Rebel Mechanics by Shanna Swendson tells the story of Verity Newton, a seventeen-year-old governess who lands right in the middle of a feud between magisters and rebel mechanics in an alternative take of the American Revolution. Rebel Mechanics is filled with science, technology, steam engines, magical vehicles, love, and espionage.

Activity 1 Steampunk Jewelry

Introduction
Verity meets the famous rebel mechanics her first day in New York and begins to discover the wonders of science and technology. The rebel mechanics are leading the charge of a revolution against the aristocracy of the magical magisters. In order to recognize fellow rebel mechanics, the group creates an insignia: a simple gear hanging on a red ribbon. In this activity, teens will be able to make their own insignias and other steampunk creations using gears, cogs, clock hands, vintage keys, and photos.

Books to Display or Booktalk
Love, Lies and Spies by Cindy Anstey
Legacy of the Clockwork Key by Kristin Bailey
The Dark Unwinding Sharon Cameron
Steampunk Style Jewelry: Victorian, Fantasy, and Mechanical Necklaces, Bracelets, and Earrings by Jean Campbell
Etiquette & Espionage Gail Carriger
Mechanica by Betsy Cornwell
Steampunk Jewelry by Spurgeon Vaughn Ratcliffe

Supply List
Satin ribbon in a variety of colors/prints
Lobster clasps
Unisex beaded ball chain necklace (3mm works best)
Cable chain
Mixed gears
Mixed clock parts
Antique Looking Lockets
Mixed key charms
Mixed keys and locks
Mixed clock hands
Metal/jewelry glue
Jewelry pliers
Tables/chairs

Detailed Description of Activity
Creating jewelry is all about being creative. A list of supplies can be found above with suggestions on where to purchase these items but asking for donations of old or broken jewelry is also another way to go. Teens should also be able to bring in any pieces that they may already own.

A few samples should be made beforehand, for inspiration, as well as having books on display. A simple internet search can provide some great examples. This program requires little to no instruction which is why the pre-made samples and examples are so important. The only instruction the participants might need is instruction on how to use the jewelry pliers and glue safely and effectively.

You will need a few tables and chairs set out for the attendees to work on as well as for the supplies. Creating different stations for each type of supply will make it easy for everyone to go around the room and pick up what they would like to use. If possible, try to have enough jewelry pliers and metal glue for at least every two teens, as they will be using these particular supplies quite a bit and it might be difficult to share.

The host of the event should periodically walk around the room to check on supplies as well as asking if anyone may need an extra hand as they are glue their creations together. Jewelry glue dries very quickly so teens should keep this in mind.

This program should be about 1.5 to 2 hours long so as to provide ample time to plan their creations, create them and then let them dry.

**Resources**
Jewelry Supplies Shopping List  
Examples of Steampunk Jewelry  
Sample of Event Flyer  

**Resources for Teens, Teachers & Librarians**
Hobby Lobby- [http://www.hobbylobby.com/](http://www.hobbylobby.com/)
Jewelry Making Journal [http://jewelrymakingjournal.com](http://jewelrymakingjournal.com)
Steampunk Jewelry by Spurgeon Vaughn Ratcliffe
Steampunk Style Jewelry: Victorian, Fantasy, and Mechanical Necklaces, Bracelets, and Earrings by Jean Campbell

**Activity 2 Flash Fan Fiction: Creative Writing on a Time Crunch**

**Introduction**
Flash fiction does not have a clear definition, but it is fiction that is very brief and is usually shorter than 1,000 words; sometimes even as short as a few hundred words. Fan fiction is fiction written by a fan that includes characters from a specific movie, television show, or book.
Rebel Mechanics is an alternative tale historical fiction. Swendson spins a different take on the American Revolution, in which the colonies did not win the revolution and even threw in themes of steampunk and magic. While Rebel Mechanics is not a work of flash fiction or fan fiction, using current novels can sometimes be an easy and interesting way to promote creative writing with teens.

Books to Display or Book Talk
How to Write Fanfiction by Karen Burkley
Fic: Why Fanfiction Is Taking Over the World by Anne Jamison
Flash Fiction: Mix-and-Match Writing Prompts by Corrine Kenner
Carry On by Rainbow Rowell
Fangirl by Rainbow Rowell

Supply List
Pens/pencils
Writing paper
Books to display
Popular young adult novels in your library
Writing prompts (can be found using Flash Fiction: Mix-and-Match Writing Prompts by Corrine Kenner or taking scenes from popular television/movies/books)
Table/chairs
Dry erase board/markers or projector screen/laptop
CD player/instrumental music or other form to stream music

Detailed Description of Activity
This program is a combination of flash fiction and fan fiction. This program can be a one-time occurrence or a periodical series. Set up tables and chairs in a meeting room or any space that has few distractions.

Provide writing paper, pens, and pencils but also try to have power outlets available for teens that may bring in their own laptops, tablets, and other electronic devices.

Brief introductions are always a nice way to start writing programs in which teens might be sharing the work later on in the program. Introductions can be as simple as having them share their first names and perhaps their favorite television show, movie, and/or book.

