

Publishing Credits

Rachelle Cracchiolo, M.S.Ed., Publisher Conni Medina, M.A.Ed., Editor in Chief Nika Fabienke, Ed.D., Content Director Véronique Bos, Creative Director Shaun N. Bernadou, Art Director Seth Rogers, Editor Valerie Morales, Associate Editor Kevin Pham, Graphic Designer

Image Credits

Illustrated by Timothy J. Bradley

Library of Congress Cataloging-in-Publication Data

Names: Bradley, Timothy J., author. Title: Hive mind / by Timothy J Bradley.

Description: Huntington Beach: Teacher Created Materials, [2019] |
Previously released as volumes 1-3 of the series, Sci-Hi. | Audience:
Ages 13 | Audience: Grades 4-6 | Summary: Thirteen-year-old Sidney
Jamison is bored with school and getting in trouble for taking apart
household appliances, but everything changes when he transfers to Sci
Hi, where students play Zero-G dodgeball and work together to solve such
real-world problems as Colony Collapse Disorder.

Identifiers: LCCN 2019026461 (print) | LCCN 2019026462 (ebook) | ISBN 9781644913475 (v. 1 ; paperback) | ISBN 9781644913482 (v. 2 ; paperback) | ISBN 9781644914397 (v. 1 ; ebook) | ISBN 9781644913499 (v. 3 ; paperback) | ISBN 9781644914373 (v. 2 ; ebook) | ISBN 9781644914380 (v. 3 ; ebook)

Subjects: CYAC: High schools--Fiction. | Schools--Fiction. | Science

Classification: LCC PZ7.B7258 Hiv 2019 (print) | LCC PZ7.B7258 (ebook) |

DDC [Fic]--dc23

LC record available at https://lccn.loc.gov/2019026461

LC ebook record available at https://lccn.loc.gov/2019026462



Huntington Beach, CA 92649-1030 www.tcmpub.com

ISBN 978-0-7439-6690-0

© 2020 Teacher Created Materials, Inc.

Table of Contents

Chapter One: Physics at Play · · · · · · · 5
Chapter Two: Heated Competition · · · · · · 9
Chapter Three: A Challenging Assignment · · · · · 15
Chapter Four: Adaptation Advantage · · · · · 19
Chapter Five: And the Winner Is 27
About Me

CHAPTER ONE



Physics at Play

Now, for my favorite class, Penny Day thought to herself. She was excited to get to know her new friends Hari and Sidney, but most of all, she was excited to show off her athletic skills. The three students had recently been selected to attend Sci Hi, and the school was unlike any Penny had ever attended. Everything they did involved science or problem solving in some way. Physical education was no different.

This is why physical education with Ms. Newton was one of her favorite parts of the day. She was always ready for any challenge that was thrown at her. Plus, Penny loved to conquer new sports.

The students changed into white shorts and T-shirts with the Sci Hi emblem. They stood in a large gymnasium with cinder block walls and a rubber floor.

"All right, everyone, listen up!"
Ms. Newton shouted from the center of the gym. Her dark, spiky hair stood out in all directions. She held what looked like a yellow soccer ball in a bulky glove on her right hand. The ball was covered with deep seams that emitted a bright-blue light. "We are about to put the *physics* into *physical education*. We're going to play a game called

Zero-G Ball. It's just like dodgeball, except for one thing—the ball."

Sid and Hari looked a little confused, but Penny knew exactly what to do. She watched as Ms. Newton tossed the ball into the air. Instead of falling to the floor, the ball flew up until it bounced off the gym's ceiling, then off a wall, and finally to the floor. Ms. Newton reached out with her gloved hand. The ball changed direction and stuck to the glove.

"The balls we are using for this game have been fitted with gravity nullifiers. They will continue moving until they are stopped by friction from the air, impact with the walls, or you.

"The motion of the ball is a perfect example of the property of inertia. It states that an object in motion tends to stay in motion and an object at rest will stay at rest, unless an outside force acts on that object. You will be that outside force," Ms. Newton said.

Penny looked around excitedly.

You've Just Finished your Free Sample Enjoyed the preview?

Buy: http://www.ebooks2go.com