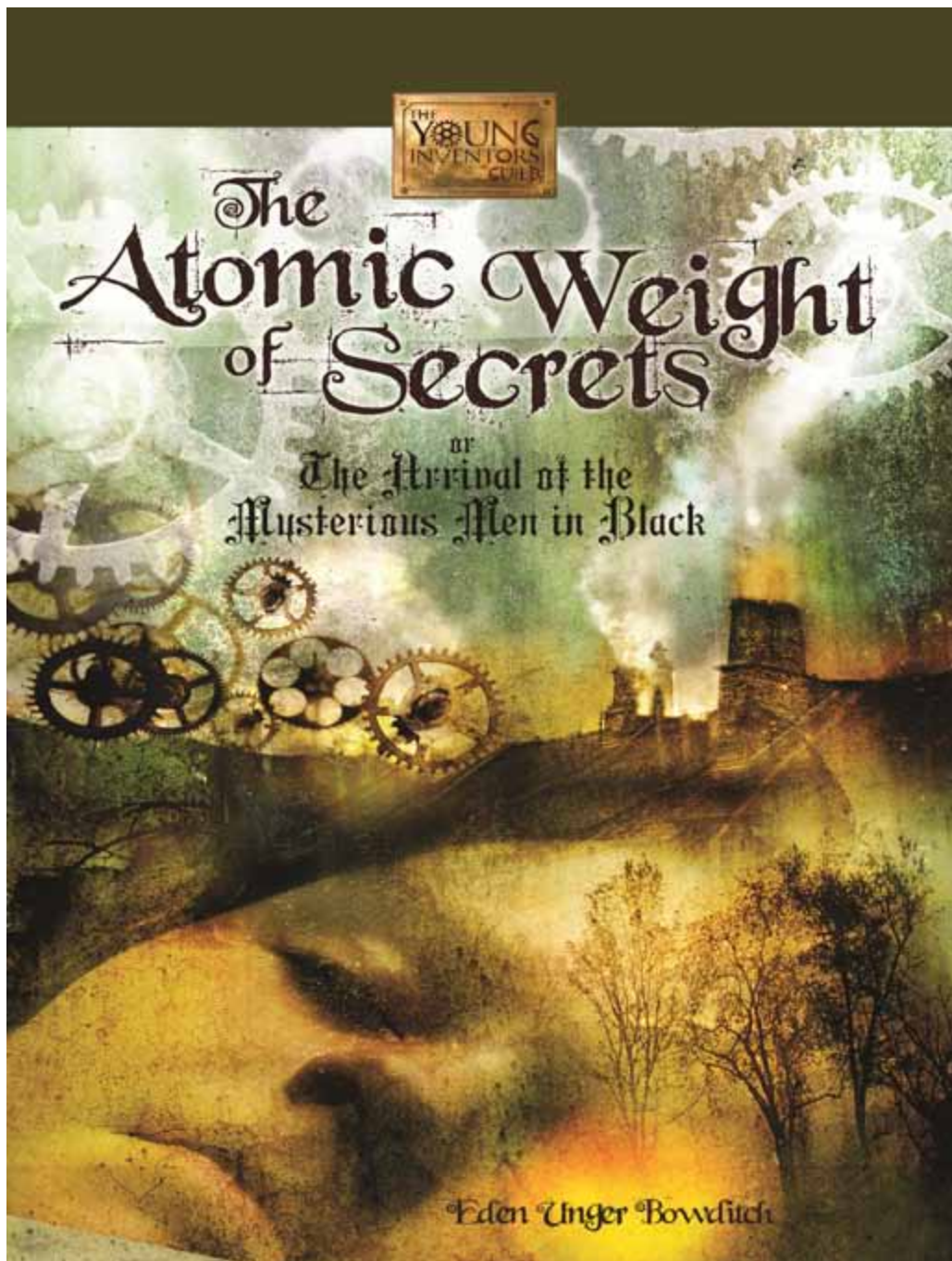
**Honorarium:** The author will be delighted to make the visit, and it is important to show you care as well. Please be sure to provide the honorarium either before or upon arrival. Making the author hunt down the responsible party is difficult and creates an awkward situation.

**Autographs:** The author has been asked to sign everything from books to bookbags, shirts, hats, and shoes. Most authors don't mind and it is fun for the guests, whether they have the book or not. Please gauge interest in this ahead of time and make arrangements for this activity; crowding around could be hard on staff and the author.