Start with explaining the definition of fan fiction and flash fiction. You can use the dry erase board or projector to convey the definition and differences between this two writing styles.

Both flash fiction and fan fiction should have all of the elements of a typical, longer story. The basics being a beginning, a middle, and an end with some sort of conflict and resolution for the protagonist.
The Essential Elements of Flash Fiction
Courtesy of https://letterpile.com/writing/Flash-fiction-Coffee-Break

Length of story
Short; can be as brief as 6 words, or as long as 1,000

Character development
The character must engage the reader's emotions.

Surprise or Twist
The ending should be unexpected and not predictable.

Change or Epiphany
Either a physical change or a change of decision.

This introduction should be about 15-20 minutes. Then, to get their juices flowing pull a prompt from either Flash Fiction: Mix-and-Match Writing Prompts by Corrine Kenner or online.

Set a timer and give the teens about 20 minutes to work on this with soothing instrumental music playing quietly in the background. Some teens find complete silence uncomfortable or even distracting so instrumental music can create a sort of white noise effect. Feel free to participate in the task as well so when it is time to share you can start the ball rolling.

The next 10 minutes can be sharing what they came up with. Often times, it helps if the host/librarian shares first so the others can get comfortable.

Next, have the teens think of an episode of their favorite TV show or the ending of a movie or book. Ask them to think about what they liked and didn't like about it, and, if given the chance, how they would change it. This is fan fiction in the most basic sense. Give them another 20 minutes to re-create their own endings/scenes.

The next 10 minutes and be spent sharing with the group. These tend to be a lot more interesting and, oftentimes, comical since these characters already exist and teens can get fairly creative.

The last 10 minutes can be used to show the participants the different resources that are available for them such as:
http://nanowrimo.org/
http://750words.com/
https://www.fanfiction.net/

It is important to remind them that these are all-ages websites and some of the content may be a bit mature.
Resources
Writing Event Flyer for library example

Resources for Teens, Teachers & Librarians
Fanfiction.net https://www.fanfiction.net/
750 Words http://750words.com/
How to Write Flash Fiction https://letterpile.com/writing/Flash-fiction-Coffee-Break
Spark Flyer Maker https://spark.adobe.com/make/flyer-maker
NaNoWriMo http://nanowrimo.org/

Activity 3 STEAM: Stop Motion Animation

Introduction
The concept of STEAM was a dominant theme in Rebel Mechanics and not just in relation to the steam engines. STEAM stands for science, technology, engineering, art, and mathematics. Stop motion animation encompasses the majority of these concepts.

Books to Display or Book Talk
The HUE Book of Animation: Create Your Own Stop Motion Movies by John Cassidy and Nicholas Berger
Brick Flicks: A Comprehensive Guide to Making Your Own Stop-Motion LEGO Movies by Sarah Herman
The LEGO Animation Book: Make Your Own LEGO Movies! by David Pagano and David Pickett
Stop Motion Animation: How to Make & Share Creative Videos by Melvyn Ternan
Stop-Motion Animation: How to Make and Share Creative Videos by Melvyn Ternan

Activity 3 Supply List
A variety of Legos and mini-figures
A variety of paper in different colors
Shoeboxes or cardboard
Masking tape
Laptops and/or desktops
Digital cameras (number dependent on how many participants register)
OR
HUE Animation Studio (includes camera and software) $70, if funds are available
https://huehd.com/shop/hue-animation-studio/
OR
Tablets/smartphones
Chenille sticks/pipe cleaners (optional)
Scrabble tiles or letter tiles (optional)

Detailed Description of Activity
This program should be about 1.5 to 2 hours long, and if supplies are limited, registration may be required. For instance, if you are able to obtain digital cameras or the HUE Animation Studio, there should be one for every two teens. Registration should probably be capped off at about 15-20 teens.

This program can be done using digital cameras, purchasing HUE equipment, or providing tablets with free stop motion animation apps such as Stop Motion Studio, PicPac Stopmotion + TimeLapse, Stop Motion Cafe.

One important concept that needs to be expressed is that it will take 10 individual photos to make one second of video, which means to create a one minute video, they would need to take a total of 600 photos!

Teens begin by deciding what their videos will be about and begin creating their settings and characters with the materials provided for them.

Then, teens will begin to take photos of each individual scene. Once teens are satisfied with the number of photos that they have taken, they can upload them to a computer. Windows Movie Maker can be found on PCs. If it is not currently installed on the PC, it can be downloaded for free: http://www.windows-movie-maker.org/

Using the HUE technology is highly recommended, if funds are available. The overhead cameras automatically upload all of the photos taken and send them directly to the software that is installed on the computers. The software has everything you would need to use in order to edit videos including adding voice and/or music clips.

As mentioned before, there are also numerous free apps that can be downloaded through Android and/or iPhone devices.

In any of these cases, instructions on editing can be found within the software and/or app.

For examples: https://huehd.com/creations/

Resources
Stop Motion Flyer for library example

Resources for Teens, Teachers & Librarians
HUE HD https://huehd.com/animation/
Windows Movie Maker http://www.windows-movie-maker.org/