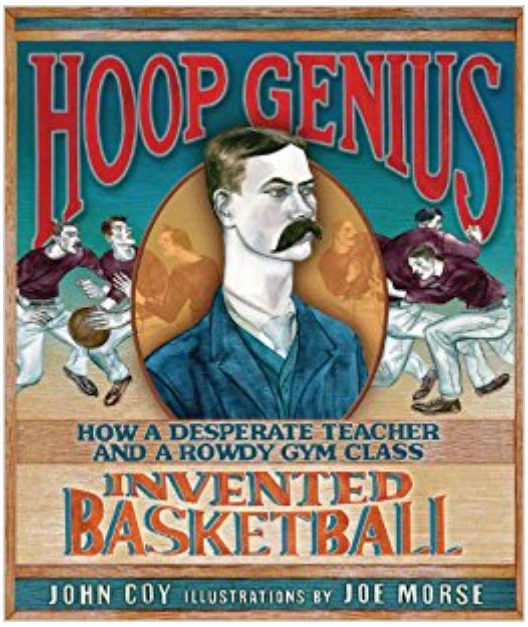
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Hoop Genius: How A Desperate Teacher And A Rowdy Gym Class Invented Basketball (Carolrhoda Picture Books)



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Synopsis

Taking over a rowdy gym class right before winter vacation is not something James Naismith wants to do at all. The last two teachers of this class quit in frustration. The students--a bunch of energetic young men--are bored with all the regular games and activities. Naismith needs something new, exciting, and fast to keep the class happy or someone's going to get hurt. Saving this class is going to take a genius. Discover the true story of how Naismith invented basketball in 1891 at a school in Springfield, Massachusetts.

Book Information

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Age Range: 7 - 10 years

Grade Level: 2 - 6

Customer Reviews

Gr 1-3-In 1891, a teacher named James Naismith invented a game that was destined to become a national sensation. The boys' gym class at his school was particularly rowdy. He needed to find an indoor activity for the energetic lads that was fun, but not too rough. Inspired by a favorite childhood game, he stayed up late one night typing the rules of his new game. With a soccer ball, two peach baskets, and the rules tacked to the bulletin board, Naismith introduced his idea to the unruly class the next day. In that first game, only one basket was scored, but the boys were captivated. During Christmas vacation, they taught their friends how to play basketball and soon its popularity spread across the country. Even women formed a team. By 1936, basketball became a recognized Olympic sport and Naismith was honored at the opening ceremonies. Morse's energetic illustrations add an

old-fashioned charm to the narrative. Readers will also want to examine the endpapers, a reproduction of the original rules of the game typed by Naismith. This entertaining and informative story will delight young sports fans.-Linda L. Walkins, Saint Joseph Preparatory High School, Boston, MAÃ Â (c) Copyright 2011. Library Journals LLC, a wholly owned subsidiary of Media Source, Inc. No redistribution permitted.

In December 1891, James Naismith, a physical education teacher in Springfield, Massachusetts, was looking for a way to channel the energy, impatience, and eagerness of his male students. Recalling a game he knew as a child, called Duck on a Rock, he invented a lesson using an old soccer ball and two peach baskets to minimize contact injuries and emphasize finesse and accuracy over brute strength. Pretty quickly, Naismith knew he was onto something: though only one basket was scored the entire first game, his students didnÃ¢â ¬â„¢t want to leave gym class. Over Christmas vacation, the kids taught the game to friends, and soon, a group of women teachers from a nearby school dropped by to learn the new sport. By 1936, NaismithÃ¢â ¬â„¢s game had become an Olympic event. Well researched with material artifacts and primary sources, this historical account is boosted significantly by blocky, muscular illustrations in muted tones that effortlessly mix tongue-in-cheek whimsy with serious action. Anybody who plays the game or watches it ought to find this pretty engrossing. Grades 2-4. --Anderson, Erin

