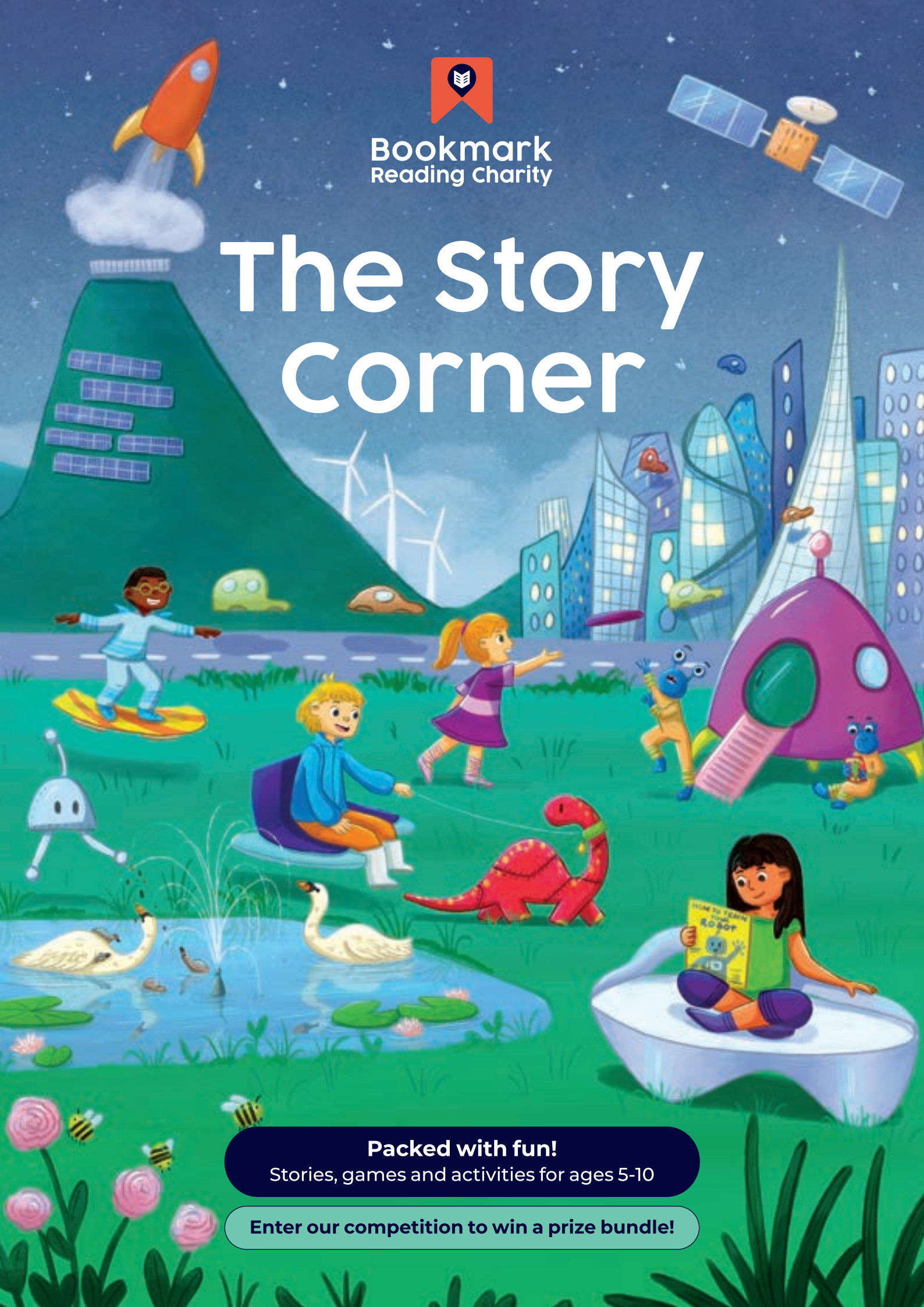
Bookmark
Reading Charity

The Story Corner



Packed with fun!
Stories, games and activities for ages 5-10

Enter our competition to win a prize bundle!

Hi everyone!



My name's Sai Pathmanathan and I'm a science educator but I also write books for children AND for teachers so that they can do fun science experiments WITH YOU in class or outdoors! Thinking about the future makes us wonder about the planet, our wildlife and doing lovely things to help the environment... which is why my books are about all of these things.

Growing up I read a lot. I loved wildlife fact books, especially about stinky plants and creepily weird creatures... and I read JOKE BOOKS! I mean, who doesn't want to read something that makes them laugh out loud? I collected so many comics too, which I still treasure. From *Amar Chitra Katha* comics that covered myths, legends and biographies, to the everyday silliness of the *Beano* and *Dandy* (Ivy the Terrible was my fave!).

But I adored the *Asterix* comics by Goscinny and Uderzo, as it felt like I'd watched a whole cartoon movie once I'd finished. Plus I think all my historical knowledge of the Roman Empire is down to them! Don't believe anyone who says you can't learn anything from a comic ☺

Happy reading,

Sai x



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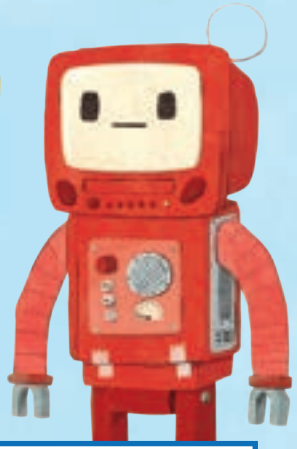

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All content curated & adapted by **Bookmark Reading Charity** for ***The Story Corner*** magazine.
Special thanks to all our contributors | Front cover artwork by **Sasha Stowe (c) 2026**.