**Spread the Word:** Before the visit and after, spread the word. Let other schools, libraries, and your community know about it. Community involvement can make a huge difference!

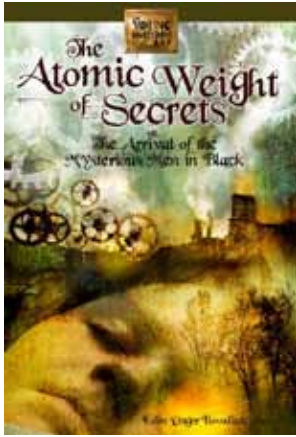
**Plan for Next Time:** When the visit goes well, the author will want to come back! The Young Inventors Guild is and ongoing trilogy, but will hardly be the last work the author creates. For future releases we always look to find good audiences!





In 1903, five truly brilliant young inventors, the children of the world's most important scientists, are taken from their lives and their parents by the mysterious men in black. They take twelve-year-old Jasper and six-year-old Lucy Modest from London, England; nine-year-old Wallace Banneker from New York, United States; twelve-year-old Noah Canto-Sagas from Toronto, Canada; and thirteen-year-old Faye Vigyanveta from New Delhi, India, depositing them all at a strange, isolated farmhouse in Dayton, Ohio, with kindly schoolteacher Miss Brett. But what mysterious invention have all the children, unbeknownst to one another, been working on? Who are the men in black? And are the men in black trying to kidnap them—or protect them?





# *The Atomic Weight of Secrets (or the Arrival of the Mysterious Men in Black)*

## *Book One of The Young Inventors Guild*

By Eden Unger Bowditch

### BOOK SUMMARY

In 1903, five truly brilliant young inventors, the children of the world's most important scientists, are taken from their lives and their parents by the mysterious men in black. They take twelve-year-old Jasper and six-year-old Lucy Modest from London, England; nine-year-old Wallace Banneker from New York, United States; twelve-year-old Noah Canto-Sagas from Toronto, Canada; and thirteen-year-old Faye Vigyanveta from New Delhi, India, depositing them all at a strange, isolated farmhouse in Dayton, Ohio, with kindly schoolteacher Miss Brett. But what mysterious invention have all the children, unbeknownst to one another, been working on? Who are the men in black? And are the men in black trying to kidnap them—or protect them?

### SALES HANDLE

- ◀ *The Atomic Weight of Secrets* is a continent-crossing adventure, appealing to all the sensibilities of the *Harry Potter* world with an entirely unexplored angle: science instead of magic.
- ◀ Early praise has been remarkable, most notably the response from P. B. Kerr, *New York Times* bestselling author of the *Children of the Lamp* YA series: "Simply brilliant." Readers young and old have given the book resounding approval.
- ◀ *The Atomic Weight of Secrets* is the first book in the three-book *Young Inventors Guild* trilogy, so success for this book is not a one-time deal, but rather the beginning of a genuine franchise.
- ◀ The manuscript is currently under serious consideration at Imagine Entertainment, the Ron Howard-fronted production company behind *The Da Vinci Code*, *A Beautiful Mind*, and numerous other international hits.

### MARKETING/ PUBLICITY

- ◀ Most likely to be reviewed by *Kirkus Reviews*, *Booklist*, *School Library Journal*, and *VOYA*, among other trade publications.
- ◀ Author has personal ties to journalists at *The New York Times*, *The Los Angeles Times*, and *The Washington Post*, all of which are expected to review the novel or feature the author.
- ◀ ARC mailing by Baker & Taylor to acquisition editors at 375 top U.S. libraries.
- ◀ Pre-pub E-ARCs through NetGalley.com to 200 librarians, bloggers, and booksellers who've requested it.
- ◀ Author will also take advantage of Hollywood connections for a celebrity-attended Los Angeles book launch party.
- ◀ Author is working with renowned website and game designer Jason Williford, whose previous clients include Warner Bros., Miramax, Lenovo, and Ubisoft. Website will include interactive games and challenges for young readers.
- ◀ Author is already building up an audience through Facebook (<http://www.facebook.com/profile.php?id=100001431618618&ref=ts>).
- ◀ Publisher and author will seek out an alliance with popular game series *Crazy Machines*.
- ◀ The novel will receive heavy promotion through literary blogs, also branching out into prominent sci-fi and steampunk communities.
- ◀ Press kit will be readily available for promotional use.
- ◀ Author has the desire and ability to tour internationally for book promotion, including such European cities as London, Berlin, Paris, Madrid, and Tel Aviv.
- ◀ Ads to appear in *School Library Journal*, *VOYA*, and *Booklist*, both in print and online.