New narrative nonfiction that can be used as a mentor text for research and writing. Hoop Genius is a narrative about how basketball came to be - a gym teacher was trying to figure out how to engage a rambunctious group of young men in athletics indoors without harming each other. In simple prose, Coy tells the story of James Naismith who was trying to solve a problem. Many athletic sports in 1891 (soccer, football, etc) were not appropriate for indoors so he came up with the idea (and rules) for a basketball game. The baskets were peach baskets. The layout of the text is simple with 1-4 sentences on each page and the illustrations are dramatic, calling attention to the problems that Naismith confronted in helping these young men harness their energy. Actually, the illustrations are part of the flow of the text in that they give information that the text leaves out. For example, Naismith tries lacrosse with the young men and then stops the game. There is no text about why he stopped the game. You only know that the game was a disaster by examining the illustrations. There is an author’s note at the end which details how he interviewed numerous people and went to visit Naismith sites in Almonte, Ontario and museums and archives to gather more information. The end papers of the book are the original types rules for the game with Naismith’s handwritten

signature - a great primary source.What struck me as I read and examined this text was its potential as a mentor text for writing nonfiction narratives in the intermediate grades. I share some thoughts about possible instruction on my blog at [...]

Great book about the history of basketball. Can be used in reading or even interdisciplinary in the physical education classroom!

Perfect!

I loved the writing, but the illustrations kind of freaks me out. There skin is blue and there arms are way to long. There facial expressions are grossly and a little scary. The story is vary interesting to learn about. The story is great for kids who want to learn how basket ball was made because it says it in easy words. And it shows how you captive up on a rowdy gym class or anything else.

Great story.

as expected

In our sports-crazy world, it’s hard to imagine life without basketball. You can hardly drive through your neighborhood without seeing a hoop, on people’s driveways or at the school playground. Churches, schools, community centers abound with basketball courts. The NCAA tournament is one of the top sporting events every year, NBA players are paid astronomical salaries, and basketball is one of the major attractions at the Olympics.For the sport that now holds such universal appeal, we can thank James Naismith. In an effort to bring some order to a rowdy gym class, Naismith invented what we now know as basketball. It’s a familiar story that John Coy tells in Hoops Genius: How a Desperate Teacher and a Rowdy Gym Class Invented Basketball. Joe Morse’s illustrations bring the story to life, capturing the period (1891) and the energy of Naismith’s pioneering players.My favorite part is the reproduction of the typed rules that Naismith posted in the gym for the boys to read as they were learning the game. It’s remarkable how much the game still looks like Naismith’s vision. The biggest omission was dribbling. The original rules don’t seem to allow for moving while dribbling the ball. Before the introduction of dribbling, basketball must have looked more like ultimate frisbee. Ultimate basketball. . . that would be interesting. . . .Hoop Genius is a fun, colorful introduction to the invention of basketball. Thanks to Naismith, for inventing a great game, and thanks to Coy and

Morse for bringing it to life!And thanks to NetGalley for the complimentary electronic review copy!

I enjoyed reading this book, because I never really knew the history behind the game of basketball. I knew it had originally been played with peach baskets and was invented by a teacher. I was amused at how this book shows the innovation of a teacher who is desperate to corral a bunch of rowdy students, especially because I am a teacher. I also liked how it demonstrated the trial and error involved in creating the game. I think it is important for kids to realize that great things don't necessarily happen without a lot of experimentation and perseverance until you get it right.The illustrations amused me, as they are reminiscent of an older style of drawing. I got a kick out of how the players become increasingly injured as the story goes on, as Naismith kept trying out new ideas. The history buff in me loves seeing the original typewritten rules, as well. While it mentions how basketball evolved to the sport that it is today, it doesn't dwell on the current game. Some may think of this as a downfall. I like that it stays true to its title. Interested children may be inspired to research more about it.I think this book will appeal to kids in kindergarten or lower elementary and up.I received a review copy in exchange for my honest thoughts and opinions.

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