AN EXTRACT FROM

BELLA BUILT A ROBOT





Read pages top to bottom

Bella built a robot.
She called him Blue Robot.



Making Blue Robot was fun. But to begin with,
Blue Robot couldn't do ANYTHING.



'Don't worry!' Bella told Blue Robot kindly.
'I'll show you how to bake cakes!'



Bella tried very hard to be patient with Blue Robot. 'This game is not logical,' Blue Robot blurted. 'It makes sense to me!'
Bella groaned.

'Wow!' gasped a boy looking over the fence.
'I'm Riley – I've just moved in. Can I play too?
I love robots.' 'Great!' said Bella.
'Maybe you can help me build
a better robot?'



'This robot is amazing!' gasped Riley at last.

'I think Red Robot might be the best robot in the entire universe!' cheered Bella.

The best robot in the entire universe couldn't do much to start with.

Find out what happens next by borrowing Bella Built a Robot from your local library!

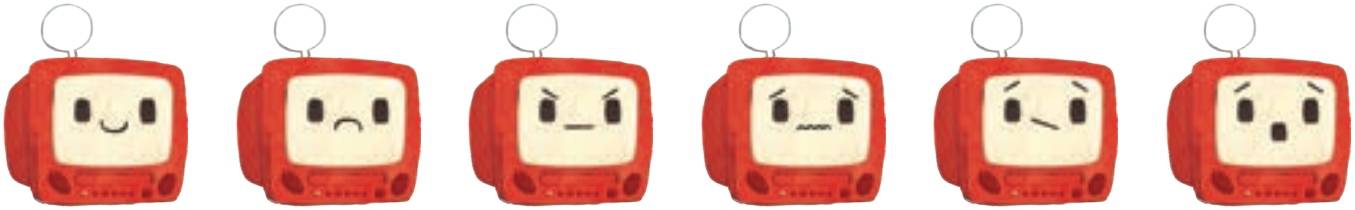
Riley loved pretending to be his favourite football player, scoring amazing goals.

The trouble was, Red Robot didn't understand. 'Just pretend,' said Riley. 'It's fun.'

Red Robot looked blank. So, Riley gave up.

ROBOT EMOTIONS

ACTIVITY: WRITE DOWN WHAT EMOTIONS EACH ROBOT FACE IS SHOWING, CAN YOU GET THEM ALL?



....



BELLA'S WORKSHOP

ACTIVITY: BELLA IS BUSY BUILDING BLUE ROBOT IN HER WORKSHOP. CAN YOU HELP HER FIND SOME TOOLS?

HELP BELLA FIND:

- [ ] a screwdriver
- [ ] a camera lens
- [ ] a pot of white paint
- [ ] a paintbrush
- [ ] a hammer
- [ ] a pencil

CIRCLE EACH ITEM AND TICK THE BOXES ABOVE WHEN YOU FIND THEM



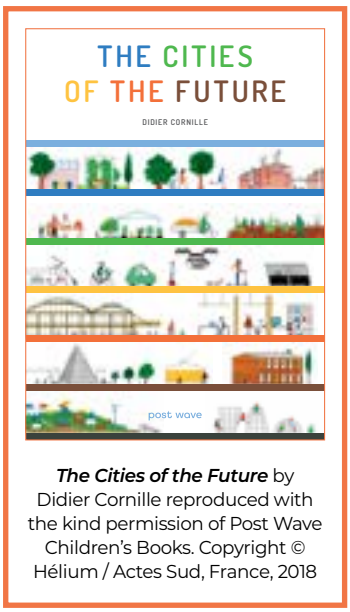




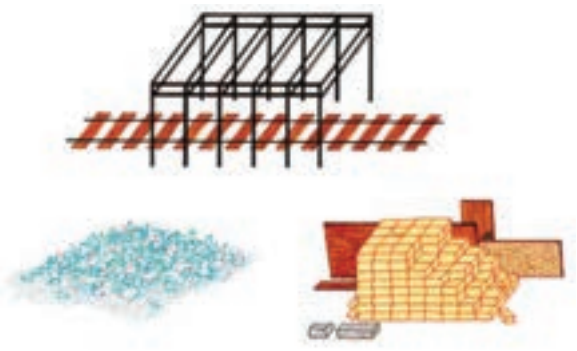
Artwork from ***Bella Built a Robot*** (Oxford University Press), illustrated by Patrick Corrigan

OXFORD
Children's

SCAN THE QR CODE BELOW TO CHECK YOUR ANSWERS TO BOTH ROBOT ACTIVITIES!



The Cities of the Future by Didier Cornille reproduced with the kind permission of Post Wave Children's Books. Copyright © Hélium / Actes Sud, France, 2018



BEDZED: KING OF THE ECODISTRICTS

This housing development in south London used exciting new ideas for building homes and revolutionised the way people lived.