#### ISBN

978-1-610880-022 (cloth)

978-1-610880-060 (paper)

#### Price

\$19.95 (cloth); \$14.95 (paper)

#### Pub. Date

March 30, 2011

#### Category

Young Adult fiction

#### BISAC

JUV001000 JUVENILE FICTION /

Action & Adventure / General

JUV053000 JUVENILE FICTION /

Science Fiction

JUV016150 JUVENILE FICTION /

Historical / United States / 20<sup>th</sup> Century

#### Format

6 X 9

#### Pages

342

#### Author Connections

Author grew up in the Chicago area, and graduated from University of California, Berkeley. Lived several years in Baltimore, MD. Now lives in Cairo, Egypt. Has numerous professional connections in film and music.

#### Edition number

1 **Bancroft Press**

**PO Box 65360**

**Baltimore, MD 21209-**

**9945**

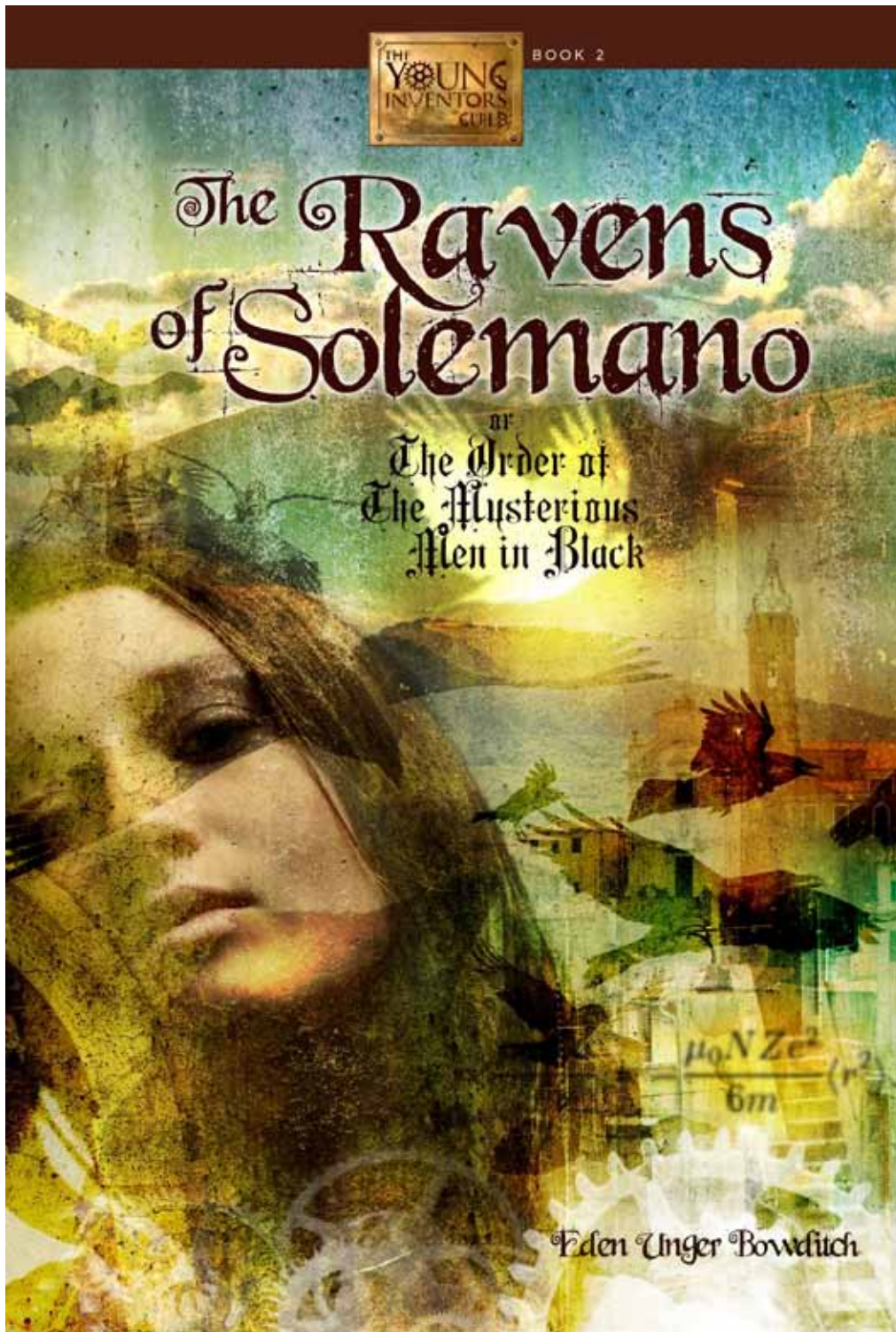
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**800-637-7377**

