

COLLECTIBLE-CREATURE MYSTERIES · AGES 6–10

THE NOT QUITE NORMAL FIELD KIT

discover them all



Welcome, investigator! Every Not Quite Normal case ends the same way: a creature, a card, and one real piece of science. Inside this kit you'll find three creatures to color, your very own blank Index card to fill in, and three real experiments to try at home — one from each case. Sharpen your pencil. Check twice.

NORMAL? NOT QUITE.

notquitenormalbooks.com

CARD No. 001

PRISMKIN

Talks in colors — gold = happy, white = scared. Taps a paw to say hello.



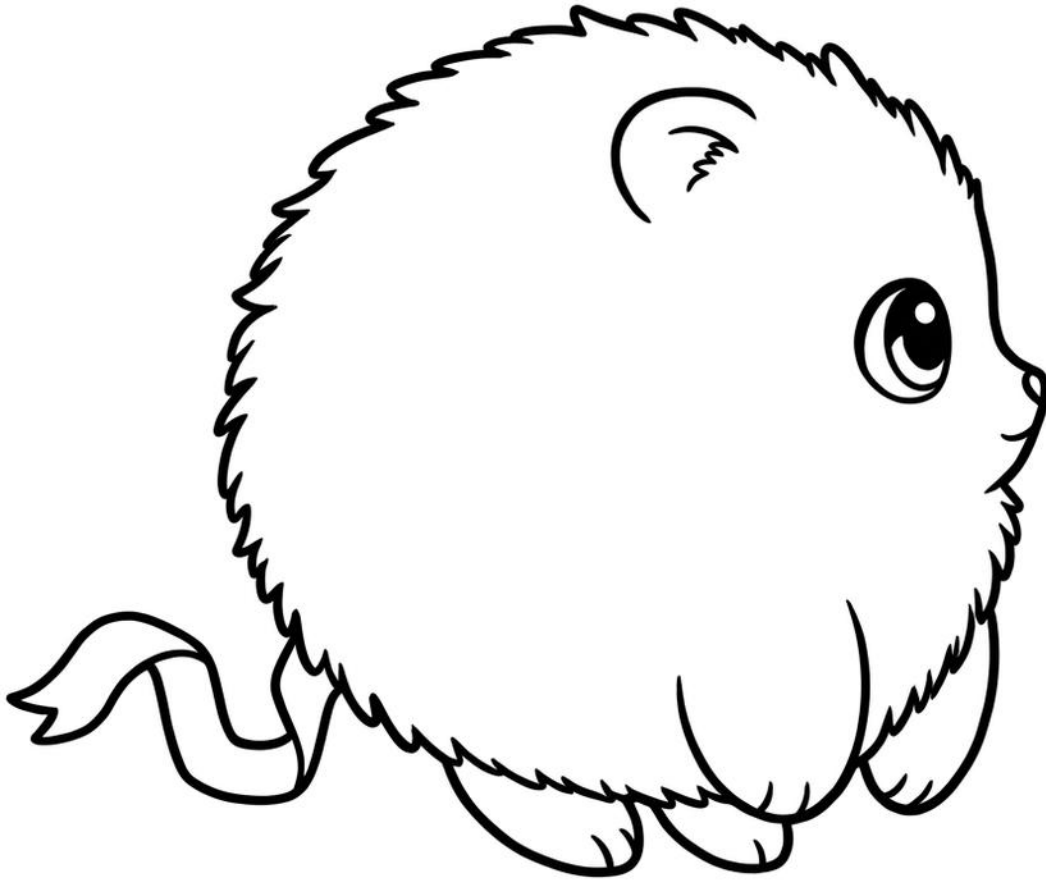
color me!

[discover them all](#)

CARD No. 002

RUFFLEBOLT

Its sparks show its mood — soft when calm, frantic when scared.



color me!

[discover them all](#)

CARD No. 003

SANDSTITCH

Shy of vibration and shadow — you hear it before you see it.



color me!

[discover them all](#)

THE NOT-QUITE-NORMAL INDEX

START YOUR OWN CARD

Found something not-quite-normal? Don't just tell everyone — check twice, then give it a card.

draw it here

Name

Where I found it

Its signature tell

The real reason (the science)

NORMAL? NOT QUITE.

Card ____ of 13 — discover them all



BOOK 1

BEND THE LIGHT

WHAT YOU NEED

- A clear drinking glass
- Water
- A small piece of paper
- A marker or crayon

WHAT TO DO

- 1 Draw a short arrow on the paper, pointing to the right.
- 2 Stand the paper up behind the empty glass.
- 3 Slowly pour water into the glass and look through it at the arrow.
- 4 Watch closely — the arrow flips and points the other way!

THE NOT-QUITE-NORMAL SCIENCE

Light bends when it crosses from air into water. A round glass of water works like a lens and crosses the light over, flipping your arrow. A lighthouse's Fresnel lens bends light the very same way — gathering one small flame into a single bright beam. That beam is the language the Prismkin learned to read.

Grown-up helper: Wipe up any spills so no one slips.



BOOK 2

THE STICKY BALLOON

WHAT YOU NEED

- A balloon
- Clean, dry hair (or a wool sweater)
- A wall
- A slow trickle of water from a tap

WHAT TO DO

- 1 Blow up the balloon and tie it.
- 2 Rub it on your hair for about ten seconds.
- 3 Hold it close to a thin stream of water — the water bends toward it!
- 4 Now press it flat to the wall and let go. It sticks.

THE NOT-QUITE-NORMAL SCIENCE

Rubbing moves tiny invisible charges onto the balloon — that's static electricity. The charged balloon gently tugs on light things nearby: water, hair, even paper. That same quiet tug is what made Rufflebolt's prizes drift off the shelves and follow people home. Telling everyone is not the same as knowing.

Grown-up helper: Works best on a dry day.



BOOK 3

BUILD AN ISLAND

WHAT YOU NEED

- A baking tray or large dish
- A cup of sand (or sugar/salt)
- Water
- Your hand

WHAT TO DO

- 1 Pile the sand at one end of the tray.
- 2 Add water until the sand is just covered.
- 3 With your hand, make small waves that hit the sand at an angle — again and again.
- 4 Watch the sand creep along the tray and pile up somewhere new.

THE NOT-QUITE-NORMAL SCIENCE

Waves that reach a beach at an angle nudge sand sideways, one grain at a time, down the coast — scientists call it longshore drift. Given enough patient waves, sand piles into a brand-new bar or island, almost overnight. No magic required... though in Saltwhistle, the Sandstitch colony helped.

Grown-up helper: Do this outside or by a sink — it's a splashy one!