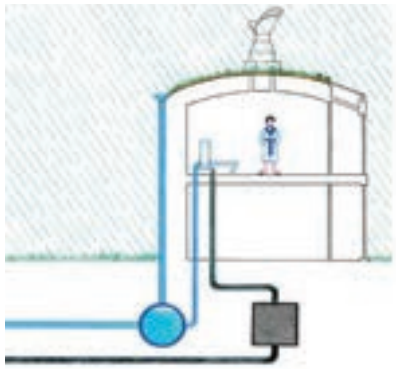
BedZED was built using local, reused and recycled materials wherever possible. The outside walls are covered in green oak from local woodlands, and the steel for the structure came from an old railway station. Roads were created using recycled glass sand (a sand created from crushed glass bottles), and the bricks for the walls were reclaimed from an old building site.











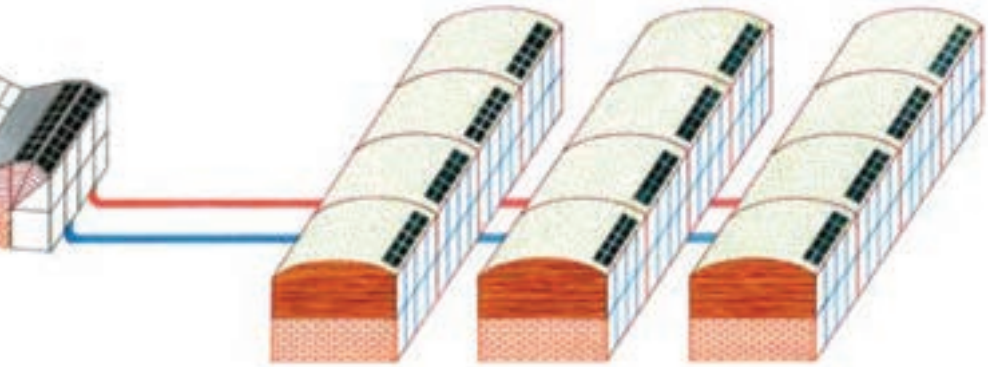


The houses are insulated against the cold and built facing the sun, which heats them and produces electricity. Rainwater is collected and purified using a natural filter system.

Having all the buildings in one place helps to create a sense of community. In this neighbourhood, with its school, studios and offices, everyone lives and thrives together.



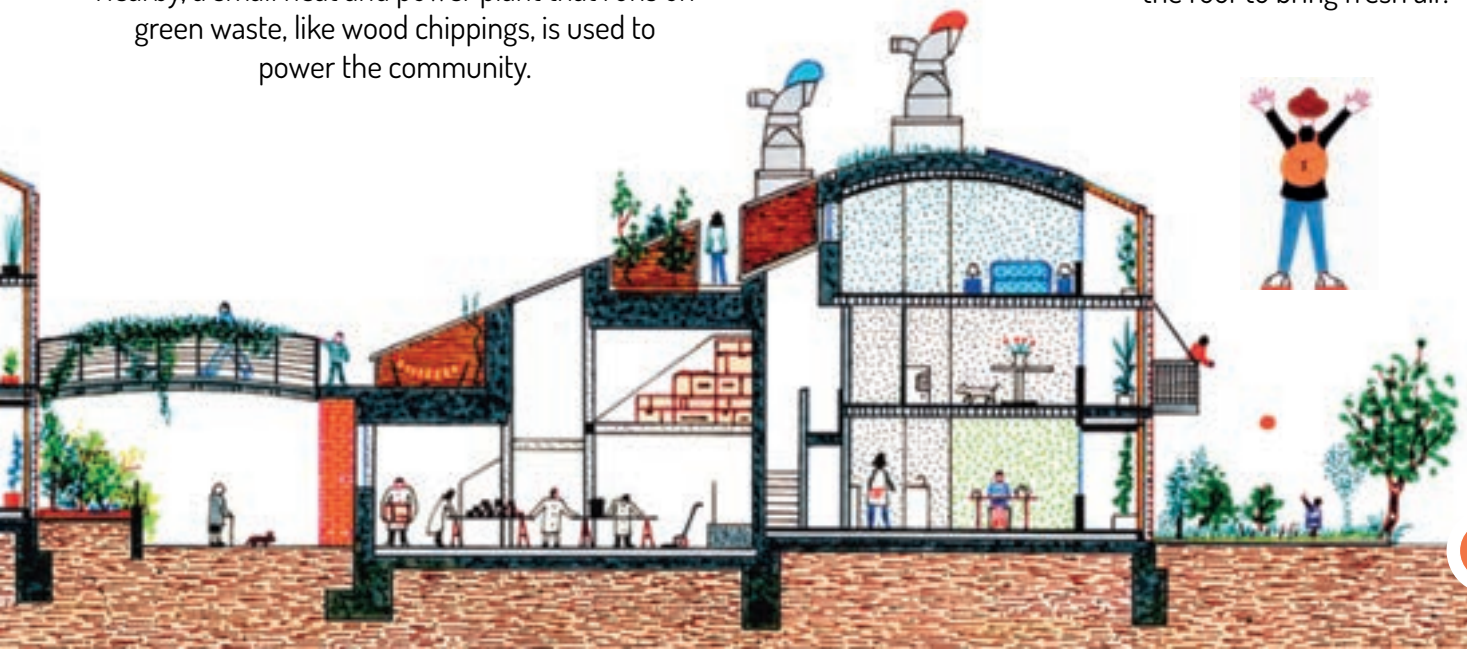




Nearby, a small heat and power plant that runs on green waste, like wood chippings, is used to power the community.