**fax: 410-764-1967**

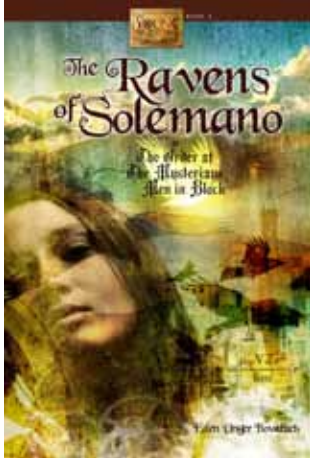
**bruceb@bancroftpress.co**

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The group of five bright youngsters from The Atomic Weight of Secrets returns in a grand new adventure.

After narrowly escaping from the villainous Komar Romak, a shadowy figure with unknown intentions, the Young Inventors Guild and their kindly schoolteacher Miss Brett travel by train, carriage, and marvelous submersible boat, all the while dodging attack and creating new gadgets to aid in their journey. Arriving in a quiet Italian mountain village with their mysterious guardians, The Men in Black, the children have to think fast and act faster to stay ahead of the dangerous plot unfolding around them, and invent new tools to aid them on their journey.



# *The Ravens of Solemano* (or *The Order of The Mysterious Men in Black*)

## *Book Two of The Young Inventors Guild*

By Eden Unger Bowditch

### BOOK SUMMARY

The group of five bright youngsters from *The Atomic Weight of Secrets* returns in a grand adventure. After narrowly escaping from the villainous Komar Romak, a shadowy figure with unknown intentions, the Young Inventors Guild and their kindly schoolteacher Miss Brett travel by train, carriage, and marvelous submersible boat, all the while dodging attack and creating new gadgets to aid in their journey. Arriving in a quiet Italian mountain village with their mysterious guardians, The Men in Black, the children have to think fast and act faster to stay ahead of the dangerous plot unfolding around them, and invent new tools to aid them on their journey.

### SALES HANDLE

- ◀ *The Ravens of Solemano* is a transoceanic adventure, capturing the wonder of *Harry Potter* with the exciting angle of tangible science instead of magic.
- ◀ *The Ravens of Solemano* is the second book in the three-book *Young Inventors Guild* trilogy, a genuine franchise with growing success.
- ◀ Words of praise for the beginnings of the trilogy have been remarkable, most notably the response from P. B. Kerr, *New York Times* bestselling author of the *Children of the Lamp* YA series: "Simply brilliant." And said Michael Jecks, author of the acclaimed *Knights Templar Mysteries* series and *The Medieval Murderers* series: "This woman Eden Unger Bowditch is a keen writer."
- ◀ The series is currently transitioning to screenplay under consideration by several Hollywood-based production companies.
- ◀ This book is perfect for any young person with an interest in science, travel, or exploration.

### MARKETING/ PUBLICITY

- ◀ Author's New York publicist (Bruce Mason) has strong personal ties to journalists at *The New York Times*, which is expected to review the novel or feature the author.
- ◀ Author will also take advantage of Hollywood connections for a celebrity-attended Los Angeles book launch party.
- ◀ Author has an interactive website <http://www.younginventorsguild.com/>
- ◀ Author has been working with renowned website and game designer Jason Williford, whose previous clients include Warner Bros., Miramax, Lenovo, and Ubisoft. Website will include interactive games and challenges for young readers.
- ◀ Author is already building up an audience through Facebook and social media <https://www.facebook.com/younginventors.guild>
- ◀ The novel will receive heavy promotion through literary blogs, also branching out into prominent Scifi and Steampunk communities, including regional and national cultural showcases and conventions.
- ◀ Major mailing going to the top 100 children's bookstores in the US.
- ◀ Press kit is readily available for promotional use.
- ◀ Author will be doing several tours, focusing on schools, libraries, and bookstores in the northeast.
- ◀ Author has the desire and ability to tour internationally for book promotion.
- ◀ *Scholastic Parent & Child* (circulation 1.3 million) has expressed interest and is pursuing a feature on the author and book.

### ISBN

978-1-61088-104-3 (cloth)

978-1-61088-121-0 (school edition)

### Price

\$22.95 (cloth); \$22.95 (school edition)

### Pub. Date

September 24, 2013

### Category

Young Adult fiction

### BISAC

JUV001000 JUVENILE FICTION /

Action & Adventure / General

JUV053000 JUVENILE FICTION /

Science Fiction

JUV016150 JUVENILE FICTION /

Historical / United States / 20<sup>th</sup> Century

### Format

6 X 9

### Pages

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### Author Connections

Author grew up in the Chicago area, and graduated from University of California, Berkeley. Lived several years in Baltimore, MD before relocating to Cairo, Egypt. Has numerous professional connections in film and music.

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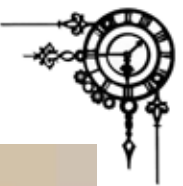
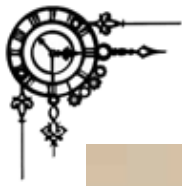
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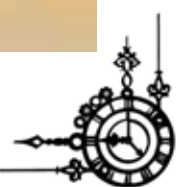
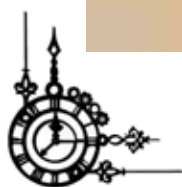


# Getting in Character

Costumes are a fun way to add a personal touch and a little theatricality to any event!

Quirky Mysterious Men in Black costumes are readily found in the backs of closets and local thrift stores.

Who doesn't love an excuse to dress up?





## Questions With Kids: *The Ravens of Solemano*

Here are some thought-jogging questions to spark discussion during and after reading.

1) Do you have a favorite inventor or scientist? If so who?

Here are some really famous ones: Nikola Tesla, Thomas Edison, Eli Whitney, the Wright Brothers, Marie Curie, Mary Walton (1881 Elevated Railway), Margaret Knight (1904 Rotary Engine)

2) Do you know many explorers or pioneers?

How about Amelia Earhart, Juan Ponce de Leon, Amerigo Vespucci, or Magellan?

3) Why do we study and remember the important moments in time? Why is history important to us?

4) When looking back at history, is it easy to see how a person's ideas made a difference in the world? Do you think anyone of that day knew how important their idea would become?

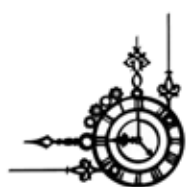
5) Do you think it might be hard to convince the people around you that your idea is good? If you wanted to create something new, Where would you start, who would you talk to?

6) Have you ever had an idea for an invention or a machine? Maybe something that would make your work easier?

7) How many (kids) here have their own phone or their own computer? Do you need these items? Can you imagine a time when they wouldn't have existed, when your "text message" to your friend would have to be hand written, or maybe tapped out on a typewriter and then carried in a horse drawn carriage, train, or maybe even a pigeon?

8) What do you think is the most important scientific idea for your day to day life? Perhaps combustion that powers the vehicle that carries you to school, or electricity you use all the time? Perhaps the study of wavelengths of energy that lets us understand light, color, sound, and lets us communicate over vast distances?

9) Could you imagine yourself as a scientist or inventor as a career?





10) Are there any scientists in your family?

11) Do you know how many fields of study there are in science? How many can you name?

(Geology, chemistry, medical science, physics, oceanography, astronomy, etc.)

12) Have you been to the Science Museum or (The Smithsonian) Museum of Natural History? What did you think was the most interesting exhibit there?

13) Leonardo di Vinci is a really well known inventor, but also a well known artist. How do you think studying art helped him with math and science?

14) Arthur C Clarke said "Any sufficiently advanced technology is indistinguishable from magic." What do you think he meant? Do you think he was right?