The wind spins weathervanes that are placed over openings in the roof to bring fresh air.



When I Grow Up

When I grow up, I want to be an astronaut in space.
I'll look down and see planet Earth from some faraway place.

When I grow up, I want to be a dancer in ballets.
I'll be the star of every show and star in lots of plays.

When I grow up, I want to be a teacher in my school.
I'll teach the children how to read and never break a rule.

When I grow up, I want to be a pirate with a sword.
I'll have a beard and shout, "Ah-har!" and keep a treasure hoard.

When I grow up, I want to be as good as I can be
At all the things I want to do but always be just me.

Activity: **Write and draw what your dreams are for the future. Think about what you can do to make these dreams come true!**

Let's Talk

What will you enjoy doing?

When you grow up you might enjoy doing hobbies in your free time.
Hobbies are activities we love to do again and again.
Do you think you will like any of these?



Knitting?



Going to the cinema?



Playing board games?



Painting pictures?



Cooking?



Singing in a choir?



Taking photos?



Collecting things?



Doing puzzles?



Playing sport?



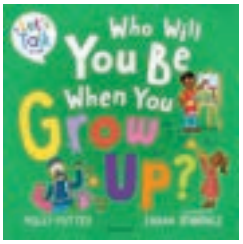
Looking after animals?



Fishing?



Gardening?



Who Will You Be When You Grow Up? © Molly Potter 2026. Illustrations © Sarah Jennings 2026.

Draw here...

Can you think of other hobbies you might like?

.....

.....

.....

WE'LL ALL BE BIONIC

Prosthetic limbs have been around in one form or another for as long as we have. As technology has evolved, we've been able to move from trying to imitate our bodies to seeing how we can improve them, and we are now at a pivotal and fascinating point in our own evolution.

Early prosthetic limbs were limited by the materials and technology that existed, and they couldn't tap into our brains to interpret the signals that would've controlled the bodies original hand. That is now changing!

Future prosthetic limbs will use something called "neural integration", which means your brain will control them directly. These limbs will feel temperature, texture, and pressure just like a real hand, or even better. A bionic leg that adjusts its strength in milliseconds, letting someone run faster or climb higher than ever before.

But here's the really exciting part: these innovations won't just help people who use prosthetics. The same technology could give athletes enhanced performance, help construction workers lift heavier loads safely, or allow surgeons to perform operations with superhuman precision.

As we develop these technologies, we will have to continually ask ourselves important questions, such as what does it mean to be human, and when we upgrade bits of our bodies, does that mean everyone should then need to?

Throughout history, humans have used tools to improve our lives: glasses help us see, wheelchairs help us move, and phones help us communicate. Bionics is just the next step. It's about expanding what our bodies can do and giving everyone, disabled or not, the chance to be their best selves.

The future of bionics isn't about creating superheroes - it's about giving people choices. Choices about their own bodies, their own capabilities, and their own futures. While the bionic limbs that exist today are robotic copies of our own, the bionic limbs of tomorrow will be limited only by our imaginations.

The future of humanity is being written right now, and we all have the chance to have our own say!



Human 2.0 by Patrick Kane and illustrated by Sam Roderiguez, published by Big Picture Press is out now.

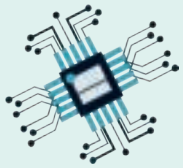
As technology continues to challenge what is possible, it is the human brain that will become the limiting factor. Where do we stop? Is there a limit? Different prostheses for specific tasks may become as commonplace as changing into running shoes or putting on scuba-diving equipment.



Looking further ahead, it could be possible to replace all of our body parts with bionics. Neurons in the brain could become fibre optic cables and muscles could be replaced with synthetic fibres capable of moving faster than a biological muscle. The difficult question we would then face is what that means for being human, and that, no one yet has an answer to.



READING CODE



Robots are programmed using code, which is a way of telling them a series of instructions to carry out. A robot's job is to turn the code into something useful.

Activity: Imagine you are a robot who has been given this code for colouring in a particular set of squares in this grid. Follow the instructions by colouring in each of the squares in the list at the bottom of the page.

Hint
The first one has been completed for you!

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
A																			
B																			
C																			
D																			
E																			
F																			
G																			
H																			
I																			
J																			
K																			
L																			
M																			
N																			
O																			
P																			
Q																			
R																			
S																			
T																			

A: 3, 4, 5, 15, 16, 17
B: 2, 6, 14, 18
C: 1, 7, 13, 19
D: 1, 8, 12, 19
E: 1, 9, 11, 19
F: 1, 10, 19
G: 1, 19
H: 1, 6, 7, 13, 14, 19
I: 1, 6, 7, 13, 14, 19
J: 1, 19
K: 2, 9, 11, 18
L: 2, 10, 18
M: 3, 17
N: 4, 16
O: 5, 15
P: 6, 14
Q: 7, 13
R: 8, 12
S: 9, 11
T: 10

Scan the QR code to double check your answers!