15) Have you ever wondered how something you use every day works? How does a light switch tell a light to turn on? How do glasses (corrective lens) help us see?

16) If you had a question about how something works, where would you go to find the answers?

17) Since we have the Internet and Digital Archives, do you think we need Libraries and Museums still? Do you prefer to see and experience things in person or online?

18) What idea or invention would you like to see become real in the future? Hovercars perhaps? Robot pizza delivery? Smell-o-vision?

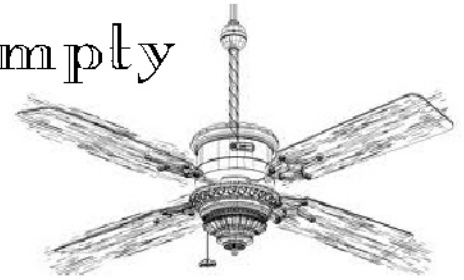
19) If you had the chance to explore a whole new world, like the Moon or Mars, would you want to go?

20) We think of computers as small electronics, but the first attempts were large machines with punch cards designed to work like a Jacquard Loom. What other technology do we use today that was once much larger in scale?





## Why is Humpty Dumpty like a ceiling fan?



Does this sound like a bizarre question or a riddle with a punch line? It seems ridiculous, but it isn't.

Invention is magic. Science and nature are, too – not the magic of flying broomsticks or magic wands, but of real magic that we can see and touch and create. A tree pops out of a tiny seed. We can defy gravity and fly six miles above the ground in a contraption created by humans.

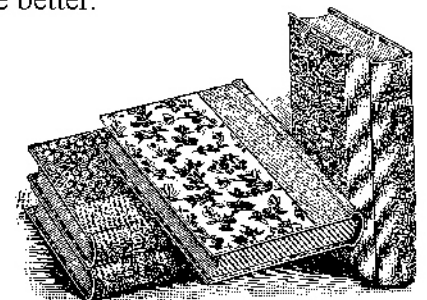
Existing pieces are combined to create something new, but an invention does not make sense until it finds a place in the world. If you had never used a showerhead or a boomerang or a saxophone, you might not have any idea what each was meant to do. When described and explained, however, a jumble of panels becomes a ceiling fan. Suddenly, we see this jumble differently. It has a place. It is something we understand. It becomes a piece of the everyday world around us.

Stories are like that. The wildest ideas can seem utterly meaningless until they find a place in the world. Bizarre ideas that make no sense can come together in a story. Suppose I say there is a lampshade that lives in a rain cloud next door to a fingernail. That's ridiculous, right? But if we give these things personalities and problems, we suddenly have characters with a place in a created world. Suddenly, it makes sense. The dish, after all, ran away with the spoon.

Stories can surprise us by defying our expectations but once familiar, like the ceiling fan, they become part of our world. We all know about an egg named Humpty Dumpty. We know who Harry Potter is. Each came from imagination. Each was invented and each now has a place in our world.

We all possess the power of magic and invention. Stories and inventions grow into a world around us. Every one of us has the power to create something and change the world for the better.

And that is why Humpty Dumpty is like a ceiling fan.





# Class Projects

## Hydraulic Powered Robot

For a class of 20 students

### Materials:

200 popsicle sticks/tongue depressors

40 syringes (non-needle, plastic tip with rubber luer to prevent leaking)

60 wooden beads (approx. 1cm to 1inch)

40 wire or plastic closures

Water

Masking tape

Glue gun (s)

(Extras of these items are recommended)

IF POSSIBLE- replace PLASTIC CLOSURES and TAPE with WIRE. This will help make the experiment more authentic to the era.

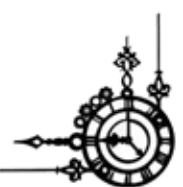
The author will instruct the students in the creation of a Hydraulic Powered Robot, a simple machine using liquid water in a pressurized system to transmit mechanical energy.

This lesson can be expanded to include Hydraulics, Hydraulic Machinery, or Hydropower.

Hydraulics is a topic in applied science and engineering dealing with the mechanical properties of liquids. At a very basic level hydraulics is the liquid version of pneumatics. Fluid mechanics provides the theoretical foundation for hydraulics, which focuses on the engineering uses of fluid properties. In fluid power, hydraulics is used for the generation, control, and transmission of power by the use of pressurized liquids.

Hydraulic machines are machinery and tools that use liquid fluid power to do simple work. Heavy equipment is a common example. In this type of machine, hydraulic fluid is transmitted throughout the machine to various hydraulic motors and hydraulic cylinders and which becomes pressurised according to the resistance present. The fluid is controlled directly or automatically by control valves and distributed through hoses and tubes.

Hydropower or water power is power derived from the energy of falling water and running water, which may be harnessed for useful purposes. Since ancient times, hydropower has been used for irrigation and the operation of various mechanical devices, such as watermills, sawmills, textile mills, dock cranes, domestic lifts, power houses and paint making.





# Event Project Idea

## Whirling Heart

Taken from *The Ravens of Solemano*  
For a group of 20 participants

### Materials:

20 AA batteries

20 neodymium (rare earth metal) magnets, 12mm discs to fit beneath batteries

Rolls of thin copper wire (enough for each student to have 10cm)

(if wire is thick, needlenose pliers are needed)

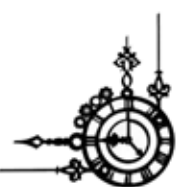
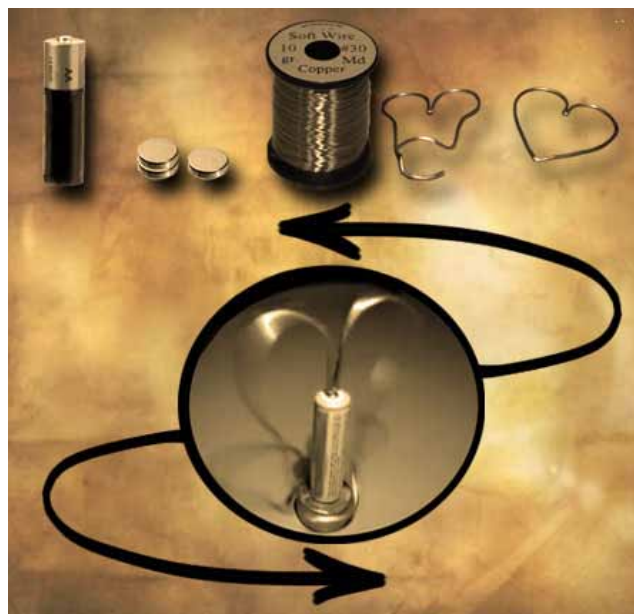
These are exact numbers- it is best to have extra

The author will instruct the students in the use of magnetic fields to create attraction, repulsion, and motion. This lesson can be expanded to include information on magnet types and use in modern electrical and information technology.

A neodymium magnet (also known as NdFeB, NIB or Neo magnet), the most widely used[1] type of rare-earth magnet, is a permanent magnet made from an alloy of neodymium, iron and boron to form the  $\text{Nd}_2\text{Fe}_{14}\text{B}$  tetragonal crystalline structure.

Neodymium was discovered by Baron Carl Auer von Welsbach, an Austrian chemist, in Vienna in 1885. He separated neodymium, as well as the element praseodymium, from a material known as didymium by means of fractional crystallization of the double ammonium nitrate tetrahydrates from nitric acid, while following the separation by spectroscopic analysis; however, it was not isolated in relatively pure form until 1925. The name neodymium is derived from the Greek words neos (νέος), new, and didymos (διδύμος), twin.

Due to the exceptionally strong magnetic force of neodymium magnets, their brittle physical structure and their potential as an ingestion hazard, **this project is not recommended for children under 12 years. Parent or Teacher supervision is required.**