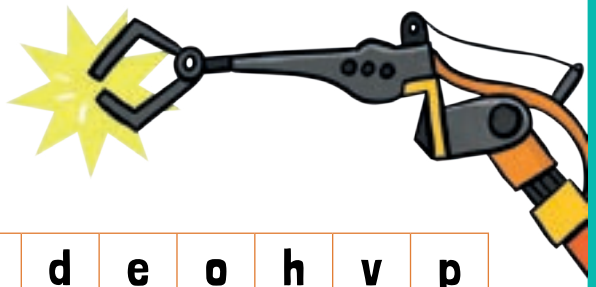
ROBOT CROSSWORD

Can you find these robotic words in this word search?
Words can read backwards, forwards, up, down and diagonally.



ROBOTICS ACTIVITY BOOK
by Jenny Jacoby and Vicky Barker,
published by b small.

programming
mechanics
ideas
wheels
sensor
electronics
power
feedback
task
design



d	t	h	j	d	e	l	q	s	x	y	d	e	o	h	v	p
y	o	n	u	p	n	t	c	r	i	l	q	g	i	u	v	e
k	t	i	y	t	a	s	k	u	s	e	d	i	n	e	n	a
c	g	d	k	c	r	u	s	l	e	e	h	w	x	g	n	n
a	a	e	o	c	m	i	t	o	d	a	a	e	i	r	t	u
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a	y	i	v	o	l	c	u	j	a	m	g	o	c	e	y	c
s	e	l	e	c	t	r	o	n	i	c	s	c	s	i	k	j
g	e	t	c	u	z	y	s	e	o	j	a	v	t	f	v	a

THE FUTURE OF THE INTERNET

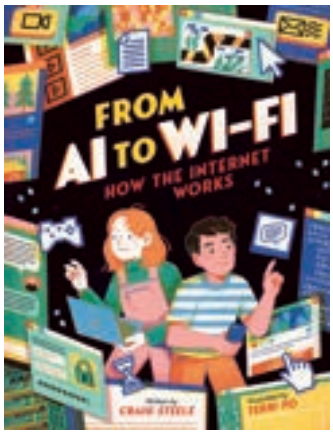
Although it's come a long way already, the story of the internet is just beginning. It's amazing to imagine what the internet will look like 30 years from now. Think about how you use it today – what do you wish it could do that it can't yet? Let's look at what might be coming next!

Faster than ever before

Right now, one of the fastest ways to send data over the internet is through 5G radio waves. But even faster technology is already being researched! Telecommunications companies are working on 6G wireless connections that could be so quick, you could download an entire game in the blink of an eye!

Living near the edge

Instead of building more humongous data centres kilometres away from cities, there might be a shift to smaller 'edge' data centres built closer to where people live. With servers nearby, data travels a shorter distance, so websites load faster and video calls feel smoother.



FROM AI TO WI-FI: HOW THE INTERNET WORKS
Text by Craig Steele and artwork by Terri Po



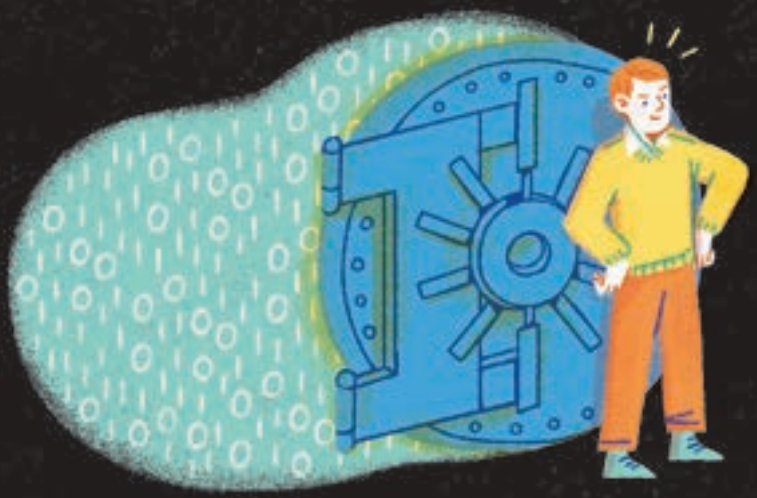
Look up!

To reach places where cables can't, the solution might be in the sky! Engineers are testing solar-powered drones that hover 20 kilometres in the air and act like floating mobile towers. Along with the thousands of satellites expected to launch in the next decade, you'll soon see more internet infrastructure above you, rather than below the ground.

Internet you can wear

We already have smart glasses that connect to the internet, but could it go even further? What if your jacket told you to don your hood because the weather forecast predicted rain in the next five minutes? For some, the internet is already part of their wardrobe, with smartwatches and rings that go online. Now, it's becoming easier to add tiny computers, batteries and internet-capable chips directly into fabric.





Protecting our private data

In the future, the internet could be a place where we have full control over all our personal information. Imagine storing all your data in your own secure vault and deciding exactly who can open it. People are already working on building these systems, but the challenge is getting the companies that hold our information to use them.

Hugging from a distance

Over the years, the internet has gotten much better at making us feel like we're right there with someone, thanks to super clear video and audio. This is called telepresence, and it makes talking to people online feel more natural than ever! So, what's next?