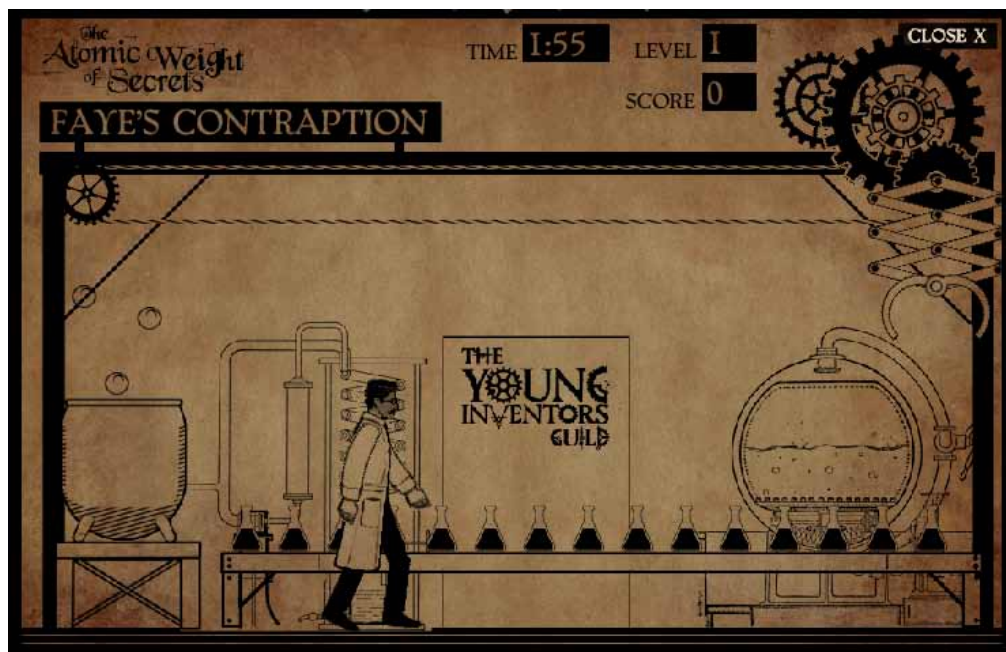


Visit

<http://younginventorsguild.com/>  
for Games, Images, Contests and Prizes.



This website is specially designed to engage and reward readers with bonuses and downloadable content, such as Faye's Contraption and the Certificate of Membership.





**THE  
MACHINE  
INVENTORS  
GUIDE**

Name

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Country

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Year

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Official Member

Name \_\_\_\_\_

Joined \_\_\_\_\_



Official Member

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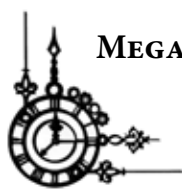
### Author Eden Unger Bowditch, In the Classroom

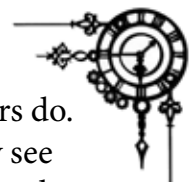
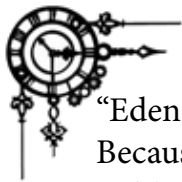
“WOW!!!!!! Eden Unger Bowditch came to speak to our children, and she was just AMAZING with them. The kids simply loved her and could not stop talking about her even as they were boarding the buses. I myself learned a great deal about fictional writing, and I will certainly adjust my approach to certain aspects of it, based on what she did with the students today. I have already spoken very highly of her to some other teachers in my building as well as my wife and am just so excited that the children were able to have this experience. If she is ever around again, be it next year, or two years from now, or whenever, I would hope that we could have her come again.”

**JOHN BABULA, FIFTH GRADE TEACHER, THOMAS JEFFERSON SCHOOL, MORRISTOWN SCHOOL DISTRICT, MORRISTOWN, NJ**

“Eden spoke to the seventh grade Language Arts classes about her experiences as a writer. She led a group story-writing activity that illustrated the fact that ‘we are all writers.’ Eden shared the inspiration behind her novel *The Atomic Weight of Secrets* and previewed the book’s website for the students. The session concluded with an open question and answer session. The students left this visit empowered and motivated. It was a rare treat for the students to spend time with a published author.”

**MEGAN MOSIER, TEACHER, SEVENTH GRADE LANGUAGE ARTS, CAIRO AMERICAN COLLEGE**





“Eden came and spoke to my second grade class. She had them all engaged in activities that writers do. Because of her visit, I have a classroom full of students who see themselves as writers and actually see writing as a great adventure. She was great at getting them all involved and excited about writing and reading. It was such a wonderful experience for students to meet an enthusiastic and passionate writer.”

**JENNIE TRUMPOLD, TEACHER, SECOND GRADE, CAIRO AMERICAN COLLEGE**

“In my many years of teaching, I’ve learned to be cautious about inviting guest speakers. Often, these experts struggle to effectively communicate their knowledge to young people. Eden, in stark contrast, truly understands how to engage the minds of children. From the word ‘go,’ my students were focused, informed, and inspired about reading and writing. It’s no surprise that she was able to create such a wonderful young adult novel--after all, she gets kids.”

**MICHAEL RUCKI, TEACHER, CAIRO AMERICAN COLLEGE**





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