Imagine special gloves or T-shirts that let you feel a hug or a handshake, thanks to tiny motors called actuators that make it feel real. How cool would it be to hug your grandparents from the other side of the world? Soon, using this type of tech could be as normal as sending a hug emoji.



An extract from



Blitzers © Alastair Chisholm 2025 | Illustrations © Francesca Ficorilli 2025
Published by Barrington Stoke

Chapter 1: Chew Lip

The first thing to say is: Jay started it.

I know he's my big brother, and he was trying to help. But, no joke, everything that happened is down to him – the battle with Mel, the sneaking around, the giant robot fight, all that stuff on the news ... *Everything* is because of him.

Yeah.

"So ... is it a real Blitzer then?" asks Tan.

"Of course it is!" I say. Then I frown. "I mean, I think so."

I examine my new device. It *is* real, isn't it?

It *looks* real. It looks like every other Blitzer – square, plastic, about the size of a Post-it pad, with a screen and some buttons. Blitzers don't look very exciting, but they're the latest thing. They're *everything*.

Blitzers are virtual fighting creatures. Ages ago, there were these things called Tamagotchis – cute virtual animals you had to feed and look after. Blitzers are like those, but *not* cute. You don't feed them; you train them to *fight*. And each Blitzer is different – how they look, how they fight, their special moves.

They're all anyone talks about at school, and if you don't have one, you're right out of it. When new Blitzers arrive in shops, parents actually fight over them. Every kid has one!

Every kid but me anyway.

"Maybe for your birthday, Danny," Mum said when I begged her to get me one. "That's only a month away."

"A *month!*" I wailed. "That's *for ever*. Can't it be like an early present? *Please?*"

But we're skint. And Mum's already working two shifts – she doesn't have *time* to fight all the other parents. It's rubbish being the only kid in school without one. Even Tan has one, and she's even less cool than me.

But then this morning, before school, my brother Jay handed me an old shopping bag and said, "Hey, I got you one of them Blitzer things."



I was like: *YASSS! Finally.*

But now I'm not sure.

"You get fakes," says Tan. "Real Blitzers have a hologram, see?" She shows me the hologram on the back of her Blitzer.

I check mine. It has a hologram, but it's a bit worn.
"No, it's real," I say. I switch the Blitzer on, and it plays a little tinny tune. "See?"

"Hmm," says Tan.

It's a bit battered compared to Tan's. But Tan's Blitzer is rare – it's a Silver Edition, with stripes on the case and bonus skins. She didn't even pay extra for it. It was just one of the specials they sometimes mix in with normal ones.

"So what's its name?" Tan says.

"I dunno. Where does it tell you?"

Tan shows me her screen. It looks like the deck of an old shipwreck, with worn ropes and rotted wood. Something is standing on the deck, staring out at us – some kind of human ... robot ... crab? That sounds weird. But it's human shaped, only it has a wide, square head, a big body, huge pincer arms and armour plating. And shark teeth, for some reason.

Tan clicks the corner of the screen, and a name appears: HOOK JAW.

"Oh," I say. "Yeah. Mine is ..." I click the screen and peer at it. "Um. 'Chew Lip'."

Tan screws up her face and peers at me from behind her thick glasses. "Tulip? Like the flower?"

"No, Chew Lip!" I say. "Chew ... Lip?"

"Oh," says Tan. "Well, that's ... cool, I guess. Show me?"

I show her the screen.

Chew Lip's world is a forest. Not a scary, dark, spooky forest. Just a nice one, with pretty trees and friendly squirrels. Chew Lip is sitting on a log. Chew Lip is light blue and looks a bit like a tubby robot bear made from cubes. Its mouth is curved into a weird smile.

"What is that?" asks Tan.

"Um. A bear?" I guess.

Tan shakes her head. "Mate, that's a *teddy bear*."

"It's a wild bear!" I snap. "Or something. I don't know yet. I just got it."

"Well ... what level is it?" says Tan.
"Hook Jaw is Level 15. When it reaches 20, I get bonus attacks."

"I haven't fought anyone yet," I say.

"Yeah, you gotta train it first," Tan says, and clicks on her screen. The shipwreck turns into a gym, with training dummies for Hook Jaw to fight. "Like this." She drags her finger across the screen, and Hook Jaw stomps over to a dummy and attacks it. "If your Blitzer doesn't do the right thing, you zap them, see?"

Tan presses a button, and a hand appears on the screen and points at Hook Jaw, firing a tiny lightning bolt. Hook Jaw roars in fury and attacks the dummy harder, smashing it to pieces. "And if it does well, you stroke it." She presses another button, and the hand comes down and strokes Hook Jaw. It seems to calm down. "Easy."

I nod. "OK ..."

"What's its special move?" Tan asks. "Mine can flood the arena!"

"Um ..." I don't know. Chew Lip hasn't done anything like that yet. "When I turned it on this morning, I think it was painting ..."

Tan gives me a look. "Painting," she replies.

"Um ... yeah."

"Hmm," says Tan again. She shrugs. "Want to do a practice battle?"
She holds up her device, and I do the same, and we click them together. They've got magnets, and they join to make one display.

The display shows the arena.

The arenas are picked at random. It might be a warehouse, or a forest, or the side of a volcano ... This one is like an old Roman gladiator circus – there's sand on the ground, a blistering sun and rows of people cheering. Chew Lip is on one side of the arena and Hook Jaw on the other.

Hook Jaw roars and raises its pincer arms. Chew Lip stands and watches. Hook Jaw stomps forward and *whacks* Chew Lip across the face.



"Yes!" shouts Tan. On screen, the crowd roars. Chew Lip staggers back. Hook Jaw moves forward again and stabs at Chew Lip with its claw.

"Come on – fight back!" I shout. But there's nothing I can do. That's the thing about Blitzers – you can train them, but once the fight starts, it's up to them. All you can do is teach them the right things and hope they remember.

It's a short fight. Hook Jaw finishes with its special move, calling up a giant wave that washes Chew Lip away. The crowd cheers.

WINNER: HOOK JAW says the screen.

We unclick our devices, and they switch back to their home screens. Tan's screen shows Hook Jaw striding around on its deck, lifting its arms in a victory pose. On my screen, Chew Lip is sitting in the forest, looking surprised and a bit wet.

Tan frowns.

"Yeah," she says. "Yours is rubbish."

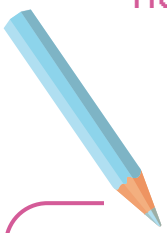
BLITZERS WRITE YOUR OWN BATTLE SCENE!

IMAGINE THAT YOU CAN SEE INSIDE THE MIND OF CHEW LIP. USING THE SPACE BELOW, WRITE A BATTLE SCENE FROM THEIR POINT OF VIEW.

ARE THE BLITZERS SCARED, ANGRY OR CONFIDENT?

HOW DO THEY FEEL ABOUT FIGHTING THE OTHER BLITZERS?

WHAT ADJECTIVES CAN YOU USE TO CREATE SUSPENSE AND DRAMA IN YOUR STORY?



Blitzers © Alastair Chisholm 2025 | Illustrations © Francesca Ficorilli 2025 | Published by Barrington Stoke

DESIGN YOUR OWN UNIQUE BLITZER!

BLITZERS

EACH BLITZER HAS DIFFERENT SKILLS AND ATTRIBUTES SUCH AS SPEED, SUPER STRENGTH OR – IN THE CASE OF DANNY'S BLITZER, CHEW LIP – FLOWER ARRANGING!

WHAT SPECIAL ABILITIES WOULD YOU GIVE YOUR BLITZER?

WHAT WOULD IT LOOK LIKE?

DON'T FORGET TO ASSIGN IT A LEVEL AND A SPECIAL MOVE!

NAME THE CHARACTER! CAN YOU THINK OF A NAME FOR THIS BLITZER?

NAME:

LEVEL:

ABILITIES:

»» »»

»» »»

SPECIAL MOVE:



AFLOAT AT SEA

The hot wind carries the tang of salt and tar. Mei stands on the shore and watches Oceanus City float in the warm waters of the bay. It bobs in the sea. A city of low-lying buildings, wide avenues, and palm trees.

City workers lay down gently swaying gangways which lead from the city to the shore. As soon as they anchor, Mei sees her friend Silvia running towards her, waving and shouting, "Mei! Mei!"

"Silvia!" Mei says as they hug. It's so good to see each other! Mei follows Silvia along a gangway into the city. There are beautiful parks and open-air swimming pools that are simply the sea! They go swimming and have ice cream, and eat fresh fish on the grill for dinner.

They wake up early the next morning to see the city go out to sea. The crew pull up the heavy anchor and roll back the gangways – and they're off! The city moves slowly away from the land.



Testing the waters

There is a glimpse of a possible future in Amsterdam, the capital of the Netherlands, as around 100 homes float on the water in a part of the city called IJburg. The Netherlands has a long experience of building sea walls and dykes to stop the low-lying lands reclaimed from the sea from flooding. Lots of Dutch people also live on houseboats on the many canals.

Why aren't there more floating cities?

Two reasons are practicality and security. It's often easier to make an artificial island than a floating one. Anything that floats is more at risk of sinking or damage from extreme weather. There are advantages to building on water though – water generally remains cooler than land in summer and warmer in winter.

Everyone goes to the promenade to throw lines into the sea. Mei can't believe how many fish there are!

The city floats until the shore is far behind. The next day they see another city in the distance. It's the city of Oshun. It has sails and tall towers that capture rainwater, and solar panels that gleam in the hot Sun. Everyone waves – from a distance!

"Look!" Mei says. "Whales!" She has never seen them before. Silvia laughs at her surprise. The whales rise, as enormous as mountains. They blow water into the air in greeting!

There is so much life out at sea. They see other towns floating, and huge seaweed farms.

They often see people travelling by boat. In the early mornings people go out with sky gliders to catch the wind, and travel above them like birds!

"I never want to go back," Mei says. "Living on the sea is the best!"

"Well, I like it," Silvia says, and they laugh.

Mei is so glad she got to visit her friend. They both cannot wait for their next adventure together!



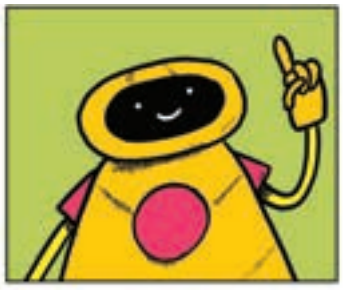
DID YOU KNOW?

Bangladesh is home to a series of floating gardens that move up and down with the waters. It is also home to several solar-powered, floating 'boat schools'!

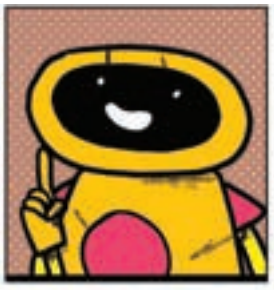
A city with a twist

One of the earliest underwater habitats was Conshelf II, a starfish-shaped village 10 metres deep in the Red Sea built by Jacques Cousteau in 1963. It housed 'oceanauts' who lived completely underwater for up to a month at a time!

The Children's Book of the Future is written by Lavie Tidhar and Richard Watson & illustrated by Cinthya Alvarez. DK Children's, £12.99. Out Now.



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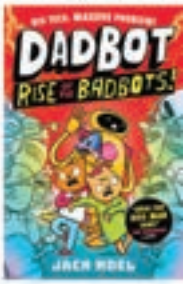
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Robot Jokes

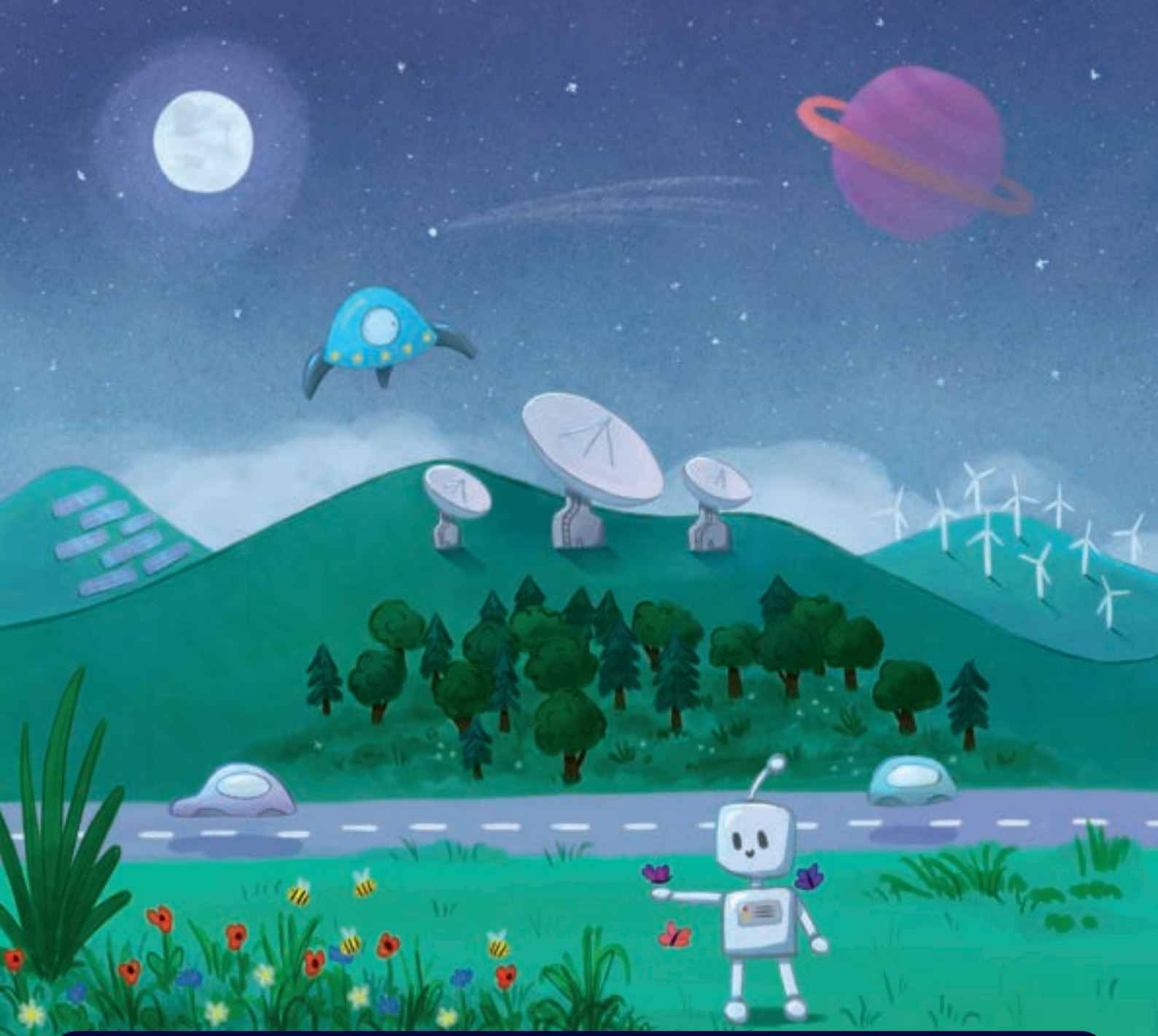
What's a robot's favourite type of music?
Heavy metal!

What do dog robots do?
They byte!

Why did the robot sneeze?
It had a virus!

What's a robot's favourite exercise?
Circuit training!





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